Legend of the Five Rings™

ROKUGAN™

ORIENTAL ADVENTURES™ CAMPAIGN SETTING



ORIENTAL ADVENTURES

Wulf, Carman, and Mason


DRAGON TERRITORY
PHOENIX TERRITORY
UNICORN TERRITORY
LION TERRITORY
CRANE TERRITORY
SCORPION TERRITORY
SHINOMEN FOREST
Seikitsu Pass
Beiden
Rooko Owari
Otosan Uchi
ROKUGAN
Capital
Mountains



Descriptions can be found on pages 139–145.

Map of the Empire of Rokugan.
As supplied to the Divine Emperor Toturi
in the 26 Year of his reign.



ROKUGAN

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INTRODUCTION

Nimuro's chest heaved. He could feel the trickle of warm fluid down his shoulder, and he knew it for his own blood. The no-dachi — the great sword passed down by his ancestors — weighed heavily in his hands. After hours of battle against the Dragon Clan, he was exhausted beyond measure. His vision was beginning to blur. His knees could barely support his thick body and heavy, battle-scarred armor. All around him the ashigaru and bushi clashed with one another in a cacophony of steel upon steel, marked only by the screams of the wounded.

This was Jigoku. This was hell. Never had he seen a battle so fierce, so bloody.

This was what Nimuro lived for.

A crazed shriek echoed from one side and Nimuro turned to see a group of six spearmen charging his position, weapons aimed at his heart. As a trained samurai of the Lion Clan, Nimuro was the most powerful weapon in his army. His defeat could win or lose the day. Though these peasants outnumbered him six to one, they would be fortunate if they survived.

The Fortunes favored Nimuro.

In a single moment, the exhaustion departed his body and he embraced the Void. His blade leapt through the air. A pivot, a half turn, and Nimuro stood twelve feet away, holding his no-dachi in one hand, extended to his left and behind, perfectly level with his shoulders. The long mane of his helm had barely been disturbed by his sudden movement.

A patter like raindrops echoed in his path as the blood of the peasants struck the earth. A clatter of broken weapons and fallen bodies replied a moment later. They did not have time to scream. Such was the skill of the Lion.

"Lion!" screamed a voice from across the battlefield, and Nimuro turned, eyes narrowed.

The chaos parted. Even soldiers in mortal conflict struggled to escape the path of this new arrival. Nimuro saw that this man was also samurai, his equal: a tall man, wearing an emerald skirt of lacquered armor and a great helm shaped like a scowling dragon's maw. His chest and arms were bare, painted with swirling tattoos of smoke and flame. He held a sword in each hand, both pointed at Matsu Nimuro.

"Lion!" he shouted again. "I am Mirumoto Teika, Guardian of the Shrine of the Dragon Champion. The heart of Isawa Taigen pulsed its last upon my blades. My ancestors humiliated yours in the Battle of the Great Climb. Only your death shall satisfy my need to prove my excellence!"

"I am Matsu Nimuro," the Lion roared in reply. "General of the armies you see before you! I am the Golden Lion of Toshi Ranbo, and if you are so proud of your ancestors perhaps you can give them my regards when I send your soul to meet them!"

The Dragon nodded, face expressionless behind his iron mask.

The Lion raised his no-dachi in salute. The Dragon bowed.

The two armies paused, both eager to see the outcome of this duel.

This was Jigoku. This was hell.

This was what Nimuro lived for.

WELCOME TO ROKUGAN

Legend of the Five Rings™ is a game which takes place in the Empire of Rokugan. The players take on the roles of heroic samurai, mysterious shugenja, enlightened monks, cunning ninja, and wily courtiers. It is a land of heroic conflict on an epic scale as well as deep political intrigue. A samurai's life depends not only on his skill with his blade, but on the depth of his honor. A misspoken word can slay a bushi as quickly as an assassin's blade in the Emperor's court, and the horrors of the Shadowlands wait eternally to corrupt the unwary.

It is a land where honor is as sharp as steel.

WHAT IS LEGEND OF THE FIVE RINGS?

Legend of the Five Rings began as a collectible card game in 1995. The game told the great saga of the Clan War, a tale of betrayal, heroism, and ultimate triumph. Unlike other card games that emerged at the time, however, this one had a twist. The players could affect the outcome of the storyline through their actions in the game. To many, Legend of the Five Rings was as much a role-playing game as a card game, albeit on a grander scale, and a role-playing game seemed to be the natural outcome.

In 1997, the first edition of the *Legend of the Five Rings Role-Playing Game*™ was introduced. The game retold the tale of the Clan War, this time allowing players to take a personal role in the Empire they knew and loved.

Over six years after its debut, Legend of the Five Rings is still growing, and going strong. With a collectible card game, a role-playing game, and a miniatures game to its name it seemed only natural to expand into the wildly popular d20 System.™ What you hold in your hands is the result of this latest effort: *Rokugan*,™ the d20 Companion to Legend of the Five Rings.

You will need a copy of the *Dungeons and Dragons*® *Player's Handbook*™ and *Dungeon Master's Guide*™ to use this product. The two companion volumes to this book, *Magic of Rokugan*™ and *Creatures of Rokugan*,™ may come in useful, but are not entirely necessary.

USING THIS BOOK WITH ORIENTAL ADVENTURES

The *Oriental Adventures*™ sourcebook presents a view of Rokugan compatible with most Dungeons and Dragons campaign settings, ready to be dropped in at a moment's notice. While this volume is compatible with *Oriental Adventures*, it is in a number of ways a more exclusive view of Rokugan as presented in the *Legend of the Five Rings* card game, role-playing game, and the Clan War miniatures game.

This book takes advantage of a number of variant rules to project a more intricately detailed version of Rokugan as a complete campaign setting. While this means that it may take a bit more effort to adjust your own setting to accommodate the Empire, the end result should be very rewarding.

WHY "THE FIVE RINGS"?

The Book of Five Rings is a collection of observations on swordsmanship and philosophy (more accurately, swordsmanship as philosophy) written in Japan by the samurai Miyamoto Musashi in the year 1643. He was a ronin — a masterless samurai who stood undefeated after years of wandering and dueling. The book is divided into five "rings" named after the traditional Japanese elements — fire, earth, water, air, and void.

The life and writings of Miyamoto Musashi exemplify the world of Rokugan in a variety of ways, and the game was therefore named in honor of his most famous writings.

CHAPTER ONE: CHARACTER

When creating a Legend of the Five Rings character, one's choice of clan or faction is extremely important. A human character may hail from any of the Great Clans, the Imperial Families, or the Minor Clans, or he may be ronin and belong to no clan. A human may also choose a family from within his faction. A Naga character has a choice of several different Bloodlines from which he may originate, and a Nezumi character has a choice of several different tribes. The following section describes all of these groups in detail.

Membership in a family (for human characters) grants a number of benefits.

Favored Class: The character's favored class is determined by his family. This favored class supersedes the ones listed in Oriental Adventures.

Starting Honor: The suggested starting Honor for a member of this group. A starting character may vary from this mean by plus or minus one Honor rank, and afterward their Honor is accumulated or penalized normally. (*See Honor.*)

Class Skill: Each family, Bloodline, and Tribe adds at least one class skill to the character's skill list. If the character has at least one character class for which this bonus class skill is already a class skill, he gains a +1 bonus to checks for that skill instead.

Starting Outfit: This is equipment gained in addition to the normal starting gold for a new character. Unwanted equipment can be sold during character creation for half the market price.

Characters may choose (with DM approval) to be without any faction whatsoever. Human characters with no faction are either heimin, eta, or barbarians. Such characters get none of the above benefits, and in fact face a number of problems in the strictly regimented social system of Rokugan. The DM may disallow factionless characters.

Naga have Bloodlines, and Nezumi have tribes, that present them with a variety of racial abilities and advantages. They also gain starting outfits depending on their selection. Nezumi characters may start without a tribe, but Naga must choose a Bloodline at character creation.

THE CRAB



Current Daimyo: Hida Kuroda (Male Samurai 10)

To the southwest of Rokugan lie the Shadowlands, a domain of evil created by the Fallen Kami, Fu Leng. So monstrous are the Shadowlands' inhabitants that the Crab Clan has dedicated itself to defending the Empire against them. The Crab are the followers of Hida, the strongest of Hantei's siblings. They have held the border for centuries, and only once have they ever given ground. The great Kaiu, or Carpenter, Wall stands at the edge of the Crab lands, a monumental symbol that the Crab will not falter again.

Though other clans consider Crab to be curt and abrasive, their apparent rudeness is merely a product of their eternal war. There is little time for subtlety on the

Wall. Crab are accustomed to dealing with one another directly, and have no patience for those who do not display the same courtesy. Crab have a quick temper and a raucous sense of humor many Rokugani find disturbing. The refined courts have no understanding of the Crab mentality, and consider most Crab to be mildly insane. The Crab care little for what others think, so long as their opinions do not interfere with the clan's duty at the Wall.

Currently, the Crab are having difficult times. Three of their most influential daimyo have recently died, leaving control of the clan in the hands of passionate but untested leaders.

Philosophy: While the typical Crab is seldom polite, the clan possesses a sense of duty like none other. Crab make solid, dependable allies and can be relied upon to keep their word. Winning a Crab's trust is difficult, however. Most Crab tend to be cynical and condescending toward those who are not of their clan. A Crab respects strength above all. Whether that strength comes from raw physical power, a mastery of magic, or mere self-confidence is immaterial. The best way to prove oneself worthy of a Crab's respect is to serve at the Wall, fighting the Shadowlands beside them. The Crab's strength and sense of duty makes their friendship a treasure to be prized.

Crab also bear legendary grudges, and have a long memory for those who offend them. Anyone who betrays the trust of a Crab can expect a long, bitter enmity. Anyone who allies himself with the Shadowlands can expect no mercy whatsoever.

Allies and Enemies: The Crab have a long history of animosity toward the Crane, and are currently at war with them over the stewardship of the Yasuki family. The clan has occasionally been friendly toward the Daidoji, who share much of their philosophy and methodology, but despises the other families. Crab are also hostile toward Scorpion, whom they see as a clan of worthless manipulators and nuisances. The Crab have also made more than a few enemies among the Imperial Families with their crude manners and hot tempers.

The Crab are allied with the Mantis, with whom they share a ancient bloodline, and the Unicorn, their neighbors to the north. The Crab are also friendlier to ronin than any other Great Clan. The Crab occasionally declare a "Twenty Goblin Winter" as a means of increasing their ranks, granting fealty to any ronin who can enter the Shadowlands and emerge with the heads of twenty bakemono: no questions asked.

The Crab are generally neutral toward the Dragon, Lion, and Phoenix. They have worked with all three clans in the past, and regularly share information regarding the Shadowlands, but are unlikely to go out of their way to help these clans. The handful of times that the Lion and Crab have allied with one another, their combined military might was to be feared. For this reason, the Otomo do their best to keep the two clans neutral, neither allied nor at war with one another for long enough to accidentally cause harm to the Empire. Most Crab are neutral toward the Minor Clans, caring little for them one way or another.

Appearance: Crab are generally more muscular than the average Rokugani. They tend to have blunt, chiseled features and heavy brows. Broad shoulders and scarring from labor or combat are common. The exceptions are those from the Yasuki family, who sometimes display the elegant beauty of their Crane heritage.

Bonus Languages: Bakemono, Ogre, Oni, Ratling.

FAMILIES OF THE CRAB

HIDA

- Current Daimyo: Hida Kuroda (Male Samurai 10)

The Hida are the leaders of the Crab, descended from the Kami Hida himself. Their proud family counts the Storm-Bringer Osano-Wo and Lord Sun among its bloodline. The Hida are tacticians, generals, and decision-makers, and rank among the Akodo and Shinjo as the finest warriors of the Empire. They are the largest family of the Crab Clan, and the third-largest family in Rokugan. Most warriors who stand at the Carpenter Wall are Hida.

- Favored Class: Samurai.
- Starting Honor: 2
- Class Skill: Knowledge (Shadowlands).
- Starting Outfit: (Choose one)
  1. Masterwork tetsubo or ono, and five jade fingers.
  2. Great armor and five jade fingers.

HIRUMA

- Current Daimyo: Hiruma Masagaro (Male Ranger 5/Samurai 2/Rogue 2/Shadowlands Veteran 6)

The Hiruma are the advance scouts of the Crab. Early in the eighth century the Hiruma lost their ancestral homelands to the Maw, and they regained them only recently (*see the History section*). After stalking through the depths of the Shadowlands for four centuries they have become even more grim and antisocial than most Crab. They cling to bushido more tightly than most — some say because it is all they have left. Their homes are a blasted wasteland, cleansed of the Taint by Kuni magic and unprotected by the shelter of the Carpenter Wall. Left to their own devices and unwilling to surrender their home, the Hiruma fight a daily battle against the Shadowlands. While they look to the other Crab families for support, they feel that no one in the Empire truly understands them. Hiruma possess a greater predilection to stealth than most Crab. While they have a strong sense of honor, they value guile and subtlety over direct confrontation.

- Favored Class: Ranger.
- Starting Honor: 2
- Class Skill: Knowledge (Shadowlands).
- Starting Outfit: (Choose one)
  1. Masterwork ashigaru armor, twenty masterwork arrows, and five jade fingers.
  2. potion of hiding, potion of sneaking, and five jade fingers.

KAIU

- Current Daimyo: Kaiu Umasu (Male Samurai 5/Siegemaster 10)

The Kaiu, builders of the Carpenter Wall, are the greatest architects in Rokugan. This reputation is deserved, but their skills are hardly limited to construction. The Kaiu are also great siegemasters, and know how to destroy a structure as well as build it.

Kaiu tend to have keen analytical minds and quickly see to the heart of any problem. They are thoroughly pragmatic and absolutely loyal to the Hida family. The Hida know that they can count upon the sound advice of the Kaiu, and know that the Wall will stand indefinitely so long as Kaiu are present to maintain it.

- Favored Class: Samurai.
- Starting Honor: 2

- Class Skill: Knowledge (Architecture and Engineering).
- Starting Outfit: (Choose one)
  1. Masterwork thieves' tools or two sets of masterwork artisan's tools, masterwork partial armor, five jade fingers.
  2. May purchase a light catapult (*See the* Dungeon Master's Guide™) for 100 koku. This must be purchased before reaching second level.

Kuni

- Current Daimyo: Kuni Tansho (Female Shugenja 18)

The Kuni are the shugenja of the Crab Clan. They are fascinated by the power of the Taint, and approach the evil of the Shadowlands with analytical detachment. They regularly conduct expeditions into the Shadowlands, obtaining specimens of flora and fauna and then returning to their remote towers for scientific experiments. The other families watch the Kuni warily, always prepared for one among their number to fall to the Taint's temptation. Though this happens from time to time, the Kuni's experiments are largely beneficial.

Kuni tend to be very certain of themselves, and do not appreciate being questioned. They have sacrificed much for the good of their clan. This mind-set often leads to arrogance, but it also breeds an unshakable iron will.

- Favored Class: Shugenja.
- Starting Honor: 1
- Class Skills: Knowledge (shadowlands).
- Starting Outfit: (Choose one)
  1. Two 2nd level divine scrolls (no Air spells), five jade fingers.
  2. One 2nd level divine scroll, six 1st level divine scrolls (no Air spells), five jade fingers.
  3. Healer's kit, masterwork scalpel (+2 Craft (autopsy) rolls), two 1st level divine scrolls (no Air spells), five jade fingers.

Toritaka

- Current Daimyo: Toritaka Tatsune (Male Fighter 4/Samurai 2/Ranger 1/Shadowlands Veteran 7)

The Toritaka were once the Falcon, a Minor Clan allied with the Crab. In the wake of a mysterious incident in the Twilight Mountains, the Falcon felt it would be in their best interests to join the Crab officially. The Toritaka are phantom-hunters, experts on the supernatural and the Spirit Realms. The mysteries they explore broaden the clan's scope, as the Toritaka battle not only the physical threats of the Shadowlands, but also the strange spirits that often boil forth from the shadows.

Toritaka tend to be quiet, reserved, and observant. They seem to know no fear, and are numb to much of the strangeness of the world. Every Toritaka has seen at least one ghost, and can tell tales that would chill the blood of all but the most experienced samurai. The other Crab often joke that it is the Toritaka who are ghosts, as they often seem as mysterious, moody, and detached as the spirits they hunt.

- Favored Class: Fighter.
- Starting Honor: 2
- Class Skill: Knowledge (Spirit Realms).
- Starting Outfit: (Choose one)
  1. Masterwork katana, five jade fingers.
  2. Masterwork partial armor, masterwork dastana (*see Oriental Adventures*™).

Bonus Languages

Rokugan is a very sheltered and reclusive society, shunning influence from outside cultures. For this reason, characters are unlikely to start with as many bonus languages as a typical *Dungeons and Dragons*™ character. Unless noted otherwise, the only bonus language with which a human character may begin is High Rokugani. Rokugani is an automatic language for all human characters. Likewise, Nezumi characters receive Nezumi and Naga characters receive Naga as Automatic Languages.

Normally, characters begin with a number of bonus languages equal to their Intelligence modifier. If a character would have received bonus languages, but cannot because his clan does not allow them, he instead receives one extra skill point for every bonus language lost. This bonus is gained only at first level. Extra languages may be purchased normally, but it is considered dishonorable for Rokugani to display knowledge of *gaijin* languages.

Yasuki

- Current Daimyo: None

The Yasuki are the public face of the Crab Clan — merchants, diplomats, and courtiers. Once a Crane family, they broke from that clan centuries ago on unfriendly terms. With the recent death of daimyo Yasuki Kamoru and lack of a clearly designated heir, official control of the Yasuki has reverted to their Crane cousins. Despite this turn of events, many Yasuki are intensely loyal to the Crab and refuse to leave.

The Yasuki have quite a reputation for acts of larceny, and many view them as cutthroat swindlers. This reputation is not entirely undeserved. The Crab are not a wealthy clan, and the Yasuki believe they must do whatever is necessary to obtain supplies for their clan's eternal war. If this means cheating and swindling a few Crane or Lion, so be it. It's all for the good of Rokugan in the end.

Yasuki tend to be smug, clever, and loquacious. In recent times, the Yasuki's usual jovial good nature has been tempered by uncertainty over their family's future.

- Favored Class: Rogue.
- Starting Honor: 1
- Class Skill: Bluff.
- Starting Outfit: (Choose one)
  1. 300 koku and five jade fingers.
  2. Masterwork whip and five jade fingers.

The Crane



Current Daimyo: Doji Kurohito (Male Samurai 6/Iaijutsu Master 5)

Excellence. All Crane strive for it — a fire that drives their every action. A Crane will not undertake an action if he cannot do it well, and this tradition of excellence has given them a reputation as the finest poets, artists, and duelists in the Empire. For many Cranes, life itself is art.

The Crane are descended from the followers of Doji, the most beautiful of Hantei's siblings. Doji's children have gone on to create the foundations of Rokugan's culture.

Many outside the Crane perceive the clan as arrogant or impractical, but from the Crane perspective these observers

are either jealous or merely shortsighted. Those who do not share the Crane's high standards can hardly understand why they do what they do. Likewise, few can seriously deny the stunning achievements of the Crane.

The Crane are the second largest clan in Rokugan (only the Lion have a greater population), the Crab and Unicorn both have a larger military.

Though most Cranes disdain open warfare, they do not shun combat the way the Phoenix do, and the Crane have known their share of war in Rokugan's long history. The true power of the Crane, however, is not in the battlefield but in the courts. The skilled politicians of the Crane are rivaled only by those of the Scorpion and Imperial Families. Few important officials in Rokugan do not have at least one Crane ally.

Philosophy: Cranes tend to think in extremes. Either they are extremely passionate about a particular subject, or are hardly able to contain their disdain. While Crane are not prone to emotional outbursts any more than the average samurai, most Crane maintain a quiet passion for living that extends to everything they do. Those who share the Crane's joy for living and can appreciate the finer things in life have a chance to earn their respect and friendship.

Cranes tend to have very high standards, both for themselves and others. Those who can meet or exceed those standards are worthy of respect. Those who fall short are not even worthy of attention.

While Crane are not particularly notorious for beginning conflicts, they will certainly not back away from one. Crane duelists are deadly in the extreme, and a single word from a powerful courtier could end the promising career of a rival samurai.



Crane Courtier

Allies and Enemies: The Crane are careful to curry favor with any powerful group, and thus are thus on friendly terms with most Great Clans much of the time. The Lion are a notable exception to this rule. The two clans have been rivals since the dawn of the Empire and are uneasy allies at best. The Crane are currently at war with the Crab Clan, though in the past relations between the two have been generally neutral with the exception of the Crab-Crane war early in Rokugan's history. While the Crane often find themselves at odds with the Scorpion, their political rivals, open warfare between the two clans is relatively rare.

The Crane generally do not ally themselves with other clans unless it is to the Crane's benefit to do so. As a result, the Crane are always friendly toward the Imperial Families (an extremely powerful group) and are disdainful toward ronin and Minor Clans, which have little to offer the powerful Crane.

Appearance: Crane tend to be taller and thinner than the average Rokugani. They have fair skin and sometimes blue or gray eyes, with a genetic predisposition for colorblindness. A great number of Crane bleach their hair white in honor of Daidoji Hayaku, but white hair is not a natural Rokugani pigment.

Bonus Languages: None.

FAMILIES OF THE CRANE

ASAHINA

• Current Daimyo: Asahina Kimita (Female Shugenja 12)

The Asahina are the spiritual center of the Crane. They are a family with a strong shugenja tradition, and an intense focus on pacifism. Many Asahina will neither touch a weapon nor raise a hand against another living being, even in self-defense. The use of destructive spells is especially forbidden, as it is seen as a perversion of the kami. The Shadowlands is a notable exception to this rule. The oni and other minions of Jigoku represent the very evil which the Asahina constantly fight on a spiritual level.

A certain notable faction of Asahina does not agree with the overall philosophies of the family. Such ordeals as the Clan War, Oblivion's Gate, and the War of Spirits have hardened them, and they realize that one cannot save the world by hiding from it. Accordingly, these Asahina have turned their back on their family's shugenja tradition and become bushi.

Asahina shugenja are known for their fetish magics; the magical trinkets they create are varied and wondrous. Their love for pacifism, in fact, stems from their mastery of artifice. Forging a nemuranai with destructive intent is a terrible, corruptive thing. Such an act led to the creation of the infamous Bloodswords by the hands of Asahina Yajinden.

- Favored Class: Shugenja.
- Starting Honor: 3
- Class Skill: Knowledge (Shintao).
- Starting Outfit: (Choose one)
  1. Two 2nd level talismans, five jade fingers
  2. One 2nd level talisman, six 1st level talismans, five jade fingers.
  3. Longbow, 20 masterwork arrows, masterwork ashigaru armor.

DAIDOJI

• Current Daimyo: Daidoji Rekai (Female Samurai 10/Fighter 10)

When the original Crane Thunder was lost to the Shadowlands, it was Doji Hayaku who sought out her blade and returned it home. The journey changed him, causing his hair to turn a stark white. To this day many Crane bleach their hair white in honor of his bravery. Hayaku became the founder of the Daidoji, the most militant Crane family. Though Daidoji are as skilled with the sword as any Crane, their trademark weapon is the yari.

The Daidoji are the defenders of their clan. They are a grim, practical lot, well adjusted to defending the relatively small armies of the clan from larger threats such as the Lion and Crab. The Daidoji are masters of terrain and invented guerrilla warfare in Rokugan. They know that their cause is just, and the survival of their clan depends upon their actions.

- Favored Class: Fighter.
- Starting Honor: 2
- Class Skill: Hide.
- Starting Outfit: (Choose one)
  1. 350 koku.
  2. Masterwork yari, 50 koku.
  3. Great armor, 50 koku.

DOJI

- Current Daimyo: Doji Kurohito (Male Samurai 6/Iaijutsu Master 5)

The Doji are the leaders of the Crane, the wealthiest and most influential family in Rokugan. Even the Otomo Imperial Family does not have the extensive resources and wealth that the Doji possess, though of course the resources of the Doji are at the Otomo's command should they will it to be so. The Doji are a highly traditional samurai family, with an emphasis on proper etiquette. Even the most militant Doji has some awareness of courtly life, and most Doji are more at home in a palace than on a battlefield.

- Favored Class: Courtier.
- Starting Honor: 3
- Class Skill: Knowledge (etiquette).
- Starting Outfit: (Choose one)
  1. 350 koku.
  2. Royal outfit (See *the Player's Handbook™*) and 150 koku.
  3. Masterwork lamellar armor, 50 koku.

KAKITA

- Current Daimyo: Kakita Kaiten (Male Samurai 15)

The Kakita are a family of artists, though those who would assume their art is limited to peaceful origami, poetry, and dance would be horribly mistaken. The most renowned artists of the Kakita are their Iaijutsu masters, arguably the deadliest duelists in Rokugan. (Only the Mirumoto begin to compare to their talent.) The Kakita are intense, passionate, and driven even for Crane. Nothing less than the perfection of their art will satisfy them. Anything less is a waste of time and energy. Though not as wealthy as the Doji, the Kakita still wield a great deal of political clout.

- Favored Class: Samurai or courtier (choose one).
- Starting Honor: 3
- Class Skill: Iaijutsu focus (if samurai is favored class) or Perform (if courtier is favored class).
- Starting Outfit: (Choose one)
  1. 350 koku.
  2. Royal outfit (See *the Player's Handbook™*) and 150 koku.

YASUKI

- Current Daimyo: Yasuki Hachi (Male Samurai 5/Fighter 4)

Only a handful of Yasuki call themselves Crane. After daimyo Yasuki Kamoru died without an heir, it fell to the Otomo family (with the able assistance of Hantei Naseru) to find a new heir. That heir was Yasuki Hachi, a young gunso in the Crane armies. The Crane Yasuki are mostly low-ranking former Daidoji who chose to follow Hachi and help secure the lands of their family. As a result, Crane Yasuki tend to be far more militant than their Crab brethren.

- Favored Class: Fighter.
- Starting Honor: 2
- Class Skill: Battle.
- Starting Outfit: (Choose one)
  1. 350 koku.
  2. Masterwork yari, 50 koku.
  3. Great armor, 50 koku.

THE DRAGON



Current Daimyo: Togashi Hoshi (unique male half-dragon Samurai 5/Swordmaster 10/Monk 5)

The northernmost peaks of Rokugan are home to the Dragon, the clan founded when the Kami Togashi took his first two followers into their snowy recesses. Charged by the First Emperor to watch the Empire with an impartial eye, Togashi himself guided his clan by faking his death every generation and taking a new name. The Dragon have become almost apart from the Empire while Togashi and his followers followed the edict handed down by Hantei. Very rarely have the Dragon chosen to become involved in the inner workings of Rokugan, and their interference has always inscrutable, unpredictable, and unstoppable.

A typical Dragon is quiet and reserved. Those who choose to speak generally quote verse from the Tao of Shinsei, or pose clever riddles. Their style of magic has befuddled even the most insightful Phoenix shugenja, and the two-sword style of swordplay invented by Mirumoto runs contrary to the more accepted form dictated by Kakita. The Clan suffered a heavy blow when Togashi allowed himself to be destroyed on the second Day of Thunder. Under the leadership of Hitomi, the Dragon were attacked both militarily and politically until she defeated the dark Lord Moon and replaced him. Togashi's son, Hoshi, led the clan against the Shadow at the Battle of Oblivion's Gate, and has taken over as the Champion of the Dragon.

A recent eruption of Sleeping Thunder Mountain has forced the Dragon to appropriate new lands for the first time in their history. Having to spill out into Phoenix lands exacerbated the tensions the Dragon already felt with the Phoenix over the defection of the Agasha family. The provocation has caused two of the most peaceful Clans in the Empire to declare war. Although the Dragon are more combat-ready than the Phoenix, a treaty between the Lion and Phoenix (as well as small groups of Dragon refugees moving to Lion lands) has brought the Clan of the Lion into the war.

Philosophy: Many Rokugani dismiss the aloof Dragon as arrogant and condescending, but nothing could be further from the truth. A typical Dragon can have much to say, but he would rather not say anything at all, remaining content to watch a scene rather than get involved. Dragons are concerned with enlightenment and truth, however, and will not remain quiet when duty to these ideas demands they speak up. Those who speak and act truthfully, honestly, and respectfully will gain the good attentions of the Dragon.

Allies and Enemies: Because of their minimal interaction with the Empire, the Dragon have seldom had any true enemies or allies. Currently, however, they have become as entangled in the inner workings of the Empire as the Lion or Crane. They are currently at war with the Phoenix and Lion over several bits of land in Phoenix territory. Of all the Clans of the Empire, it is the Phoenix that the Dragon have had the most interaction with, both Clans quietly striving for enlightenment and wisdom. Recent events, such as the defection of the Agasha family to the Phoenix, and the rivalry between Tamori Shaitung and Isawa Taeruko, have caused an animosity that has contributed to the outbreak of full-scale war.

Because of the role the Dragon played in helping the Scorpion return to the Empire after being exiled to the

Burning Sands, an unexpected but strong alliance has formed. Togashi Hoshi is half-Scorpion, and both clans search for secrets and ferret out hidden threats to the Empire; these two clans have discovered much in common. Though busy with affairs of their own, the Scorpion have sent assistance to the Dragon in their time of need.

The Unicorn, Crab, and Mantis clans are indifferent to the Dragon, and the feeling is returned. The Unicorn see the Dragon as outsiders, just as the Empire regularly views the Unicorn, but have not made any overt steps to strengthen relations between the two clans. The Dragon do not fully understand the Unicorn, either, and for the time being are not interested in changing this fact. The Mantis are much too distant from the Dragon's borders for the clans to give one another much thought, as are the Crab.

Appearance: The easiest way to pick a Dragon out of a crowd is to look at them. The art of tattooing is common among the members of the clan, as are shaved heads. Though the order of *ise zumi* in the Dragon draw strength from their body art, many other Dragon adorn themselves with non-magical tattoos. Dragon bushi prefer light armor for mobility, and fight with two swords instead of one.

Bonus Languages: Yobanjin.

FAMILIES OF THE DRAGON

HITOMI

- Current Daimyo: Hitomi Kagetora (Male Samurai 9/ Monk 10)

The Hitomi family, created by Hitomi herself when she became the Champion of the Dragon, dates back less than two generations. A lingering resentment remains between them and the Togashi family, as one of Hitomi's first edicts as Champion forced the Togashi from their ancestral home to make way for her new family. The Hitomi were the front line when the Empire engaged the Living Darkness at the Battle of Oblivion's Gate, and were decimated by their sacrifice. They have since replenished their ranks, resting in the lands where the Shrine of the Moon Goddess has replaced the Shrine of the Three Sisters. They are night to the Togashi's day, and those who hear the call of the Dragon mountains choose to remain with the Hitomi (known as kikage zumi) family as often as they choose the peaks of the Togashi.

The Hitomi have become associated with the Moon Goddess and her desires, as well as somewhat less-than-honorable activities. Their demeanor is quiet like their Dragon cousins, but far more intense. The very gaze of their golden-glowing eyes can disturb the most hardened Shadowlands veteran.

- Favored Class: Monk.
- Starting Honor: 1
- Class Skill: Knowledge (Arcana).
- Starting Outfit: (Choose one)
    1. Masterwork tonfa and *potion of cure light wounds*.
    2. Masterwork partial armor and five jade fingers.

KITSUKI

- Current Daimyo: Kitsuki Mizuochi (Male Samurai 13)

Descended from Agasha Kitsuki, this family has served the Dragon as emissaries, magistrates, and diplomats since its founding over 200 years ago. The Kitsuki are, however, much more than simple ambassadors. Agasha Kitsuki himself was a seeker of truth and justice, his exploits eventually earning him death at the hands of the Scorpion. He had invented what is now known as Kitsuki's Method, a form of investigation that favors evidence over Rokugan's more accepted form of trial by testimony alone. Nearly every Kitsuki is a trained investigator and a competent duelist.

The Kitsuki themselves tend to be the most open and warm of the Dragon families. Though they are known to unreel strings of riddles and quotes from the Tao, they are more likely to give a straight answer than any other family from their Clan. Like the rest of the Dragon, however, their practice of Kitsuki's Method sets them apart from the rest of the Empire, even though the Method has proved itself effective.

- Favored Class: Samurai.
- Starting Honor: 3
- Class Skill: Search or Sense Motive.
- Starting Outfit : (Choose one)
    1. Badge of office as Emerald Magistrate and master work lamellar armor.
    2. Poison kit (antidotes only).

MIRUMOTO

- Current Daimyo: Mirumoto Uso (Male Samurai 9/ Swordmaster 8)

The first Mirumoto was one of the two men who followed Togashi into the mountains that the Dragon would make their home. He was a canny swordsman, and developed the two-sword style called Niten before he died in the Shadowlands fighting the dark god Fu Leng. His family lives on as the strong arm of the Dragon clan, feared in both single combat and large-scale warfare. Due to the reclusive nature of the Dragon's leading family, the Togashi, it usually falls upon the daimyo of the Mirumoto to handle the clan's day-to-day affairs. The Mirumoto train in concert with the shugenja of the clan, resulting in samurai who favor two swords when one is the accepted custom, and can speak of the kami as knowledgeably as any shugenja. Of all the bushi family of Rokugan, the Mirumoto tend to be the most spiritual.

A typical Mirumoto is reserved and calm at all times. Foremost on the mind of a Mirumoto is his lord, his swords, and the Tao of Shinsei. Many Mirumoto have ties to a certain temple or temples of the Brotherhood of Shinsei, and shave their heads out of piety. When the Mirumoto samurai speaks, his statements are typically short and cryptic.

- Favored Class: Samurai.
- Starting Honor: 2
- Class Skill: Knowledge (Arcana).
- Starting Outfit: (Choose one)
    1. Masterwork partial armor and 50 koku.
    2. Katana and 50 koku.

TAMORI

- Current Daimyo: Tamori Shaitung (Shugenja 16)

When the Agasha left the Hitomi-ruled Dragon to join the Phoenix a generation ago, one stood apart, choosing to remain loyal to his clan. That man was Agasha Tamori, the daimyo of the Agasha family at the time. Tamori stood beside Hitomi and the Dragon until he was corrupted in the Shadowlands during the Battle at Oblivion's Gate. During the War of Spirits, Agasha Tamori joined the armies of Hantei XVI, and was granted a family name in the treaty that ended the war (though Tamori himself disappeared shortly thereafter).

Togashi Hoshi appointed Tamori's daughter Shaitung daimyo of the fledgling family. Unlike the Agasha before her,

Shaitung has turned her family's focus to the earth magic of their mountainous homeland. However, the Tamori's methods of magic are similar to those of the Agasha, confounding shugenja from other clans, and the Tamori still train beside the Mirumoto.

Many of those who bear the Tamori family name are youths, or those who have returned from the Phoenix unable to bear the shame of abandoning their homelands. Most are the same as the Agasha were once: quiet, contemplative, and wise. However, under the guidance of the hot-tempered Shaitung, the Tamori may become something quite different.

- Favored Class: Shugenja.
- Starting Honor: 2
- Class Skill: Spellcraft.
- Starting Outfit: (Choose one)
  1. Two 2nd level divine spells (no Air spells).
  2. One 2nd level divine spell and six 1st level divine spells (no Air spells).

TOGASHI

- Current Daimyo: Togashi Hoshi (unique male half-dragon Samurai 5/Swordmaster 10/Monk 5)

The traditional leaders of the Dragon, the Togashi "family" is really a monastic order of tattooed monks called ise zumi. The founding Kami of the Dragon, Togashi, drew his followers from those inexplicably drawn to the mountains of the Dragon. Togashi himself would see to the tattooing of these new ise zumi, giving them powers beyond mortal reach. Togashi himself lived for a thousand years, dying on the second Day of Thunder. Leadership passed to the samurai-ko Mirumoto Hitomi, who banished the Togashi from the Dragon. Togashi's son, Hoshi, was among those exiled, and retaliated with his allies in the Brotherhood of Shinsei, sparking the first time ever that Dragon had fought against Dragon. After dropping her Mirumoto name to found her own family, Hitomi defeated Lord Moon and Hoshi took command of the Dragon. The upheaval in the Dragon has now passed, and the Togashi have returned to their traditional role as monks and seekers of enlightenment

The ise zumi of the Togashi are the most famed members of the Dragon. Legends abound of tattooed monks leaping over high walls, breathing fire, and talking with the Celestial Heavens themselves. Ise zumi are as quiet and reserved as monastic monks more often than not, but some plunge themselves into the Empire to experience all life has to offer.

- Favored Class: Inkyo.
- Starting Honor: 2
- Class Skill: Concentration.
- Starting Outfit: (Choose one)
  1. Masterwork bo or vajra, *potion of cure light wounds*.
  2. Masterwork ashigaru armor, monk's outfit, bo, climber's kit.



THE LION



Current Daimyo: Matsu Nimuro (Male Samurai 15)

Since the dawn of the Empire, one clan has proven time and time again that only it is worthy to be the Right Hand of the Emperor, the chosen defenders of the Empire: the Lion Clan. Through the Clan War and the War of Spirits, the Lion always led the charge against the enemies of Rokugan and the Emperor. Although there have been moments of weakness and corruption in the past, the Lion have never failed to rise and defend the Empire against all who would see it destroyed.

No other clan can match the military might of the Lion. Since the days of Akodo, the greatest strategist the world has ever known, the Lion have devoted themselves to the mastery of bushido and warfare. Their standing army is larger than any other in Rokugan. In addition to their own army, Lion troops comprise the vast majority of the Imperial Legions. Only the strongest, finest warriors may serve the Emperor. Only the Lion are truly worthy.

The current rulers of the Lion Clan are perhaps some of the finest in the clan's history. The fiery leadership of Clan Champion Matsu Nimuro is complemented by the wisdom of the aged Akodo Ginawa. Ginawa, however, is nearing retirement, and many wonder if the clan's endeavors will be as fruitful without his counsel.

Philosophy: Samurai of the Lion Clan often have an inflexible code of conduct. They adhere rigidly to the tenets of bushido, measuring their own actions against the example set by their founder Akodo. Other clans tend to view the Lion as hostile, a viewpoint that is not always entirely inaccurate: the Lion typically believe samurai of other clans must prove their worth before earning their respect.

Lion Clan samurai treasure honesty and devotion to duty above all things. Part of their traditional enmity with the Crane and the Scorpion lies with the Lion distaste for the flowery language these clans use in court to disguise their actions and intentions. True samurai, the Lion feel, speak only the truth and face the consequences with honor.

Allies and Enemies: The lengthy military history of the Lion Clan has seen them ally with and oppose virtually every clan in Rokugan. Traditionally, the Lion consider the Crane and Scorpion clans their enemies, as both have radically different philosophies than the Lion. Generally speaking, the Lion are neutral toward the Unicorn, Phoenix, Mantis and Crab clans, with some minor hostilities over the centuries marring their relationship with the Dragon Clan somewhat.

The minor clans of Rokugan are largely unimportant to the Lion Clan, although some have proven useful in the past. The Hare Clan have occasionally been worthy allies, although the Dragonfly and Wasp clans have both earned the Lion's wrath: the Dragonfly for the dishonor they brought upon the Lion during their founding, and the Wasp for the treasonous actions of Tsuruchi's mother, a Lion samurai-ko.

Recently, the Lion signed a treaty with the Phoenix Clan to jointly purge the Empire of the influence of the Shadowlands. This great alliance was made possible by Hantei Naseru, one of the Four Winds. Unfortunately, the purpose of the alliance has gone unfulfilled as yet, as the Phoenix have entered a war with the Dragon. Bound by the treaty, the Lion have joined the battle against the enigmatic Dragon Clan.

Appearance: The Lion project the image of perfectly trained soldiers. Their features have a hard, severe edge, and their build reflects a lifetime of training and devotion to duty. Even the shugenja of the clan are athletic. Black or brown hair is common, although the Kitsu family has a tendency toward natural red hair. It is not uncommon for Matsu or Akodo warriors to dye their hair a fiery red or golden brown to emulate their clan's namesake.

Bonus Languages: None.

FAMILIES OF THE LION

AKODO

- Current Daimyo: Akodo Ginawa (Male Samurai 15/Fighter 3)

The Akodo are the descendants of the Lion Clan's founder, the kami Akodo. They have a long and illustrious history as noble and honorable warriors and generals. Unlike their hot tempered Matsu cousins, the Akodo are patient and observant, taking the full measure of their foes before using their weaknesses to defeat them. The Akodo are the hand that guides the sword of the Lion army.

Following the Scorpion Clan Coup in 1123, the Akodo family was dissolved by the Emperor, their daimyo cast out as a ronin. Many Akodo joined other families, while others became ronin or took their own lives in the ritual of seppuku. The family was restored following the defeat of the Living Shadow at the Battle of Oblivion's Gate by the combined clans of Rokugan a decade later. Since that time, the former ronin Ginawa has led the family back into prominence as some of the finest warriors in the Empire.

- Favored Class: Samurai.
- Starting Honor: 3
- Class Skills: Battle.
- Starting Outfit: (Choose one)
  1. Katana and 50 koku.
  2. Great armor and 50 koku.



Lion General

IKOMA

- Current Daimyo: Ikoma Sume (Male Courtier 7/Samurai 9)

The Ikoma are the historians and ambassadors of the Lion Clan. Their extensive knowledge of history allows them to draw upon centuries of insight when negotiating with other clans, and they are rarely caught unawares; their family has encountered almost every possible ploy, and recorded the results. Many courtiers from other clans regard the Ikoma as boorish or dull because of their stern and unforgiving demeanor, but those who mistake their stoicism for weakness pay a hefty price. The Ikoma do not forgive slights easily.

In addition to serving as the clan's presence in court, the Ikoma have a considerable number of warriors in their own right. As a family they tend toward tacticians rather than rank-and-file infantry, again using their knowledge of history to their advantage. Whether courtier or warrior, the Ikoma invariably have training as storytellers as well, recounting inspiring tales of Lion ancestors throughout history to their kinsmen in time of need.

- Favored Class: Courtier.
- Starting Honor: 3
- Class Skills: Knowledge (History).
- Starting Outfit: (Choose one)
  1. Masterwork tessen and 50 koku.
  2. Royal outfit (*See the Player's Handbook*™) and 150 koku.

KITSU

- Current Daimyo: Kitsu Juri (Male Shugenja 16)

By far the most contemplative and withdrawn family of the Lion Clan, the Kitsu are an enigma to the rest of the Empire. Their shugenja school is regarded as old-fashioned and traditionalist by other clans, and it is the only such school in all of Rokugan that rejects all applicants from outside the clan. In addition to their standard shugenja school, the Kitsu also practice a unique form of ancestor magic wherein the Kitsu specialists, known as *sodan-senzo*, send their spirits to the realm of the dead to communicate with and even summon ancestor spirits.

While it is not unheard of for Kitsu to take up the way of the warrior, it is uncommon. The legendary general Kitsu Motso was one such unique individual, and the fiery Kitsu Dejiko of the modern Kitsu is another example. Only those Kitsu who prove incapable of conversing with the spirits are sent to the warrior dojo, and these samurai are frequently looked upon as failures by their family. Kitsu warriors understandably often resent their shugenja brethren.

The Kitsu are still battling the stigma their family acquired generations ago with the corruption of Kitsu Okura, the Jade Champion. Okura was eventually exposed as a practitioner of *maho* who had bound an oni to his name, ostensibly to strengthen his clan. During the Battle of Oblivion's Gate, Okura's oni unexpectedly turned upon the Shadowlands Horde, favoring the honor of its summoner over the Taint of its origins. The oni slew its progenitor, the Oni Lord Akuma, and restored the honor of the Kitsu family. The ancestral Kitsu Tombs are still being purified, but the Empire considers the Kitsu to have redeemed themselves.

- Favored Class: Shugenja.
- Starting Honor: 2
- Class Skills: Knowledge (Ancestors).
- Starting Outfit: (Choose one)
  1. Two 2nd level divine spells (no Water spells).
  2. One 2nd level divine spell and six 1st level divine spells (no Air spells).

MATSU

- Current Daimyo: Matsu Ketsui (Female Samurai 7/Lion's Pride 8)

If the Akodo are the nobility of the Lion Clan, then the Matsu are surely its passion. One of the largest families in Rokugan, the Matsu are also perhaps the most aggressive and warlike. They are always the first to solve problems with force and the last to leave the field of battle. While respected and feared,

others regard the Matsu as hot-tempered and dangerous individuals who are prone to bouts of violence at the slightest provocation.

When the Akodo were disbanded by Imperial edict several decades ago, it was the Matsu who stepped forward and took command of the Lion Clan. Their passionate leadership, unchecked by Akodo practicality, took its toll upon the clan. Now that the Akodo once again serve the Lion Clan, the leadership of the Matsu is tempered by their wisdom, and the passion of the Matsu directed by their strategy. The Matsu's relation to the rest of the Lion Clan can best be summed up in the words of the historian Ikoma Sume: "To the Matsu the kill, to the Akodo the victory, and to the Ikoma the tale."

- Favored Class: Berserker.
- Starting Honor: 2
- Class Skills: Battle.
- Starting Outfit: (Choose one)
  1. Masterwork no-dachi.
  2. Great armor and 50 koku.

THE MANTIS



Current Daimyo: Yoritomo Kitao (Female Fighter 6/Rogue 8)

The Mantis Clan is living proof that fortune favors the mortal man. The Mantis refuse to admit defeat, no matter what foe they face. They tenaciously cling to everything that is theirs, refusing to surrender and expanding their holdings through the sheer determination of their samurai.

Cast out from the Crab at the dawn of the Empire, the clan's founder Kaimetsu-uo was forced to forge his own destiny, one purchased with his own blood and sweat. With only a handful of followers, he traveled to the remote Islands of Silk and Spice and formed his own band of samurai, the Mantis Clan.

Throughout history, the Mantis have played a number of roles. They have been heroes, defending the Empire against gaijin attackers during the Battle of the Raging Seas (the naval portion of the Battle of White Stag). They have also been villains, such as when Gusai Rioshida attempted to overthrow the Emperor and claim Rokugan for himself. For the most part, however, they have simply remained unseen, trading with various clans and accumulating great wealth with their knowledge of the seas around Rokugan.

During the Clan War, the ambitious Yoritomo led the Mantis into battle at the head of an alliance of minor clans. Bitter over centuries of treatment as lesser men, the Mantis unleashed their anger against the Shadowlands in a determined effort to prove their worth to the Empire. Against all odds, the gambit succeeded and the Mantis became a Great Clan.

Recent years have proved difficult for the Mantis. Despite their absorption of the Centipede and Wasp clans, the Mantis simply do not have the numbers to fulfill all the duties inherent to Great Clan status. Many in the Empire look upon the Mantis' current tribulations and recent hostility with the Scorpion as a sign that the Mantis will not retain their elevated status for much longer. The Mantis, however, see only a chance for growth and expansion. There is no limit to their ambition, it seems.

Philosophy: The Mantis are typically somewhat more defensive and surly than other clans. Despite their new Great Clan status, many Mantis still feel that others look down upon them, an impression which drives them to "prove themselves." It is not unusual for samurai of the Mantis Clan to demonstrate unprovoked hostility toward other clans. This is in part due to the fact that the Mantis have had little exposure to the subtleties of diplomacy or negotiation in their long history, relegated as they were to the forgotten minor clan delegations.

Mantis samurai truly come into their own when among their own or among the minor clans of Rokugan. There, they have a sense of camaraderie and belonging that allows them more freedom and independence.

Allies and Enemies: The Mantis have had many enemies in their clan's history. Following the Clan War, they warred briefly with the Crane and Phoenix clans, and Yoritomo's quest for a bride and later the throne itself cost the clan its allies in the Fox Clan and earned the disdain of many Great Clans. The Mantis have generally neutral relations with the Crab and Unicorn Clans, however.

The true allies of the Mantis Clan are the minor clans of the Empire. Although many chose not to side with Yoritomo during the Clan War, they remember the opportunity that the Mantis afforded them and look upon their clan with appreciation. The Wasp and Centipede clans have actually become families within the Mantis following the War of Spirits, and many other minor clans send ambassadors to the Mantis courts regularly, since the Imperial Court shuns them as beneath notice.

The Mantis and the Scorpion have been at odds recently. Many Mantis suspect that the Scorpion were responsible for the death of Yoritomo Aramasu, adopted son of the late Clan Champion Yoritomo himself. Yoritomo Aramasu was once Bayushi Aramasu, the natural son of the Scorpion Clan's Bayushi Aramoro, and his original clan never forgave him for his sympathy with his adopted clan. Yoritomo Kitao, the new Mantis daimyo, has not yet taken any overt action against the Scorpion — but both clans continue to eye each other suspiciously.

Appearance: The Mantis are a varied lot. Many of them are larger than average, a holdover from their heritage in the Crab Clan. They tend to be somewhat unpolished in their appearance, for presenting an attractive image is not a priority for them. The battle-ready philosophy prevalent among the Mantis causes them to skirt the edges of dishonorable behavior by wearing their armor a great deal of the time. This has been known to offend other clans, who interpret this as an implication that they are incapable of defending their Mantis guests.

The most common physical indicator of Mantis allegiance is the absence of a daisho. Even with their status as a Great Clan, the vast majority of Mantis samurai eschew the twin blades that define an individual as a samurai, wielding instead the peasant weapons that they have mastered over the centuries. Although most Mantis wear green, the shugenja of the family frequently wear red and many archers adorn their armor with bands of black and gold. These colors indicate a heritage with the Centipede and Wasp clans, respectively.

Bonus Languages: Ivory Kingdoms, Yobanjin, Nezumi.

FAMILIES OF THE MANTIS

MOSHI

- Current Daimyo: Moshi Juiko (Female Shugenja 17)

Centuries ago, a small offshoot of the Phoenix Clan became the tiny and reclusive Centipede Clan. A matriarchal clan devoted to the worship of Amaterasu, the Lady Sun (*see page 87*), the Centipede practiced their powerful style of magic for many centuries with very little interaction with the rest of the Empire. When the ambassadors of the Mantis lord Yoritomo arrived early in the Clan War, however, the Moshi family realized that they could not hide in the mountains while the Shadowlands ravaged Rokugan. The Centipede Clan joined Yoritomo's alliance.

After the Mantis were elevated to Great Clan status, the Centipede remained their loyal allies. Eventually, Yoritomo sought a bride and found one in Moshi Wakiza, the daimyo of the Centipede Clan. With their marriage, the Moshi became a house within the Mantis and the Centipede were no more. Despite Wakiza's death a short time later, the Moshi remain the mystical arm of the Mantis Clan, bringing their powerful fire magic to bear on the enemies of the clan. Since the death of Amaterasu, the Moshi have lacked focus. Recently, many of their younger members have begun to support Toturi Tsudao for Emperor. The movement seems to be growing among the matriarchy, and may soon envelop the entire family or even the Mantis Clan as a whole.

The Moshi are currently ruled by Moshi Juiko, an incredibly aged woman who ruled the Centipede Clan before they entered into Yoritomo's alliance during the Clan War over two decades ago, and assumed the burden once again when her daughter Wakiza died. Despite her advanced years, Juiko retains a sharp mind and keen wit. It seems that the Lady Sun's blessing has remained with her, even after the Lady Sun herself has perished.

- Favored Class: Shugenja.
- Starting Honor: 3
- Class Skills: Spellcraft.
- Starting Outfit: (Choose one)
  1. Two 2nd level divine scrolls (Fire or Air spells only).
  2. One 2nd level divine scroll and six 1st level divine scrolls (Fire or Air spells only).

TSURUCHI

- Current Daimyo: Tsuruchi Ichiro (Fighter 6/Wasp Bounty Hunter 5)

The Tsuruchi family is named for the valiant warrior who founded the tiny Wasp Clan generations ago despite the vengeful Lion and Scorpion clans who sought his destruction. Daring to flout tradition, Tsuruchi led the Wasp in defiance of accepted samurai norms, forsaking the blade for the bow and the code of bushido for an individual's word of honor. Tsuruchi also led the Wasp to join with Yoritomo during the Clan War, becoming the Mantis daimyo's most trusted lieutenant.

Tsuruchi disappeared a short time before the combined clans of Rokugan fought the Battle at Oblivion's Gate. The Wasp Clan chose to honor his memory and his oath to Yoritomo, remaining with the Mantis. During the War of Spirits, Emperor Toturi bestowed the Tsuruchi family name upon the Wasp for their valiant efforts against Hantei XVI.

In recent years, the Wasp Clan has all but disbanded as the Tsuruchi family has become a house within the greater Mantis Clan. Although most in Rokugan consider the Wasp no more, there is a small faction of samurai within the Tsuruchi family who insist on being referred to as Wasp despite their unwavering allegiance to the Mantis.

- Favored Class: Fighter.
- Starting Honor: 2
- Class Skill: Craft (fletchery).
- Starting Outfit: (Choose one)
  1. Masterwork longbow.
  2. Longbow, ashigaru armor, ten masterwork arrows.

YORITOMO

- Current Daimyo: Yoritomo Kitao (Female Fighter 6/Rogue 8)

The Yoritomo family was formed in the wake of the second Day of Thunder in 1128. Having led an alliance of minor clans against the Shadowlands during the Clan War, the Mantis Clan daimyo Yoritomo stood before the assembled leaders of the Great Clans and demanded the Mantis be elevated to coequal status in recognition of their valor. He offered his head to the champions for his presumption, but refused to withdraw the demand. The champions recognized Yoritomo's contributions to the Clan War and agreed to his request. Upon his coronation as Emperor, Toturi I confirmed the Mantis' Great Clan status, under the leadership of the new Yoritomo family. Yoritomo's descendants have ruled the clan ever since.

The Yoritomo are brusque, straightforward individuals. They rule with an iron fist, fearing that any weakness on their part will be exploited and their clan's status damaged. It is the attitude of a minor clan, one that the Yoritomo have not yet been able to overcome. Recently, Yoritomo's hand-picked heir Aramasu was killed, leaving the clan in the hands of the savvy but untested Yoritomo Kitao. Kitao arrived too late to save her lord, but many Scorpions died by her hand on the day of Aramasu's death.

- Favored Class: Fighter.
- Starting Honor: 2
- Class Skill: Profession (sailor).
- Starting Outfit: (Choose one)
  1. Masterwork peasant weapon (sai, jitte, tonfa, or kama), ashigaru armor.
  2. May purchase a kobune (*see keelboat on page 150 of the* DUNGEON MASTER'S GUIDE™) for 1,000 koku. This must be purchased before reaching the fourth level.

THE PHOENIX



Current Daimyo: Shiba Tsukune (Female Samurai 17)

If there is a mystery in the Empire, then somewhere there is a Phoenix who understands it. To the Phoenix Clan, knowledge is a weapon deadlier than steel. No clan possesses greater knowledge of magic and spellcraft than the Phoenix, nor do any (save perhaps the Dragon) better understand the enigmas of this world and the realms beyond.

The Phoenix Clan believes in perfection: perfection of their magic, perfection of their spirit, and perfection of body and mind into a single, flawless mechanism. Since the dawn of the Empire, the Isawa and the Asako have labored for a more perfect understanding of the ways of the kami,

the enigmatic spirits that shugenja summon when casting their spells. As they pursue their research, the Shiba practice their particular brand of swordsmanship, clearing the mind to allow the body to react without thought, without hesitation.

Far in the northernmost regions of Rokugan, the Phoenix enjoy a seclusion that allows them to pursue their own interests rather than constantly becoming embroiled in the conflicts of the Empire. This isolation fostered the belief that the pursuit of knowledge was a goal toward which anything could and should be sacrificed. Sadly, this led to the corruption of the Council of Elemental Masters, the most powerful shugenja in Rokugan, during the Clan War. This tragedy nearly destroyed the Phoenix. They have sworn never again to lose their focus.

Recently the Phoenix have allied with the Lion Clan against the Dragon. This is a most unusual occurrence, as the Dragon have long been the Phoenix's staunchest allies. The conflict was triggered by the Dragon seizure of Phoenix land, but even this affront might have been negotiated away in happier times. The defection of the Agasha from the Dragon to the Phoenix shortly after the Clan War, however, strained the historically good relations between these clans, so the annexation triggered war rather than a diplomatic solution.

Philosophy: The Phoenix are notorious throughout the bushido-dominated Empire for their pacifistic outlook on life. Phoenix shugenja have on occasion refused to harm creatures of the Shadowlands because of their ingrained abhorrence of violence. This has earned them the scorn of militant clans such as the Lion and Crab, but even those clans respect the obvious power the Phoenix command; it is not that they cannot harm their foes, merely that they do not wish to do so.

Among themselves, the Phoenix are surprisingly prone to disagreement and petty squabbles. The feud between Asako and Isawa families dates to the time of Shiba himself, when the clan's founder imparted secrets to Asako that the Isawa desired. Some among the modern Shiba resent their inherited debt to the Isawa, and the newcomer Agasha family feels that the others do not treat their magical methods seriously. Despite these disagreements, the Phoenix do not allow their personal feelings toward one another to color their interactions with others. Such matters are clan business, and should not be discussed outside of the family.

Allies and Enemies: As befitting such a pacifistic group, the Phoenix have no traditional enemies. They have clashed with many clans over the years, but long-term conflicts have been virtually unknown to them. In modern times, they have neutral relations with the Crane, Crab, Unicorn, and Scorpion clans. There is still some resentment among the Phoenix toward the Mantis, who laid siege to their lands during the years between the Clan War and War of Spirits.

The Phoenix are currently allied with the Lion against the forces of the Dragon Clan. This is an unusual reversal of traditional allegiance for the Phoenix, who have clashed with the Lion repeatedly over the centuries because of their differences in philosophy.

Appearance: Samurai of the Phoenix Clan tend to be smaller than the average. They are quick and athletic rather than bulky, with practiced movements that seem to flow together like the waters of a river. Phoenix tend to dress in yellows and oranges, the colors of their namesake. They also favor elaborate helms that evoke images of flames or a bird rising into the sky.

Bonus Languages: Kami, Yobanjin.

FAMILIES OF THE PHOENIX

AGASHA

- Current Daimyo: Agasha Hamanari (Male Shugenja 10)

Until a few generations ago, the Agasha family served the Dragon Clan. For over a thousand years, the Agasha practiced their strange brand of magic in service to Togashi, the immortal son of the Sun and Moon who ruled the Dragon. Upon Togashi's death at the second Day of Thunder, however, the more sinister Mirumoto Hitomi became the Dragon Clan Champion. Hitomi's utilization of the clan's resources in relentless and single-minded pursuit of her personal goals offended the elders of the Agasha family, and in short order they did the unthinkable: they forsook their vows to the Dragon and joined the Phoenix Clan.

Among the Phoenix, the Agasha have found the freedom they once enjoyed, although they do not yet have a full measure of respect. The Isawa family considers the alchemical style of magic that the Agasha practice little more than an oddity, and do not bother to learn it. Ultimately, the Agasha consider this of little consequence, as they are free to pursue their own agenda.

- Favored Class: Shugenja.
- Starting Honor: 3
- Class Skill: Alchemy.
- Starting Outfit: (Choose one)
  1. One 2nd level and six 1st level divine scrolls (no Water spells).
  2. One *potion of fire breath*.

ASAKO

- Current Daimyo: Asako Toshi (Male Inkyo 12)

The Asako are perhaps the most enigmatic family in the Empire, for they hold a mysterious secret passed on to the original Asako by Shiba in Rokugan's earliest years. Ever since that time, the Asako have kept to themselves, practicing their own brand of magic and theology, giving rise to a mysterious sect of samurai known only as the Asako Henshin. The Henshin are rumored to hold the secrets of immortality, but no one has ever been able to confirm this, much to the chagrin of the Isawa family.

For all their mystique, members of the Asako family tend to be good natured, outgoing individuals. They enjoy traveling the Empire and experiencing life. It is said that traveling with an Asako brings good fortune to a party, but that asking them about their secrets will bring the disfavor of the Fortunes.

- Favored Class: Inkyo.
- Starting Honor: 3
- Class Skill: Concentration.
- Starting Outfit: (Choose one)
  1. One 2nd level and six 1st level divine spells (any element).
  2. Masterwork bo staff and 50 koku.



ISAWA

- Current Daimyo: None. The Isawa family is ruled by the Council of Elemental Masters, currently consisting of Isawa Taeruko (Earth, Female Shugenja 19), Isawa Hochiu (Fire, Male Shugenja 7/Elemental Guardsman 10), Isawa Riake (Water, Female Shugenja 10/Inkyo 3), Isawa Nakamuro (Air, Male Shugenja 11), and Shiba Ningen (Void, Male Shugenja 7/Void Disciple 10).

The Isawa are the undisputed masters of the magical arts in Rokugan. No other family in any clan can boast their sheer numbers of shugenja, nor the depth of training that they achieve. The Isawa, proud of their renown, often look down on students of other shugenja schools as lesser practitioners of the arts. Other shugenja may resent this condescension, but the Isawa's power is so respected that it ultimately makes little difference.

The Isawa family essentially rules the Phoenix Clan despite having no direct ancestral ties to a Kami. The Council of Elemental Masters makes all significant clan decisions, much to the consternation of the Shiba daimyo, who is ostensibly the clan's Champion.

- Favored Class: Shugenja.
- Starting Honor: 2
- Class Skill: Spellcraft.
- Starting Outfit: (Choose one)

1. One 3rd level and two 2nd level divine scrolls (any element).
2. Two 2nd level and six 1st level divine scroll (any element).

SHIBA

- Current Daimyo: Shiba Tsukune (Female Samurai 17)

The Shiba family, descended from the Kami of the same name, is unique in Rokugan. Ostensibly leaders of their clan, the Phoenix Clan Champion nonetheless bows to the wishes of the Isawa family's Elemental Masters. This state of affairs dates back to Shiba's vow to Isawa, at the beginning of the Empire, to always protect and defend Isawa's descendants. The Shiba continue to honor that promise.

The Shiba maintain the only bushi schools of the Phoenix Clan. Compared to bushi from other clans, however, they are much more subdued and contemplative. The Shiba believe that patience and honor lead to victory, and thus tend to be far less aggressive and more meditative than one might expect from a bushi. The Shiba style of combat is defensive, partly because of their training as defenders of the Isawa.



Acolyte of Void

- Favored Class: Samurai.
- Starting Honor: 3
- Class Skill: Any one Knowledge skill.
- Starting Outfit: (Choose one)

1. Masterwork ashigaru armor and 25 koku.
2. Wakizashi, ashigaru armor.

THE SCORPION



Current Daimyo: Bayushi Yojiro (Male Samurai 5/Courtier 5/Emerald Magistrate 9)

Every bright star and Sun must cast a shadow somewhere. When Hantei brought the light of his rule to the people of Rokugan, he commanded Bayushi to stand in the shadows of his Empire and destroy those that would strike at the Emperor or Empire from the darkness. Bayushi's duty was to protect the Empire, no matter the cost. He knew it would stain both himself and his followers to obey Hantei's command, but he did not flinch. Since that day, the Scorpion have become aware of or involved in every shadowy deal inside the borders of the Empire, and several outside. Some Scorpion samurai see the tasks they must perform as necessary duties for the good of the Empire. Others find the resources of their clan to be avenues to personal power. Some see no difference between the two.

Many Scorpion are among the most cheerful and inviting people in Rokugan. With their reputation as backstabbers, thieves, liars, and slanderers preceding them, most Scorpion do not bother to intimidate each person they meet. Scorpion are intelligent and crafty, excellent friends and deadly enemies. A Scorpion's loyalty can be counted on once earned — the clan has no need for a Scorpion who cannot remain true to those worthy of their trust. Once you can count one Scorpion among your true allies, it's not a far stretch to say that the whole clan is your ally. Of course, knowing whether or not a Scorpion's smile is true is another matter completely. Every Scorpion can turn just as menacing as they are welcoming, and a Scorpion's anger can lead to the dishonorable deaths of entire families.

Before the first day of Thunder, the Scorpion were brutally punished for the assassination of Hantei XXXVIII, and their family names were stricken from them. When it was later revealed that Scorpion daimyo Bayushi Shoju had attacked the Emperor in an attempt to prevent the return of Fu Leng, the names and station of the Scorpion Clan were restored.

Once again, shortly before the War Against the Shadow, the Scorpion were exiled for their apparent connection to Emperor Toturi's disappearance. When it was revealed the Scorpion were not truly to blame, it was their mastery of the shadows that proved the undoing of the Living Darkness at Oblivion's Gate.

The sudden death of Emperor Toturi in the lands of the Scorpion has marred the Scorpion's reputation for a third time. Though no evidence at all implicates the Scorpion in this incident, many distrust the clan of secrets more than ever.

Philosophy: Every Scorpion worth his family name remembers Bayushi's promise to Hantei: protect the Empire, no matter the cost to self, clan, or honor. Though all the clans claim that they would give their lives for the Empire, none but the Scorpion openly proclaim that they will throw away their

honor at a moment's notice should it benefit Rokugan. A Scorpion deals in secrets, lies, and truths, peddling the first two and keeping the last. No matter how well you believe your darkest secret kept, never doubt that some Scorpion has already learned it.

Allies and Enemies: The Scorpion can at present count only one clan as an ally — the Dragon. They realize that perhaps only the Dragon can truly understand the duty they perform for the Empire, as the two clans seek secrets and truths in places many fear to tread. It was the Dragon's assistance that allowed the Scorpion to reclaim their lands after being banished for the disappearance of Emperor Toturi the First over thirty years ago. Though the Dragon have never attempted to call in the debt they are owed, the sudden outbreak of war between the Lion, Dragon, and Phoenix is the opportunity the Scorpion have waited for to prove their worth to their allies.

Though many openly despise the Scorpion, very few large groups catch the full anger of the clan. Currently, the Scorpion are directing their efforts to seeking out and destroying the oni and other Shadowlands creatures reported haunting the Shinomen Forest. The Mantis are hostile toward the Scorpion, but the Scorpion considered the conflict concluded with the death of Yoritomo Aramasu, the only Mantis who had directly offended them. Though the Scorpion want no further conflict with the Mantis, they watch Kitao and her followers closely. Outside of the clans, the Scorpion are currently tracking down two groups — the remaining Goju and Ninube who were left by the defeat of the Living Darkness, and a group known as the "Kolat." The Shosuro, led by their daimyo Yudoka, hunt the last of the Goju and Ninube lines, working to extinguish the final remains of the Living Darkness. The Kolat, a group that Bayushi Kachiko stumbled upon during the Clan War, have proven a more canny foe — the Scorpion know only that the return of Shinjo dealt them a great blow, and have been unable to contact the organization since.

The other clans are of little interest to the Scorpion at the present. Though there has always been animosity between the Crane and Scorpion, the Crane's current war with the Crab has taken most of the Crane's attention off the Scorpion, which has sparked the Scorpion to act in kind as they direct their efforts to their own plots. The Lion and the Phoenix, while not formal enemies of the Scorpion, are currently at war with the Dragon, the Scorpion's ally. It is perhaps only a matter of time before the Scorpion openly declare war on the two clans.

Appearance: A Scorpion can be easily identified by his mask. The conundrum of the first Bayushi was that he wore a mask to announce to the entire world that he could not be trusted. The deep crimson and black colors of the Scorpion are prominent on any clan member's clothes and mask. Though not as handsome as the Crane, many Scorpion are exotically beautiful, their flowing long hair accentuating their angular features.

Bonus Languages: Ashalan, Mekhem, Senpet, Nezumi.

FAMILIES OF THE SCORPION

BAYUSHI

- Current Daimyo: Bayushi Yojiro (Male Samurai 5/Courtier 5/Emerald Magistrate 9)

The Bayushi are descended from the Kami who founded the Scorpion Clan, and lead the clan both in the courts and battlefields. The Bayushi are generally the masterminds of the many plots the Scorpion are working at any one time, and are the largest, most dangerous of the Scorpion families.

A Bayushi is a typical Scorpion, comely and cunning, plotting your end as soon as his head dips to bow to you. They are ruthless tacticians in battle, preferring guerrilla and diversionary tactics to more traditional warfare.

- Favored Class: Rogue.
- Starting Honor: 1
- Class Skill: Diplomacy.
- Starting Outfit: (Choose one)
  1. Katana and 50 koku.
  2. Masterwork yumi and 20 arrows.

SHOSURO

- Current Daimyo: Shosuro Yudoka (Male Fighter 6/Ninja 12)

The right hand of the Bayushi is the Shosuro family. The first Shosuro was known as Bayushi's Daughter, though it is debated to this day whether Shosuro was man, woman, or neither. The Shosuro are spies, actors, and ninja, and their province is the art of creating false lives, fake histories, and empty truths. It is the infamous (though spoken of only in rumor) Shosuro Dojo that produces the clan's ninja, and the Shosuro Butei are among the most famous actors in the Empire. They are the eyes and ears of the clan, pretending to be anything necessary to learn what they must, and then fading away like the morning dew. The Shosuro ninja were once pawns of the Living Darkness, using the magic of Shadow Brands to give their assassins and ninja superhuman powers, even though they did not know what force lurked behind them. Since the defeat of the Darkness, the Shosuro have forsworn any use of the Brands, but they are no less dangerous.

By demeanor, the Shosuro and Bayushi tend to be much alike. However, the Shosuro serve less as leaders of the clan and more as quiet spies, allowing their Bayushi cousins to stand in plain view of everyone while they work quieter plots.

- Favored Class: Ninja.
- Starting Honor: 1
- Class Skill: Poison.
- Starting Outfit: (Choose one)
  1. Disguise kit and one vial of cobra poison.
  2. Masterwork aiguchi and ashigaru armor.

SOSHI

- Current Daimyo: Soshi Uidori (Female Shugenja 8/Ninja 4)

The Soshi, founded by Shosuro after she faked her death upon returning from the Day of Thunder, trains most of the Scorpion's shugenja. They specialize in air magic, focusing on distraction, illusion, and confusion. Soshi shugenja can turn the tides of a battle, causing opponents to miscalculate the position or size of a Scorpion army, or become unable to fight effectively. Though the Soshi delved into the mysteries of "Shadow Magic" in the past, when it was revealed as an extension of the Living Darkness, the Soshi shunned it completely.

Soshi tend to be more cynical than typical shugenja. The Scorpion are infamous for their negative opinion of the Tao of Shinsei, and the attitudes of their shugenja show it. Many Soshi tend to revere Bayushi above other Kami or Fortunes, and possess a dry, disturbing sense of humor.

- Favored Class: Shugenja.
- Starting Honor: 1
- Class Skill: Innuendo.
- Starting Outfit: (Choose one)
  1. One vial of night milk poison, two divine scrolls (one 1st level, one 2nd) (no Earth spells).
  2. Wakizashi, two 1st level divine scrolls (no Earth spells).

YOGO

- Current Daimyo: Yogo Koji (Male Shugenja 13)

The family of the Yogo is a contradiction — they are doomed to betray those they love, a curse first laid upon their founder Yogo. They were charged with the care of the Black Scrolls, twelve scrolls of epic black magic that sealed the soul of the dark god Fu Leng. Originally Yogo's curse was blunted by the idea that Yogo held no love for the Scorpion, making him the perfect guardian of the Scrolls. However, the curse came full circle when Yogo Junzo, a vassal utterly devoted to the service of Bayushi Shoju, determined to avenge his slain master by opening the first of the twelve Scrolls — beginning the release of Fu Leng from his prison. Now the Yogo have become a family of shugenja dedicated to finding the secrets of the Shadowlands, a path which the Kuni have already walked for over a thousand years. However, the Yogo believe the unique perspective of the Scorpion gives them an advantage in their research the Kuni do not possess.

The Yogo themselves are best described as 'disturbing.' They tend to be thin to the point of emaciation, their masks clinging to bony frames and frail skin. Their shugenja speak in low, raspy tones, and have a mind that a torturer or even an oni could appreciate.

- Favored Class: Shugenja.
- Starting Honor: 0
- Class Skill: Knowledge (Shadowlands).
- Starting Outfit: (Choose one)
  1. Two 2nd level divine scrolls (no Earth spells).
  2. Six 1st level divine scrolls (no Earth spells) and one 2nd level maho scroll.



Bayushi Paneki
Scorpion Clan Samurai

THE UNICORN



Current Daimyo: Moto Gaheris (Male Samurai 5/Moto Avenger 10)

The Unicorn are a clan of outsiders. Directly following the first War Against Fu Leng, Shinjo and her followers, the Ki-Rin Clan, chose to explore the lands outside of the Empire. They did not return for eight hundred years. They returned with a new name — the Unicorn Clan — and a great deal of *gaijin* technology, magic, and customs. What resulted was a strange amalgam of Rokugani tradition and gaijin ingenuity. The Unicorn have taken the best of both worlds to create a strange hybrid culture unlike any other. The wise have learned not to misjudge the unpredictable People of the Wind.

Though many consider the Unicorn a rustic clan, it is in fact an extremely wealthy clan due to its healthy (and unsanctioned) trade in materials from outside Rokugan. They do not make a great personal show of their wealth with fine clothes as a Crane or Phoenix might, but Unicorn palaces are works of extraordinary exotic beauty that must be seen to be believed.

Philosophy: Unicorn tend to be blunt, straightforward, and extremely curious. While other samurai learn to be content with what they have, Unicorn tend to be restless and ambitious. A Unicorn always wants to know what lies over the next rise, what he might discover past the next patch of forest. They are natural explorers, with a strong nomadic tradition. The few permanent cities and castles within Unicorn lands seem to be constructed more out of a courtesy to visitors rather than any desire on the Unicorn's part to settle in one place. Due to their strong nomadic traditions, the Unicorn rely heavily upon horses to get from place to place. A Unicorn stranded in the wilderness with no steed may well die, and for this reason the Unicorn treat horses with respect and reverence.

Like the Crab (with whom they are often compared) the Unicorn place great value on honesty and trust. Unicorn keep few secrets from their true friends, and hold a bitter enmity for those who betray their trust. The Unicorn extend this trust even to their own peasants, whom they treat with greater respect than does any other Great Clan.

Unicorn tend to be more open to new ideas than most other clans. They are not quite as condemning of outsiders (as they were once outsiders themselves). Some think the Unicorn crass, provincial, or outright stupid due to their inability to adapt to Rokugani culture after over three hundred years in the Empire. In truth, this is not due to any failing on the part of the Unicorn. Many Unicorn do not want to adapt. What their ancestors discovered in their travels outside the Empire serves them well to this day, and they see no reason to discard their culture.

Allies and Enemies: The Unicorn are unique in that they do not have any long-term allies or enemies. Their position outside normal politics keeps others at a distance. Their nomadic lifestyle often leaves potential enemies uncertain where exactly to mount an attack. As a result, the Unicorn are often merely ignored.

Unicorn diplomats use this to their advantage. Though the Unicorn Clan has only been directly involved in a handful of Rokugani wars, the assistance of Unicorn cavalry has been a factor in every major conflict since their return to the Empire. The Shinjo take advantage of these opportunities, and study

the tactics of every clan, Great and Minor. The Unicorn know how to counter the tactics of nearly any fighting force in Rokugan with their superior mobility and unpredictable tactics.

The Crab are a notable exception to the Unicorn Clan's neutrality. The Unicorn have assisted their southern neighbors on many occasions over the centuries since their return, and the Crab have endeavored to keep the Unicorn on friendly terms. In the last generation, a marriage between the Shinjo and Hida houses cemented the alliance and the Clans remain close allies to this day.

Appearance: Unicorn tend to be short and stocky, with blunt features and dark skin. Many have a weathered appearance and a bow-legged stance from long hours riding against the wind. They tend to wear their hair in a variety of exotic — some would say barbaric — styles, and goatees are common.

Bonus Languages: Moto, Mekhem, Naga, Senpet.

FAMILIES OF THE UNICORN

HORIUCHI

- Current Daimyo: Horiuchi Shem-Zhe (Male Shugenja 8)

The Horiuchi is an extremely small family composed of Horiuchi Shem-Zhe, his immediate family, and a few vassals. Their present task is the protection of the Shinomen Forest, home of the sleeping Naga. Though the Horiuchi are few in number, they take their task extremely seriously, and bring the powerful magic of their Iuchi ancestors to bear against any who threaten their sleeping charges.

- Favored Class: Shugenja.
- Starting Honor: 2
- Class Skill: Spellcraft.
- Starting Outfit: (Choose one)
  1. Two 2nd level divine scrolls, two 1st level divine scrolls (no Fire spells).
  2. Horse (light war, 30 hp), six 1st level divine scrolls.

IDE

- Current Daimyo: Ide Tadaji (Male Courtier 20)

The Ide family follows a philosophy it calls *wabukan*, "the house of peaceful warriors." Though they understand and respect the martial traditions of their cousins in the Utaku and Moto, the Ide follow a path of strict pacifism. Those accustomed to the brutish, merciless reputation of the Unicorn are often startled by the cunning minds and peaceful dispositions of this family. Though Ide practice the "barbaric" traditions of the Unicorn, they understand the customs of the Empire and are expert courtiers, shifting effortlessly from their own practices to Rokugani social conventions. The Ide forge alliances with other clans and monitor the courts for information that may be of interest. In many ways they are the eyes and ears of the Unicorn, and though the Moto despise their pacifism, they cannot deny their effectiveness.

- Favored Class: Courtier.
- Starting Honor: 2
- Class Skill: Diplomacy.
- Starting Outfit: (Choose one)
  1. 350 koku.
  2. Royal outfit (*See the Player's Handbook*™), horse (light war).

IUCHI

- Current Daimyo: Iuchi Yue (Female Shugenja 14)

The Iuchi are the keepers of the Unicorn religious traditions, a strange mix of gaijin philosophy and kami magic. Iuchi magic is unlike the magic of other Rokugani shugenja, focusing instead on the powers of nature and on personal identity. The Iuchi are extremely secretive, especially for Unicorn. Past experiences with the Scorpion have led the Iuchi to be extremely reticent about sharing their mystic arts, and it is rare for outsiders to be admitted to their school.

- Favored Class: Shugenja.
- Starting Honor: 2
- Class Skill: Knowledge (Spellcraft).
- Starting Outfit: (Choose one)
  1. Two 2nd level divine scrolls, two 1st level divine scrolls (no Fire spells).
  2. Horse (light war, 30 hp), six 1st level divine scrolls.

MOTO

- Current Daimyo: Moto Gaheris (Male Samurai 5/Moto Avenger 10)

The founders of the Moto were not Rokugani at all, but the Ujik-hai, a race of savage wanderers whom the Unicorn encountered in the desert beyond Rokugan. The Ujik-hai swore fealty to Shinjo after their defeat at her hands, and have been loyal followers of the Unicorn ever since. The Moto are a grim, pragmatic family with undeniable skill in combat. Some would go so far as to call them "savage," but never within earshot. The Moto White Guard are among the most terrifying berserker warriors in Rokugan. It is a Moto custom (and an unusual one, for samurai) to allow an enemy the opportunity to surrender. Should the enemy deny this single opportunity, the Moto show no mercy.

For many years, they were hounded by a tainted offshoot of their family that referred to themselves as the Black Guard. The Moto dedicated themselves to the extinction of this group, and many believed their merciless savagery was a result of their quest for purity. However, now that the family is clean of the Taint they are no less violent.

Since the Battle of Oblivion's Gate, the Moto have ruled the Unicorn Clan. However, the true daimyo — Moto Gaheris — is extremely elderly and leaves much of the responsibility of ruling the clan in the hands of his son, Moto Chagatai (Samurai 5/Berserker 7).

- Favored Class: Berserker.
- Starting Honor: 1
- Class Skill: Ride or Knowledge (Shadowlands).
- Starting Outfit: (Choose one)
  1. Horse (light war, 30 hp), studded leather barding.
  2. Masterwork no-dachi, 50 koku.
  3. Lamellar armor, horse (light war), 50 koku.

SHINJO

- Current Daimyo: Shinjo Shono (Male Ranger 2/Samurai 3/Shinjo Explorer 5)

The Shinjo had ruled the Unicorn Clan ever since it was the Ki-Rin Clan, but a generation ago the kami Shinjo returned and removed them from that position and designated the Moto as the new leaders of the clan. The exposure of daimyo Shinjo Yokatsu as a Kolat Master shattered the clan's faith in the Shinjo, and as a result they must struggle for respect and acceptance even among their own people.

The Shinjo are viewed as a "soiled" family and other Unicorn often avoid them. Many have abandoned their family's quest for redemption and instead embrace their role as explorers, finding the peace in the wilderness that will forever be denied them among other samurai. The Shinjo are also expert animal trainers; their war dogs and trained falcons are legendary.

- Favored Class: Ranger.
- Starting Honor: 2
- Class Skill: Ride or Handle Animal or Wilderness Lore.
- Starting Outfit: (Choose one)
  1. Horse (light war, 30 hp), studded leather barding.
  2. Masterwork no-dachi, 50 koku.
  3. Lamellar armor, horse (light war), 50 koku.

UTAKU

- Current Daimyo: Utaku Xieng Chi (Female Samurai 7/ Battle Maiden 8)

The Utaku are bold, brash, and headstrong even by Unicorn standards. The founder of their clan swore no oath of fealty to Shinjo — none was necessary. They strongly believe that the sincerity of their actions speaks for them, and that so long as they maintain the purity of their honor they cannot fail.

This matriarchal family is ruled by an organization of samurai-ko known as the Utaku Battle Maidens: the single greatest cavalry force in Rokugan. Male samurai may not join the Battle Maidens. In fact, male Utaku are forbidden to ride the fine steeds of the Utaku. Most choose not to ride at all.

The Utaku are extraordinarily loyal to one another, and tend to be condescending even toward other Unicorn families. Some might call them elitist and arrogant. The Utaku would argue that any contamination of their purity would sap their strength.

Until about a generation ago this family bore the name "Otaku," but it changed after the Kami Shinjo purged the Kolat influence. Their new name symbolizes the oath they swore anew to Shinjo, an oath that requires no words, only action.

- Favored Class: Samurai.
- Starting Honor: 3
- Class Skill: Ride.
- Starting Outfit: (Choose one)
  1. Horse (heavy war)
  2. Masterwork naginata (50 koku).

THE IMPERIAL FAMILIES

Though the clans are loyal to the Emperor and his dynasty, they have many times taken actions that placed their own interests above those of the Imperial Throne. The families of Otosan Uchi and its surrounding provinces, however, are the family of the Emperor himself, and can never separate their livelihood from his. The three families of the Emperor serve him directly, ensuring that his power does not rely utterly on the might of the clans. They are as diverse as the families of Rokugan, united only by the purpose of serving the Emperor. Unlike the clans, they are not collectively biased toward a particular duty, and are therefore hard to stereotype.

The Seppun are descended from Lady Seppun, who was given a message by Lady Sun herself at the dawn of the Empire, and her line serves as the personal bodyguards of the Emperor and his family. They also are spiritual leaders and close to the Phoenix, and make up much of the Imperial Guard. Seppun bushi are universally respected as honorable samurai with a supernatural sense of danger. The Otomo serve as the Emperor's courtiers and spies, speaking with the grace of the most charismatic and powerful Doji nobleman, and able to spin intrigue that can trap even seasoned Scorpion. They are also responsible for the secret duty of ensuring that no clan or alliance grows able to challenge the position of the Emperor. The Miya family serves as the heralds of the Emperor's word. The first Miya carried the news of Fu Leng's defeat across Rokugan, bringing hope and the Emperor's Blessing (later to become a formal rebuilding program) to a war-torn Empire. Of all the Imperial families, it is the Miya who travel most, attempting to bring peace where war rears its ugly head. Though few realize it, the Miya place their lives on the line far more often than the Seppun.

Philosophy: Serve the Empire. Serve the Emperor. The Imperial families are the keepers of the Empire as well as the Emperor, and as such, they tend to be the most refined and capable families of the Empire. The Seppun protect the Emperor himself, and should they fail, the Empire would fall into chaos. They are as religious as the Dragon or Phoenix, as they are the personal caretakers of the head of the Shintao religion — the Emperor. A Seppun is generally quiet and watchful. The Otomo are the keepers of the Empire's balance, and without it, the one on the Throne could become a puppet. They must constantly be on watch like their Seppun cousins, albeit for different threats. Like the physical dangers the bodyguards watch for, the Otomo must constantly be ready for the unseen plots that could break the power of the Steel Throne. They are generally the most affable of the Imperial families, thanks to their perpetual visits to the courts of the clans. The Miya are the keepers of the Empire's peace, without which the Empire would weaken from constant war. Where the Otomo must keep any clan from becoming too strong, the Miya must ensure that they never become so weak that they cannot rise to defend the Empire. The Miya tend to be the bluntest of the Imperial families. Unlike the Seppun or Otomo, they do not guard the Emperor, but instead go out into the Empire and enforce his will. The Miya carry the power of the Emperor himself, and are not to be trifled with.

Allies and Enemies: The Imperial families have no outstanding enemies or allies in the Empire. As the direct agents of the Emperor, they cannot afford to favor any clan over another. Even the Seppun, who have always maintained close ties to the Phoenix, make sure that they keep that clan at arm's length. The Otomo keep close ties to the Crane and Scorpion, the clans most active in the courts. The Miya tend to be the least popular of the Imperial families. They are the smallest, least powerful, and are the Imperial agents dispatched to halt the plots of clans when their plans seem dangerous to the throne.

Appearance: The Seppun are the physically largest and most intimidating of the Imperial families. They are closely tied to the line of the Hantei, and they carry the weight of the Son of Heaven on their shoulders. They are broad-shouldered, tall, and stern of face. The Otomo tend to be the smallest of the three families, preferring the courts as their battlefield. Many Otomo shave their heads in deference to the wisdom of Shinsei, and carry themselves with a noble air. The Miya are perhaps the most 'common' looking, as they constantly find themselves on the road doing the work of the Emperor.

Bonus Languages: Any.

IMPERIAL FAMILIES

THE SEPPUN

- Current Daimyo: Seppun Hotaitaka (Male Samurai 7/ Emerald Magistrate 11)

Lady Seppun was the first human to swear fealty directly to Hantei instead of his brothers or sisters. She was a wise woman, who was said to have heard the voices of Lady Sun and Lord Moon. When Shiba recorded the Tao, Seppun supported it in the courts of the Emperor, and worked with the Phoenix to unify Shinsei's words with the wisdom of the Isawa. The Four Temples in Seppun lands, the home of Shinseism, are considered among the holiest places in the Empire. The Seppun are closest in relation to the Emperor by station, and are always in the graces of the Imperial Throne. Every drop of Seppun blood is dedicated to the protection of the Emperor, and every Seppun will lay down his life without a second thought to save the Emperor. Though many samurai claim the same, none question the Seppun's vow, nor the fact they are the most likely to have to prove it.

- Favored Class: Samurai.
- Starting Honor: 3
- Class Skill: Sense Motive.
- Starting Outfit: (Choose one)
  1. Masterwork lamellar armor.
  2. Wakizashi and 50 koku.

THE OTOMO

- Current Daimyo: Otomo Hoketuhime (Female Courtier 8/ Mastermind 4)

The Otomo share a direct line to the lost Hantei, as their founder was the son of Hantei the First. While the family did not have a true purpose at first, during the rulership of the Gozoku the Otomo helped Hantei Yugozohime (Hantei VII) break their power and restore the Emerald Throne to its rightful ascendance. The Otomo have since worked behind the Emperor and the Seppun, keeping the powerful clans in check when needed. The Otomo are used to their position as honored but seemingly unimportant courtiers and officers of the Emperor's administration. Like the Scorpion, they value the ability to move unnoticed among others, their seemingly harmless questions and comments bringing about changes for the benefit of the Emperor. Although the Otomo are responsible for many of the forms of traditional Rokugani law and government, no one seems to notice their influence. The Otomo are quite comfortable with that.

- Favored Class: Courtier.
- Starting Honor: 3
- Class Skill: Intimidate.
- Starting Outfit: (Choose one)
  1. 350 koku.
  2. Royal outfit (*See the Player's Handbook™*) and 150 koku.



THE MIYA

- Current Daimyo: Miya Yumi (Female Samurai 5/Courtier 5/ Emerald Magistrate 6)

After Fu Leng's defeat, Hantei the First lay dying in his bed. The First Emperor's final decree was for a samurai named Miya to spread the word across the Empire of the victory over the Dark Kami. When Miya returned to Otosan Uchi, Hantei II was crowned with Seppun and Otomo at his side. Hantei Genji's first edict was to make room beside his throne and within his palace for the family of brave and tireless Miya. The Otomo played no small part in this, and to this day the Miya and Otomo have strong ties. Since that day, the Miya have served as the Heralds of the Emperor, compelling the clans to peace when they can, and carrying the Emperor's law where they must. Only once in the history of the Empire have they faltered — shortly before the Clan War began in earnest, the mantle of the Miya daimyo was taken up by a selfish and fierce man, Miya Satoshi. Raised by the Lion, Satoshi allowed the war to spread without his interference, eventually consuming the Empire. Satoshi's cousin Yumi replaced him after the Clan War, but the Miya were still too wounded by that conflict to stop the Empire from going to war with itself a second time when Toturi the First was kidnapped. Today, Yumi has brought glory back to the house of Miya, and stands ready to prevent war once again where her family has recently failed twice.

- Favored Class: Courtier.
- Starting Honor: 2
- Class Skill: Diplomacy or Knowledge (Nobility and Royalty).
- Starting Outfit: (Choose one)
  1. Royal outfit and light war-horse.
  2. Masterwork lamellar armor and light horse.

THE MINOR CLANS

The Great Clans of Rokugan (with the exception of the Mantis) all descend from the original Kami who founded the Empire. These are not the only clans that serve the Emperor, however. Throughout history a number of samurai have been granted clans of their own for meritorious service; their clans are called Minor Clans. Minor Clans survive by Imperial Edict; no Great Clan is allowed to declare war on a Minor Clan. However, a Great Clan may construe an insult from a Minor Clan as a declaration of war. Minor Clans therefore tend to either avoid politics entirely or seek the favor and protection of a Great Clan.

Due to the savage War of Spirits and the recent assimilation of many Minor Clans by the Crab and Mantis, there are currently fewer Minor Clans than at any point in recent history. The current Minor Clans are as follows.

BADGER — ICHIRO FAMILY

- Current Daimyo: Ichiro Kihongo (Fighter 9/Samurai 1)

The Badger Clan is an oddity. The family's ancestral homes in the distant north were destroyed three decades ago by a terrifying oni summoned by one of their own shugenja. Most of the family was slain as well, leaving only those Ichiro wandering Rokugan to carry on the name of the Badger. The Hantei died before he had the opportunity to revoke their Minor Clan status, and Toturi the First allowed them to keep their clan name as a reward for their aid in his campaign against Fu Leng. As a result, the Badger are a clan with no home.

The primary objective of the Badger is to rebuild their clan. They constantly seek opportunities to increase the wealth and holdings of the Ichiro, so that their castle may be rebuilt. Usually this amounts to mercenary work or underhanded swindling, which contributes to the general impression of Badger samurai as glorified ronin. In the Badger's mind, it's all for a noble end. In letting them retain their name, the Emperor gave them a second chance. They would not be so dishonorable as to waste the Emperor's blessing.

- Favored Class: Fighter.
- Starting Honor: 1
- Class Skill: Wilderness Lore.
- Starting Outfit: Masterwork Ono, Partial Armor.
- Bonus Languages: Yobanjin.

DRAGONFLY — TONBO FAMILY

- Current Daimyo: Tonbo Dayu (Fighter 5/Samurai 3)

The Dragonfly were founded in the wake of a complex dispute between the Dragon and the Lion, and their family bears both Dragon and Phoenix blood. Though they practice magic in the manner of the Isawa, the Tonbo family have always embraced a philosophy of growth through change more compatible with the ideals of their Dragon cousins. For many years they served the Dragon as go-betweens with other Great Clans. With the onset of war between Dragon and Phoenix, the Dragonfly were caught in the middle, and over half their number were slain in the opening conflicts by the armies of Akodo Ijiasu. It is a wound the Dragonfly intend to see repaid in full.

- Favored Class: Shugenja.
- Starting Honor: 2
- Class Skill: Spellcraft.
- Starting Outfit: Two 2nd level divine scrolls, two 1st level divine scrolls (no Fire spells).
- Bonus Languages: Yobanjin.

FOX — KITSUNE FAMILY

- Current Daimyo: Ryosei (Shugenja 6/Ranger 8)

When Shinjo departed Rokugan many centuries ago, some of her number remained behind. These Ki-Rin became the Fox Clan, and maintained their independence even after the Unicorn returned from their journeys. The Fox live deep in the heart of Kitsune Mori, and have a deep understanding of the kami as well as the animal spirits of Chikushudo (*see Chapter 5, page 174*). Some believe that the Fox carry the blood of the kitsune spirits from whom they take their name, and the Fox do not dispute this belief.

Though they have been allied with the Wasp, Sparrow, Crane, and Mantis in the past, the Fox are fiercely independent. They have a long rivalry with the Hare Clan.

- Favored Class: Ranger.
- Starting Honor: 2
- Class Skill: Spellcraft.
- Starting Outfit: Choose One
  1. Two 2nd level divine scrolls, two 1st level divine scrolls (no Air spells)
  2. Masterwork Yari, potion of cure light wounds.
- Bonus Languages: Chikushudo.



Hare Clan Samurai

HARE — USAGI FAMILY, UJINA FAMILY

- Current Daimyo: Usagi Ozaki (Samurai 1/Rogue 3)

The Hare were founded after the second Rise of Iuchiban, a reward to the heroic ronin Reichin for his selfless bravery against the Bloodspeaker armies. The Hare are notoriously clever, one of two clans in Rokugan's history to have been destroyed and subsequently restore their status. (Ironically, the other clan to do so is the one that destroyed them, the Scorpion.) Hare samurai are known for being quick, clever, and lucky. They are also savagely intolerant of Bloodspeakers or Kolat agents, as both groups are sworn enemies of the small clan. The Hare have many friends among the Dragon and Lion Clans, and are hostile toward the Scorpion and Fox.

The Hare have still not entirely removed the stigma caused by their loss of Clan status two decades ago, though every Hare works to that end in one way or another.

The Ujina family formed only a few decades ago, and serve the Hare as archers and spies. Ujina characters are mechanically identical to Usagi characters.

- Favored Class: Samurai.
- Starting Honor: 2
- Class Skill: Lore (maho) or Jump.
- Starting Outfit: Masterwork yari or no-dachi, five fingers of jade.
- Bonus Languages: Oni, Goblin.

MONKEY

- Current Daimyo: Toku (Commoner 3/Samurai 7)

The Monkey Clan protects the Emperor's law. Founded by a member of Emperor Toturi's ronin army and fiercely loyal to his family, many consider the Monkey to be an Imperial Family with delusions of clan status. The Monkey are friendly and good-natured, with a philosophy that mixes a strong sense of honor with an easy-going sense of humor. Almost all Monkey samurai are Legionnaires or Imperial Guardsmen, unless they have been assigned by Lord Toku to guard the Vigilant Keep of the Monkey itself. Most members of the Monkey Clan have no name, though a handful have taken the Toturi name in service to Toturi Tsudao. A very small family known as the Fuzake also serves the Monkey; this family of shugenja recently split from the Yasuki and received its name from Emperor Toturi.

The Monkey as a whole do not favor any of the Four Winds, but each is free to swear his fealty to one or another of Toturi's children. The Monkey Clan has no enemies, though some Scorpion resent the fact that Toturi granted them a province in formerly-Scorpion land.

- Favored Class: Samurai (Shugenja, if from Fuzake family).
- Starting Honor: 2
- Class Skill: Knowledge (Bushido).
- Starting Outfit: Masterwork lamellar armor, 50 koku.
- Bonus Languages: None.

OX

- Current Daimyo: Morito (Ranger 4/Samurai 5/Shinjo Explorer 4/Kolat Agent 2)

The youngest of the Minor Clans, the Ox came into being when Shinjo Morito was granted clan status for his valor during the War of Spirits. As he and many of his followers already occupied Phoenix land, Toturi formally granted them that territory. The Ox share their Unicorn founder's disdain for etiquette and social graces, often remaining sequestered in their distant mountain fortress. When they do emerge from seclusion, the cavalry of the Ox are devastating, combining solid Unicorn tactics with the unpredictable maneuvers devised by Morito himself. Ox samurai do not have a family name.

- Favored Class: Fighter.
- Starting Honor: 1
- Class Skill: Bluff or Ride.
- Starting Outfit: Horse (light war, 30 hp), studded leather barding.
- Bonus Languages: Yobanjin.

SPARROW — SUZUME FAMILY

- Current Daimyo: Suzume Yugoki (Courtier 6/Samurai 2)

The Sparrow Clan, an offshoot of the Crane, gained their Minor Clan status during the Rulership of the Gozoku (*see the History section, page 184*). The Sparrow follow a path of honorable poverty, living their lives with as little ostentation as possible. Since the Suzume are samurai, they still live better than most peasants, although Sparrow peasants have a higher standard of living than most in their caste. Compared to their Crane cousins, however, they are poor indeed. The Sparrow guard the Golden Sun Plain, lush fields of virgin farmland kept unoccupied by Imperial Edict. The trademark weapon of the Sparrow is the sling, a *gaijin* implement they acquired from their Ide allies.

The Sparrow place great importance on oration, though none would ever accuse them of being interesting storytellers. The kindest thing to say about the tales of the Suzume is that they are always incredibly detailed and complete. Some would call them interminably dull. The Sparrow are not particularly hostile to any one clan, maintaining good relations with as many families as possible. In the past, they have allied with the Wasp and Fox.

- Favored Class: Courtier.
- Starting Honor: 3
- Class Skill: Perform (especially storytelling).
- Starting Outfit: Royal outfit (*See the Player's Handbook™*), 20 masterwork sling bullets.
- Bonus Languages: None.

TORTOISE — KASUGA FAMILY

- Current Daimyo: Kasuga Taigen (Fighter 3/Rogue 5)

The Tortoise are a small clan dwelling along the Peninsula of Dawn north of Otosan Uchi. While their official purpose is to serve as diplomats and couriers for the Imperial Families, they are not an Imperial Family themselves. In fact, their duties often lead them to labors many see as beneath a true samurai, such as commerce, heavy labor, and interaction with gaijin.

In truth, the Tortoise's slightly soiled image works to their advantage. They have always secretly served the Emperor as smugglers, spies, and enforcers. Quieter than the Seppun Miharu, the Tortoise could work with subtlety due to their perceived distance from the Imperial Families. Toturi the First saw the wisdom in such an arrangement and maintained his connection with the Tortoise, though he bestowed official leadership of the clan upon the clan's members themselves. (Formerly the Hantei Emperors had technically been daimyo of the Tortoise.) With the death of Toturi, his son Hantei Naseru has seized upon the resources of the Tortoise more than any other Wind, and the Tortoise serve him faithfully in any manner he requires.

- Favored Class: Rogue.
- Starting Honor: 1
- Class Skill: Profession (sailor).
- Starting Outfit: Masterwork nunchaku, kama, or parangu, 50 koku.
- Bonus Languages: Any.

THE LOST CLANS

The following are two examples of Minor Clans that no longer exist. Both have been stricken from the records of the Ikoma Histories, and most Rokugani do not remember that they exist. There may be even more lost Minor Clans at the DM's option.

BOAR — HEICHI FAMILY

The Boar were a family of armorers descended from Crab blood. Roughly six hundred years ago, their clan was wiped out by an ally of Iuchiban's Bloodspeakers. The Anvil of Despair was created via the sacrifice of the Boar Clan, and the spirits of the Boar haunt the Twilight Mountains to this day as the Shakoki Dogu.

- Favored Class: Fighter.
- Starting Honor: 2
- Class Skill: Craft (armorer).
- Starting Outfit: Great armor and masterwork armorer's tools.
- Bonus Languages: Ratling, Oni, Goblin, Ogre.

SNAKE — CHUDA FAMILY

Another great tragedy of Rokugan's long history, the Snake Clan were corrupted by a powerful Shadowlands spirit known as the Shuten Doji in the fifth century. The Phoenix were forced to slaughter the possessed Chuda family retainers and banish the Shuten Doji using powerful magic. A handful of Snake survived, and the seeds of corrupted Snake magic linger in the hearts of their descendants to this day.

- Favored Class: Shugenja.
- Starting Honor: 0
- Class Skill: Knowledge (Maho).
- Starting Outfits: Two 2nd level divine scrolls, two 1st level divine scrolls (no Air spells, may select maho spells with starting outfit).
- Bonus Languages: Oni, Yobanjin.



THE RONIN

Not all samurai have masters. Occasionally, circumstances leave samurai without a lord to turn to, either through the death of their masters or by expulsion for dishonorable action. Cast upon the waves of fate, they must find their own destiny. Though these samurai have no true place in Rokugani society, they are still technically samurai. Such individuals are forced to make a living the only way a true samurai is allowed — through glorious combat. These dangerous men and women are known as ronin, or "wave men."

Philosophy: Ronin are a diverse lot, but the factor which unites them all is a need for acceptance. If a ronin had nothing to prove, he could simply retire to the life of a farmer. However, the fact that a masterless samurai has chosen to make himself a figure of hatred and distrust — as a matter of honor — indicates that he has something to prove.

Ronin are often feared, despised, and misunderstood. Many clan samurai see them as accidents waiting to happen or grisly examples of the price of failure. Because many ronin turn to careers as mercenaries or bandits, clan samurai tend to judge all ronin harshly. To be fair, not all ronin are violent brigands. In fact, the vast majority of ronin are neither hero or villain — they are merely survivors. Even yet, the idea of a warrior with no loyalties, one who follows the way of bushido for no other reason than because his honor dictates it, is an exciting notion to many. Since the ascension of Toturi from ronin vagabond to Emperor of Rokugan three decades ago, ronin have been romanticized by the Empire's poets and playwrights.

Allies and Enemies: The Crane are particularly intolerant of ronin, and only associate with them in the direst circumstances. The Lion hire ronin whenever they need expendable troops. The Crab are very tolerant of ronin, and sometimes grant fealty to ronin who demonstrate their mettle against the inhabitants of the Shadowlands.

Appearance: Ronin descend from the bloodlines from all clans, and thus have no unifying physical characteristics.

Bonus Languages: Any that would be relevant to the particular ronin.

RONIN FAMILIES

Ronin families do not necessarily have any loyalty to anyone outside their family save the Emperor himself. The three ronin families presented here are not related to or allied with one another in any way. Those who do not choose to hail from any of these ronin families may instead choose the starting outfit of the samurai family to whom they are most closely related.

HOSHI

- Current Leader: Hoshi Wayan (Inkyo 20)
- The Hoshi are not a family per se, though their name has been recognized by the Emperor. They are, in fact, a sect of the Brotherhood of Shinsei that follows the teachings of Togashi Hoshi, immortal son of the kami Togashi. The sect was founded by Hoshi during his exile from the Dragon Clan over twenty years ago, but they continue to operate independently despite their teacher's return to his family. Their current leader, Hoshi Wayan, stresses that true enlightenment is found through the cause of justice. By pursuing what is good, right, and true one can find true peace and tranquillity. To this end, most Hoshi remain independent of the Dragon. They believe that only by remaining free of entangling political alliances may they remain free to do what is right.
- Favored Class: Inkyo.
- Starting Honor: 2
- Class Skill: Knowledge (Shintao).
- Starting Outfit: Masterwork bo staff, *potion of cure light wounds.*

KAERU

- Current Daimyo: Kaeru Tomaru (Rogue 16)
- The Kaeru family has never been recognized by an Emperor. Their "family name" is in fact more of a nickname than a formal title. The Kaeru rule the City of the Rich Frog, and claim descent from the clever frog-spirit who founded the city. While the truth of this claim may be questionable, one cannot deny the merchant savvy and underhanded ruthlessness of the Kaeru. Their enforcers, the Machi-Kanshisha, are known for the trademark iron smoking pipes with which they beat their opponents senseless and relax afterward with a smoke. The Kaeru keep on friendly terms with their neighbors, the Unicorn and Dragon. They also maintain contact with the Tortoise, for though they are far removed from one another they share a number of philosophical and economical ideals. Most clans don't even realize the Kaeru exist.
- Favored Class. Rogue.
- Starting Honor: 1
- Class Skill: Bluff.
- Starting Outfit: (Choose one)
  1. 350 koku.
  2. Masterwork Machi-Kanshisha pipe (*See New Equipment on page 51*).

YOTSU

- Current Daimyo: Yotsu Seou (Ninja 10/Samurai 7)
- The Yotsu family were founded by Yotsu Yatoshin, granted a family name when he rescued the son of Hantei XXXVIII from the Bloodspeakers. The Yotsu family's purpose is threefold: to protect and maintain the Yatoshin district of Otosan Uchi, to fight the influence of mabo in Rokugan, and to recruit new followers for their growing family. The Yotsu are on friendly terms with the Hare, Fox, Monkey, and Lion clans, and are staunch enemies of the Bloodspeakers and the Goju. Yotsu Seou, the only surviving child of Yotsu Yatoshin, now leads the family with skill and determination. Any ronin willing to lend his sword to the cause of justice may join the Yotsu, but those whose honor is lacking are cast aside and told not to return.
- Favored Class: Samurai.
- Starting Honor: 2
- Class Skill: Intimidate.
- Starting Outfit: (Choose one)
  1. Masterwork jitte, partial armor.
  2. Masterwork lamellar armor, no-dachi.

THE NEZUMI

Before the Empire, there existed a race of large rat-like humanoids that forged a great empire of their own. When the Kami fell from the Heavens, Fu Leng made a great crater with

his impact, his corruption forming what is the Shadowlands today. What very few know is that Fu Leng fell in the center of that great Ratling Empire, scattering the Nezumi to the winds. Eventually, the Ratlings formed loose tribes, much like the Clans of the Empire, but far less organized. Without their resources, and now fighting the growing population of oni, trolls, goblins, and other beasts in what was once their home, the Nezumi know that they may never reclaim the glory of their lost kingdom.

The chittering, thieving, and somewhat humorous Nezumi of today are faint shadows of the proud creatures they once were. Many of the tribes live near the Shadowlands, immune to the Taint for reasons that they do not fully know. Others have made smaller, semi-permanent homes across the Empire, stealing from the Clans. Though they are much farther removed from the horrors of Fu Leng's realm, they are in just as much danger from magistrates and samurai.

The Nezumi are generally kind, a little scatterbrained, and quick on their feet. It's easy for the civilized Rokugani to look down on their way of life as simple and backwards. However, the wise understand that if a great explosion destroyed the Empire for all time as it had done to the Nezumi, the proud and cultured samurai of Rokugan could just as easily be reduced to such a state. Ratlings value the safety of their family and tribe above all else, and the surest way to earn the friendship of one is to help ensure that safety.

Philosophy: The three most important aspects of Nezumi life are the concepts of *k'thach* (yesterday), *mrt* (name or self), and *i'thich* (dreams). The Ratlings view yesterday as more than just the day before the current one. Everything that has come before is "yesterday." Yesterday is as much as an entity as an occurrence, as is *m'atch-tek* (Tomorrow). When a Nezumi dies, the Ratlings say he has been "caught by Tomorrow." According to the lore of the race, Tomorrow, which hates all Nezumi, will eventually catch the last Ratling. When this happens, the last Ratling will fight Tomorrow for its power. If the Nezumi wins, he will take Tomorrow's power and remake the race in its former glory. If not, all the Nezumi have been will disappear into dreams. The concept of *kufl-m'aukh-tek* (racing Tomorrow) embraces the more extreme idea that Tomorrow could take any Nezumi at any time, and life must be lived to the fullest.

The Nezumi also believe strongly in the power of names, which define everything that a Ratling is. Everything that lives or has lived passes through the realm of dreams, say the Ratlings, and dreams hold the power of all creation.

Allies and Enemies: Almost all of Rokugan shuns the company of the Nezumi, who are barbaric, uncultured, unclean, and honorless. The exception, as often, is the Crab, who have long allied unofficially with the tribes of the Nezumi. Their ability to pass through the Shadowlands without being seen, their immunity to the Taint, and their knowledge of the deeper Shadowlands make them invaluable assets in the Crab's unending war. The Scorpion have historically employed the Nezumi on a frequent basis, but are nowhere near the allies the Crab are. The Scorpion find that a Ratling's amazing skill at both quick movement and stealth makes them perfect agents — more than willing to break Rokugani laws that they are ignorant of, and completely disposable. The Nezumi themselves consider the Scorpion's offers of food and trinkets generous and kind.

The remained of the Empire treats the Nezumi with indifference at best. Known mostly as thieves and carriers of disease, most samurai would be more likely to kill a Nezumi than not. This is not to say that a Rokugani will attempt to destroy every Nezumi he sees; rather, the average human has little respect for the Ratlings. Like peasants, they are tolerated, but few outside the Crab will give a second thought to killing one. To the Naga, Nezumi are one thing — food. In the time before the Empire of Rokugan, the Naga were the masters of the land, and raised the Nezumi as livestock. After the Naga fell into their sleep, the Ratlings formed their own empire, which was then smashed. The Naga who awoke during the Clan War could not adjust to the furry animals actually having culture and speaking, and attempted to continue as they had before. The few Naga awake in the world today still pose a threat to the Nezumi.

Appearance: Ratlings are easily described as giant rats that walk on their hind legs. Nezumi stand with a hunch that allows them to drop to all fours if necessary, making them extremely hard to catch or hit. Their skin is pink, covered in fur that may range in color from white to black, from tan to dark brown. The body fur tends to be somewhat shaggy, with a thicker grouping of hair growing around the scalp like a mane or human hair.

A Note on Honor: The Nezumi do not subscribe to the same beliefs as Rokugani. They are a race of survivalists and pragmatists, and do not place the same emphasis on such an abstract quality as do humans. Nezumi may begin with 0 or 1 Honor. This reflects their distance from the Rokugani society in which they interact.

Nezumi Racial Abilities — Variant

All Nezumi have the following racial abilities:

- +2 Constitution, –2 Charisma: These are the default Nezumi ability modifiers. If you choose a specific tribe, replace these modifiers with those listed.
- Medium-size: As Medium-size creatures, Nezumi have no special bonuses or penalties due to size.
- Nezumi base speed is 40 feet.
- Low-light Vision: Nezumi can see twice as far as a human in starlight, moonlight, torch-light, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Hide and Move Silently checks. Nezumi are naturally stealthy. +2 racial bonus on Listen checks, for their keen ears. +2 racial bonus on Climb checks: Nezumi claws and tails are adapted for climbing.
- +2 racial bonus on saving throws against poison and disease: Nezumi are resistant to illness and toxins
- Immune to the Shadowlands Taint: Nezumi can never acquire Taint points, and suffer no ill effects from exposure to the Shadowlands. They can still be harmed by effects such as the Cloud of Taint spell or the special attacks of Shadowlands creatures.
- A Ratling deals 1d4 damage by claws or teeth with an unarmed strike.
- *Keen scent*: Nezumi have a keener sense of smell than humans do. As a feat, a Nezumi with Wisdom of 11 or higher can take Scent (*see the* Dungeon Master's Guide, *page 81*).
- *Pheromones*: Nezumi may leave chemical messages using glands near their tails. Nezumi can only leave simple messages: "danger," "food," "oni," etc. Those who wish to focus on this ability may learn Improved Pheromones as a feat, and leave more complex messages (up to twelve words) that can be detected and understood by any Nezumi within scent range.

- Nezumi may not learn the Void Use feat.
- Automatic Languages: Rokugani, Nezumi. Bonus Languages: Bakemono, ogre, oni, Naga.
- Favored Class: Rogue. This is the default favored class unless a different favored class is indicated by tribe.

TRIBES OF THE NEZUMI

CRIPPLED BONE NEZUMI

More savage and war-like than other Nezumi, the Crippled Bone believe that they are the rightful rulers of their race. The terrors they have seen in the deep Shadowlands make the rest of the world's problems seem feeble by comparison. In addition to standard Nezumi abilities, Crippled Bone Nezumi have all of the following.

- +2 Strength, +2 Constitution, 2 Wisdom, –2 Intelligence: Crippled Bone Ratlings tend to be massive and powerfully built, but are not as clever as other Ratlings.
- Immune to fear (magical or otherwise).
- +1 Natural Armor bonus to AC.
- +4 racial bonus on saving throws vs. poison and disease (this replaces the normal Nezumi racial bonus).
- Cold and fire resistance 5: Crippled Bone Nezumi are highly resistant to temperature extremes.
- Claws and Teeth: A Crippled Bone Nezumi's claw and bite attacks count as armed attacks.
- Favored Class: Berserker.
- Level Equivalent +1: Crippled Bone Nezumi gain levels more slowly than other races. They are considered to be one level higher for the purposes of gaining experience, though they gain no extra abilities for this experience level. For example, a Crippled Bone Nezumi with 10,000 experience would be only 4th level rather than 5th. The DM is advised not to allow starting characters to be Crippled Bone unless the party is making characters of second level or higher.
- Starting Outfit: Masterwork hide armor and either a crude metal blade (longsword) or a rough spiked club (morningstar).

GRASPING PAW NEZUMI

The Grasping Paw Tribe's reputation as thieves is well deserved. These Ratlings have an unquenchable desire for material wealth, and scurry off with anything they can lay their hands on.

- +2 Dexterity, –2 Charisma: Grasping Paw Ratlings are very quick and cunning, but tend to annoy others with their untrustworthy behavior.
- Starting Outfit: Masterwork knife (dagger) or sling, 25 koku of other random items.

TATTERED EAR NEZUMI

The Tattered Ear know humans better than any other tribe. Their long struggle for acceptance has had mixed results, but they will never stop trying to find a place in Rokugan. Their large population grants them wide racial diversity.

- +2 Charisma, –2 Wisdom: The Tattered Ear tend to be more friendly and outgoing than other Nezumi tribes.
- Favored Class: Any (choose one during character creation). The Tattered Ear are diverse and versatile.
- Starting Outfit: (Choose one)
  1. Masterwork short sword.
  2. Short bow and 20 arrows.

THIRD WHISKER NEZUMI

The Third Whisker's connection to the Transcendent is a blessing and a curse. While their magic is powerful, they are disdained by many Nezumi for their pessimistic doomsaying.

- +2 Intelligence, –2 Strength: Third Whiskers are very inquisitive, but they tend to be smaller and weaker than other Nezumi.
- Small: Unlike other Nezumi, Third Whisker Nezumi are Small, gaining the standard benefits and penalties.
- Favored Class: Sorcerer.
- Starting Outfit: *Potion of hiding, potion of sneaking.*

THE NAGA

The Naga are a proud and ancient people that dwelled in Rokugan long before the rise of mankind. Theirs was a vast and peaceful civilization. Although they knew the arts of war, they much preferred quiet contemplation to brutal conflict. Having waged war against the mysterious Ashalan and the Foul, known over a thousand years later as the Living Shadow, the Naga had discovered that peace was far more preferable.

Before man ever appeared in Rokugan, the Naga fell into a deep slumber to await a time when they would be needed against a dark and sinister foe. Their race was dying, and they knew that if they did not sleep, they would disappear before their enemy's time came, and the Foul would be victorious. The Naga would not permit this. So the entire race slept.

While the Naga slept, their Nezumi slaves forged their own civilization, one followed by mankind's new Empire. Rokugan and its clans dominated the world the Naga had once known, and only scattered ruins marked the great civilization they had founded. It was only during the early days of the Clan War, over a thousand years after the Great Sleep began, that the Naga awakened once more.

In time, the Naga stood side-by-side with the Rokugani against the might of both the Shadowlands and the Living Shadow. But in time, the elders of the Naga race realized that there had been a great mistake. It was the humans' destiny to defeat Fu Leng, not the Naga's. The Shadowlands invasion that had triggered their awakening had not been the signal for the Naga to rise. The day of their reckoning still lay in the future.

In recent decades, following the Battle at Oblivion's Gate, the Naga have once again returned to their Great Sleep. A few remain awake, watching over their brothers and sisters in their slumber and desperately looking for signs of the enemy they wait to face.

Philosophy: The Naga are generally a peaceful folk. They are roused to anger only by an enemy or by the strange word games the humans play when faced with what the Naga believe is a clear course of action.

The entire Naga race shares a group consciousness called the Akasha, through which individual Naga communicate with others in a combination of speech and impressions sent through the group mind. As a result, Naga often find it difficult to communicate with humans and are prone to both misunderstand and be misunderstood.

Allies and Enemies: Despite misunderstandings stemming from the enormous cultural differences between the Naga and the clans of Rokugan, the Naga have largely made their peace with humanity. There was a great deal of conflict with various factions when the Naga first emerged from their

NAGA IN ORIENTAL ADVENTURES

The Naga found in Chapter 9 of *Oriental Adventures*™ differ considerably from the Naga created by these rules. The Naga found there represent powerful NPC adversaries for a party of characters, but are considerably more powerful than other beginning-level characters in Rokugan. In the interest of a more balanced party, the rules provided here allow Naga characters to eventually reach power levels such as those seen in *Oriental Adventures*,™ but begin considerably lower.

great sleep, but through an allegiance against the Shadowlands, the rift between the two races was closed. Unfortunately, it reopened suddenly when the Naga abandoned Hida Yakamo and the Crab army he led at Hiruma Castle. Again, the rift was healed when the full scope of the threat the Naga faced was revealed: the Living Shadow was a deadly foe.

In the aftermath of the battle against the Shadow and the War of Spirits, the vast majority of the Naga race has returned to sleep. Their enmity with the Dragon and Crab clans has been resolved, the former due to the marriage of Mirumoto Daini to the Mata and the latter due to the resurrection of Hida Yakamo, albeit briefly, through the Akasha.

Appearance: There is precious little chance that a Naga would ever be mistaken for a human. Naga are serpentine in appearance, with a humanoid upper torso sitting atop a long, sinuous tail that resembles nothing so much as that of a great snake. Female Naga possess the ability to change their form from a tail to two human legs, but this can prove dangerous if overused and thus few Naga wear legs for very long.

Naga have a wide variety of coloration. The most common is green, but there are many variations including browns and even blacks. Their skin is scaled, with serpentine eyes and fangs giving them a foreign, somewhat exotic look.

Some Naga, particularly those in the Cobra bloodline, possess mutations that exacerbate their snake-like appearance. Malformed mouths, hoods, and even a loss of human features altogether are not unheard of. Occasionally children are born that are so disfigured that they are abandoned. These pitiful creatures are known only as abominations.

A Note on Honor: The Naga do not subscribe to the same beliefs as Rokugani. While they are an honorable people, they do not place such an extreme emphasis on it as do humans. Naga characters begin with an Honor of 0. This does not reflect any flaw or deficiency in their character, but rather a separation from the Rokugani society in which they interact.

NAGA RACIAL ABILITIES

- +2 Constitution, +2 Wisdom, –2 Charisma. The Naga are a wise and hardy people, but they have difficulty interacting with those not of their race, partly because their interaction with their own kind relies upon the Akasha to a large extent.
- Large-sized. Naga have a –1 to their AC and –1 to their attacks because of their enormous length.
- Naga base speed is 40 feet. The sinuous motion of their coils allows them to move at much higher speed than a human.
- Immunity to the Shadowlands Taint. No Naga may ever acquire or possess the Taint for any reason. This ability also prevents the Naga from ever practicing maho, the blood magic that draws its power from the Shadowlands.
- +2 racial modifier to any Charisma or Diplomacy rolls made with other Naga. The Akasha makes it much easier to make agreeable compromises with their own kind.
- +2 racial modifier to Wilderness Lore skill checks. The Naga civilization is based in the great Shinomen Mori, the largest forest in all the Empire. They have learned to interpret what goes on around them.
- –4 racial modifier to Animal Empathy, Handle Animal, and Ride skill checks. Most animals have an adverse reaction to the Naga, given their natural predatory appearance and reptilian scent.
- Bloodline ability: each individual Naga bloodline has its own unique benefit. These are listed below with the bloodlines in question.
- Automatic Languages: Naga and Rokugani. The Naga who remain awake have immersed themselves in this new world and find it very useful to be able to speak to humans.

NAGA BLOODLINES

ASP

- Current Leader: the Shahadet (Female Fighter 15)
- The Asps are the rank and file of the Naga forces. They are the second most numerous bloodline, outnumbered only by the Greensnakes. The Asps are the most aggressive and combative Naga, and they are invariably the ones who rise up to defend the race against their enemies. They show thinly veiled contempt toward those whom they feel are weaker than they are, such as most humans.
  Many of the Asps advocated war against the humans when they first awoke from their long slumber. A prominent warrior called the Balash was particularly vehement, and went so far as to attack several bands of humans near the Naga lands. Fortunately, cooler heads prevailed and the Naga eventually allied with the humans against the Shadowlands, giving the Asps a foe against whom to direct their anger.
- Favored Class: Fighter
- Starting Honor: 0
- Bloodline Ability: In addition to their other racial abilities, Asps gain a +1 Strength modifier and the ability Spit Venom (Ex). Asps can spit a potent venom at very short range, inflicting 2d4 damage on one target within 10 feet. This can only be done once every hour. Asps also have a Level Equivalent +1; Asps are more powerful than many other races in Rokugan and gain experience more slowly.
- Starting Outfit: (Choose one)
  1. Masterwork Naga blade.
  2. Masterwork Naga armor and 50 koku.

CHAMELEON

- Current Leader: the Qarash (Male Rogue 8)
- Next to the Cobra, the Chameleon are the most mutated of the Naga bloodlines. Fortunately, Chameleon mutations are rarely severe and can even be beneficial at times. One such mutation has actually stabilized and become a trait of the bloodline: all Chameleon have the ability to change their skin color to match their surroundings. This makes them exceptional scouts and (in times of war) spies. Another common mutation is the ability to breathe water. This mutation is common enough that the Chameleon are often relegated to the task of guarding the aquatic egg-nests of the Naga.

Chameleons tend to be charming and outgoing. They enjoy interacting with other species as well as their own race, and are known for their gregarious natures.

- Favored Class: Rogue.
- Starting Honor: 0
- Bloodline Ability: In addition to their other racial abilities, Chameleons gain a +4 bloodline modifier to all Hide and Move Silently skill checks.
- Starting Outfit: (Choose one)
  1. Masterwork longbow.
  2. Longbow and ten masterwork arrows.

COBRA

- Current Leader: the Shashakar (Male Shugenja 13)
- The Cobra are the masters of the Naga race's strange pearl magic. No other bloodline possesses the ability to coax the mystical secrets from the pearls that power Naga spells. Thus, the Cobra are revered among the Naga for their unique gifts. This great power has a price, however, as the Cobra are the most mutated of the Naga bloodlines and very few of them are completely without a severe physical mutation of some sort. These mutations make surviving the hatching process difficult for infant Cobra, and even more perish during their difficult youth. As a result, the Cobra are very rare.
  Cobra are generally a secretive and somewhat sinister people. They prefer to keep their own company, though many are fascinated by human magic.
- Favored Class: Shugenja.
- Starting Honor: 0
- Bloodline Ability: In addition to their other racial abilities, the Cobra gain a +2 Intelligence and the feat Depths of the Akasha, but receive –2 Strength and Dexterity.
- Starting Outfit: (Choose one)
  1. Two 2nd level arcane spells.
  2. One 2nd level and six 1st level arcane spells.



Female Naga Bushi

CONSTRICTOR

- Current Leader: the Radakast (Fighter 8/Monk 6)
- While the magic of the Naga belongs to the Cobra, the Constrictors are the priests and mystics of the race. Constrictors are extremely rare, even more so than the Cobra, but their wisdom and connection with the Akasha is valued by even the most jaded Asp warrior. There is no question that the Constrictors' understanding of the Akasha is far superior to all other bloodlines, naturally leading to their roles as priests and religious leaders. They also are valued in times of stress for their ability to plumb the depths of the Akasha and summon forth memories from the race's past to aid in the solving of modern dilemmas. Constrictors are almost without exception somber and conservative. They take their duties very seriously and are not given to flights of fancy or pointless adventuring. Those who are found in Rokugan are typically on a very specific quest or mission that will in some way benefit the Naga as a whole.
- Favored Class: Fighter or Monk.
- Honor: 0
- Bloodline Ability: In addition to their other racial abilities, Constrictors gain a +2 Strength and the Improved Grab and Constrict abilities (*see Monster Manual,™ page 8-9*).
- Level Equivalent +2: Constrictors gain levels more slowly than other races. They are considered to be two levels higher for the purposes of gaining experience, though they gain no extra abilities for these two experience levels. For example, a Constrictor with 10,000 experience would be only 3rd level rather than 5th. The DM is advised not to allow starting characters to be Constrictors unless the party is making characters of third level or higher.
- Starting Outfit: (Choose one)
  1. Masterwork Naga blade.
  2. Masterwork Naga armor.

GREENSNAKE

- Current Leader: the Dashmar (Male Courtier 16).
- The Greensnakes are the most numerous of their race. They are also the smallest, with slim and athletic builds rather than the bulk of their cousins the Asps and Constrictors. Greensnakes most often take the role of scout or diplomat, making use of their small size and speed as well as their quick wits and keen intellect. The key figures behind the Naga's alliance with the humans, the Dashmar and the Mara, are both Greensnakes. Indeed, the Mara married the Rokugani samurai Mirumoto Daini, creating a permanent bond between the two races.
  Members of the Greensnake bloodline demonstrate a very wide range of personality traits. On average, however, they are patient and reserved, preferring to wait until they have all available information before choosing a course of action.
- Favored Class: Courtier.
- Starting Honor: 0
- Bloodline Ability: In addition to their other racial abilities, Greensnakes receive an additional 4 skill points to be used at the time of character creation. The Greensnake racial Charisma penalty is only –1, reflecting their greater exposure to social interaction with non-Naga.
- Starting Outfit: (Choose one)
  1. Royal outfit (*See the Player's Handbook™*) and 150 koku.
  2. Masterwork short bow and 25 arrows.

CHARACTER CLASSES IN ROKUGAN

The following section presents expanded rules and cultural considerations when using standard character classes in Rokugan. All of the mechanical considerations listed in this section are merely options, intended to make your time in the Empire a more unique and satisfying experience.

BARBARIAN

Though barbarians are typically savage warriors from the fringes of civilization, the Unicorn Clan are hardly the only warriors in Rokugan capable of entering a state of savage fury. The Hida and Matsu families are renowned for their berserk warriors. Of course, no one would refer to a Crab or a Matsu as a barbarian (at least not within earshot). Most members of this character class are instead referred to as "berserkers."

Mechanical Considerations: First-level barbarians who are not members of the Shinjo or Hida family must expend two skill points to become literate. Shinjo and Hida barbarians are not required to purchase literacy.

BARD

There are no bards native to Rokugan. Their role is filled by the artisan, described elsewhere in this book (*see page 65*). Although a bard from outside of Rokugan might find himself in the Empire, he would face the normal difficulties of any *gaijin* character.

Mechanical Considerations: None

CLERIC

Again, there are no clerics native to Rokugan. Their role is fulfilled by the shugenja, described in *Oriental Adventures*™. Though Rokugan is a land of surprising religious tolerance (their religion is more philosophy than dogma), their intolerance of outsiders could make playing a cleric visitor to Rokugan a difficult task.

Mechanical Considerations: Separation from one's deity may present great difficulties. At the DM's option, a cleric may find the number of spells he may call upon per day greatly reduced or even negated altogether.

DRUID

Though there are no druids native to Rokugan, the wild Yobanjin of the northern lands practice forms of magic resembling druidism. Thus, a Yobanjin character could easily be a druid, though he — like any barbarian Yobanjin — will be looked upon with derision within the Empire. Some Naga have an intense connection to nature as well, and the path of the druid is thus not inconceivable. Divine foci used by a Naga druid are always pearls.

Mechanical Considerations: Unlike clerics, druids are never far from the source of their worship — the earth itself. Their abilities are unchanged.

FIGHTER

Fighter is a common character class for budoka, ashigaru, and Minor Clan samurai. Great Clan families that rely upon versatility in combat, such as the Shinjo, often multi-class as a samurai/fighter. Members of the Wasp family are exclusively fighters — though they are technically of the samurai caste, there are no true members of the samurai character class among them.

Mechanical Considerations: None

MONK

Monks are very common in Rokugan, and many elderly samurai effectively multi-class as monks when they retire. Monks are in fact so common in the Empire that there are several varieties of them, including the Sohei and the Inkyo.

Mechanical Considerations: None

PALADIN

Paladins are unknown in Rokugan, though many members of the Akodo and Utaku families fulfill a similar role as champions of honor. Simply put, most Rokugani care more about honor and dishonor than good and evil, so Rokugan does not need paladins.

Outside Rokugan, there are a number of holy warriors among the Senpet and Yodatai. Any paladin character within Rokugan would certainly be a *gaijin*. Their strange healing powers and use of magic might be looked upon with suspicion in the Empire.

Mechanical Considerations: None

RANGER

Wilderness warriors are rare in Rokugan, but not unheard-of. The scouts of the Hiruma and Kitsune are perfect examples of rangers in Rokugan, and the Greensnake rangers of the Naga are legendary. Though these warriors are often looked upon as "backwoods samurai" their talents are without compare.

Mechanical Considerations: Though the abilities of a Ranger fit perfectly with Hiruma scouts and Tsuruchi bounty hunters, their ability to cast spells may seem somewhat out of character. To replace this ability, the ranger may instead select a feat from the fighter's list of bonus feats (excluding Weapon Specialization) any time he normally would have received access to a new level of spells.

The exception to this optional rule is rangers who hail from the Fox Clan or members of the Naga race. Due to their intimate connection with the spirits of nature, these characters retain their spell casting ability.

ROGUE

The trademark of the rogue is adaptability, and this also holds true in Rokugan. Rogues are as common in the Empire as anywhere else, and are as varied as anywhere else. Some would say that the Scorpion Clan has more than its fair share of rogues. The Tortoise are rather renowned for their stealth and guile as well. Rogues are more frequently multi-class samurai or courtiers seeking the stealth and variety of skills that the rogue class provides rather than single-class rogues. Single-class rogues are more common among the peasant and merchant classes, or among the ranks of the nefarious Kolat.

Mechanical Considerations: Rogues in Rokugan have no proficiency with crossbows. Instead, they gain proficiency with the longbow (yumi) and daikyu.

SORCERER

Though sorcerers appear occasionally in Rokugan, few are Rokugani. Yobanjin spell-casters practice powerful sorcery, as do the Nezumi and Naga. Sorcerers among these groups are greatly respected, and often occupy positions of high status. Bloodspeakers are otherwise perhaps the closest equivalent to a true sorcerer in Rokugan.

Mechanical Considerations: See the section on *maho* later in this book (*page 111*) for more information on sorcerers.

WIZARD

Wizards are totally alien to Rokugan. Not even the Yobanjin, Nezumi, or Naga practice magic that resembles conventional wizardry. The closest equivalent would be the necromancy practiced by the Senpet, far across the Burning Sands. While it is conceivable that a gaijin wizard or specialist could hazard the long and dangerous journey, his foreign magics would be regarded with suspicion if not open hatred.

Mechanical Considerations: None

NPC CLASSES IN ROKUGAN

ADEPT

In Rokugan, Adepts come from the same sorts of backgrounds, and face the same limitations, as sorcerers.

Mechanical Considerations: None

ARISTOCRAT

The noble class is powerful indeed in Rokugan. All samurai, shugenja, and courtiers are nobles. The aristocrat class instead represents petty nobles, ji-samurai, provincial governors, and *gokenin* (estate managers). The aristocrat's mix of decent martial training and wide skill selection perfectly represents this level of society.

Mechanical Considerations: Aristocrats do not have Heavy Armor Proficiency or Shield Proficiency in Rokugan.

COMMONER

Commoners are the backbone of any society, and Rokugan is no exception. Commoners represent the eta, farmers, woodsmen, and fishermen of Rokugan. Commoners are frequently pressed into service in the armies of the Empire as peasant levies. Commoners are never members of the noble class.

Mechanical Considerations: None

EXPERT

Much like the commoner, the expert's role in the Empire is basically unchanged. Experts are craftsmen, yoriki (assistants to a magistrate), merchants, spies, geisha, and criminals. Some experts are members of the noble class; some are not.

Mechanical Considerations: None

WARRIOR

Warriors are quite common in Rokugan. Ashigaru — trained peasant warriors — make up the heart of the armies of the clans. Though ashigaru are often thought of as farmers, not all ashigaru are content to live a life on the farm. Many ashigaru are descended from a long tradition of peasant warriors, and take their heritage as seriously as any samurai. Many ashigaru of the Crab and Clan have never worked on a farm in their lives, but dedicate themselves solely to careers as soldiers.

Mechanical Considerations: Warriors in Rokugan do not have Heavy Armor Proficiency or Shield Proficiency.

SAMURAI

(Adapted from *Oriental Adventures*™)

Samurai are professional warriors, members of the noble class trained in the arts of warfare. They are not only trained for their role in society, they are born for it — born into a web of loyalty, allegiance, and honor that influences every stage of their lives. A samurai cut loose from this web is no longer a samurai; he is an ordinary fighter, a ronin with no honor and no standing in society.

Adventures: A samurai's first responsibility is obedience to his lord, usually the head of his family. This is simultaneously an endless source of adventures and a potential hindrance to a life of adventure. A low-level samurai's lord may command him to investigate a mysterious occurrence or subdue a gang of bandits. If he performs these duties well, his lord will call on him to deal with more significant problems. However, a samurai cannot simply disappear on an expedition into the Shadowlands without his lord's command or at least his permission, and if a samurai's lord has an important mission for him, he must make that his top priority. Whether this is a significant hindrance or not is up to the Dungeon Master.

Characteristics: Samurai are distinguished from ordinary fighters by their adherence to *bushido*, a code of honor, loyalty, and obedience. Their combat training, which includes bonus feats, rivals that of a fighter. If a samurai remains honorable and true to his code of conduct, his swords — masterwork blades passed down through generations — may awaken in his hands, manifesting increasing magical abilities as the samurai advances in level and invests his spiritual energy in them. To a samurai, dishonor is worse than death, and the loss of his swords is the worst dishonor imaginable.

Honor/Alignment: Bushido, the code of the samurai, demands strict obedience to the standards of behavior and honor. Normally, only lawful characters can adhere to this code and call themselves samurai (*although see Honor and Alignment on page 62*). Likewise, dishonorable characters may not be samurai.

Background: Samurai learn their combat techniques and the principles of bushido in established, rigorously organized schools. Every family maintains at least one training dojo, if not more. The Crab's Hida and Toritaka, the Crane's Daidoji and Kakita, the Dragon's Mirumoto, the Lion's Akodo and Matsu, the Mantis' Yoritomo, the Phoenix's Shiba, the Scorpion's Bayushi, and the Unicorn's Moto, Shinjo, and Utaku schools are all samurai schools.

Races: Almost without exception, all samurai are humans from the major clans. On rare occasions a Nezumi has attended a Crab samurai dojo. Kenku have also been known to practice the arts of the samurai.

Other Classes: Samurai consider themselves the mortal pinnacle of the Celestial Order that structures their society, beneath only the fortunes and Kami. It should be noted that other character classes (such as shugenja and courtiers) are

technically members of the samurai caste if they hail from the Great Clans. Members of the samurai class are often referred to as "bushi" to differentiate them from such individuals. Samurai respect other members of the samurai caste, and disdain those of other character classes who do not follow bushido as strictly. Members of lower social classes are hardly worth their time.

Examples of Samurai in Legend of the Five Rings: Hida Kuon, Yasuki Hachi, Mirumoto Hitomi, Toturi, Yoritomo, Shiba Ujimitsu, Bayushi Paneki, Shinjo Shono.

Table 1–1: The Samurai

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Ancestral daisho
2nd	+2	+3	+0	+3	Bonus feat
3rd	+3	+3	+1	+3	
4th	+4	+4	+1	+4	Bonus feat
5th	+5	+4	+1	+4	
6th	+6/+1	+5	+2	+5	
7th	+7/+2	+5	+2	+5	Bonus feat
8th	+8/+3	+6	+2	+6	
9th	+9/+4	+6	+3	+6	
10th	+10/+5	+7	+3	+7	Bonus feat
11th	+11/+6/+1	+7	+3	+7	
12th	+12/+7/+2	+8	+4	+8	
13th	+13/+8/+3	+8	+4	+8	Bonus feat
14th	+14/+9/+4	+9	+4	+9	
15th	+15/+10/+5	+9	+5	+9	
16th	+16/+11/+6/+1	+10	+5	+10	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+10	
18th	+18/+13/+8/+3	+11	+6	+11	
19th	+19/+14/+9/+4	+11	+6	+11	Bonus feat
20th	+20/+15/+10/+5	+12	+6	+12	

Game Rule Information

Samurai have the following game statistics.

Abilities: Strength is especially important for samurai because it improves their melee attack and damage rolls. Constitution is important for giving samurai lots of hit points, which they'll need in their many battles. Dexterity is important for samurai who want to be skilled archers, improves their Armor Class, and allows them access to certain Dexterity-oriented feats.

Honor/Alignment (Variant): Any; (*See Code of Conduct, below*).

Hit Die: d10.

Class Skills: A samurai's class skills (and the key ability for each skill) are Battle (Wis), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Iaijutsu Focus (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Swim (Str), and Tea Ceremony (Wis). (*See the Player's Handbook™ for skill descriptions. The Iaijutsu Focus skill is described in Chapter 4 of Oriental Adventures.™ The Battle and Tea Ceremony skills are described in this book.*)

Skill Points at 1st level: (4 + Int modifier) × 4.

Skill Points at each additional level: 4 + Int modifier.

Class Features

All of the following are class features of the samurai.

Weapon and Armor Proficiency: Samurai are proficient with all simple and martial weapons and with light and medium armor. Samurai are not proficient with shields. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Locks, and Tumble. Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Ancestral Daisho (Variant): All samurai begin play with a katana and wakizashi — two masterwork weapons. These are weapons that belonged to the samurai's ancestors, and protecting the weapons is the most important point of honor for a samurai. As a samurai acquires experience through adventuring, he has the option of awakening the supernatural abilities latent in the weapons.

At any time, a samurai may retreat to a temple or shrine and spend time in prayer in order to awaken the ancestral spirits in his katana or wakizashi. (Most samurai improve their katana, but nothing prevents a samurai from investing energy in both weapons.) This requires the samurai to invest a bit of his own soul in the weapons, investing his own experience points as shown in the table below. The samurai must spend one day in prayer per 40 experience points spent, and must spend at least eight hours per day kneeling before the shrine and his weapons, pausing neither to eat or rest. The samurai may not spend experience points if doing so would cause him to lose an experience level, but he may choose not to advance in level for the purposes of investing his experience in his weapons.

The values listed on the table are the total sacrifice required. If a samurai already has a +3 katana, he can raise it to a +4 katana by spending an additional 560 experience points and spending two weeks in prayer. If the same samurai wished to awaken his masterwork wakizashi, making it a +1 wakizashi, he would have to sacrifice 80 experience points.

If a samurai wishes to remove a power invested in his blade (perhaps for the purposes of replacing it with a different ability) he may do so by meditating over the blade for eight hours. The selected power is forever lost, as is the experience invested in it.

Before a samurai's ancestral daisho is awakened, the swords are merely masterwork weapons, not magical in any way.

Table 1–2: Ancestral Daisho

Weapon Bonus	Experience Sacrifice	Minimum Character Level
+1	80	4th
+2	320	7th
+3	720	9th
+4	1,280	11th
+5	2,000	13th
+6*	2,880	14th
+7*	3,920	15th
+8*	5,120	16th
+9*	6,480	17th
+10*	8,000	18th

*A weapon can't actually have a bonus higher than +5. Use these lines, and the magic weapon creation rules in the Dungeon Master's Guide™ to determine cost when special abilities are added in. Example: A samurai who has a *+4 katana* can transform it into a *+4 thundering katana* with a sacrifice of 1,600 experience, since *thundering* is a special ability equivalent to +2.

A samurai who loses his ancestral swords is dishonored until he can recover them. He cannot enchant any other weapons in this way. Likewise, the magic invested in the blades does not function for any enemy of the swords' owner. If stolen, they are simply masterwork blades until the samurai (or an ally) recovers them.

(Note: This is a variant version of the Ancestral Daisho ability presented in Oriental Adventures.™ The original version employs the sacrifice of treasure rather than an expenditure of the samurai's own soul in the form of experience.)

Bonus Feats: At 2nd level, the samurai gets a bonus feat. The samurai gains an additional bonus feat at 4th level and every three levels thereafter (7th, 10th, 13th, 16th, 19th).

These feats must be chosen from the following lists, depending on the character's clan of origin. The samurai may choose feats from those listed for his clan (*below*), or may choose Technique feats (*see the new Feats elsewhere in this book*). Ronin characters who choose to emulate the fighting style of a particular clan may not select that clan's technique feats unless they gain admission to that clan's school. Any samurai may use bonus feats to learn techniques labeled as "All Clans," regardless of whether they are a Great Clan, Minor Clan, or ronin samurai.

For the sake of completeness some Minor Clans are included on the following lists, despite the fact that at the current time they may be inactive or absorbed into Great Clans. Feats marked with a * are described in *Oriental Adventures.*™

A Samurai in Great Armor



Badger — Emphasize defense, strength, and powerful weapons. Armor Proficiency (heavy), Endurance, Great Fortitude, Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Toughness, Weapon Focus (ono, die tsuchi, katana).

Boar — Emphasize weapon-craft and hardiness. Armor Proficiency (heavy), Endurance, Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Skill Focus (Craft (weaponsmithing), Craft (armorsmithing)), Weapon Focus (warhammer, mai chong, katana).

Centipede — Not a bushi family, so their bushi tend to specialize in defense and the protection of others. Alertness, Combat Reflexes, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Weapon Focus (katana).

Crab — Emphasize heavy armor, great strength, and unusual weapons. Armor Proficiency (heavy), Dodge (Mobility, Spring Attack), Endurance, Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Run, Toughness, Weapon Focus (battleaxe, greatclub, katana, warhammer).

Crane — Emphasize speed and agility. Dodge (Mobility, Spring Attack), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Initiative, Quick Draw, Skill Focus (Iaijutsu Focus), Toughness, Weapon Focus (katana).

Dragon — Teach two-weapon fighting and unarmed combat. Exotic Weapon Proficiency (katana), *Improved Grapple (*Choke Hold), Improved Unarmed Strike (*Defensive Throw, Deflect Arrows, *Grappling Block, *Great Throw, Stunning Fist), Power Attack (Cleave), Weapon Focus (katana).

Dragonfly — Emphasize ranged attacks and inner strength. Iron Will, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Toughness, Void Use, Weapon Focus (katana or yumi).

Falcon — Emphasize intelligence, precision, and awareness. Alertness, Blind-Fight, Skill Focus (Knowledge (ghosts)), Improved Initiative, Iron Will, Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Weapon Focus (katana, tetsubo)

Fox — Emphasize stealth and subtlety. Alertness, Dodge, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Mobility, Skill Focus (Hide, Move Silently), Track, Weapon Focus (yumi, katana, yari).

Hare — Emphasize mobility and flamboyant maneuvers. Dodge, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Mobility, Spring Attack, Run, Weapon Focus (katana).

Imperial Families — Select a clan of choice, and gain access to their feat list and technique feats as if you were a member of that clan.

Lion — Emphasize strategy, intelligence, and strength of will. Endurance, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Initiative, Iron Will, *Ki Shout (*Great Ki Shout), *Remain Conscious, Skill Focus (Battle), Toughness, Weapon Focus (katana).

Mantis — Emphasize power and dirty fighting. Ambidexterity, Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two Weapon Fighting, Weapon Focus (kama, nunchaku, parangu, katana).

Monkey — Emphasize strategy, agility, and tactics. Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Leadership, Mobility, Spring Attack, Weapon Focus (katana).

Ox — Emphasize trickery and cavalry tactics. Improved Initiative, Mounted Combat (Mounted Archery, Ride-by Attack, Spirited Charge, Trample), Quick-draw, Weapon Focus (katana).

Phoenix — Emphasize mental and spiritual training. Alertness, Blind-Fight, Combat Reflexes, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Great Fortitude, Improved Initiative, Iron Will, Quick Draw, Weapon Focus (katana)

Scorpion — Emphasize mobility and dirty fighting. Blind-Fight, Dodge (Mobility, Spring Attack), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Initiative, *Prone Attack, Quick Draw, Weapon Focus (katana)

Snake — Emphasize subtlety and mastery of dark magics. Blind-Fight, Dodge, Iron Will, Mobility, Quick-Draw, Skill Focus (Spellcraft), Weapon Focus (katana).

Sparrow — Emphasize agility and patience. Dodge, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Mobility, Skill Focus (Iaijutsu Focus), Weapon Focus (katana).

Tortoise — Emphasize shady dealings and underhanded attacks. Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Disarm, Quick Draw, Weapon Focus (katana).

Unicorn — Emphasize mounted combat and archery. Alertness, Mounted Combat (Mounted Archery, Trample, Ride-by Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Weapon Focus (spear, lance, bow, katana).

Wasp — There are no members of the samurai class in the Wasp family.

Some of the bonus feats available to samurai cannot be acquired until the samurai has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A samurai must still meet all the prerequisites for a feat, including ability score and base attack bonus prerequisites.

Code of Conduct (Variant): A samurai must adhere to the code of bushido. Normally, this requires the samurai to maintain a lawful alignment, but this is not always the case. Some samurai families, such as the Hida, Daidoji, and Shosuro, regularly perform non-lawful actions in the name of duty.

Samurai not of lawful alignment must produce a personal code of honor defining how they shall act, and follow it at all times. Usually, this involves the seven primary virtues of bushido (honesty, courage, compassion, courtesy, honor, sincerity, and duty). If a samurai intends to be lax on a particular virtue, he must dedicate himself even more fully to another one. For example, a Scorpion samurai who kills at his lord's command may lack in compassion, but his duty is all the stronger; he would not even think to question an order, and would gladly die at his master's command. In forming a code of honor, a samurai may not ignore more than two of the primary virtues and still be considered a samurai no matter how strongly he dedicates himself to the rest.

A samurai who violates his code of honor dishonors himself and brings disgrace upon his clan, his family, and his ancestral blades. This may result in a samurai being stripped of his family name or being asked to commit *seppuku* (ritual suicide).

Ex-Samurai

A samurai who dishonors himself cannot gain new levels as a samurai. He retains all of his bonus feats, but his ancestral weapons lose any awakened magical abilities until he atones for his actions. If he does so, his weapons regain their former abilities and he may continue to advance as a samurai.

Lion Samurai Starting Package — Akodo Family

Armor: Great armor.
Weapons: Katana (+1 attack, 1d10, crit 19-20, 10 lb., Medium-size, Slashing); Wakizashi (+1 attack, 1d6, crit 19–20, 3 lb., Small, Piercing).
Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor
Battle	4	Wis	–
Sense Motive	4	Wis	–
Diplomacy	4	Cha	–
Ride	4	Dex	–5
Intimidate	4	Cha	–
Iaijutsu Focus	4	Cha	–
Jump	4	Str	–
Spot	2	Wis	–
Listen	2	Wis	–
Tea Ceremony	4	Wis	–

Feat: If Str 13 or higher, Way of the Lion; if Str 12 or less, Weapon Focu (katana) instead.
Bonus Feat: Void Use.
Gear: furoshiki sack, 50 ft. of hemp rope, explorer's outfit, light horse, bit and bridle, saddle, saddlebags.
Wealth: 27 koku, 4 bu, 5 zeni (27 gp, 9 sp).

COURTIER

The rich palaces and noble courts are where Rokugan lives and breathes. The courtier makes his career in places such as these, plying his wit and cunning against his enemies as skillfully as a samurai wields his daisho. Those who believe that the life of a courtier is easy and without risk are woefully mistaken. While a samurai's life depends upon his skill with the blade, the honor of the entire clan could hang on the words of a courtier.

Adventures: A courtier's primary concern is politics. Though this causes many courtiers to lead sheltered lives in the rich cities of the Empire, just as many strike out into the world to find fortune and glory for their clan. Unlike the aristocrat NPC class, a courtier's unique abilities make him ideally suited as a player character. A courtier may accompany a party as a diplomat, herald, or magistrate. The advancement of the clan is a courtier's primary concern, and any quest that could further that goal draws the attention of such individuals.

Characteristics: While courtiers are technically samurai, they do not always adhere strictly to the tenets of bushido. The fiercely competitive social environment where they ply their skills forces most courtiers to take a pragmatic view of the world, and many courtiers will gladly sacrifice their own honor for the sake of the clan. Courtiers tend to be extremely well-educated and versed in a variety of skills. Courtiers especially love appearing cleverer than their opponents, and take great pleasure in proving their intellectual superiority.

Honor/Alignment: Many courtiers tend to be honorable and lawful, as they are quite adept at turning the rules of society to their own advantage. Despite this fact, many courtiers are ruthless, heartless individuals and there are no alignment or honor restrictions on courtier characters.

Religion: In Rokugan, courtiers adhere to the worship of the Kami, the Fortunes, and the Tao. Non-Rokugani courtiers can come from nearly any background.

Background: Every clan has a different approach to politics, and thus courtiers come from a variety of backgrounds. The courtier schools of Rokugan are as viciously competitive as their dojo counterparts, if not more so. The Otomo (Imperial), Miya (Imperial), Doji (Crane), Ide (Unicorn), and Bayushi (Scorpion) families have the most renowned courtier schools. The Ikoma (Lion), Asako (Phoenix), and Kitsuki (Dragon) also have their share of diplomats. The Yasuki merchants (Crab) and envoys of the Kasuga (Tortoise) are often courtiers or multi-class courtier/rogues.

Races: Almost all courtiers in Rokugan are human. Ratling Rememberers (Tch'tch) and Naga diplomats (Dashmar) are also considered courtiers. If using this character class in campaign settings other than Rokugan, a courtier could easily come from any race which emphasizes politics and diplomacy.

Other Classes: Courtiers tend to see themselves as the cream of society. Without them, the government of Rokugan would simply cease to function. They respect samurai and shugenja, but ultimately consider them mere pawns in the courtiers' games. Some courtiers treat other character classes with severe disdain. Many, on the other hand, recognize the useful skills others possess and acquire allies with a wide variety of skills. Courtiers are fond of learning a variety of things, and often multi-class to expand their knowledge.

Examples of Courtiers in Legend of the Five Rings: Miya Yoto, Bayushi Kachiko, Kakita Yoshi, Ide Tadaji.

GAME RULE INFORMATION

Courtiers have the following game statistics.

Abilities: Charisma is essential for courtiers because they are judged by how they carry themselves, and many of their most important skills or abilities rely upon it. Likewise, a courtier should have high Wisdom to see through the schemes of his opponents. Intelligence is also important, as a high Intelligence provides an even greater range of skills. A courtier seeking a life of adventure may desire a decent Constitution score to offset the class' lack of hit points.

Alignment/Honor: Any.

Hit Die: d6.

Class Skills: A courtier's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Games (Varies), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (Etiquette, History, Local, Nobility and Royalty, Research) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Tea Ceremony (Wis). (*See the Player's Handbook™ for skill descriptions. The Games, Research, and Tea Ceremony skills are describedin this book.*)

Skill Points at 1st Level: (8 + Int Modifier) × 4.

Skill Points at Each Additional Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the courtier.

Weapon and Armor Proficiency: Courtiers are proficient with all simple weapons and with the wakizashi. They are not proficient with any type of armor, nor with shields. While nothing prevents courtiers from wearing armor or learning to use more powerful weapons, it is not part of their training. In addition, a courtier's lord may specifically forbid him to train with such things or risk himself unnecessarily in combat. A courtier is entitled to wear a wakizashi as a member of the noble class, but to wear a katana is a sign that its wielder is competent in its use. As a result, most courtiers do not carry katana, leaving battle and dueling to their samurai comrades. (If using the courtier character class in a non-Rokugani setting, replace the wakizashi with a masterwork simple or martial weapon of choice.)

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every five pounds of armor or equipment carried.

Style and Grace: The traditional training of the courtier bestows an impressive physical appearance as well as a quick wit. At first level, a courtier receives a +4 competence bonus on all Charisma-related skill checks that relate to social interaction (i.e. not feinting in combat or Iaijutsu duels).

Talent: Courtiers tend to be exceptionally good at whatever they apply themselves to. Any time the courtier selects the Skill Focus feat for a Charisma, Wisdom, or Intelligence-based skill he receives a +4 bonus instead of the normal +2 bonus.

Wealth: The courtier begins with extraordinary wealth for a first-level character. In addition to his normal starting wealth and a wakizashi, the courtier receives 50 koku (or gp) for every point of Charisma modifier he possesses (if positive). This money is provided by the courtier's family, and is expected to be used for accruing favors for the benefit of the family. Each year, the courtier receives another stipend of the same amount. If the courtier spends this money in a foolish manner, the family will give him no more. (If using the courtier character class in a non-Rokugani setting, replace the wakizashi with a masterwork simple or martial weapon of choice.)

Iron Will: At second level, the courtier receives this feat for free.

Gossip: A courtier gains this ability at third level. Courtiers tend to hear a great deal of gossip, and can often tell a thing or two about samurai they meet just from the rumors they have heard. A courtier may make a Gather Information check upon meeting or hearing of any individual, place, or item that regularly associates with Rokugani society. The DM makes this check secretly and gives the courtier information based on the results.

DC	Type of Knowledge
10	Common, well known to the general populace. Example: Yasuki Taka's reputation as a formidable merchant.
25	Known by only a select few. Examples: Yasuki Taka made his fortune in the sake industry nearly overnight.
30	Hidden, known only to an elite few. Example: Yasuki Taka has been connected with several smuggling operations in the past, though no charges have ever been brought against the powerful merchant lord.
35	Well-kept secret; potential blackmail fodder. Example: Yasuki Taka is involved in darker dealings still, and his network of smugglers are only the tip of the iceberg.
45	Incredibly well kept secret; only the subject and one or two others are aware. Example: Yasuki Taka is said to be a member of the nefarious Kolat, a criminal organization bent upon the downfall of Rokugan.
55	A secret kept so well that perhaps even the subject himself is unaware. Example: Yasuki Taka is actually a double agent, working against the Kolat from within.

As gossip is not always a reliable source of information, the information provided by this ability is not always accurate. The base chance of the courtier coming up with a truthful rumor is 50% + 1% per point of Charisma. Again, the DM makes this percentile roll secretly, so the courtier cannot separate truth from rumor without further research. If the skill check itself fails, the courtier either knows a false rumor or no rumor at all.

A courtier can provide rumors about a specific target only once, but can do so again after purposefully seeking further rumors or after a month of in a large city or prominent court. At the Emperor's Winter Court, rumors about those present can be sought once an hour. Using this ability to hunt gossip on a subject accrues the attention of that subject normally.

Versatile: At fifth, tenth, and fifteenth, and twentieth level the courtier receives this feat for free.

Leadership: At ninth level, the courtier receives this feat for free. If he already possesses Leadership, his Leadership Score (character level + Cha bonus + modifiers; (*See the* DUNGEON MASTER'S *Guide™*) is increased by three. The cohort obtained with this feat is a samurai or fighter — a yojimbo provided to protect the courtier in his service to the clan.

TABLE 1–3: THE COURTIER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Wealth, Talent, Style and Grace
2nd	+1	+0	+0	+3	Bonus feat
3rd	+1	+1	+1	+3	Gossip
4th	+2	+1	+1	+4	Courtier Ability
5th	+2	+1	+1	+4	Versatile
6th	+3	+2	+2	+5	
7th	+3	+2	+2	+5	Courtier Ability
8th	+4	+2	+2	+6	
9th	+4	+3	+3	+6	Leadership
10th	+5	+3	+3	+7	Versatile, Courtier Ability
11th	+5	+3	+3	+7	
12th	+6/+1	+4	+4	+8	The Heart Speaks
13th	+6/+1	+4	+4	+8	Courtier Ability
14th	+7/+2	+4	+4	+9	
15th	+7/+2	+5	+5	+9	Versatile
16th	+8/+3	+5	+5	+10	Courtier Ability
17th	+8/+3	+5	+5	+10	
18th	+9/+4	+6	+6	+11	The Immovable Hand of Peace
19th	+9/+4	+6	+6	+11	Courtier Ability
20th	+10/+5	+6	+6	+12	Versatile

Most courtiers put their lesser followers to work as guards, servants, informants, or their personal entourage.

The Heart Speaks: At twelfth level, the Courtier's ability to read other people is so ingrained that it becomes second nature. The courtier may take 20 on Sense Motive checks as a free action.

The Immovable Hand of Peace (Ex): A courtier of 18th level gains this impressive ability. If the courtier is holding no visible weapons, has no harmful intent, and has not yet attacked an opponent during a combat, he may force any opponent seeking to harm him (whether by an attack, a spell, or special ability) to make a Will save (DC 10 + half the courtier's level + Charisma modifier). Anyone who fails this save cannot harm the courtier that round. Opponents are still free to grapple, capture, and harass the courtier as long as they do no real damage. This ability is ineffective against non-intelligent opponents. This is an extraordinary ability.

Special Courtier Abilities: Upon obtaining fourth level and every third level thereafter (7th, 10th, 13th, 16th, and 19th), a courtier gets a special ability of his choice from the following:

The Better Part of Valor: A wise courtier knows that his place is far from the fields of battle, and can escape quickly when combat ensues. When executing the total defense action, the courtier receives an dodge bonus to his AC equal to his Intelligence modifier.

The Eyes See the Heart (Ex): This technique is a trademark of the Kitsuki magistrates. The courtier has developed a keen awareness for falsehood. Anyone attempting to lie in the courtier's presence must make a Will save (DC 10 + the courtier's Charisma modifier). If this save fails, the courtier immediately knows that the subject is lying. This is an extraordinary ability.

The Eyes Betray the Heart: The DC of all Will saves required to resist the courtier's special abilities is increased by two. This ability may be chosen twice. Its effects stack.

Taunt and Rally (Ex): This ability is common to courtiers of the Miya family. As a full round action, the courtier can openly taunt his opponents, deriding their weakness and lauding the virtues of his allies. Taunt and Rally has two effects — allies within a fifty-foot radius are affected as if by a *bless* spell. One enemy per three levels of the courtier is affected as if by a *doom* spell. Both of these spell-like effects are treated as if cast by a sorcerer of equal level, and rely upon the target's ability to hear and understand the courtier to be effective. If the courtier is attacked while using this ability, he must make a Concentration check (DC 10 + damage dealt) or the effect is ruined. This is an extraordinary ability.

Voice: Once per day, when making a Diplomacy or Bluff check during social interaction (not when feinting in combat), the courtier gains a special circumstance bonus to his skill check equal to his level.

Weakness is My Strength: The courtier is skilled at relying upon his enemy's frailties. This ability has long been the trademark of the Bayushi family. When making an opposed Charisma, Intelligence, or Wisdom-based check, the opponent must use the lowest of these three abilities as his modifier. For example, Bayushi Goshiu is attempting to Bluff Matsu Gohei. Gohei has 5 Ranks of Sense Motive, 16 Wisdom (+3 modifier), 10 Intelligence (+0 modifier), and 8 Charisma (–1 modifier). Instead of adding his +3 Wisdom modifier to his Sense Motive skill, Gohei must add his –1 Charisma modifier when attempting to oppose Goshiu.

Whisper From the Soul (Ex): The courtier is adept at manipulating the emotions of others. Once per day, the courtier may play upon the emotions of any target who can understand him. This has the effects of an *emotion* spell cast by a sorcerer of equal level. Only the duration is altered; the effect lasts for one round per level of the courtier. The courtier could extend this duration by using Diplomacy or Bluff to encourage a true emotional state to replace the false one he has manufactured. This is an extraordinary ability. This ability may be selected multiple times. Each time it is chosen, it may be used an extra time per day.

Your Life is Mine (Ex): This ability is very popular with the courtiers of the Crane Clan, who prefer to make allies out of enemies rather than defeating them outright. Once per day per point of Charisma modifier, the courtier may attempt to sway a weak-willed individual's mental state to his own way of thinking. This has the effects of a *charm person* spell cast by a sorcerer of equal level, but cannot be used on characters of higher level than the courtier. This ability depends upon the

target's ability to see and hear the courtier. This is an extraordinary ability. This ability may be taken multiple times, granting the courtier an additional number of uses per day equal to his Charisma modifier.

Starting Wealth: 6d4×10 (plus Wealth ability) koku.

UNICORN COURTIER STARTING PACKAGE — IDE FAMILY

Armor: No armor, Tessen.
Weapons: Wakizashi (+1 attack, 1d6, crit 19–20, 3 lb., Small, Piercing); Aiguchi (1d4, crit 19–20, 1 lb., Tiny, Piercing).
Skill Selection: Pick a number of skills equal to 9 + Int modifier.

Skill	Ranks	Ability	Armor
Appraise	4	Int	–
Bluff	4	Cha	–
Decipher Script	4	Int	–
Diplomacy	4	Cha	–
Gather Information	4	Cha	–
Innuendo	4	Wis	–
Knowledge (History)	4	Int	–
Knowledge (Etiquette)	4	Int	–
Knowledge (Nobility and Royalty)	4	Int	–
Listen	4	Wis	–
Read Lips	4	Int	–
Search	4	Int	–
Sense Motive	4	Wis	–
Spot	4	Wis	–

Feat: Skill Focus: Diplomacy.
Bonus Feat: Cool Head (Ancestor: Ide). (*Ancestor feats are introduced in Oriental Adventures,™ and many more are introduced in* Rokugan).
Gear: Calligraphy brush and inking stone, courtier's outfit, furoshiki sack, light horse, bit and bridle, saddle, saddlebags, signet ring.
Wealth: 7 koku, 4 bu, 5 zeni (7 gp, 9 sp) + 50 koku (50 gp) times Charisma modifier.

SHUGENJA

(Adapted from *Oriental Adventures*™)

Shugenja are divine spell casters who cast spells by attuning themselves to the elements around them and focusing the power of the elements through their bodies to produce magical effects. Like samurai, they are members of Rokugan's noble class, though they are not as bound by the code of bushido as their warrior counterparts. Shugenja are found in Rokugan, and may not be appropriate for other campaign settings.

Adventures: Shugenja often adventure to increase their magical knowledge and personal power. Some shugenja dedicate their lives to fighting the taint of *maho* (blood magic), while others crave the power that maho bestows. They are particularly drawn to investigate disturbances in the natural harmony of the elements — particularly incursions of the Shadowlands or the activities of *maho-tsukai* (blood sorcerers) within the Empire. Others plumb the depths of magic for magic's own sake, hoping eventually to learn the mysteries of the Void, the "fifth element" that binds the other four together.

Characteristics: Shugenja are much more than spell-slinging sorcerers. They are the foundation of Rokugan's religion — priests who teach the rituals of piety, record the names of the Fortunes, and even measure the passage of time. They study for years to learn even the fundamental elements of their magical practice, and are the most literate people in Rokugan. A shugenja's spells are written on *ofuda* (non-magical prayer scrolls) that the shugenja carries with him, serving as a divine focus for casting the spell.

Honor/Alignment: While many shugenja attempt to follow the standards of honor and loyalty, and thus adhere to a lawful alignment, not all shugenja live up to those standards. There are no honor or alignment restrictions on shugenja.

Background: Shugenja are members of Rokugan's noble class. They learn the practice of magic in schools attached to each clan. The shugenja schools of Rokugan include the Kuni school of the Crab clan, the Asahina school of the Crane clan, the Tamori school of the Dragon clan, the Kitsu school of the Lion clan, the Agasha and Isawa schools of the Phoenix clan, the Soshi and Yogo schools of the Scorpion clan, and the Iuchi school of the Unicorn clan.

Races: Almost without exception, all shugenja are humans from the major clans. In Rokugan, spell casters from other races (and human peoples) are sorcerers.

Other Classes: Like samurai, shugenja are set apart by their noble station and look down upon members of other castes. Despite the prevailing view of society, shugenja do not believe that martial prowess is the ultimate expression of honor — in fact, they disdain the samurai who settle any disagreement or matter of honor with a duel to the death. Shugenja have little respect for members of other classes; however, shugenja, especially adventurers, wisely understand that different classes have specialized skills and abilities often needed for success.

GAME RULE INFORMATION

Shugenja have the following game statistics.

Abilities: Charisma determines how powerful a spell a shugenja can cast, how many spells the shugenja can cast per day, and how hard those spells are to resist. To cast a spell, a shugenja must have a Charisma score of 10 + the spell's level. A shugenja gets bonus spells based on Charisma. The Difficulty Class of a saving throw against a shugenja's spell is 10 + the spell's level + the shugenja's Charisma modifier. High Dexterity is helpful for a shugenja (who typically wears little or no armor) because it provides him with an Armor Class bonus. A good Constitution gives a shugenja extra hit points, a resource that he is otherwise low on.

Honor/Alignment: Any.
Hit Die: d6.
Class Skills: The shugenja's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Professions (Wis), Scry (Int, exclusive skill), Spellcraft (Int). (*See the Player's Handbook*™)
Skill Points at 1st level: (4 + Int modifier) × 4.
Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the shugenja.

Weapon and Armor Proficiency: Shugenja are proficient with all simple weapons and with the wakizashi. They are not

Table 1–4: The Shugenja

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1st	+0	+0	+0	+2	Element focus, sense elements	5	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		6	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		6	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		6	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		6	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5		6	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6		6	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7		6	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7		6	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8		6	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9		6	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12		6	6	6	6	6	6	6	6	6	6

proficient with any type of armor, nor with shields. It is considered inappropriate for a shugenja to wear armor, and many samurai consider it an insult to their station to have a non-samurai wearing the armor that they consider a badge of their rank. Likewise, while a shugenja is entitled to wear the wakizashi as a member of the noble class, wearing a katana is considered an indication that the wearer is prepared to use it in defense, and most shugenja would rather leave the swordplay to the samurai. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Kami: All shugenja are adept at speaking to kami, and receive the Kami language for free.

Table 1–5: Shugenja Spells Known

Level	0	1	2	3	4	5	6	7	8	9
1st	3+2	2+1	—	—	—	—	—	—	—	—
2nd	4+2	2+1	—	—	—	—	—	—	—	—
3rd	4+2	3+1	—	—	—	—	—	—	—	—
4th	4+3	3+1	2+0	—	—	—	—	—	—	—
5th	4+3	3+2	2+1	—	—	—	—	—	—	—
6th	5+3	3+2	2+1	2+0	—	—	—	—	—	—
7th	5+3	4+2	3+1	2+1	—	—	—	—	—	—
8th	5+4	4+2	3+1	2+1	2+0	—	—	—	—	—
9th	5+4	4+2	3+2	3+1	2+1	—	—	—	—	—
10th	6+4	4+2	3+2	3+1	2+1	2+0	—	—	—	—
11th	6+4	4+2	4+2	3+2	3+1	2+1	—	—	—	—
12th	6+4	4+2	4+2	3+2	3+1	2+1	2+0	—	—	—
13th	6+4	4+2	4+2	3+2	3+2	3+1	2+1	—	—	—
14th	6+4	4+2	4+2	3+2	3+2	3+1	2+1	2+0	—	—
15th	6+4	4+2	4+2	3+2	3+2	3+2	3+1	2+1	—	—
16th	6+4	4+2	4+2	3+2	3+2	3+2	3+1	2+1	2+0	—
17th	6+4	4+2	4+2	3+2	3+2	3+2	3+1	3+1	2+1	—
18th	6+4	4+2	4+2	3+2	3+2	3+2	3+1	3+1	2+1	2+0
19th	6+4	4+2	4+2	3+2	3+2	3+2	3+1	3+1	3+1	2+1
20th	6+4	4+2	4+2	3+2	3+2	3+2	3+1	3+1	3+1	3+1

Spells: A shugenja casts divine spells, but his spell knowledge is limited, much like a sorcerer. Your shugenja begins play knowing four 0-level spells (also called inori) and two 1st-level spells of your choice, plus one 0-level spell and one 1st-level spell that are determined by your school. At each level, the shugenja gains one or more new spells, as indicated on Table 1–5: Shugenja Spells Known. The shugenja's school determines one spell of every level; sometimes these spells are normal spells on the shugenja spell list, but often they are additions to the spell list. These spells are listed with the shugenja spell list in Chapter 2: Magic and Spells. (The number of spells a shugenja knows is not affected by his Charisma bonus, if any; the number on Table 1–5 is fixed.)

A shugenja is limited to casting a certain number of spells of each level per day, but he need not prepare his spells in advance. The number of spells he can cast per day is improved by his bonus spells, if any. For instance, at 1st level, Kitsu Mari can cast four 1st-level spells per day — three for being 1st level (*See Table 1–4: The Shugenja*), plus one thanks to his high Charisma. However, he knows only three 1st-level spells: *cure light wounds* (his school spell for that level), *bless*, and *burning hands* (*See table 1–5: Shugenja Spells known*). In any given day, he can cast cure light wounds four times, cast bless four times, cast burning hands four times, or cast some combination of the three spells a total of four times. He does not have to decide ahead of time which spells he'll cast.

A shugenja may use a higher-level slot to cast a lower-level spell if he so chooses. For example, if an 8th-level shugenja has used up all of his 3rd-level spell slots for the day but wants to cast another one, he could use a 4th-level spell slot to do so. The spell is still treated as its actual level, not the level of the slot used to cast it.

Shugenja do not have spell books, though they write their spells on ofuda. These *ofuda* serve as divine focus items and

must be read as part of the spell casting process. Shugenja can use the Scribe Scroll feat to create magical scrolls that work the same as a wizard's or cleric's scrolls.

When casting metamagic spells, remember that the shugenja has not prepared the spell in advance, and is doing so on the spot. The shugenja must therefore take more time to cast a metamagic spell than a regular spell. If its normal casting time is 1 action, casting a metamagic spell is a full-round action for a shugenja. For spells with a longer casting time, it takes an extra full-round action to cast the spell. Shugenja cannot use the Quicken Spell metamagic feat.

Element Focus: All shugenja have a favored element: Air, Earth, Fire, or Water. A shugenja's choice of specialized element is determined by the clan school at which he studies. At least half of the spells a shugenja knows at each spell level must belong to his favored element, and the spell dictated by his school also belongs to that element. This is reflected on Table 1–5, which indicates how many spells of each level must be spells of the shugenja's favored element (before the plus) and how many need not be (after). At first level, for example, the shugenja Kitsu Mari must know at least three 0-level Water spells ("3+2"), including one determined by his school, and two 1st-level Water spells ("2+1"), including one determined by his school. Shugenja automatically gain the benefits of the Spell Focus feat for spells from their favored element, although this ability does not stack with Spell Focus.

As the cost of specializing in a particular element, a shugenja must choose one other element as a barred element. A shugenja cannot learn spells from his barred element. The choice of a barred element is limited by favored element.



Dragon Clan Shugenja

Air — Air spells are subtle, involving travel, intuition, influence, divination, and illusion. Air shugenja must choose Earth as their barred element. The Asahina school of the Crane clan and the Scorpion clan's Soshi school specialize in Air magic.

Earth — Earth spells involve resilience and resolve, health and growth, the body and its strength. Earth shugenja must choose Air as their barred element. The Kuni school of the Crab clan, the Tamori school of the Dragon clan, and the Yogo school of the Scorpion clan specialize in Earth magic.

Fire — Fire spells are destructive and blatant, though they also deal with intelligence, inspiration, and creativity. Fire shugenja must choose Water as their prohibited element. The Agasha school of the Phoenix clan specializes in Fire magic.

Water — Water spells involve transformation, cleansing, healing, and friendship. Water shugenja must choose Fire as their prohibited element. The Kitsu school of the Lion clan and the Iuchi school of the Unicorn clan specialize in Water magic.

The shugenja of the Phoenix clan's Isawa school can specialize in any of the four elements. The Isawa school also trains shugenja who specialize in the fifth element, Void.

Sense Elements: One of the first "spells" a shugenja learns — a magical effect so basic that it becomes a spell-like ability — is the ability to sense elements. As a full-round action, a shugenja can become aware of all sources of one chosen element (air, earth, fire, or water) within 10 feet. The shugenja learns the size of the objects but not their precise location or actual nature.

By concentrating longer, a shugenja can either extend his magical senses or gather more information about the elements he has detected. Each additional round spent in concentration allows the shugenja to add 5 feet to the radius of his sense ability, to a maximum range of 5 additional feet per shugenja level. Thus, at 4th level, Kitsu Mari can sense elements to a maximum ranger of 30 feet by concentrating for five full rounds. Alternatively, the shugenja can focus on one sensed element per round, attempting a Spellcraft check to determine more about it. The amount of information he learns depends on his Spellcraft check result:

DC	Information Learned
20+	Item's general location (5 foot square containing it, or its nearest boundary if it is larger than a 5-foot square)
25+	Whether the item is natural or a spell effect. (A normal Spellcraft check against DC 20 + spell level can then determine the nature of the spell effect.)
30+	Whether the item is a creature or an object.
35+	The exact nature of the item. For example, whether a creature is a human or an oni, whether an object is gold or stone, whether air is breathable or not.

In subsequent rounds, a shugenja can either retry his Spellcraft check on the same item, shift his attention to a different item, or extend the range of his senses.

A 1st-level shugenja can use this ability three times per day. Every 5 levels he advances as a shugenja allows him to use the ability an additional time per day (4 times at 5th level, 5 times at 10th level, and so on). Like many divination spells, a shugenja's sense elements ability is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

OPTIONAL RULE
Bonus Spells by Favored Element

Using the rules in *Oriental Adventures,*™ shugenja draw upon their Charisma score for the purposes of determining bonus spells and save DCs.

If you would like to introduce more variety and flavor between one shugenja school and another, you may wish to instead determine bonus spells and save DCs utilizing an ability score determined by the shugenja's element focus. The element foci and their respective ability scores are as follows:

Element	Ability
Air	Charisma
Earth	Constitution
Fire	Intelligence
Water	Wisdom

For example, Kitsu Toju enters a room and concentrates to sense water. (Although he is a water shugenja, he could just as easily sense any other element, including fire.) He becomes aware of all sources of water within 10 feet. There is a basin of water on the nightstand, a person behind the door (living things are made of all four elements), and a vial of poison in that person's hand — Kitsu Toju learns that there are three sources of water within 10 fear of him: one Medium-size, one Small, and one Fine. Concentrating for a round, he makes a Spellcraft check and gets a result of 31. He learns that the Medium-size source of water is a creature, while the others are objects, that all three are natural, not magical, and where each one is. If the assassin behind the door has not already jumped out to attack him, he has learned that a creature is hiding behind the door, but more likely, he has learned this too late.

EX-SHUGENJA

Like members of any other class, shugenja may be multiclass characters, but they face a special restriction. Shugenja may not take levels in the samurai class, and shugenja who gain levels in a new class may never again raise their shugenja level. All shugenja abilities are retained.

Characters of other classes may not later gain levels as a shugenja.

PHOENIX SHUGENJA STARTING PACKAGE — ISAWA FAMILY

Armor: None.
Weapons: Aiguchi (1d4, crit 19-20, 1 lb., Tiny, Piercing); Wakizashi (+1 attack, 1d6, crit 19-20, 3 lb., Small, Piercing).
Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor
Concentration	4	Con	–
Diplomacy	4	Cha	–
Heal	4	Wis	–
Knowledge (Arcana)	4	Int	–
Knowledge (Elements)	4	Int	–
Knowledge (Etiquette)	4	Int	–
Knowledge (Fortunes)	4	Int	–
Knowledge (History)	4	Int	–
Knowledge (Nobility and Royalty)	4	Int	–
Spellcraft	4	Int	–

Feat: Superior Elemental Focus.
Bonus Feat: Void Use
Gear: Calligraphy set and inking stone, furoshiki sack, light horse, bit and bridle, saddle, saddlebags, shugenja's vestments, ofuda for all known spells.
Wealth: 7 koku, 2 bu, 4 zeni (7 gp, 4 sp, 8 cp).

THE NINJA

To the Empire, ninja do not exist. They are simply peasant superstition passed down from generation to generation in farmer villages and old women's tales. Though tales of shadow-walking ninja persist to this day, noble samurai dismiss them as the result of paranoia or as lazy guards' excuses.

Those who still walk in shadow would have it no other way.

Adventures: Invariably, ninja are spies, assassins, or both. Like rogues, they are masters of subterfuge, stealth, thievery, and lies. Unlike rogues, they understand the deeper mysteries of the shadows, and are far better at misdirection and murder. Because of this, and the Empire's view of ninja, they generally fit into a samurai party under false pretenses, or into a party of ninja. When a ninja ventures forth, it will always be to cause disorder and confusion among his lord's enemies. This can range from simple assassination to a more prolonged campaign to disrupt activities in an area. Some ninja are not assassins at all, but merely serve as spies for their lord. These spies are generally more honorable than their assassin brethren. Most non-Scorpion ninja in service to a lord fill the role of a spy, and use their skills for little else than simple information gathering, thievery, and causing confusion.

Characteristics: Ninja are impossible to classify as a group by personality. Because every Rokugani publicly despises them, a ninja must keep his actions secret, or face execution — one of the lowest forms of dishonor. Many ninja in service to a daimyo adopt a public face to hide their activities behind, and are accepted among the samurai caste. Being able to adapt different personas, anticipate the movements of their enemy, and acquit themselves well enough in a fight to survive are the skills that separate the ninja that are feared from the ninja that are dead.

Honor/Alignment: The motivations for a ninja's actions can be anywhere from serving the wishes of his lord to simply working for his own gain. A ninja can be of any non-lawful alignment, though they are generally evil. The actions of a ninja, however, are nothing short of dishonorable, no matter who their lord is or why they do their tasks.

Background: Ninja are usually without clan affiliation, except students of the Shosuro Dojo in the Scorpion lands. Though the Scorpion take great pains to train their ninja well, Non-Scorpion ninja are generally as effective as the Shosuro. This usually is due to natural talent more than effective training — there are many more Scorpion ninja than ronin ninja. However, every Clan has at least one minor lord who employs the shadowy services of the ninja.

Races: Ninja are strictly human. Naga and Ratlings practice stealth on a daily basis, with the Ratlings stealing from humans as much as they speak with them. However, neither race cares enough about assassination and sabotage to ever put their efforts into training ninja.

Other Classes: Ninja must be cautious in their associations with other classes, as one false step could lead to their execution. Ninja also have rather skewed views of honor, though that is no reason they cannot find a place within an adventuring

Table 1–6: The Ninja

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Sneak attack +1d6, Ninja Dodge +1
2nd	+2	+0	+0	+3	Poison Use
3rd	+3	+1	+1	+3	Sneak attack +2d6, Uncanny Dodge
4th	+4	+1	+1	+4	Speed of Darkness
5th	+5	+1	+1	+4	Sneak attack +3d6, Ninja Dodge +2
6th	+6/+1	+2	+2	+5	Uncanny Dodge
7th	+7/+2	+2	+2	+5	Sneak attack +4d6
8th	+8/+3	+2	+2	+6	Shadow Run
9th	+9/+4	+3	+3	+6	Sneak attack +5d6
10th	+10/+5	+3	+3	+7	Blind Fight, Ninja Dodge +3
11th	+11/+6/+1	+3	+3	+7	Sneak attack +6d6
12th	+12/+7/+2	+4	+4	+8	Deflect Arrows
13th	+13/+8/+3	+4	+4	+8	Sneak attack +7d6
14th	+14/+9/+4	+4	+4	+9	
15th	+15/+10/+5	+5	+5	+9	Sneak attack +8d6, Ninja Dodge +4
16th	+16/+11/+6/+1	+5	+5	+10	
17th	+17/+12/+7/+2	+5	+5	+10	Sneak attack +9d6
18th	+18/+13/+8/+3	+6	+6	+11	
19th	+19/+14/+9/+4	+6	+6	+11	Sneak attack +10d6
20th	+20/+15/+10/+5	+6	+6	+12	Ninja Dodge +5

party. Those ninja with a samurai lord see themselves as the daimyo's worthiest servants, willing to give up their own honor for that of their lord. In any case, ninja tend to multi-class in order to create more complete false identities, or in rare cases become ninja after being dishonored as a samurai. Many Scorpion "samurai" are actually ninja (or multi-class fighter-ninja) in order to further the goals of their clan. A Scorpion is not above the law of Rokugan, however, should he be caught walking the dishonorable path of the ninja.

Examples of Ninja in Legend of the Five Rings: Shosuro Nishiko, Matsu Hiroru, Mamoru, Bayushi Aramoro, Shosuro Chian, Bayushi Yokuan, Hirariko, Hoseki.

GAME RULE INFORMATION

Ninja have the following game statistics.

Abilities: Dexterity and Intelligence are the most important scores for ninja, who are almost constantly in a position where they must stay on their toes mentally and physically. Extra skill points foster a ninja's adaptability to any given situation, and a high Dexterity will aid the ninja in a fight and when the time to run comes.

Honor/Alignment: Any non-lawful, dishonorable.

Hit Die: d6.

Class Skills: A ninja's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, Exclusive Skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex). (*See the Player's Handbook™ for skill descriptions.*)

Skill Points at 1st Level: (4 + Int Modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the ninja.

Weapon and Armor Proficiency: Ninja are proficient with the following weapons: Dagger, Dart, Shuriken, Katana, Ninja-to, Chain, Kusari-gama, and Blowgun. Though ninja are able fighters, this comes more from their training in hitting pressure points and finding weaknesses in another's defense than from sheer martial prowess. Ninja are not proficient with any armor or shields, relying on freedom of movement and highly trained reflexes to keep them out of danger. When wearing armor that incurs a penalty check greater than 0, the ninja loses several of his abilities, as noted below.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Swim checks suffer a –1 penalty for every five pounds of armor or equipment carried.

Sneak Attack: If a ninja attacks an opponent who is unable to defend himself effectively, the ninja can strike a vital spot for extra damage. Any time the ninja's target would be denied his Dexterity bonus to AC (whether he actually has a Dex bonus or not), or when the ninja flanks the target, the ninja's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the ninja score a critical hit with a sneak attack, this extra damage is not multiplied. (*See Attack Roll Modifiers in the Player's Handbook,™ for combat situations in which the ninja flanks an opponent or the opponent loses his Dex bonus to AC.*)

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The ninja can't strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, the ninja can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty, because he must make optimal use of his weapon in order to execute a sneak attack. (*See Subdual Damage in the Player's Handbook™.*)

A ninja can only sneak attack a living creature with a discernible anatomy — undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The ninja must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The ninja cannot sneak attack while striking a creature

with concealment (*See the Player's Handbook*™) or striking the limbs of a creature whose vitals are beyond reach.

Ninja Dodge: The ninja gains this special variation of the Dodge feat for free at first level. Effectively, this ability has the same effect as Dodge, except that the ninja gains the ability multiple times. At fifth, tenth, fifteenth, and twentieth level, the bonus granted by Ninja Dodge is raised by one. At fifth level, the ninja may also chose to dodge multiple opponents in a round, declaring his dodge feat during his action. The ninja may choose to use some or all of this bonus to dodge each attacker, a ninja with +3 dodge may choose to use Ninja Dodge to gain +2 AC against one attacker, then +1 against another in the same round, +3 against a single attacker, or gain +1 AC against three attackers in the single round. Unlike the normal Dodge feat, this ability may not be used when wearing armor with a check penalty greater than 0. This ability stacks with the bonus provided by the actual Dodge feat. A ninja may take feats with Dodge as a prerequisite if he has Ninja Dodge, but may not use these feats when wearing armor with a check penalty greater than 0.

Poison Use: Ninja are trained in the use of poison and, beginning at 2nd level, never risk accidentally poisoning themselves when applying poison to a blade.

Uncanny Dodge: At third level, the ninja gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) despite being caught flat-footed or being struck by an invisible attacker. He still loses his Dexterity bonus if immobilized.

At 6th level, the ninja can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies other ninja and rogues the ability to use flank attacks to sneak attack him. The exception to this defense is that another ninja or rogue at least four levels higher than the character can flank him (and thus sneak attack him).

Speed of Darkness: The strength of a ninja's attack lies in his ability to strike quickly at exposed areas and fade away. At fourth level and beyond, the ninja adds his Intelligence modifier to his initiative roll.

Shadow Run: The ninja gains a speed bonus equal to his Constitution modifier × 5 when wearing no or light armor (and not carrying a heavy load). This bonus is to his base speed, before modifiers such as taking the double move action are figured in.

Blind-fight: At tenth level, the ninja gains this feat for free.

Deflect Arrows: At 12th level, the ninja gains this feat for free, even if he does not have Improved Unarmed Strike. This ability may not be used when wearing armor with a check penalty above 0.

EX-NINJA

A ninja who becomes lawful or honorable may no longer progress in levels as a ninja, though he retains all class abilities. Note that judicious use of the ninja class abilities should quickly return the character to a state in which he can continue to progress as a ninja.

SCORPION NINJA STARTING PACKAGE — SHOSURO FAMILY

Armor: No armor.
Weapons: Ninjato (1d8, crit 19–20, medium, slashing); Aiguchi (1d4, crit 19–20, 1 lb., tiny, piercing).
Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor
Bluff	4	Cha	–
Gather Information	4	Cha	–
Listen	4	Wis	–
Move Silently	4	Dex	–
Search	4	Int	–
Spot	4	Wis	–

Feat: Skill Focus: Move Silently.
Bonus Feat: Many Masks (Ancestor: Shosuro Furuyari) (*Ancestor feats are introduced in Oriental Adventures, and many more are introduced in* Rokugan).
Starting Wealth: 1d6×10

INKYO — ENLIGHTENED MONK

In Rokugan, samurai are expected to retire to a monastery at the age of forty. While it is becoming more and more common to disregard this axiom, there are still many samurai who do so. Some retire at a much younger age for a variety of reasons: to avoid dishonor, to seek enlightenment, or even because one has been forced to do so by other parties. Samurai who enter the monastery quickly find that the life of combat and nobility they have known is no more, replaced by serenity and poverty.

Other monks were never samurai to begin with, but entered the monastery to escape the rigors of peasant life. Only those peasants who earnestly seek enlightenment flourish in the monastery, however, as the mental and physical conditioning quickly discourages others. It is not unheard-of for unwanted children to be left upon the door of a monastery by poverty-stricken parents. Such children spend their entire lives within the ranks of the monks and frequently become great leaders.

Of the myriad of monasteries that appear throughout Rokugan, the vast majority are institutions of the Brotherhood of Shinsei, the largest monastic sect in all of the Empire. The Brotherhood is devoted to the study of the Tao of Shinsei, the teachings of the man universally regarded as the wisest to ever have walked the land. The more philosophical members of the Brotherhood, called *inkyo*, are often regarded as more serene and peaceful than the monks of the independent monasteries distributed throughout Rokugan.

Adventures: Inkyo frequently leave their monasteries to travel throughout the Empire. This gives them an opportunity to gain new insights into the world around them as well as a chance to spread the wisdom of Shinsei to others. Given their status as respected men, an inkyo can attach himself to virtually any group of adventurers, whether they like it or not. After all, telling him to leave would be a great dishonor.

Characteristics: Like all monks, the inkyo is characterized by a considerable proficiency with the martial arts. Often unarmed and unarmored, they are nonetheless equipped to deal with many threats simply by virtue of their prowess.

Another defining characteristic of the inkyo is their mastery of kiho, mystical effects that draw upon the monk's strength of spirit and harmony with the elements to accomplish seemingly magical feats. Although other sects of monks and even many non-monks can and do learn kiho, none are so proficient with them as the inkyo.

TABLE 1–7: THE INKYO

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage
1st	+0	+2	+2	+2	Kiho, Void Use, Improved Unarmed Strike	1d4
2nd	+1	+3	+3	+3	Depths of the Void	1d4
3rd	+2	+3	+3	+3	Purity +1	1d4
4th	+3	+4	+4	+4	Kiho	1d4
5th	+3	+4	+4	+4		1d6
6th	+4	+5	+5	+5	Purity +2	1d6
7th	+5	+5	+5	+5		1d6
8th	+6/+1	+6	+6	+6	Kiho	1d6
9th	+6/+1	+6	+6	+6	Purity +3	1d6
10th	+7/+2	+7	+7	+7	Improved Void Use	1d8
11th	+8/+3	+7	+7	+7	Depths of the Void	1d8
12th	+9/+4	+8	+8	+8	Kiho, Purity +4	1d8
13th	+9/+4	+8	+8	+8	Serenity	1d8
14th	+10/+5	+9	+9	+9		1d8
15th	+11/+6/+1	+9	+9	+9	Purity +5	1d10
16th	+12/+7/+2	+10	+10	+10	Kiho	1d10
17th	+12/+7/+2	+10	+10	+10	Superior Void Use	1d10
18th	+13/+8/+3	+11	+11	+11	Purity+6	1d10
19th	+14/+9/+4	+11	+11	+11		1d10
20th	+15/+10/+5	+12	+12	+12	Kiho	1d12

Honor/Alignment: The vast majority of inkyo are honorable. The mind-set necessary for them to achieve the state of harmony from which their abilities originate simply demands it. Dishonorable inkyo are exceptionally rare. In terms of alignment, inkyo are by nature good. They are typically lawful, but occasional free spirits among them venture into the chaotic alignments.

Religion: Although the Brotherhood of Shinsei recognizes and practices both Shintao and the worship of the Fortunes, they typically place greater emphasis on the teachings of Shinsei. They believe that the simple wisdom of his sayings leads to a fuller and richer understanding of the world around them, and often offer advice to others in the form of quotes from the Tao.

Background: Inkyo (and to an extent all monks) are unique in Rokugan in that they exist outside of the Empire's strict political structure. They are neither samurai nor heimin, but draw their ranks from both castes. An inkyo can be of virtually any background or origin.

Virtually all inkyo are members of the Brotherhood of Shinsei. As such, they are expected to lend aid to their brothers whenever asked, regardless of the circumstances. They are furthermore expected to aid the peasantry of the Empire whenever possible. Traveling monks are expected, but not required, to visit Brotherhood monasteries in the lands through which they travel.

Races: Inkyo are almost always human. The Naga and Nezumi have wildly different theological practices, and even if by chance they did embrace the teachings of Shinsei, the notion of spending their lives in a monastery is utterly foreign to those races. Still, the Brotherhood is open to all who follow Shinsei, and they would presumably extend this invitation to other races as well.

Other Classes: The Brotherhood of Shinsei is the most prominent sect of monks in the Empire, and as such they are recognized throughout the land as wise and trustworthy individuals. As a result, inkyo typically get along well with virtually all classes.

GAME RULE INFORMATION

Inkyo have the following game statistics.

Abilities: Wisdom and Dexterity are the two most important abilities of the inkyo, as many of their skills depend on them. Martially-oriented monks will want high Strength and Constitution as well. As monks from the Brotherhood are respected throughout the Empire, it would be possible to exercise considerable social clout with a high Charisma and the appropriate skills.

Hit Die: d8.

Class Skills: The inkyo's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (Elements, Fortunes, Shintao) (Int), (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), *Tea Ceremony (Wis), Tumble (Dex), and Wilderness Lore (Wis).

(*Tea Ceremony is a new skill introduced in this book.)

Beginning Skill Points: (4 + Int Modifier) × 4.

Skill Points Per Level: 4 + Int Modifier.

Examples of inkyo in Legend of the Five Rings: Tetsuya, Takao, Sauna, Hoshi Eisai, Togashi Mitsu.

CLASS FEATURES

The following are class features of the Inkyo.

Weapon and Armor Proficiency: Inkyo are proficient with all Simple weapons. While monks of the Brotherhood of Shinsei do not often wear armor, they are proficient with Light Armor from their work with peasant ashigaru. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Improved Unarmed Strike: The inkyo gains the benefit of this feat at the 1st level. His unarmed strikes are considered armed strikes.

Unarmed Damage: Although they do not focus upon martial training as much as monks, the inkyo do believe that a fit body is necessary to achieve a fit mind. Their training in the martial arts gives them an advantage in unarmed combat. At the 1st level, the inkyo's unarmed strikes inflict 1d4

damage (rather than the normal 1d3). This increases by one die type at the 5th level and every five levels thereafter.

Kiho: At the 1st level, the inkyo may select an additional feat. This bonus feat must be a kiho, and the character must meet all prerequisites in order to learn the feat in question. The inkyo gains another kiho feat at level 4 and every fourth level thereafter (8th, 12th, 16, and 20th).

Certain feats previously appearing in the *Player's Handbook*™ are now considered kiho feats. These are: Blind-Fight, Deflect Arrows, Improved Disarm, Improved Trip, Stunning Fist.

Feats from *Oriental Adventures*™ which are considered kiho include: Choke Hold, Defensive Strike, Defensive Throw, Eagle Claw Attack, Earth's Embrace, Falling Star Strike, Fists of Iron, Flying Kick, Freezing the Lifeblood, Grappling Block, Great Ki Shout, Improved Grapple, Kharmic Strike, Ki Shout, Pain Touch, Roundabout Kick.

New kiho introduced in this book include: Breaking Blow, Cleansing Spirit (Kiho), Death Touch, Flee the Darkness, Fortune's Breath, Heart of Stone, Ryoku, Self No Self, Soul of the Four Winds, Spirit Strike, and Zanji.

Void Use: At the time of character creation, the inkyo gains the Void Use feat. If using the mandatory ancestor feat rules from *Oriental Adventures*,™ Void Use may be substituted in place of an ancestor feat.

A Rokugani Inkyo — Enlightened Monk



Depths of the Void: At 2nd level, the inkyo gains the Depths of the Void feat, increasing his maximum number of Void points by two. The monk gains the feat again at the 11th level, adding an additional 2 Void points to his maximum.

Purity: The inkyo exists in a state of harmony with the elements. As such, it is more difficult for elemental magic (Air, Earth, Fire or Water spells) to harm him. At the 3rd level, the inkyo gains a +1 enlightenment bonus to all saving throws versus elemental spells. This bonus increases by one at every third level thereafrer (6th, 9th, 12th, 15th, and 18th levels).

Improved Void Use: Beginning at 10th level, the inkyo gains an additional +1 Void bonus on any attack roll, skill check, or saving throw when spending a Void point. (*See the Void Use feat for details on the normal applications of Void Points.*) The inkyo may now spend 2 Void Points on a single attack roll, skill check, or saving throw. These bonuses stack with other Void bonuses.

Serenity: To the enlightened mind, fear is simply a distraction to be put aside. Beginning at level 13, the inkyo is immune to all fear effects. He also gains a +5 to resist any effect that would alter his thoughts or control his actions: this includes both spells and creature abilities.

Superior Void Use: Beginning at the 17th level, the inkyo gains an additional +2 Void bonus on any attack roll, skill check, or saving throw when spending a Void point. He gains an additional +2 Void bonus when using Void to augment his Armor Class. These benefits stack with any other Void bonuses (for a total of +5 with Void Use and Improved Void Use). The inkyo may now spend up to 3 Void Points on a single attack roll, skill check, or saving throw.

A note on multi-classing: While it is possible to multi-class from the inkyo class into other non-monk basic classes without losing any inkyo abilities, it is strongly recommended that GMs not allow it. Entering a monastery in Rokugan is considered final, and few monks ever return to the life they knew before they shaved their heads and took up the study of the Tao.

A note on feats: Inkyo are monks, albeit less martially inclined than standard monks. Any feats which have as a prerequisite a specific level of the monk class may be purchased by an inkyo at one level above the prerequisite. For example, a feat that requires monk level 4th+ could be taken by an inkyo beginning at the 5th level.

INKYO STARTING PACKAGE

Armor: None.
Weapons: Bo (1d6, crit ×2, 4 lb., Large, Bludgeoning).
Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor
Balance	4	Dex	–
Concentration	4	Con	–
Diplomacy	4	Cha	–
Knowledge (Shintao)	4	Int	–
Sense Motive	4	Wis	–
Spot	4	Wis	–
Tea Ceremony	4	Wis	–
Tumble	4	Dex	–

Feat: If Dex is 13 or higher, Dodge. If Dex is less than 13, then Iron Will.
Bonus Feats: Void Use; Self/No Self.
Gear: Small travel satchel with flint and steel, rations, and a torch.
Wealth: 5d4 koku.

LOW SKILLS

Certain skills are considered "Low Skills." Use of these skills is dishonorable, and any individual who knowingly uses them may suffer a loss of honor. These skills include, but are not limited to, the following: Bluff (when knowingly telling falsehoods), Craft (with the exception of Armorer or Weaponsmith, samurai caste only), Disguise, Escape Artist, Forgery, Mimic, Open Lock, Pick Pocket, Poison, Profession (samurai caste only), Torture.

NEW SKILLS

BATTLE [WIS]

You are a skilled officer and manager of troops. You can command others effectively on the field of battle.

Check: While the Knowledge (War) skill represents a knowledge of warfare and tactics, this skill represents battlefield cunning and the ability to put tactics into action. This skill also represents a general familiarity with tactics and can be used to perform any of the following actions.

- *Find Advantage:* This use of the skill allows you to quickly read the field of battle for a momentary advantage. Once per round as a free action you may use this skill to find the quickest route to higher ground, cover, concealment, or an effective place to hide (gaining a +2 circumstance bonus to any Bluff checks used to create a diversion to hide this round).
- *Hunch:* This skill allows you to sense whether or not the enemy's goals are truly what they seem to be. It is essentially Sense Motive on a grand scale. A successful check can reveal whether the enemy is fighting defensively to delay you, intends to concentrate on a specific objective, or simply wishes to retreat. (If you have 5 or more ranks of Sense Motive, you gain a +2 synergy bonus to this check.)
- *Recognize Ambush:* This use of the skill allows you to recognize areas that would make effective ambush points, allowing you to either avoid an ambush or organize one of your own. This only bestows a general wariness of what could happen; detecting hidden attackers still requires a successful Spot check.
- *Find Weakness:* An opposed Battle check against the leader of an enemy army may be used to find some weakness in the opponent's strategy.

Battle Task	DC
Find Advantage	15
Hunch	20
Recognize Ambush	20
Find Weakness	Special

If you have 5 or more ranks in Knowledge (War) you get a +2 synergy bonus on Battle checks.

Retry: A failed Battle check cannot be re-rolled unless something significant alters the makeup of the battle.

Special: A ranger may apply his favored enemy bonus to Battle checks against an army composed mostly of or led by his favored enemy (*See the Player's Handbook™*).

Class Skill: Barbarian, fighter, paladin, ranger, samurai, rogue.

GAMES [VARIES]

Like Craft, Profession, and Knowledge, this skill encompasses many separate skills. Pick a game from among the following: Kemari, Go, Shogi, Sadane, or Sumai (*see the Rokugani culture section for details on these games*). You are particularly skilled at this game. You may use games not listed in this book with this skill, with the DM's approval.

Check: Contested rolls with this skill determine the winner between two opponents. In a game with several opponents (such as Sadane), the highest result wins. The ability score used for Games skill checks depends on the game.

Game	Key Ability
Kemari	Dex
Go, Shogi	Wis
Sadane	Cha
Sumai	Str

Retry: A check for an individual contest may not be retried, though you may be able to challenge your opponent to a rematch.

Class Skill: Bard, courtier.

KNOWLEDGE [INT; TRAINED ONLY]

A number of new Knowledge skills are available in Rokugan.

- Ancestors (bloodlines, ancestry, and prominent shiryo.)
- Etiquette (social mores, politics, rokugani customs, important politicians).
- Elements (the minor kami, the ebb and flow of elements, kiho; in most situations in Rokugan this skill supersedes Knowledge (arcana).)
- Law (crime, punishment, enforcement, and other legal matters).
- Shintao (the Tao of Shinsei, the path of enlightenment, sects of the Brotherhood of Shinsei, general philosophy and wisdom).
- Fortunes (the Fortunes, the Kami, shugenja lore, and the Celestial Order).
- Spirit Realm (choose a specific Spirit Realm — Chikushudo, Gaki-do, Jigoku, Meido, Sakkaku, Tengoku, Toshigoku, Yomi, or Yume-do. Provides specific information about that Realm). *See Cosmology section for details on Spirit Realms.*

Special: Knowledge (elements, Fortunes, and Shintao) are class skills for monks and inkyo. Knowledge (law) is a class skill for samurai. Knowledge (etiquette, history, local, nobility and royalty) are class skills for courtiers.



KNOWLEDGE (RESEARCH) [INT]

You are skilled in using libraries, historical archives, and other resources of knowledge to find specific information. If you have access to such references, you may use them to research obscure information quickly and efficiently. Though this is part of the Knowledge skill, its applications are complicated enough to merit its own skill description.

Check: If your source of reference contains information relevant to what you are researching, you get a circumstance bonus to your subsequent Knowledge skill check according to the result of your Research check. This bonus is equal to +2 (Research DC 10) with an additional +2 for every 5 by which you exceed this DC. A successful Research check can require anywhere from an hour to days, depending on how obscure the subject of the research may be.

Retry: Yes. Each retry requires an equal amount of time and searching. However, if the references do not contain the information you are seeking, no amount of retrying will be successful.

Special: If you have 5 or more ranks in Gather Information, you gain a +2 synergy bonus on Knowledge (research) checks.

MIMIC [CHA; TRAINED ONLY]

You can reproduce the voices of others, or the sounds made by creatures you have heard.

Check: You can attempt to disguise your voice as that of another person, or trick others into believing they have heard whatever creature sound you wish to mimic. You must spend at least a day practicing your mimicry, or suffer a –5 circumstance penalty to your check. You may not attempt to mimic people or creatures you have never heard before. Anyone that hears you must make an opposed Listen check to realize that what they are hearing is not authentic.

Retry: Generally, once you have failed to fool a target you cannot fool him again. Any further Mimic checks (emulating other voices or noises) against the same person during that encounter suffer a –2 penalty.

Special: If you have 5 or more ranks in Listen, you receive a +2 synergy bonus on Mimic checks.

Class skill: Bard, druid, ninja, rogue.

POISON [INT; TRAINED ONLY]

This skill allows the character to brew and prepare poisons. Many members of the Shosuro family are adept in crafting lethal poisons from animals, vegetables, and minerals. All of the poisons on the following list use the rules for poisons in the DUNGEON MASTER'S *Guide*™

Check: As per the usual rules for Craft skills (*see the Player's Handbook*™). The number listed under "Brew" is the DC required to brew one dose of that variety of poison. Making any poison requires a Poison Lab (*See New Equipment, page 51*) and the proper materials.

At any time, crafting a poison carries a 10% chance that the character will poison himself during the brewing process. Crafting an animal poison carries a 20% chance of self-poisoning. Any character class with the Poison Use ability negates the risk of self poisoning when crafting poison.

Increasing potency: Increasing the brewing DC by 5 increases the save DC of that poison by 2. You cannot increase a particular poison's DC by more than 4.

The poisons listed below are described in *Oriental Adventures*,™ except for those marked by an asterisk (*) which are detailed elsewhere in this book.

Poison Name	Brew DC
Animal Poisons	
Bee Venom	20
Black Viper Venom	25
Cobra Toxin*	20
Jellyfish	20
Putterfish (fugu)	30
Scorpion Venom	20
Snake Venom	20
Spider Venom*	20
Wasp Venom	20
Herbal Poisons	
Dripping Poison*	30
Jeroku Ropu	25
Jeroku Ropu Smoke	25
Ketsu	25
Kirei-ko	25
Warui Paseri	25
Wish You Dead^	35
Other Poisons	
Bog Hag Blood*	30
Fauntei Shi	40
Fire Biter*	20
Hot Madness*	35
Night Milk	20

Special: If you have five ranks in Profession (herbalist), you gain a +2 synergy bonus on when crafting herbal poisons.

If you have five ranks in Handle Animal, you gain a +2 synergy bonus when crafting Animal Poisons, and reduce the chance of poisoning yourself by 10%.

If you have five ranks in Craft (poison), you gain a +2 synergy bonus on Heal checks when treating a poison.

Class Skill: Ninja, rogue.

SPEAK LANGUAGE [NONE; TRAINED ONLY]

This skill is described in the *Player's Handbook*.™ Additional languages available in Rokugan are as follows:

- *Ashalan* — Spoken by the Ashalan; known by a few Unicorn.
- *Assassin* — A secret language of the Assassin's Guild of distant Medinaat al Salaam. Almost unknown in Rokugan.
- *Bakemono* — Spoken by goblins.
- *Chikushudo* — Spoken by animal spirits.
- *High Rokugani* — Ceremonial language, spoken only by the samurai caste and monks.
- *Ivory Kingdoms* — The root of a variety of different tribal dialects, spoken by denizens of the gaijin Ivory Kingdoms.
- *Kami* — Secret language spoken only by shugenja when conferring with the kami.
- *Mekhem* — Common language of the *gaijin* peoples of the Burning Sands.
- *Mota* — Adapted from the Ujik-hai language, now spoken exclusively by the Unicorn.
- *Mujina* — The language of the tricksters, spoken by mujina and known by Nezumi.
- *Naga* — Spoken by Naga.
- *Nezumi* — Spoken by Ratlings.
- *Ogre* — Spoken by free ogres.
- *Oni* — Spoken by the demons of Jigoku, *maho-tsukai*, and other Tainted creatures.
- *Rokugani* — Spoken by the general populace of Rokugan.
- *Senpet* — *Gaijin* language spoken by citizens of the distant Senpet Empire.
- *Yobanjin* — *Gaijin* language spoken by the barbarians of the northern mountains.

TEA CEREMONY (WIS; TRAINED ONLY)

You are a master of the art of the tea ceremony. You may use the beauty of your art to banish ego and desire, restoring focus to yourself and others.

Check: The tea ceremony may be emulated with the Perform skill, but this skill indicates true mastery. If you have the proper utensils (a tea set and green tea) you may perform the tea ceremony. A successful check (DC 15) requires an hour or more of preparing and drinking tea; it restores 1 Void Point to all characters with the Void Use skill who participate, up to a maximum number equal to your Tea Ceremony skill.

Class Skill: Courtier, inkyo, monk, samurai, shugenja.

VOID BONUS

Some feats and abilities in this book provide what is known as a "void bonus." Void bonuses arise from the mastery of the dance of the elements, symbolized through expenditure of Void Points (see the Void Use feat) and stack with all other bonuses, including other Void Bonuses. Typically only one Void Point may be spent at a time.

FEATS

CLAN-RESTRICTED FEATS

Most technique feats are clan-restricted, and a handful of other new feats are clan-restricted as well. These feats are all carefully guarded secrets, and are not given lightly.

A character who gains the trust of another clan's sensei (a difficult task) may be educated in the new clan's techniques. However, even similar clans have extremely divergent methods of training, and require their students to readjust their manner of thinking accordingly. Any character who wishes to learn the techniques of a clan other than his own must learn the Different School feat.

Ronin characters tend to be more open-minded and flexible than those raised among the Great Clans, and may adopt one clan's school, and the ability to learn their techniques, without penalty. (Assuming, of course, that the school accepts a ronin.) If a ronin wishes to learn the techniques of a second clan after this, he must take the Different School feat normally.

KIHO FEATS

The term "kiho feat" is used to denote feats available to the inkyo character class as bonus feats. Most kiho feats are by no means restricted to inkyo. Any character who meets the prerequisites for a kiho feat may learn the feat.



TABLE 1–8: NEW FEATS

Crab Clan Techniques	Prerequisite
Hida Technique	Once/three levels
Ratling Ally (Ancestor: Hiruma Kazuma)	–
Strength of the Earth	Toughness
The Mountain Does Not Move	Base attack bonus +6 or higher Con 13+, Void Use
Hida's Rage	Toughness The Mountain Does Not Move
The Mountain Does Not Fall	Base attack bonus +12 or higher Con 13+, Void Use Great Fortitude The Mountain Does Not Move
Way of the Crab	Con 13+ Base attack bonus +1 or higher

Crane Clan Techniques	Prerequisite
Indefatigable Hero (Ancestor: Doji Hotei)	–
A Single Moment	Base attack bonus +7 or higher Improved Initiative
Speed of the Kami	Base attack bonus +3 or higher Dex 13+ Void Use
The Sudden Strike	Base attack bonus +2 or higher Dex 13+
Tread on the Blade	Base attack bonus +10 or higher Void Use
Way of the Crane	Dex 13+ Martial Weapons Prof.: Katana Weapon Focus: Katana
Kakita Technique	Base attack bonus +6 or higher Dex 13+ Weapon Focus: Katana Way of the Crane

Dragon Clan Techniques	Prerequisite
Daisho Technique	Base attack bonus +1 or higher Wis 13+ Martial Weapons Prof.: Katana Martial Weapons Prof.: Wakizashi
Heart of the Dragon	Base attack bonus +10 or higher Wis 13+, Cleave Martial Weapons Prof.: Katana Martial Weapons Prof.: Wakizashi Daisho Technique
Togashi's Technique	Base attack bonus +6 or higher Wis 13+ Martial Weapons Prof.: Katana Martial Weapons Prof.: Wakizashi Daisho Technique
Way of the Dragon	Base attack bonus +1 or higher Wis 15+ Martial Weapons Prof.: Katana Martial Weapons Prof.: Wakizashi Daisho Technique
Elemental Attunement	Wis 13+
Let Him Go By	Base attack bonus +6 or higher

	Void Use
Prepared (Ancestor: Mirumoto Takeda)	—

Lion Clan Techniques	Prerequisite
Death Trance	Base attack bonus +1 or higher
The Final Lesson	Base attack bonus +10 or higher Power Attack
Matsu's Roar	Base attack bonus +6 or higher Void Use
Spirited (Ancestor: Akodo Samune)	—
Strength of Purity	Honorable
Way of the Lion	Base attack bonus +1 or higher Str 13+
Akodo's Technique	Base attack bonus +8 or higher Str 13+ Way of the Lion

Mantis Clan Techniques	Prerequisite
Cold and Cunning (Ancestor: Gusai)	—
Gusai's Technique	Dex 13+, Bluff Skill, Quick Draw
Hand of Osano-Wo	Base attack bonus +3 or higher Str 15+, Ambidexterity Two Weapon Fighting
Soul of the Storm	Base attack bonus +6 or higher Void Use
Strength of the Earth	Toughness
Way of the Mantis	Base attack bonus +1 or higher Dex 13+

Phoenix Clan Techniques	Prerequisite
Elemental Attunement	Wis 13+
Immortal Spirit (Ancestor: Asako Ingen)	—
Shield of Honor	Void Use
Way of the Phoenix	Void Use Wis 13+
No-Mind	Base attack bonus +9 or higher Void Use Wis 13+ Way of the Phoenix
Shiba's Technique	Void Use Wis 13+ Way of the Phoenix
No Illusions	Void Use Wis 13+ Way of the Phoenix Shiba's Technique

Scorpion Clan Techniques	Prerequisite
Speed of the Kami	Base attack bonus +3 or higher Dex 13+ Improved Initiative Void Use
Strike at the Tail	Base attack bonus +6 or higher Expertise Improved Disarm Int 13+
The Pincers Hold,	Base attack bonus +10 or higher
the Tail Strikes	Bluff Skill Expertise Improved Initiative Int 13+ Strike at the Tail
Subtle Manipulator (Ancestor: Bayushi Akoru)	—
Way of the Scorpion	—
Bayushi's Technique	Base attack bonus +2 or higher Int 13+ Way of the Scorpion
Pincers and Tail	Base attack bonus +4 or higher Bluff Skill Way of the Scorpion

Unicorn Clan Techniques	Prerequisite
Dancing With the Fortunes	Cha 13+
Gatherer of Winds (Ancestor: Iuchi Atesoro)	—
One Spirit	Base attack bonus +6 or higher
Strength of Purity	Honorable
Utaku's Void of War	Base attack bonus +3 or higher
Way of the Unicorn	Dex 13+ Ride Skill
Shinjo's Technique	Dex 13+ Ride Skill Way of the Unicorn

Miscellaneous Clan Feats	Prerequisite
Ear of the Emperor (Ancestor: Miya, Imperial)	—
Way of the Falcon	Base attack bonus +6 or higher Blind-Fight Wis 15+
Way of the Fox	Wis 13+ Void Use
Way of the Hare	Base attack bonus +1 or higher Dex 13+ Jump Skill
Daredevil (Ancestor: Usagi Reichin, Hare)	—
Way of the Sparrow	Int 13+
Way of the Wasp	Base attack bonus +9 or higher Dex 13+ Point Blank Shot Rapid Fire Precise Shot

All Clan Techniques	Prerequisite
Daisho Specialization	Base attack bonus +5 or higher Weapon Focus: Katana or Wakizashi Void Use
Depths of the Void	Void Use Samurai
Different School	By DM permission only
Know the School	Knowledge (clan or family, 2 ranks)
Void Use	—

Kiho Feats	Prerequisite
Breaking Blow	Base attack bonus +5 or higher Str 15+ Improved Unarmed Strike Fists of Iron
Cleansing Spirit	—
Death Touch	Monk or inkyo level 13th+ Wis 19+ Void Use Depths of the Void Improved Unarmed Strike

	Pain Touch Stunning Fist or monk's stunning attack
Flee the Darkness	Monk or inkyo level 3rd+ Wis 18+ Void Use
Fortune's Breath	Monk or Inkyo level 1st+ Wis 15+
Heart of Stone	Con 15+ Improved Unarmed Strike Monk or inkyo level 10th+
Ryoku	Base attack bonus +3 or higher Wis 15+ Void Use Improved Unarmed Strike
Self/No Self	Void Use
Soul of the Four Winds	Improved Unarmed Strike Void Use Depths of the Void
Spirit Strike	Improved Unarmed Strike Void Use Depths of the Void Any two other kiho feats
Zanji	Concentration (10 ranks) Sense Motive (10 ranks) Two other kiho feats

General Feats	Prerequisite
Armor Focus	Armor Proficiency
Chosen by the Kami	Shugenja level 1+
Ichi-Miru	Diplomacy (5 ranks) Sense Motive (5 ranks) Spot (5 ranks) Listen (5 ranks)
Innate Ability	—
Kitsuki's Method	Void Use Search (6 ranks) Sense Motive (6 Ranks)
Maho Focus	Must know at least one maho spell
Master Researcher	Spellcraft (5 ranks)
Perceived Honor	—
Political Maneuvering	Diplomacy (10 ranks) Sense Motive (10 ranks)
Ritual Magic	—
Steady Soul	Monk, inkyo, or shugenja level 1st+
Student of the Arts	Charisma 14+ Dexterity 14+
Superior Element Focus	Shugenja level 1+
Versatile	—

A NOTE ON KATANA

A Katana is mechanically identical to a masterwork bastard sword, and like a bastard sword requires the Exotic Weapon Proficiency feat to wield it one handed, but can be wielded two handed by any character proficient in martial weapons. Most feats that require katana proficiency do not require the Exotic Weapon Proficiency unless they specifically state such a requirement. Most feats using the katana require merely Martial Weapon Proficiency (which the samurai character class receives for free).

VOID USE

Void Use is a special feat. Though it is not required for characters to learn it, it is highly recommended, as a number of other feats depend upon its use. Void Use indicates a nearly supernatural connection with the dance of the elements; if using the mandatory ancestor feat rules from *Oriental Adventures*,™ Void Use may be substituted in place of an ancestor feat.

AKODO'S TECHNIQUE [LION TECHNIQUE]

You have learned to turn even the slightest success to your advantage, and capitalize on your momentum in battle.

Prerequisites: Base attack bonus +8 or higher, Str 13+, Way of the Lion.

Benefit: If you succeed on a melee attack roll by an amount greater than the amount needed to succeed, you gain half the difference (round up) as a bonus to your next attack roll against the same opponent in the same round. If you have no more attacks this round, the bonus is lost.

ARMOR FOCUS

[ALL CLANS TECHNIQUE]

You are particularly adept at fighting in a certain type of armor, using its protective qualities to your best advantage.

Prerequisite: Armor Proficiency with the chosen armor.

Benefit: Select one type of armor. You gain an additional +2 dodge bonus to your AC when wearing this armor.

BAYUSHI'S TECHNIQUE

[SCORPION TECHNIQUE]

You are adept at taking advantage of your opponent's weakness.

Prerequisites: Base attack bonus +2 or higher, Int 13+, Way of the Scorpion.

Benefit: You inflict an additional 1d6 damage on your opponent whenever he is denied his Dexterity bonus to AC. This bonus applies with missile weapons as well, but only when you are within thirty feet of your target.

Special: This feat may be taken multiple times, to a maximum of five times. This stacks with the additional dice of damage gained from the sneak attack class ability.

BREAKING BLOW [KIHO]

You are capable of inflicting powerful attacks. This feat is often called tamashiwara by the monks who practice it.

Prerequisites: Base attack bonus +5 or higher, Str 15+, Improved Unarmed Strike, Fists of Iron.

Benefit: If you spend an entire round to prepare an unarmed melee attack (neither moving or attacking) you can inflict extra damage equal to 1d6 times your Strength modifier. If applied against an inanimate object, all damage you inflict with this attack is doubled.

CHOSEN BY THE KAMI [KIHO]

You have rare talent for a shugenja, and are able to apply yourself to many things at once.

Prerequisite: Shugenja level 1+.

Benefit: You may increase your level as shugenja after taking levels of another character class, so long as your shugenja level remains within two levels of all your other character classes (excluding prestige classes). In addition, you gain shugenja as a favored character class (in addition to any other favored character classes you may have).

TECHNIQUE FEATS

All technique feats are available to all members of their respective clans, not merely to samurai. Even a Hida rogue or shugenja, for example, could learn The Mountain Does Not Move if he had the proper prerequisites. Fighters may learn technique feats if they hail from the appropriate clan, but they may not use their bonus fighter feats to do so. Only samurai may use their bonus feats to learn technique feats. A technique feat not attached to a specific clan may be taken as a bonus feat by any samurai (or learned by any character who meets the prerequisites).

CLEANSING SPIRIT [KIHO]

You are capable of entering a meditative trance in which you purge contaminants from your body.

Benefit: You may spend a Void Point to gain a +10 void bonus on any save vs. poison or disease. If you enter a meditative trance for at least four hours per day for a week, and make a successful Concentration check each day (DC 25), you may cure yourself of 1d6 points of Shadow Points or Shadowlands Taint. (This will allow a character to remove his last point of Taint.)

Special: This feat may be selected only by inkyo and monks.

COLD AND CUNNING

[ANCESTOR: GUSAI]

You are descended from the founder of the Mantis Clan, who died for his impertinence but was honored for his boldness.

Clan: Mantis

Benefit: You gain a +2 bonus to all Bluff and Pick Pocket checks.

DAISHO SPECIALIZATION

[ALL CLANS TECHNIQUE]

You are adept in using the weapons of your ancestors.

Prerequisites: Base attack bonus +5 or higher, Weapon Focus (katana) or Weapon Focus (wakizashi), samurai level 1+.

Benefit: Choose either the katana or the wakizashi. You gain a +2 damage bonus when using that weapon. You must have Weapon Focus with the appropriate weapon before selecting this feat. This is effectively a limited version of the Weapon Specialization feat that is available to samurai. This bonus does not stack with Weapon Specialization.

Special: This feat may be selected twice; once for katana and once for wakizashi.

DAISHO TECHNIQUE

[DRAGON TECHNIQUE]

You are skilled in the *Niten* style, using the katana and wakizashi simultaneously.

Prerequisites: Base attack bonus +1 or higher, Wis 13+, Martial Weapon proficiency: Katana and Wakizashi.

Benefit: When holding a katana in your primary hand and a wakizashi in your off hand, you may fight as if you had the Exotic Weapon Proficiency: Katana, Ambidexterity, and Two Weapon Fighting feats.

Special: You may learn other feats that require Exotic Weapon Proficiency: Katana, Ambidexterity, and Two Weapon Fighting as prerequisites, but may only use them when wielding the katana and wakizashi until you otherwise meet the prerequisites.

DANCING WITH THE FORTUNES [UNICORN TECHNIQUE]

Some Unicorn are incredibly lucky. You happen to be one of them.

Prerequisite: Cha 13+.

Benefit: Select a Fortune (see the Religion section). So long as you respect this fortune, he or she favors you. Once per day you may reroll one skill check, attack roll, or saving throw you have just made, but you must keep the new result. All modifiers to the original roll apply to the new roll.

Special: You may gain this technique multiple times, up to a maximum number of times equal to your level divided by three (round up). It may be used only once per roll. The Fortunes can be fickle, and if you disappoint your patron Fortune you will lose the use of this feat until you atone.

DAREDEVIL [ANCESTOR: USAGI REICHIN]

You are descended from the first Hare, a brave ronin who risked his life fighting the armies of Iuchiban.

Clan: Hare

Benefit: Once per day, when performing a risky or dangerous maneuver, you may gain a competence bonus to a skill check equal to your Charisma bonus plus half your character level. This is especially effective when using the Jump or Disable Device skills.

Special: You may gain this technique multiple times, up to a maximum number of times equal to your level divided by three (round up). It may be used only once per roll.

DEATH TOUCH [KIHO]

You are capable of a deadly atemi attack, causing an opponent to slowly wither and die.

Prerequisites: Monk or inkyo level 13th+, Wis 19+, Depths of the Void, Improved Unarmed Strike, Pain Touch, Stunning Fist or monk's stunning attack, Void Use.

Benefit: You may spend five Void Points when delivering an unarmed attack to deliver the Death Touch. The target must immediately make a Fortitude save (DC 10 + one-half your level + your Wisdom modifier) to resist the effects. If unsuccessful, the target takes damage equal to your level once every twelve hours. This damage may not be healed by any means until the death touch is removed.

You may remove a Death Touch you have placed by making another unarmed strike against the same target. The only other cure is a Heal check (DC 50). If the healer also knows the Death Touch feat, he gains a +20 competence bonus to this roll.

Death Touch is ineffective against targets that are immune to critical hits.

DEATH TRANCE [LION TECHNIQUE]

You fear nothing. Not death, not the unknown, nothing.

Prerequisite: Base attack bonus +1 or higher.

Benefit: You are immune to fear effects, and confer a +4 morale bonus against fear to all allies within ten feet.

DEPTHS OF THE VOID

[ALL CLANS TECHNIQUE]

Your chi is more focused with the ebb and flow of the Void.

Prerequisite: Void Use.

Benefit: Your maximum Void Points are increased by two.

Special: You may gain this technique multiple times.

STRANGERS IN A STRANGE LAND

If you choose to have characters from other campaign settings visit Rokugan, those characters may eventually wish to learn Rokugani technique feats. Any character who wishes to do so must first earn the trust of a Rokugani sensei (a difficult task for a gaijin) and learn the Different School feat. Afterward, this character may learn technique feats of his sensei's clan normally, so long as he continues studying with the sensei.

DIFFERENT SCHOOL

[ALL CLANS TECHNIQUE]

You have been trained in the techniques of multiple schools.

Prerequisite: By DM permission only.

Benefit: Choose a clan other than your own. If you remain on good terms with this clan, you may learn their technique feats as if you were a member of that clan. If you are a shugenja, you may now select school spells from that school as well as your own. Selecting a school with a different element focus than your original school does not change your element focus, it merely broadens the selection of spells available to you to include those taught by that school. You may not select a school with an element focus in an element barred to you.

Special: This feat may be chosen multiple times. Each time, it applies to a different clan. You cannot take this feat unless you have a significant connection with the appropriate clan and a willing teacher.

EAR OF THE EMPEROR

[ANCESTOR: MIYA]

You are descended from the first Miya, who carried the Emperor's Blessing to the people in the wake of Fu Leng's destructive rampage.

Clan: Imperial Families

Benefit: You gain a +2 bonus on all Diplomacy and Sense Motive checks, +4 if you are wearing no visible armor or weapons.

ELEMENTAL ATTUNEMENT

[DRAGON/PHOENIX TECHNIQUE]

You senses are honed to detect the dance of the elements, granting you an uncanny sense for magic.

Prerequisite: Wis 13+.

Benefit: Whenever magic is cast within one hundred feet of your position, the DM secretly rolls a Will save for your character as if he were the target of the spell (even if the spell does not normally target or require Will saves). If this Will save is successful, your character is immediately aware that magic was used and knows the location of the caster. This is only a brief flash of insight; if the caster quickly moves or is concealed in some manner you may not be able to identify him.

THE FINAL LESSON [LION TECHNIQUE]

Once you have progressed to this level, failure no longer exists.

Prerequisites: Base attack bonus +10 or higher, Power Attack.

Benefit: If you declare a Power Attack and miss, but would have struck your target if not for the penalty bestowed by the power attack, then you strike your target normally but receive no damage bonus whatsoever. Only the base damage die of the weapon itself and any additional dice of damage due to enchantments upon the weapon apply.

FLEE THE DARKNESS [KIHO]

You can harness your Void to resist a variety of effects.

Prerequisites: Monk or Inkyo level 3rd+, Wis 18+, Void Use.

Benefit: You may spend a Void Point to gain a +10 bonus to any Will save, or gain spell resistance 20 against magical effects which allow no save.

FORTUNE'S BREATH [KIHO]

You have mastered the art of the true breath, and need little air to survive.

Prerequisites: Wis 15+, Inkyo or Monk level 1st+.

Benefit: You can hold your breath for a number of minutes equal to your Constitution.

Normal: A character can hold his breath for two rounds per point of Constitution.

GATHERER OF WINDS

[ANCESTOR: IUCHI ATSORO]

You are descended from the first male Iuchi to adopt the life of a bushi. His skill at dodging the arrows of his opponents was legendary.

Clan: Unicorn

Benefit: You gain a +2 dodge bonus to AC bonus against all ranged attacks.

GUSAI'S TECHNIQUE

[MANTIS TECHNIQUE]

You are adept at hiding small weapons on your person.

Prerequisites: Dex 13+, Bluff skill, Quick Draw.

Benefit: You may make a Bluff check with a +8 competence bonus when concealing a small (or smaller) piercing or slashing weapon on your person. Anyone attempting to detect the weapon must make an opposed Spot check against your Bluff check.

If you appear to be unarmed, but quick draw your successfully concealed weapon and attack an opponent, you gain a +1d6 damage bonus against your opponent and negate his Dexterity bonus to Armor Class for this attack. Any creature of animal Intelligence or lower, or that is not vulnerable to critical hits, is immune to this effect. This action may only be performed once per enemy, as they quickly grow wise to your deception.

HAND OF OSANO-WO

[MANTIS TECHNIQUE]

You are adept at wielding your strength to its best advantage when using two weapons.

Prerequisites: Base attack bonus +3 or higher, Str 15+, Ambidexterity, Two Weapon Fighting.

Benefit: You gain your full Strength bonus to all damage rolls with your off-hand weapon. This feat applies to double weapons as well.

Normal: Only one-half of a character's Strength bonus may be applied to damage dealt with a weapon held in the off hand.

Special: A character with an ability which allows him to fight two-handed may learn this feat without the Ambidexterity and Two Weapon Fighting prerequisites, but may only apply it when using that ability.

HEART OF STONE [KIHO]

You are adept at resisting damage.

Prerequisites: Monk or inkyo level 10th+, Con 15+, Improved Unarmed Strike.

Benefit: You may spend a Void Point as a free action to gain damage reduction for a number of rounds equal to your Constitution modifier. This damage reduction is equal to X/–, where X is your level divided by three (rounded down). This damage reduction may not exceed 5/–.

HEART OF THE DRAGON [DRAGON TECHNIQUE]

Your fury in combat is unmatched; the unrighteous fall before your blades.

Prerequisites: Base attack bonus +10 or higher, Wis 13+, Cleave, Martial Weapon proficiency: Katana and Wakizashi, Daisho Technique.

Benefit: Once per round, you may take a five foot step before making a Cleave attack.

Special: If you possess the Great Cleave feat as well, this feat may be taken multiple times; each time it is selected you may use it an additional time per round.

HIDA TECHNIQUE

[CRAB TECHNIQUE]

Your hide is as tough as the Kaiu Wall itself.

Benefit: You gain a +1 natural armor bonus to AC. This feat may be gained multiple times. Its effects stack.

Special: The total natural armor bonus gained by this feat may not exceed your level divided by three.

HIDA'S RAGE

[CRAB TECHNIQUE]

The rage of Hida flows through your veins; you are prepared to make the ultimate sacrifice to defeat your opponents.

Prerequisites: The Mountain Does Not Move, Toughness.

Benefit: Before making an attack roll, you may voluntarily sacrifice your own hit points to inflict additional damage. For every two hit points you sacrifice, you do 1d4 damage to your opponent if you hit. You may not sacrifice more hit points on one attack than your Constitution modifier. Your own hit points are lost whether or not your attack roll is successful.

ICHI-MIRU [GENERAL]

Ichi Miru ("first look") is the art of quickly reading another person's mannerisms.

Prerequisites: Diplomacy (5 ranks), Listen (5 ranks), Sense Motive (5 ranks), Spot (5 ranks).

Benefit: This feat grants a +4 competence bonus to Sense Motive checks, +6 if you possess any levels of the courtier class.



Crane Samurai

IMMORTAL SPIRIT

[ANCESTOR: ASAKO INGEN]

You are descended from a legendary Asako henshin, who would have been as a god had circumstances not conspired against him.

Clan: Phoenix

Benefit: You gain a +1 bonus on Sense Motive checks. Your criteria for entering the Henshin Mystic prestige class are replaced with the following: Alignment: Any lawful, Base Attack Bonus: +5, Knowledge (religion): 11 ranks, and Knowledge (arcana) 4 ranks.

INDEFATIGABLE HERO

[ANCESTOR: DOJI HOTEI]

You are descended from an eccentric hero of the Crane, who fought bravely unto his death even long after his clan demanded his retirement.

Clan: Crane

Benefit: You gain a +1 to all Fortitude and Will saves.

INNATE ABILITY

[SPECIAL]

You have become so adept at wielding the power of your magic that some of your spells have become a part of you.

Benefit: Choose three spells that you know. You no longer require *ofuda* as a divine focus when casting these spells. If you do use an *ofuda* while casting a spell selected as an innate ability, all level-dependent effects of the spell are increased by one.

Special: You may take this feat multiple times. Each time it is taken, different spells must be selected. This feat is available only to shugenja.

KAKITA'S TECHNIQUE

[CRANE TECHNIQUE]

As your mastery of Kakita's teachings increases, your deadliness in combat grows. You have vast reserves of inner strength, and have learned to focus them through your sword.

Prerequisites: Base attack bonus +3 or higher, Dex 13+, Void Use, Way of the Crane.

Benefit: Benefit: You may spend more than one Void Point on Iaijutsu Focus skill checks when in a formal Iaijutsu duel, or on attack rolls when using a katana. All Void Points spent in a formal Iaijutsu duel or on attack rolls using a katana grant you a +3 Void bonus rather than the standard +2.

KITSUKI'S METHOD [GENERAL]

You are skilled at picking out minute details.

Prerequisites: Void Use, Search (6 ranks), Sense Motive (6 Ranks).

Benefit: You may spend any number of Void Points on Spot, Sense Motive, and Search checks. Each Void Point you spend on these checks gives you a +4 Void bonus to your result rather than the standard +2.

KNOW THE SCHOOL

[ALL CLANS TECHNIQUE]

You have studied the students of another clan in exquisite detail, and know how to defeat their techniques.

Prerequisite: Knowledge (appropriate clan or family, 7 ranks).

Benefit: You must choose a Great Clan or Minor Clan as the focus of this feat when you select it. You gain a +1 competence bonus on all Sense Motive checks, Battle checks, Bluff checks, melee attack rolls and melee damage rolls against members of the chosen clan, and a +1 dodge bonus to your AC against melee attacks from members of the clan.

Special: This feat may be chosen multiple times. Each time, it applies to a different clan.

LET HIM GO BY [DRAGON TECHNIQUE]

"When the enemy charges you with strength and urgency, let him go by." — Mirumoto's *Niten*.

Prerequisite: Base attack bonus +6 or higher, Void Use

Benefit: When performing the Total Defense action, you may spend a Void Point to immediately make a melee attack at your highest base attack bonus against any opponent who attacks you and misses. This is not an attack of opportunity, and may be performed as many times per round as you have Void Points remaining. Only one attack may be applied to a single enemy each time he misses you.

MAHO FOCUS

Your blood magic is especially potent.

Prerequisite: Must know at least one maho spell.

Benefit: Add +2 to the Difficulty Class for all saving throws against your maho spells. The effects of this feat stack with those gained by the Spell Focus feat.

MASTER RESEARCHER

[GENERAL]

You are skilled at researching new applications for magic.

Prerequisite: Knowledge (Research) 5 ranks.

Benefit: You gain a +2 bonus to all Spellcraft rolls when researching new spells. The cost whenever you research a new spell is reduced by 20%.

MATSU'S ROAR [LION TECHNIQUE]

Your fury in battle is terrifying to behold.

Prerequisites: Base attack bonus +6 or higher, Void Use.

Benefit: You can spend a Void point to produce a fear effect in a ten foot radius, plus two feet for every level you have attained. This effect is identical to that of a *fear* spell that lasts for a number of rounds equal to your level and effects every enemy in the area of effect, with a save DC of 14 + your Charisma modifier. This is an extraordinary ability.

THE MOUNTAIN DOES NOT FALL [CRAB TECHNIQUE]

Your fortitude allows you to keep fighting in spite of adversity.

Prerequisites: Base attack bonus +12 or higher, Con 13+, Great Fortitude, The Mountain Does Not Move, Void Use.

Benefit: You may spend a Void Point as a free action to ignore the effects of all of the following status effects for one round: dazed, dazzled, disabled, dying, fatigued, nauseated, paralyzed, staggered, stunned, and unconscious. This action may be performed out of turn immediately before the status begins to affect you. A dying character still has fewer than zero hit points, but he can continue acting normally and ceases losing hit points. Characters who reach –10 hit points die. If the effects of this feat cease before the duration of the status effect ends, the status effect resumes normally. You may choose to continue ignoring the effects of a negative status effect as long as you have Void Points to spend.

THE MOUNTAIN DOES NOT MOVE [CRAB TECHNIQUE]

You can shrug off the deadliest blows and remain standing.

Prerequisites: Base Attack bonus +6 or higher, Con 13+, Void Use.

Benefit: Whenever you receive damage in combat (from a weapon or other physical attack, not a spell or special ability), you may spend two Void Points and make a Fortitude saving throw (DC is equal damage dealt). If this save is successful, all damage from the blow is negated.

NO ILLUSIONS [PHOENIX TECHNIQUE]

The yojimbo of the Phoenix are legendary. Those under the protection of a Shiba need fear for nothing.

Prerequisite: Wis 13+, Void Use, Way of the Phoenix, Shiba's Technique

Benefit: You may spend a Void Point to attune yourself to a specific living person or creature within twenty feet. Thereafter, you may spend another Void Point to know their general direction from yourself. This is only a general sense, and does not reveal distance or whether or not your charge still lives, but can be used to triangulate your charge's current location. You may only be attuned to one charge at a time, but may cancel your previous attunement to attune yourself to someone else. An unwilling charge may make a Will save (DC 10 + your Charisma modifier) to resist the effects and prevent further attunement for twenty-four hours. This is a supernatural ability.

NO-MIND [PHOENIX TECHNIQUE]

You are always prepared to deal with any situation.

Prerequisites: Wis 13+, Base attack bonus +9 or higher, Void Use, Way of the Phoenix.

Benefit: You may spend two Void Points at the beginning of a combat round to prevent yourself from being flat-footed, or in reaction to any effect that denies you your Dexterity bonus to Armor Class, negating that effect. This feat has no effect if your character is helpless.

ONE SPIRIT [UNICORN TECHNIQUE]

The philosophy of the Unicorn encourages pupils to immediately learn from their mistakes, and make the best of them. You are skilled at quickly compensating for errors in your fighting style.

Prerequisite: Base attack bonus +6 or higher.

Benefit: Once per round, when performing a full attack action, you gain an additional attack against an enemy if you attempt to attack them and miss. This attack and all subsequent attacks in this round suffer a –5 penalty to hit.

Perceived Honor

Through self control and discipline, you are able to cloak your true motivations, even to the eyes of magic. This technique is particularly popular among the duplicitous Scorpion and the nefarious Kolat.

Prerequisite: Int 13+.

Benefit: At will, you may change your honor to that of your Perceived Honor rank, which is one rank higher than your true honor. So long as you obey the tenets of this new honor rank in public, any magical effects that perceive or are dependent upon honor always detect this honor rank, rather than your true honor rank. You may alter your honor as a free action, once per turn. If you publicly act in a dishonorable manner, or are proven to be a dishonorable person, the benefits of this feat are lost until you can rebuild your reputation.

Special: You may select this feat multiple times. Each time it is taken, you may emulate an honor rank an additional rank higher than your own. You may not emulate an Honor rank higher than four.

Outside Rokugan: In campaigns which use alignment rather than honor, this feat is called "Perceived Alignment." You may emulate any alignment up to one step removed from your own, plus one additional step each time you learn the feat again. You may not take this feat more than twice. (For example, a Lawful Evil character with two levels of Perceived Alignment may pretend to be Neutral Evil, Lawful Neutral, Chaotic Evil, True Neutral, or even Lawful Good.) The feat's benefits are negated if you act in a manner that publicly disproves your false alignment, unless you can somehow rebuild your reputation. Good characters may not select this feat.

Limitation: Artifacts, as well as effects or items with a caster level five or more levels higher than your own, are not affected by this feat. They're simply too powerful to be fooled.

Pincers and Tail

[Scorpion Technique]

You have learned the patience of Bayushi, and are adept at taking advantage of an opponent who overreaches himself.

Prerequisites: Base attack bonus +4 or higher, Way of the Scorpion, Bluff Skill.

Benefit: You may feint in combat as a move equivalent action.

Normal: Feinting in combat is a standard action. (*See the Bluff skill in the Player's Handbook™.*)

The Pincers Hold, the Tail Strikes [Scorpion Technique]

You have learned the ultimate distraction techniques of the Bayushi.

Prerequisites: Bluff skill, base attack bonus +10 or higher, Int 13+, Strike at the Tail, Expertise, Improved Disarm.

Benefit: If you successfully feint in combat, and attack your opponent while he is denied his Dexterity bonus to armor class, that attack is automatically a critical threat.

Political Maneuvering

[General]

You are adept at manipulating others into difficult positions.

Prerequisites: Diplomacy (10 ranks), Sense Motive (10 ranks).

Benefit: As a standard action, you may make a Sense Motive check against a person to whom you are speaking (DC 15 + the target's character level). If this check is successful, you have determined a way to convince the target that his current argument or course of action seems to be dishonorable. You can convince him of such a thing by making a Diplomacy check (opposed by the target's Sense Motive or Diplomacy). If you succeed, the target must either obey your command, lose five points of honor, or be unable to act for a number of rounds equal to your Charisma modifier (target's choice). Any attack made by you or your allies against the target or his allies negates this effect. This feat has no effect on characters with no concept of honor, with greater honor than your character, or who cannot understand your words.

Prepared [Ancestor: Mirumoto Takeda]

You are descended from a brave Mirumoto warrior who was ever prepared to defend the will of his lord.

Clan: Dragon

Benefit: You gain an additional +1 dodge bonus to your AC when fighting defensively and an additional +2 dodge bonus to your AC when using the total defense action.

Ratling Ally

[Ancestor: Hiruma Kazuma]

You are descended from the hero who forged an alliance between Crab and Nezumi. You have a natural affinity for all Nezumi.

Clan: Crab

Benefit: You gain a +4 competence bonus on all Charisma checks and social interactions with Nezumi. When you reach fifth level, you gain a Nezumi cohort as if you possessed the Leadership feat. If you ever do take the Leadership feat, your Leadership score is considered two higher. All followers you obtain with the Leadership feat will be Nezumi.

Ritual Magic [Metamagic]

You have the ability to lead or support ritual spell casting, channeling your energy into prayers alongside other shugenja, increasing both the power and intensity of the resulting effect.

Prerequisite: The ability to cast divine spells as a shugenja.

Benefit: You may manipulate the results of a spell in various ways (*see the rules for Ritual Magic in Chapter 2*). The leader of the ritual uses up a spell slot three levels higher than the spell's actual level, modified by any other metamagic feats. Supporting casters use a spell slot of the spell's normal level, but may not use other metamagic feats.

Special: Use of this feat causes the casting time of the spell to double, after the usual casting time modifications for using a metamagic feat.

Ryoku [Kiho]

You can use barehanded attacks to strike at your opponent's Void.

Prerequisites: Base attack bonus +3 or higher, Wis 15+, Void Use, Improved Unarmed Strike.

Benefit: After striking a target with an unarmed melee attack, you may spend any amount of your Void Points to activate this feat. Your opponent is forced to immediately expend an equal number of Void Points without effect. If your opponent loses more Void Points than he currently has in reserve, he cannot recover Void Points for a number of days equal to the difference.

SELF/NO SELF [KIHO]

You are able to recover your Void quickly.

Prerequisite: Void Use.

Benefit: Once per day, five minutes of meditation and a Concentration check (DC 15) allow a full recovery of your Void Point reserves.

Normal: Recovering Void Points requires a full night's rest or an hour of meditation.

SHIBA'S TECHNIQUE

[PHOENIX TECHNIQUE]

You are attuned to the ebb and flow of the elements, and can use your understanding to help or hinder magic affecting you.

Prerequisites: Wis 13+, Void Use, Way of the Phoenix.

Benefit: You may spend a Void Point as a free action to help or hinder any spell that specifically targets you. The effective caster level of the spell is increased or decreased by one. If the spell's caster level is reduced to zero, the spell is canceled without effect.

Special: You may gain this technique up to five times. Each time it is gained, you may spend an additional Void point, and thus increase or decrease the caster's level an additional time.

SHIELD OF HONOR

[PHOENIX TECHNIQUE]

You are able to draw on your inner resources to make yourself more difficult to hit.

Prerequisite: Void Use.

Benefit: When taking the total defense action, you may spend any number of Void Points to increase your Armor Class for one round. You gain a +2 Void bonus to your AC per Void Point spent.

SHINJO'S TECHNIQUE

[UNICORN TECHNIQUE]

You are adept at avoiding danger when on horseback.

Prerequisites: Way of the Unicorn, Dex 13+, Ride skill.

Benefit: You may make a Ride check and use the result in place of any Reflex saving throw when mounted. This benefit applies to both you and your mount.

A SINGLE MOMENT

[CRANE TECHNIQUE]

You can focus your chi even in the heat of battle.

Prerequisites: Base attack bonus +7 or higher, Improved Initiative.

Benefit: You may refocus as a move equivalent action.

SOUL OF THE FOUR WINDS [KIHO]

You are able to perceive danger quickly and rapidly move out of its path.

Prerequisites: Improved Unarmed Strike, Void Use, Depths of the Void.

Benefit: You may spend a Void Point to add your maximum Void to your AC as an armor bonus. This bonus lasts for a number of minutes equal to your level. This does not stack with any Wisdom bonus to AC, or with other armor bonuses. This is an extraordinary ability.

SOUL OF THE STORM

[MANTIS TECHNIQUE]

You have learned to harness the rage of Osano-Wo, channeling it through your own being against an opponent.

Prerequisites: Base attack bonus +6 or higher, Void Use.

Benefit: You may spend a Void Point to gain a +4 Void bonus to one attack roll.

Normal: Spending a Void Point bestows a +2 bonus on an attack roll.

SPEED OF THE KAMI

[CRANE/SCORPION TECHNIQUE]

Your reflexes are second to none; thought and action are as one.

Prerequisites: Dex 13+, Base attack bonus +3 or higher, Improved Initiative, Void Use.

Benefit: You may spend a Void Point to gain a +4 bonus on Initiative checks for a number of rounds equal to your Dexterity modifier. This bonus stacks with the bonus provided by Improved Initiative.

SPIRITED [ANCESTOR: AKODO SAMURAI]

You are descended from a spirited Lion bushi, small in stature, but great in courage.

Clan: Lion

Benefit: You gain a +1 morale bonus against all fear effects. You gain a +2 damage bonus on melee attacks against foes larger than yourself.

SPIRIT STRIKE [KIHO]

You can summon the power of your *chi* into an impressive unarmed strike.

Prerequisites: Improved Unarmed Strike, Void Use, Depths of the Void, any two other kiho feats.

Benefit: You can spend a Void Point to gain a +1 enhancement bonus to your unarmed strikes for a number of minutes equal to your level. You may use this ability as a free action. If you thereafter attack an opponent the same round in which it is used, you gain a +2 Void bonus to your first unarmed attack roll. If you also have the monk's ki strike ability, this ability stacks for the purposes of overcoming damage reduction only.

Special: This feat may be taken multiple times. The enhancement bonus gained from this feat can never exceed your level divided by four.

STEADY SOUL [GENERAL]

You are able to combine the focus of a shugenja with the demands of a monastic lifestyle. This feat is common among the Asako, Tamori, Hitomi, and Kuni families.

Prerequisite: Monk, inkyo, or shugenja level 1st+.

Benefit: You may return to the shugenja class after taking levels of monk or inkyo (choose one). If you are currently a monk or inkyo, you may take levels of shugenja even if it is not your starting class. If you take levels of a class other than monk or inkyo (whichever you take a level of first) after taking even one level of shugenja, you may never return to the shugenja class.

Special: This feat may only be chosen at 1st level.

STRENGTH OF PURITY

[LION/UNICORN TECHNIQUE]

Your keen sense of honor guides your blade with deadly accuracy. This technique is common to both the samurai of the Akodo and the brave Battle Maidens of the Utaku. You may not use this feat if your character is not honorable (*see Honor/Alignment rules*).

Prerequisite: Honorable (Honor Rank 3+).

Benefit: Once per day, you can declare a smite attack against an opponent. You gain a bonus to your attack roll equal to your honor, and a damage bonus equal to half your level.

Special: You may gain this feat multiple times. Each time it is gained, you gain an additional smite per day.

STRENGTH OF THE EARTH

[CRAB/MARTIS TECHNIQUE]

You are as resilient and enduring as the mountains.

Prerequisite: Toughness.

Benefit: You gain an additional hit point per level. You gain this benefit retroactively for all levels previously gained.

STRIKE AT THE TAIL

[SCORPION TECHNIQUE]

You have learned the superior disarming techniques of the Bayushi family.

Prerequisites: Base attack bonus +6 or higher, Int 13+, Expertise, Improved Disarm.

Benefit: If you successfully disarm an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the disarm attempt. Instead of gaining the extra attack, you may choose to disarm your opponent so that his weapon lands in your off-hand. You may only gain one free attack per round using this technique.

STUDENT OF THE ARTS

[GENERAL]

The essence of creation flows through your very soul.

Prerequisites: Cha 14+, Dex 14+.

Benefit: You gain a +2 bonus to all Perform checks and to one Craft or Profession skill of choice.

SUBTLE MANIPULATOR

[ANCESTOR: BAYUSHI AKORU]

You are descended from a minor functionary whose career went unnoticed, but whose manipulations endured for generations.

Clan: Scorpion

Benefit: You gain a +3 bonus on Hide and Bluff checks, but a –2 penalty to Diplomacy checks.

THE SUDDEN STRIKE

[CRANE TECHNIQUE]

Your speed and skill are such that you slice through your enemy's defenses.

Prerequisites: Base Attack Bonus +2 or higher, Dex 13+.

Benefit: Choose any weapon with which you have proficiency. When using this weapon, you gain a +2 circumstance bonus to attack rolls against any opponent whose Initiative total is lower than yours.

Special: You may gain this feat multiple times. Each time, it applies to a new weapon.

SUPERIOR ELEMENT FOCUS

The spells of your elemental focus are particularly powerful.

Prerequisite: Shugenja level 1st+.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from your Element Focus. The effects of this feat do not stack with those gained by the Spell Focus feat.

TOGASHI'S TECHNIQUE

[DRAGON TECHNIQUE]

You can perform an extraordinary number of quick attacks.

Prerequisites: Base attack bonus +6 or higher, Wis 13+, Martial weapon proficiency: Katana and Wakizashi, Daisho Technique.

Special: When wielding a katana and wakizashi, you gain two extra attacks per round, one with each weapon, at your highest base attack. All of your attacks this round receive a –5 penalty. This may not be used in conjunction with Improved Two Weapon Fighting. You must be using the full attack action to take advantage of this feat.

TREAD ON THE BLADE

[CRANE TECHNIQUE]

Your speed and reaction time are unmatched.

Prerequisites: Base attack bonus +10 or higher, Void Use.

Benefit: If your initiative check is higher than your opponent's by 10 or more, you may spend a Void Point to gain an additional attack against that opponent at your highest base attack bonus. This ability may be used only once per turn.

UTAKU'S VOID OF WAR

[UNICORN TECHNIQUE]

The Unicorn teaches a delicate balance between speed and defense. You have learned to tip this balance, decreasing one in favor of the other.

Prerequisite: Base attack bonus +3 or higher.

Benefit: Before rolling initiative, you may choose to impose a –4 penalty to your initiative check to gain a +2 dodge bonus to AC. Alternately, you may choose to give yourself a –4 penalty to your Armor Class to gain a +2 circumstance bonus to your initiative check. It is possible to acquire a negative Armor Class or initiative check using this feat. The bonus and penalty last from the time you roll initiative until the end of the round.

Special: You may select this feat multiple times, but cannot learn it a total number of times greater than your level divided by three. Its effects stack, though you do not have to invoke the full benefit.

VERSATILE [GENERAL]

You are skilled in a variety of areas normally outside your profession's area of expertise.

Benefit: Select two cross-class skills. These skills are always considered in class skills for you.

Special: This feat may be selected multiple times. Each time, it applies to different skills.

VOID USE [SPECIAL, ALL CLANS TECHNIQUE]

You have learned to focus your concentration upon the Void. By drawing upon the power of chi, your inner strength, you are capable of feats others find quite surprising.

Benefit: You have the ability to spend Void Points, and begin with two Void.

Before making any attack roll, skill check, or saving throw, you may spend a Void Point to gain a +2 Void bonus on your roll. As a free action once per round on your turn, you may spend a Void point to gain a +2 Void bonus to your Armor Class until your next turn. You may not spend more than one Void point on any one attack roll or skill check. (Other feats or abilities may allow you to do so; Void bonuses always stack with other Void bonuses). Certain feats cannot be used without spending Void Points, and thus have this feat as a prerequisite.

Void Use requires a great deal of focus, so a frightened or panicked character may not spend Void Points for any reason.

All Void Points are recovered after a full eight hours of sleep. An hour of meditation and a Concentration check (DC 15) also allows full recovery of a character's Void Point reserves.

Nearly all Rokugani samurai, whether they be bushi, shugenja, or courtier, learn this feat at first level. Non-humans and characters not native to Rokugan may not select this feat. The single exception to this rule is the Naga, though in their case the feat is renamed "Akasha Use," and all references to "Void" are replaced with "Akasha."

All uses of Void Points are considered extraordinary abilities, unless noted otherwise.

Special: Void Use may be selected in lieu of an Ancestor Feat. Unlike other ancestor feats, it may also be taken by those who do not hail from the Great Clans and may be taken after first level. If taken at first level, you may choose an ancestor feat as well.

WAY OF THE CRAB

[CRAB TECHNIQUE]

You are unaffected by the weight of heavy armor.

Prerequisites: Con 13+, Base attack bonus +1 or higher.

Benefit: You are proficient with heavy armor. Your normal speed and maximum running speed are unaffected by armor, unless the weight of the armor causes you to be encumbered. The maximum Dexterity bonus of any heavy armor you wear is increased by by one, and check penalties are reduced by one. This feat counts as the Heavy Armor Proficiency feat for the purposes of determining prerequisites.

WAY OF THE CRANE

[CRANE TECHNIQUE]

Centuries of tradition and excellence have honed your swordsmanship to a razor's edge.

Prerequisites: Dex Bonus 13+, Martial Weapon Proficiency (katana), Weapon Focus (katana).

Benefit: You gain a +2 circumstance bonus to your initiative check when using a Katana, and can draw a katana or wakizashi as a free action.



Shadowlands Veteran

WAY OF THE DRAGON

[DRAGON TECHNIQUE]

You are adept at using your blades to defend while attacking.

Prerequisites: Base attack bonus +1 or higher, Wis 15+, Martial weapon proficiency (katana) and Martial weapon proficiency (wakizashi), Daisho Technique.

Benefit: When wielding a katana and wakizashi and wearing light armor or no armor you gain a +2 dodge bonus to AC. In addition, if you possess the Mirumoto Ancestor feat (presented in *Oriental Adventures*™), you gain the additional +1 Armor Class as if you were a member of the Mirumoto Niten Master prestige class.

Special: You may learn this feat multiple times. Instead of the normal benefit, this feat bestows an additional +1 dodge bonus to AC each additional time it is taken.

WAY OF THE FALCON

[FALCON TECHNIQUE]

You have mastered the heightened awareness of the Falcon, allowing you to rely on senses other than sight to perceive a foe.

Prerequisites: Base attack bonus +6 or higher, Wis 15+, Blind-Fight.

Benefit: You may use this feat to focus your attention on one opponent within five feet. If this opponent is invisible, ethereal, or concealed, you may attack him with no penalty or miss chance (ethereal targets remain intangible). If you are unaware of invisible or ethereal opponents within your range, this feat automatically detects the first one to enter your range. This is an extraordinary ability.

Special: This feat may be selected multiple times. Each time it is selected, your sensory range is extended by five feet, and you may track an additional opponent.

WAY OF THE FOX

[FOX TECHNIQUE]

Your Kitsune blood grants you a keen sense of direction.

Prerequisites: Void Use, Wis 13+.

Benefit: You may spend a Void Point to gain a +8 Void bonus to any Intuit Direction or Wilderness Survival check. Intuit Direction and Wilderness Survival are always considered class skills for you.

Normal: Spending a Void Point grants a +2 Void bonus on any skill check.

WAY OF THE HARE

[HARE TECHNIQUE]

You are able to perform the trademark wild leaping attack of the Hare Clan.

Prerequisites: Base attack bonus +1 or higher, Dex 13+, Jump skill.

Benefit: You gain a +4 attack bonus on any attack involving a leap of six feet or more. This is an addition to any bonus you gain from the charge or partial charge action.

WAY OF THE LION

[LION TECHNIQUE]

You are skilled at precise strikes, attacking opponents through the joints and seams of their armor.

Prerequisites: Base attack bonus +1 or higher, Str 13+.

Benefit: You gain a +2 competence bonus to your attack roll if your opponent has any armor and/or natural bonus to AC. Your total bonus may not exceed the total bonus they gain from armor and natural armor. You may gain this feat multiple times. Its effects stack, providing one total bonus.

WAY OF THE MANTIS

[MANTIS TECHNIQUE]

Like many Mantis, you possess skill with a variety of crude and unpredictable weapons.

Prerequisites: Base attack bonus +1 or higher, Dex 13+.

Benefit: Select three small weapons, or two medium weapons, or one large weapon and one small weapon, with which you are not currently proficient. You gain proficiency in the selected weapon or weapons. You may not select a weapon with a base gold cost greater than 50 koku (50 gp).

Special: This feat can be gained multiple times. Each time it is learned, it applies to a new weapon.

WAY OF THE PHOENIX

[PHOENIX TECHNIQUE]

You have learned to focus yourself to the point of perfection, channeling all of your being into a single action.

Prerequisites: Void Use, Wis 13+.

Benefit: You may spend up to your maximum Void Points on a single attack roll, saving throw, or skill check.

WAY OF THE SCORPION

[SCORPION TECHNIQUE]

The Bayushi School's motto is "Strike First, Strike Last."

Benefit: You may add your Intelligence modifier (if positive) to initiative checks as well as your Dexterity modifier.

WAY OF THE SPARROW

[SPARROW TECHNIQUE]

You are well informed in a variety of areas, and can draw upon the great wealth of knowledge that is the trademark of the Suzume.

Prerequisite: Int 13+.

Benefit: All Knowledge skills are class skills for you. You gain a +2 bonus on all Perform skill checks.

WAY OF THE UNICORN

[UNICORN TECHNIQUE]

You are trained in the superior cavalry techniques of the Unicorn.

Prerequisites: Ride skill, Dex 13+.

Benefit: This technique counts as the Mounted Combat feat for the purposes of determining prerequisites, and provides all of the same benefits of that feat. In addition, you gain an additional +2 circumstance bonus to all attack rolls (ranged or melee) while mounted.

WAY OF THE WASP

[WASP TECHNIQUE]

You are skilled in the advanced archery techniques of the Wasp.

Prerequisites: Base attack bonus +9 or higher, Dex 13+, Point Blank Shot, Precise Shot, Rapid Fire.

Benefit: You can get two extra attacks per round with a daikyu, yumi, or bow. These attacks are at your highest base attack bonus but each attack (the extra ones and the normal one) suffers a –5 penalty. This feat may not be used in conjunction with the Rapid Fire Feat. You must be using the full attack action to take advantage of this feat.

ZANJI [KIHO]

You are able to enter a deep meditative state, revealing the location of living creatures in your immediate vicinity.

Prerequisites: Concentration (10 ranks), Sense Motive (10 ranks), two other kiho feats.

Benefit: You may make a Concentration check (DC 25) to suddenly become aware of the location of all living creatures in a twenty foot radius, regardless of obstructions. During the round this feat is used, you can see invisible, ethereal, or concealed creatures. This feat is linked strongly to the elements, and does not function against creatures tainted by the Shadowlands or Lying Darkness.

Use of this feat is a move equivalent action. If you have an attack remaining during the round Zanji is used, you may attack invisible, ethereal or concealed creatures with no penalty or miss chance, though ethereal creatures are still intangible.

ROKUGANI EQUIPMENT

WEAPON DESCRIPTIONS

Aiguchi: A very quick weapon, the aiguchi is a knife with no guard. It can be concealed within one's robes very easily and is popular with geisha, assassins, and those who need to keep their blades hidden. The DC for a Spot check to detect a concealed aiguchi is equal to your initial Hide check when concealing the aiguchi, with a +4 size bonus for the aiguchi's compact design.

Bo: A simple quarterstaff, the bo is popular among both peasants and monks. A character wielding a bo can use it as if fighting two-handed, but incurs the standard penalty for doing so (*see the Player's Handbook,™ page 124*).

Crossbow: Crossbows are exceptionally rare in Rokugan. The handful that are found there have been taken from the Yobanjin barbarians to the north.

Dai-kyu: The dai-kyu is a bow nearly seven feet in length that is designed specifically for use from horseback. Using it from a standing position is awkward and uncomfortable, resulting in a –4 to the attack roll on any shot made from such a position.

Die tsuchi: Essentially a war hammer, the die tsuchi is a large, two-handed hammer primarily used by the Crab Clan to crush the weaker spawn of the Shadowlands.

Jitte: Traditionally the symbol of the magistrate position, the jitte is a short metal knife with a single prong jutting out from the hilt. The jitte does not normally have a sharpened edge

Table 1–9: New Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Simple Weapons—Ranged						
Small						
Aiguchi	2 koku	1d4	19–20/×2	—	1 lb.	Piercing
Jitte	5 bu	1d4	×2	—	2 lb.	Bludgeoning
Kama	3 bu	1d6	×2	—	2 lb.	Slashing
Nunchaku	3 bu	1d6	×3	—	2 lb.	Bludgeoning
Sai	5 bu	1d4	×2	—	2 lb.	Bludgeoning
Tanto	3 koku	1d4	19–20/×2	—	1 lb.	Piercing
Medium						
Jo	—	1d6	×3	—	2 lb.	Bludgeoning
Nage-yari	3 koku	1d6	×2	20 ft.	3 lb.	Piercing
Tonfa	5 bu	1d6	×2	—	2 lb.	Bludgeoning
Large						
Bo	—	1d6/1d6	×2	—	4 lb.	Bludgeoning
Yari	5 koku	1d8	×3	—	5 lb.	Piercing
Martial Weapons—Melee						
Medium						
Katana*	400 koku	1d10	19–20/×2	—	6 lb.	Slashing
Wakizashi	300 koku	1d6	19–20/×2	—	3 lb.	Slashing
Large						
Die Tsuchi	12 koku	1d8	×3	—	12 lb.	Bludgeoning
Nagamaki	8 koku	2d4	×3	—	10 lb.	Slashing
Naginata	10 koku	1d10	×3	—	15 lb.	Slashing
No-dachi	50 koku	2d6	19–20/×2	—	12 lb.	Slashing
Ono	20 koku	1d10	×3	—	10 lb.	Slashing
Tetsubo	25 koku	1d8	×2	—	15 lb.	Bludgeoning
Martial Weapons—Ranged						
Medium						
Yumi (short bow)	30 koku	1d6	×3	60 ft.	2 lb.	Piercing
Yumi (long bow)	75 koku	1d8	×3	70 ft.	3 lb.	Piercing
Large						
Dai-kyu (composite bow)	100 koku	1d8	×2	110 ft.	3 lb.	Piercing
Exotic Weapons—Melee						
Medium						
Machi-Kanshisha pipe	20 koku	1d6	×3	—	4 lb.	Bludgeoning
Vajra	15 koku	1d8	×3	—	6 lb.	Piercing
Whip	1 koku	1d2	×2	15 ft.	2 lb.	Slashing
Large						
Naga blade (humans)	100 koku	1d10	×3	—	8 lb.	Slashing
Sasumata	8 koku	1d4	×2	—	8 lb.	Bludgeoning
Sodegarami	4 koku	1d4	×2	—	5 lb.	Piercing
Exotic Weapons—Ranged						
Small						
Sling	2 koku	1d4	×2	50 ft.	0 lb.	Bludgeoning
Medium						
Crossbow	35 koku	1d8	19–20/×2	80 ft.	6 lb.	Piercing

* See the weapon description for special rules.

because it is intended for disarming unruly samurai, although it can do significant damage if used as a puncturing weapon.

Jitte gain a +2 bonus for opposed attack rolls when attempting to disarm an opponent. A jitte can be used by a monk with their unarmed base attack with all relevant modifiers.

Jo: A jo is a shorter version of a bo, usually 3 feet or so in length. They can be wielded in each hand with all appropriate penalties applying (*see the Player's Handbook™*).

Kama: Developed from the scythes used to gather crops by peasants, the kama is a short wooden handle with a tapered blade curving slightly downward. Monks can use the kama with their unarmed base attack and improved number of attacks and all relevant modifiers.

Katana: The katana is the symbol of the samurai, the blade of a warrior. Anyone not of the noble class who bears a katana can be executed on sight. The katana is the soul of the samurai, the only honorable weapon to be used when two samurai face one another.

The katana is considered a Martial weapon when used with both hands. If used with only one hand (such as in the Dragon Clan's fighting style), then it requires the Exotic Weapon Proficiency. As a masterwork weapon, a katana provides a +1 attack bonus.

Table 1–10: New Armor

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed (20 ft.)	Speed (30 ft.)	Speed (40 ft.)	Weight†
Light armor									
Ashigaru	25 koku	+3	+5	–1	15%	20 ft.	30 ft.	40 ft.	20 lb.
Light Hide	10 koku	+3	+6	–1	10 %	20 ft.	30 ft.	40 ft.	20 lb.
Medium armor									
Lamellar	150 koku	+5	+3	–4	30%	15 ft.	20 ft.	30 ft.	35 lb.
Naga	125 koku	+4	+4	–3	20%	15 ft.	20 ft.	30 ft.	40 lb.
Partial	50 koku	+4	+4	–3	25%	15 ft.	20 ft.	30 ft.	30 lb.
Heavy Armor									
Great Armor	300 koku	+7	+2	–5	40%	15 ft.*	20 ft.*	30 ft.*	45 lb.
Shields									
Tessen	12 koku	+1	—	–1	5%	—	—	—	1 lb.

* When running in heavy armor, you move only double your speed, not triple.
† Armor fitted for Small characters weighs half as much.

Machi-Kanshisha pipe: The Machi-Kanshisha pipe originated as a recreational tool, but often becomes a weapon in the hands of a trained user. It is a smoking pipe, almost always made of iron, between 6 inches and 4 feet long. It can be used much in the same fashion as a bo or jo, but inflicts slightly more damage, being made of metal. It can also be used to blow powder in the face of an opponent.

The Machi-Kanshisha pipe is a Martial weapon, but using it to blow powder in an opponent's face requires the Exotic Weapon Proficiency feat. This can be done from a maximum range of 5 feet and does not provoke an attack of opportunity.

Masa-kari: Another weapon that began as a tool of the peasantry, the masa-kari is a hand axe that can be wielded in one hand. The Crab Clan often use it against smaller spawn of the Shadowlands such as goblins.

Naga Blade: Just as armor designed for humans does not accommodate the Naga particularly well, neither do the curved blades designed for samurai fit the Naga fighting style. With their longer reach and coiling motion, the Naga are able to utilize blades that are larger than the katana, although they do share the single edge of the samurai blade. Naga blades are considered martial weapons for Naga characters.

Nage-yari: The nage-yari is a short spear or javelin intended for throwing. It can also be wielded in melee combat, but its shorter length (usually 3 feet) means that it does not have the reach of a longer polearm.

Nagamaki: The nagamaki is a shorter version of the naginata. It has a lengthy handle (3 feet) with an equal length of blade on the end. A nagamaki has reach.

Naginata: A naginata is a lengthy handle with a short, curved blade on the end. It is a popular weapon among samurai-ko. A naginata has reach.

No-dachi: A longer version of the katana, a no-dachi is a two-handed sword typically between 5 and 7 feet in length. It is designed for use outdoors against multiple opponents.

Exotic and Martial Weapons

Because Rokugan is an exotic setting, what is considered an 'exotic' weapon is much different than in other campaign worlds. The weapons lists and tables provided here represent common usages in Rokugan only. For example, in Rokugan, not every Fighter would immediately understand how to use a crossbow, but they would all be knowledgeable with a wakizashi.

Nunchaku: Two short sticks bound together with chain or a leather thong, the nunchaku was originally used by peasants as a wheat flail. Monks can use the nunchaku with their unarmed base attack and improved number of attacks and all relevant modifiers.

Ono: A large, two-handed pole-axe, the ono is often employed by the Crab Clan against well-armored Shadowlands creatures.

Sai: A short metal knife with two prongs extending from the hilt, the sai is intended to catch the blade of an attacker and either break it or disarm them. The blade of the sai is not normally sharpened but can be used as a puncturing weapon.

When using the sai, characters gain a +4 to the opposed attack roll when disarming opponents. Monks can use sai with their unarmed base attack, making full use of all relevant bonuses and abilities.

Sasumata: Also called the "man catcher," this 6-foot polearm ends with a barbed fork that is used to catch and hold the limbs of opponents. A character wielding a sasumata who strikes a Small or Medium opponent can immediately initiate a grapple as a free action without invoking an attack of opportunity. The sasumata has reach.

Sling: The sling is a strange, gaijin weapon known to the Unicorn Clan and certain members of the Sparrow Clan. It is unusual for others to possess them, much less be skilled in their use.

Sodegarami: This 6 foot long polearm is also called "the sleeve entangler." The many barbs at its tip are used to catch and hold the loose flaps of light armor or the cloth of an opponent's kimono. A character wielding a sodegarami who strikes a Small or Medium opponent can immediately initiate a grapple as a free action without invoking an attack of opportunity. This will not work against opponents wearing any armor heavier than Light Armor, nor will it work against unclothed opponents. The sodegarami has reach.

Tanto: A basic knife, the tanto is the standard weapon for all samurai after their daisho.

Tetsubo: A large studded metal club, the tetsubo is the preferred weapon of the Crab Clan. They often stud it with jade in order to maximize the damage it causes to creatures from the Shadowlands.

Tonfa: The tonfa has its origins as the handle of a millstone. It is a short, square wooden pole with a handle that allows it to be spun about. Monks can use the tonfa with their unarmed base attack and improved number of attacks and all relevant modifiers.

Vajra: It is believed that the vajra was developed early in the Empire's history as a symbol of the monks of Osano-Wo, the Fortune of Thunder. It is a short iron staff, 18 to 24 inches in total length, with one to three prongs or blades on each end. Many versions of the vajra evoke the image of a thunderbolt, the symbol of Osano-Wo. Smaller vajra can be disguised as the elaborate hilt of a sword.

The prongs of a vajra can be used in an attempt to catch the blade of an enemy's sword and disarm him, similar to a sai or jitte. Characters using the vajra in such a fashion receive a +2 on their opposed attack roll when attempting to disarm their opponent.

Wakizashi: The shorter blade of the daisho, the wakizashi represents the honor of a samurai. It is the blade used in the sacred seppuku ceremony. It is rarely used in combat, although it confers a +1 attack bonus.

Whip: The whip functions exactly as all others of its type. (*See the Player's Handbook™ for more information on the whip.*)

Yari: A simple spear. The yari has reach.

Yumi: A bow used on foot, the yumi varies in size somewhat (there are both short and long bow equivalents of the yumi).

ARMOR DESCRIPTIONS

Ashigaru armor: A very light and inexpensive form of armor typically worn by peasant conscripts, ashigaru armor protects the thighs, shins, head and torso with thin, laced metal plates. This is a Light armor.

Great armor: The most protective battle armor in Rokugan, great armor is composed of metal plates tied together with silk strips. Great armor provides its full armor bonus to all locations. It is almost exclusively worn by bushi of the samurai caste, and others who wear it are looked down upon or, in the case of peasants, killed. This is a Heavy armor.

Lamellar: Composed of small, overlapping plates of metal sewn together or stitched to a backing of cloth, lamellar is one of the more expensive and attractive forms of armor worn by well-to-do samurai. This is a Medium armor.

Light Hide Armor: An armor made from thick leather, hide armor is never worn by samurai under any circumstances. Wearing dead flesh is a disgrace and an abomination in Rokugan. The only groups who make use of this are the Nezumi, who are eminently practical, and certain members of the Yobanjin gaijin tribes. This is a Light armor.

Naga Armor: Armor made for humans would obviously not fit the larger, robust physique of the Naga warriors. Instead they have their own armor, designed specifically to accommodate their serpentine features. Naga armor is very similar in construction to the armor worn by samurai. Naga armor perforce only covers the arms and upper torso. Helmets are also available.

Partial Armor: This lighter suit of armor is worn by those who do not wish to be burdened with heavy pieces of armor that will restrict their movement on the battlefield. Partial armor includes metal plates that protect the torso, both front and back, thighs, and shins. Helmets are often worn with partial armor. This is a Medium armor.

Tessen: A tessen is a iron-ribbed war fan. A tessen acts much like a buckler, though you cannot wield a weapon in the same hand as a tessen. You may use the tessen as an off hand weapon, dealing 1d3 points of damage (×2 crit). Used this way, the tessen is a martial bludgeoning weapon, and is treated as a light weapon. If you use the tessen as a weapon, you lose its AC bonus until your next action. A character needs Shield Proficiency to use a tessen without penalty.

GOLD AND KOKU

Commerce with money is handled in the Rokugani monetary units of koku, zeni, and bu. For the sake of converting gold costs to koku, 1 gold is equivalent to 1 koku. A zeni is worth 2 copper, and a bu is 2 silver. These "exchange rates" are for conversion only, and what an actual piece of gold coin would be worth in Rokugan is up to many other factors.

Most dealings in the Empire, however, are done with the exchange of gifts, favors, or goods instead of actual money, as a samurai is provided with everything he needs by his daimyo. The exchange of raw currency is coarse and vulgar; commerce is the work of heimin, and nothing a proper samurai needs concern himself with.

GOODS AND SERVICES

The vast majority of items listed as adventuring gear, class skills/tool kits, clothing, food/drink/lodging, and mounts and their gear in the *Player's Handbook™* are available in Rokugan, although some may be slightly altered (such as exchanging a shirt and pants from an outfit for a kimono and hakama). To determine the purchase price of such items, simply convert gold pieces to koku, silver pieces to bu, and copper pieces to zeni. The exceptions to the list are as follows:

Caltrops are not generally available for purchase due to their dishonorable nature (although ninja frequently use them).

Bullseye lamps, magnifying glasses, spyglasses, and any objects containing glass are only available to members of the Unicorn Clan.

Books of any sort are unavailable. Scrolls replace them.

Rokugan has no Water Clocks.

Alchemist's kits are only available to members of the Dragon Clan.

NEW ITEMS

Metsubushi: Metsubushi is a powdered irritant, much like pepper but stronger. When thrown in the eyes, it blurs vision considerably and causes extreme watering. It also burns the nasal passages, although not enough to cause any permanent damage. Metsubushi is often carried by minor yoriki or doshin to disable rowdy samurai so that they can be disarmed or taken into custody. It is also often kept handy at geisha houses in the event that a customer gets out of hand. Metsubushi must be deployed either by hand or through a weapon such as the Machi-Kanshisha. This attack has a maximum range of 5 feet and does not provoke an Attack of Opportunity.

Opponents struck with a dose of metsubushi must make a Fortitude save versus a DC of 15 or be blinded for two rounds.

Palanquin: The palanquin is Rokugan's closest approximation to a carriage. It is a comfortable padded platform with curtains that screen the rider from view. Two long poles run the length of the palanquin, extending to the front and rear. Four or more bearers take up positions upon each of these pole extensions, bearing the rider wherever they wish to go. The use of palanquins is usually reserved to very important or very wealthy individuals.

Poison Kit: This deadly kit is disguised to appear as a simple spell satchel or ration pack. It contains numerous vials of deadly poisons, needles, mixing tools and the like. These are not generally available for sale, as the use of poison is not only dishonorable but also punishable by death in Rokugan. Kits of this type are used by assassins, ninja, and infiltrators and contain many poisons specific to Rokugan (*see chart below*). The Poison skill (a new skill introduced in this chapter) is required to create poisons.

Table 1–11: New Items

Item	Cost	Weight
Palanquin	200 koku +	250 lb.
Poison kit	500 koku +	5 lb.

RELIGION

Religion in Rokugan is a complicated matter. There is no single deity who rules above a pantheon of gods, nor is there a clear division between different elements of the Celestial Heavens. Instead there are two distinctly different philosophies of religion, bound together by imperial edict into a jumbled theology.

The original religion of the proto-society that preceded Hantei's founding of Rokugan was worship of the Fortunes. The peasants of that time were completely at the mercy of the elements, and often looked to potent deities for guidance and mercy. Unlike other superstitions, however, the Fortunes were very real entities from the Celestial Heavens that occasionally found reason to intercede in the affairs of mortal men. The peasants were quick to pay homage to them.

After the Empire was founded, the worship of the Fortunes continued, as Hantei held his Celestial cousins in high regard. After the appearance of Shinsei, however, a new religion, this one far more philosophical, appeared in Rokugan. The study of Shinsei's teachings became very popular, with an entire monastic sect being founded to meditate upon their wisdom: the Brotherhood of Shinsei.

Both religions continued for decades in Rokugan, with occasional theological disagreements erupting into skirmishes between families or clans. To prevent such differences from becoming more widespread, the Emperor declared that Shinseism and the worship of the Fortunes would be united as a single theology. Although oddly matched, the two have flourished together for centuries.

In Rokugan, a character's religion is merely a reflection of what aspect of the Empire's theology he adheres to most strongly.

THE FORTUNES

Citizens of Rokugan who revere the Fortunes above all else are typically industrious individuals. They strive to emulate their chosen patron in their words and actions. Many Crab samurai, for example, epitomize the essence of Osano-Wo in their boisterous, exaggerated behaviors. Whether worshipping one of the great Seven Fortunes or any one of the multitude of lesser fortunes who have ascended to the Heavens since the Empire began, followers maintain a similar intensity of faith.

ANCESTORS

The worship of ancestor spirits is actually a type of fortune-worship, but so many unique styles exist that it warrants mention in its own right. Rokugani believe in a number of spirit realms, including Meido, where the spirits of the dead await reincarnation, and Yomi, the blessed land of ancestors, where those who have fulfilled their destiny in this life go to rest in bliss until the world comes to an end. In Rokugan, the spirits of one's ancestors are nearby at all times, helping to guide and direct their descendants toward a suitably honorable destiny. The Lion Clan are the most prominent devotees of ancestor worship.

Individuals who revere their ancestors above all others are likely to focus on any affairs that they perceive as being unfinished. The unsolved murder of a relative, the dishonor of an ancestor, or even a grudge that was never settled can become the life's work of a samurai who focuses upon his ancestors.

THE TAO OF SHINSEI

Shinseism is more a philosophy than a religion, more a way of thinking than a theological standpoint. Students of Shinsei seek enlightenment of the spirit through the perfection and unification of the body, mind, and soul. Devotees of this philosophy are contemplative and reserved, choosing to rely upon wisdom rather than succumbing to emotion or the heat of the moment. The vast majority of monks follow Shinsei, as do a large number of samurai from the Phoenix Clan.



Table 1–12: New Poisons

Name	Type	Initial	Secondary	Brew DC	Cost
Animal Poisons					
Cobra Toxin	Contact DC 16	Blindness	1d2 Wis	20	300 koku
Spider Venom	Injury DC 13	1d2 Con	1d4 Con	20	250 koku
Herbal Poisons					
Dripping Poison	Ingested DC 18	1d4 Str	1d4 Str, 1d4 Con	30	500 koku
Wish You Dead	Ingested DC 18	1 Con and Nausea	1d6 Con and Nausea	35	500 koku
Other Poisons					
Night Milk	Injury DC 18	1d2 Con	1d2 Con	20	140 Koku
Fire Biter	Injury DC 15	1 Dex	1d2 Dex	20	100 koku
Hot Madness	Ingested DC 14	1d2 Int	1d4 Int 1d2 Wis	35	500 koku
Bog Hag Blood	Injected DC 14	1d4 Con	1d4 Con and 1 Taint	30	1000 koku

HONOR AND ALIGNMENT IN ROKUGAN

Alignment plays a much more subdued role in Rokugan than in many campaign worlds. In fact, one could easily remove the concept of Alignment entirely from a Rokugani campaign and exclusively use the more prevalent measure of one's worth: honor.

Honor is an all-important trait in Rokugan. It is the means by which samurai fulfill their role in the Celestial Order, the heavenly-mandated tiers of society which characterize an individual's station and status in the mortal world. Those who possess honor know their role and execute it well. Those without honor fail to meet the expectations of their class, or worse, attempt to usurp the places of those above them in the Celestial Order.

HONOR

Honor is an internal measure of a character's devotion to the code of bushido. Those who forsake the code or apply it only when necessary have a low honor rank, while those who use the code to determine their every action have a high honor rank.

Honor has a great deal to do with how an individual is treated in Rokugan. A samurai known for dishonorable conduct will be given mediocre assignments at best, and may never be entrusted with any important duties, ensuring that he will never rise in the ranks of his clan. Samurai with high honor, however, will be given prestigious and important duties that can result in their rapid ascension to command within their family or clan's ranks.

A character's adherence to his principles and the tenets of bushido is measured by his honor rank. Honor ranks range from 0 (the lowest, most dishonorable individuals) to 5 (the embodiment of bushido).

Rank 0 — Honorless: An honor rank of 0 indicates that the character does not follow the code of bushido. This usually indicates that the character is either foreign to Rokugan's culture (i.e. Nezumi, Naga, or *gaijin*) or simply has no regard whatsoever for society's laws (bandits, some ronin, etc.). It is not unheard of for samurai to be without honor, but it is uncommon. Those with an honor rank of 0 tend to have alignments of chaotic evil, chaotic neutral, or neutral evil.

Rank 1 — Untrustworthy: Those with an honor rank of 1 pay lip service to the code of bushido, but readily abandon it to achieve their own goals. They may put on an honorable façade around others in order to avoid condemnation, but they see little wrong with indulging in vice, lying, cheating or even killing in order to further their private agenda. Characters with this honor rank are typically neutral evil or chaotic good.

Rank 2 — Average: An honor rank of 2 is the mean in Rokugan, the level of devotion that can be expected from the average samurai one encounters while traveling. Those with an honor rank of 2 believe in the code of bushido and follow it whenever possible. They understand, however, that there are occasions when reality makes absolute adherence impossible. Samurai with an honor of 2 occasionally enjoy a night of revelry or the company of a geisha, but do not allow such things to interfere with their duty. Alignments of all types are found among those with this rank, but the most common are chaotic good, neutral, and neutral good.

Rank 3 — Exceptional: A character with an honor rank of 3 stands out among his fellow samurai. They believe that the code of bushido is the guiding principle that governs their lives, and would never voluntarily violate it. If circumstances arise wherein the samurai must violate the code in order to fulfill a mission or comply with his lord's orders, it causes him great anguish, and some even request seppuku. Characters of this rank are almost always lawful, although there are a few neutral good characters that achieve this state of discipline.

Rank 4 — A Soul Above Reproach: It is rare that a character achieves honor rank 4. This implies an absolute devotion to bushido, allowing nothing to come between the samurai and the values in which he believes so firmly. Characters of this rank are almost always lawful.

Rank 5 — Strength of a Thousand Ancestors: Achieving honor rank 5 is no mean feat. Such a character is completely selfless, thinking only of his family and clan and never of his own needs or wants. He treats everyone he encounters with the same dignity and courage that he expects to receive from others, and never mistreats others unless they have proven themselves to be dishonorable. Characters with an honor rank of 5 are almost exclusively of the lawful good alignment.

HONOR GAINS AND LOSSES

Honor is not an absolute. Samurai often increase or decrease in honor as their outlooks and actions change over time. Each honor rank is composed of 10 honor points. When a character accrues a total of 10 honor points, his honor rank increases to the next level. For example, a samurai of honor rank 2 who performs a long series of honorable tasks for his lord over time will accumulate 10 honor points and change his honor rank to 3. Similarly, a samurai who has an honor rank of 3 with no surplus points and who incurs an honor loss will drop down to an honor rank of 2.

Different honor ranks have different expectations. A character of honor rank 1 who saves the life of his daimyo will receive a much higher amount of honor than a character of honor rank 4 who performs the same action; it is expected of the latter samurai to fulfill such a duty, while the former might not be expected to do so. Given this, the following table supplies rough guidelines for the DM to use when bestowing or removing honor points for demonstrating the tenets of bushido or exhibiting dishonorable behavior.

THE CODE OF BUSHIDO

The tenets of bushido have remained unchanged for nearly a thousand years. Every samurai is expected to uphold these virtues at all times, although in reality there are a great many who choose to uphold only those that appeal to them or even forsake them altogether.

Honesty
Courage
Compassion
Courtesy
Honor
Sincerity
Duty

Table 1–13: Honor Gains and Losses per Honor Rank

Action Witnessed	HR1	HR2	HR3	HR4	HR5
Honesty (Ex.: Giving a truthful report that will result in serious repercussions for oneself.)	3	2	1	0	0
Courage (Ex.: Facing a clearly superior foe to preserve one's family honor.)	3	3	2	2	1
Compassion (Ex.: Aiding a wounded foe.)	4	3	3	3	3
Courtesy (Ex.: Hosting samurai from a family with whom one's own is at war.)	5	3	1	0	0
Sincerity (Ex.: Fulfilling a promise despite great cost.)	4	3	2	1	0
Duty/Loyalty (Ex.: Following the daimyo's orders when one's personal feelings call for a different course of action.)	3	3	3	3	3
Openly practicing a Low skill (*see* OA page 92.)	0	–1	–2	–3 to 4	–5 to 6
Deliberate deception of another	0	–2	–3	–4	–5
Disobeying the command of your lord	–2	–3	–4	–5 to 6	–7 to 9
Instigating unwarranted violence	–1	–2	–3	–4	–4
Breach of etiquette	0	–1	–2	–4	–4

Increases and Decreases in Honor

The changing of a character's Honor rank is a reflection of a gradual change in their personality and self-concept. As a character's Honor rank increases, they find themselves with more confidence and certainty and with a greater idea of the role they play in society. A character who increases from Rank 1 to Rank 2, for example, might have realized that there is satisfaction in the fulfillment of one's duty, while shamelessly giving in to vices such as gambling and drinking serves no purpose whatsoever.

Alignment

As mentioned above, alignment is far less a factor in Rokugan than honor. It matters little to most in Rokugan if you are good or evil, so long as you conduct yourself with honor. Alignment is tied to honor in that the lawful/chaotic element of an individual alignment is an indicator if they are likely to adhere to the code of bushido (lawful) or act as they feel appropriate with little regard for the perceptions of others (chaotic). Good versus evil, on the other hand, is somewhat inconsequential. Those who are good will treat others with respect and courtesy within the given confines of their code of honor (a lawful samurai will pay peasants well for their services, while a chaotic monk might help them bring in a harvest). Conversely, evil characters will be disrespectful and violent (lawful samurai will demand services the peasants cannot easily provide or kill those who fail to meet their demands, while chaotic *maho-tsukai* will eradicate entire villages to further their dark plans).

Again, it cannot be overstated that good and evil are largely irrelevant in Rokugan. Throughout the Empire's history, there have been both evil heroes and good villains. Only one's actions matter, not the reason one performs them. A samurai who hunts bandits because of a pathological desire to kill others is nonetheless performing a valued and honored service for his lord.

Lawful Good

Those who are lawful good are paragons of virtue and honor. They subscribe fully to all the seven tenets of bushido, serving their lord with zeal and absolute loyalty, and treating everyone with courtesy and compassion. Other samurai look to the lawful good with respect and admiration, and the lower classes are devoted to them for their kindness.

Examples of Lawful good in Rokugan: Doji Hoturi, Toturi, Toturi Tsudao, Kuni Utagu.

A Closer Look: Akodo Toturi was the Champion of the Lion Clan. His devotion to his clan and the Empire were absolute. When the Emperor and his heir were believed dead during the Scorpion Clan Coup, Toturi killed the treacherous Bayushi Shoju for his crimes and, rather than see the Empire fall into a war for the throne, proclaimed himself Emperor to keep the peace between the clans. Even after his banishment by the rightful ruler Hantei XXXIX, he retained his sense of duty to the Empire, raising an army to defend Rokugan against the forces of the Shadowlands.

Lawful Evil

Although bound by a code of honor, those who are lawful evil believe that honor governs only those principles they personally believe in. They are loyal to their own family and clan, and care little for others. They will do whatever it takes to champion their own cause, regardless of the sacrifice. Duty, sincerity, and courage are the tenets of bushido that they follow.

Examples of Lawful Evil in Rokugan: Daidoji Uji, Daigotsu, Hantei Naseru, Shinjo Yokatsu.

A Closer Look: Hantei Naseru, also called the Anvil, is a cunning and ruthless man. He is honorable in his own way, but cares nothing for how events affect others; his eye is on long-term gain. His brilliant plots constantly manipulate others into taking whatever actions he desires, all for the benefit of the Empire as a whole. While many recognize how dangerous an opponent Naseru truly is, very few can perceive and combat his schemes in time to prevent their outcomes.

HONORABLE VS. DISHONORABLE

Some feats, skills, spells, and even classes throughout this book have a requirement of Honorable or Dishonorable in order for a character to qualify. This is simply another indication of how important a role honor plays in Rokugan: certain social positions are not available to individuals without the proper reverence for the code of bushido.

Honorable: Honor Rank 3+.

Dishonorable: Honor Rank 1 or lower.

LAWFUL NEUTRAL

Those who subscribe to an alignment of lawful neutral are governed by a strong internal code. They conduct themselves honorably, but determine for themselves what constitutes good and evil rather than accepting the common view. Lawful neutral implies a strong sense of discipline and self-control. Those of this class who follow the code of bushido place emphasis on the tenets of honesty and courage.

Examples of Lawful Neutral in Rokugan: Bayushi Yojiro, Hida Tsuneo, Tetsuya, Tsuruchi.

A Closer Look: Hida Tsuneo was the most trusted lieutenant of Hantei XVI, also known as the Steel Chrysanthemum, widely regarded to be the most ruthless and merciless Emperor ever to rule Rokugan. Despite his Emperor's despotic tendencies, Tsuneo obeyed him without question or hesitation. His code demanded that he follow the Emperor's commands, no matter how unpleasant or gruesome, even to the point of crushing the skull of the Emperor's mother with his bare hands. The dishonor of his actions weighed heavily upon Tsuneo, but he would not falter in his duty. He died a true servant of the Hantei.

NEUTRAL GOOD

Although they are not necessarily honorable, the neutral good are generally well-regarded by all but the most uncompromising of samurai. They see it as their duty to protect those who cannot protect themselves, and to aid those in need. Although they serve their lords faithfully, they consider it their primary duty to aid others and will forsake their own honor for the benefit of another if they must. Compassion is the tenet of bushido with which the neutral good most readily identify.

Examples of Neutral Good in Rokugan: Asahina Tomo, Doji Nagori, Ruantek, Toku.

A Closer Look: Toku knows that he can accomplish great things. "Fortune favors the mortal man" is one of Shinsei's most powerful sayings. Even though he became samurai by simply taking the blade of a dead magistrate, Toku has become a true hero, working with Toturi to protect the innocent of the Empire from the Shadowlands invasion. Although he has chosen to break one of Rokugan's most sacred rules by violating the Celestial Order, Toku is nonetheless a good and honorable samurai.

NEUTRAL

True neutrality carries with it a separation from the politics and stereotypes of Rokugani society. To truly remain neutral, one must not have involvement with the varying factions of the Empire. Most of those who are neutral are outsiders, such as the Nezumi, Naga, or members of extremely isolated minor clans such as the remote Badger Clan. Some Dragon, including their enigmatic daimyo, have so removed themselves from the Empire that they can be considered neutral.

Examples of true Neutral in Rokugan: the Hooded Ronin, Ikoma Tsai, Mirumoto Temoru, Togashi Yokuni.

A Closer Look: Mirumoto Temoru is a son of the Dragon Clan, yet he bears little resemblance to his kinsmen. He has no interest in the enigmas of the Tao, nor in the twin blade style of his family's dojo. The conflict with the Phoenix and the Lion is little more than an annoyance to him, as he considers only one foe worthy of the Dragon's attention: the Shadowlands. Politics and the petty squabbling of the Empire are only a distraction, and one that Temoru will soon choose to ignore entirely.

NEUTRAL EVIL

Those who are neutral evil are concerned only with themselves and accomplishing their personal goals. Duty is irrelevant to them; all that matters is satisfaction. Samurai who abandon their duty to pursue personal vendettas or quests for power are chaotic neutral, as are many *maho-tsukai* and bandit lords.

Examples of Neutral Evil in Rokugan: Hantei XVI, Moto Chagatai, Shiba Aikune.

A Closer Look: Moto Chagatai is the Khan of the Unicorn. His name is known and respected by the daimyo of all the Great Clans. However, Chagatai is interested only in gaining glory for his clan, and is not afraid to crush his foes in order to prove his superiority. In battle, he is utterly merciless. Those who do not capitulate immediately are destroyed without mercy. Chagatai does not consider himself evil, nor do those who follow him; he simply takes the most direct means to get what he wants, and does not allow morality to hinder him. He is a brutal, fierce, efficient leader.

CHAOTIC GOOD

A chaotic good character sees the world in terms of black and white, regardless of society's rules. These characters decide for themselves what is the appropriate course of action rather than allowing an ancient code to dictate their path. Those who are chaotic good are sometimes considered without honor and somewhat dangerous by other samurai, who are appalled at their blatant disregard for Rokugan's rigid societal rules.

Examples of Chaotic Good in Rokugan: Hida Kuon, Miya Yumi, Naka Kuro, Te'tik'kir.

A Closer Look: Miya Yumi is an honorable member of the Miya family, one of the Imperial families of Rokugan. She was devoted to her uncle Miya Yoto. When he was removed from power by his upstart son Miya Satoshi, however, Yumi refused to accept Satoshi's new vision of the Miya as warriors rather than negotiators. She rebelled against his leadership and undertook a quest to oust Satoshi and restore Miya Yoto, a dangerous gamble that was ultimately successful. In time, she replaced Yoto as the daimyo of the Miya and as the Emperor's Herald.

CHAOTIC NEUTRAL

Chaotic neutral characters are free spirits who do what they feel is just and right. They do not allow others' perceptions of honor or right and wrong influence them; they guide themselves through life according to rules that they write for themselves. Chaotic neutral characters are completely unpredictable and, as such, often make interesting traveling companions despite the distaste more honorable samurai might feel for them.

Examples of Chaotic Neutral in Rokugan: Hitomi Vedau, Isawa Tadaka, Satoshi, Togashi Mitsu.

CLAN ALIGNMENTS

The Great Clans are so large that there is an infinite variety among the members. To some degree, nearly every alignment can be found in nearly any clan. Of course, clans tend to vary in general philosophy, and some reliable generalizations occur.

Crab	Chaotic neutral
Crane	Lawful good
Dragon	Neutral
Lion	Lawful good
Phoenix	Lawful neutral
Scorpion	Lawful evil
Unicorn	Chaotic good

A Closer Look: Satoshi is a ronin who understands all too well the meaning of power. The kami obey his commands, and he is certain that he could one day become a truly powerful shugenja were he not cursed with the life of a ronin. As it is, he can never study at the schools of the Great Clans and expand his knowledge, robbing him of full use of his abilities. Frustrated, Satoshi has taken matters into his own hands. With the recent conflict between the Dragon and Phoenix, there are many dead shugenja who will no longer need their spell scrolls. Looting corpses is foul beyond comprehension, but Satoshi considers the greater evil to be squandering his power.

CHAOTIC EVIL

Only the truly depraved embrace the path of chaotic evil. Among the samurai caste, such individuals are despised and often cast out, becoming ronin or bandits. The greatest source of chaotic evil is that of the Shadowlands, the festering land of evil incarnate where brutish creatures live only to destroy. Untainted humans can easily be chaotic evil as well, but are most often madmen or complete sociopaths.

Examples of Chaotic Evil in Rokugan: Miya Satoshi, Moto Tsume, Shahai, Togashi Kokujin.

A Closer Look: An insane *ise zumi*, Togashi Kokujin found "enlightenment" after receiving one of the Dragon Clan's mystical tattoos. He has become a man possessed by completely random mood swings that cause him to commit incredible atrocities for no apparent reason. He has journeyed deep into the Shadowlands simply to see what lies there. He has stolen the daisho of the Kami Togashi out of a desperate attempt to balance his tortured soul. In a shocking blasphemy of the *ise zumi*, Kokujin occasionally captures and tortures others, tattooing them with ink made from his own blood and then mentally controlling his victims with his Tainted abilities.



ROKUGANI PRESTIGE CLASSES

ARTISAN

Artisans are the skilled professionals who create things of beauty for the Empire. Artisans often do not create a physical object, but rather a temporary and elusive act of beauty performed for the benefit of a small group, such as an intricate dance or mournful song. Artisans are highly valued in the courts of Rokugan and are often in great demand during the months of Winter Court.

Although artisans exist in every clan, the most prominent are those who attend the Kakita Academy of the Crane Clan. There, every type of artisan in the Empire can find masters to teach them the secrets of their styles. As might be expected, the most renowned artisans in Rokugan are Crane, although the Shiba family of the Phoenix are respected for their artisans as well.

Courtiers and shugenja are the classes most likely to become artisans. The social element of the artisan's performance and the semi-magical effects they can evoke appeal to those classes.

Hit die: d6.

REQUIREMENTS

To qualify to become an artisan, a character must fulfill all the following criteria.

Clan: Crane.

Skills: Craft (any) or Profession (Artisan): 5 ranks.

Feats: Student of the Arts, Versatile.

CLASS SKILLS

The artisan's class skills (and key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Gather Information (Int), Perform (Cha), Profession (Wis), and Spot (Wis). In addition, the artisan gains an additional class skill when he chooses an artisan ability (*see below*). Acrobat: Tumble; Dancer: Escape Artist; Jester: Sense Motive; Musician: Listen; Actor: Disguise; Origami: Forgery; Chef: Knowledge (Herbalism).

Skill Points per Level: 6 + Int modifier.

Examples of Artisans in Legend of the Five Rings: Asahina Tsukiyoka, Doji Ameiko, Doji Nagori, Doji Shizue, Kakita Shijin.

CLASS FEATURES

All of the following are class features of the artisan prestige class.

Weapon and Armor Proficiency: The artisan is proficient with all Simple weapons and with the wakizashi.

Artisan Ability: Beginning at the 1st level, the artisan may choose any one ability from the following list.

Kabuki Master (actor): A master of acting, the artisan can easily assume any role when interacting with others. The artisan gains a +2 competence bonus to all Bluff, Diplomacy, Disguise and Intimidate checks. This ability may be taken a second time, increasing the bonus to +4.

TABLE 1–14: THE ARTISAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Artisan ability
2nd	+1	+0	+3	+3	Natural performer +2
3rd	+1	+1	+3	+3	Artisan ability
4th	+2	+1	+4	+4	Reputation +1
5th	+2	+1	+4	+4	Artisan ability
6th	+3	+2	+5	+5	Natural performer +4
7th	+3	+2	+5	+5	Artisan ability
8th	+4	+2	+6	+6	Reputation +2
9th	+4	+3	+6	+6	Artisan ability
10th	+5	+3	+7	+7	Natural performer +6

The Kami's Grace (dancer): Deft mastery of the art of dance has enabled the artisan to entrance others with graceful movements and darting eye contact. The artisan may, if desired, select one person in the audience to focus the dance upon. That person must succeed on a Will save (DC 10 + the artisan's level + Charisma modifier) or be subject to an effect identical to that of the spell *hypnotism*. Openly hostile targets receive a +10 circumstance bonus to their Will save. This ability may be taken multiple times. Each successive time increases the number of HD affected by this ability by one die type (from 2d4 to 2d6, from 2d6 to 2d8, etc.).

Mocking Countenance (jester): With succinct, biting commentary, the artisan mocks another in court, a dangerous prospect indeed. With a successful Perform (buffoonery) check (DC 20), the artisan may turn others' opinions against his target, lowering their disposition toward the target by one rank on the NPC attitude table (*see DMG™ pg. 149*). Initially Helpful or Friendly NPCs may never be reduced below Indifferent, and the Jester can never make anyone Hostile with his humor. This ability may be taken a second time, reducing the Perform (jester) DC to 15.

Origami Master (origami): So great is the artisan's mastery of the ancient art of folding paper that he can actually animate the tiny figures he creates by focusing his will upon them. With the expenditure of a Void point, the artisan may animate the Fine-sized creations and cause them to perform simple tricks (cranes fly about his head, foxes run up and down his arms, etc.). This requires the artisan's full concentration, and he may not speak or take actions while animating the figures. The effect lasts as long as he concentrates, up to a maximum of 10 minutes per level in this class. This ability may be taken up to three times, each time increasing the size of the animated creation, up to a maximum possible size of Small. The construct may take the form of any animal of the appropriate size (Fine through Small), gaining similar abilities (cranes can fly, hares leap, etc.).

Origami constructs may carry a written message to anyone the artisan knows within a 1-mile radius. The construct will unfold itself for the target, but anyone else attempting to read the message will result in the construct shredding itself to pieces, rendering the message unreadable.

Skilled Acrobat (acrobat): In addition to being impressive when demonstrated for court, acrobatics assist an artisan in avoiding attacks in combat. This ability grants an additional +3 dodge bonus to AC when executing a total defense action. This is cumulative with the bonus granted by the Tumble skill. This ability may be taken up to two times, with the second time conferring an additional +3 dodge bonus.

Soul of Music (musician): The artisan has so mastered the art of music that the beauty of song can indeed soothe the savage breast. The artisan's music has an effect identical to that of a *calm emotions* spell, with the artisan's equivalent caster level equal to 3rd level sorcerer. This ability may be taken a second time, increasing the artisan's equivalent caster level to 5.

Master Chef (chef): A master of combining herbs and exotic spices, the artisan is a peerless culinary creator. Given adequate time to prepare and suitable resources, the artisan may prepare a meal that will, if fully consumed, confer one of the following effects to up to six people: +1 Con, –1 Con, +1 Dex, –1 to attack rolls, –1 Reflex save, +1 Reflex Save, or –1 Fort save. This enhancement bonus lasts for 1 hour.

Natural Performer: Whatever their chosen specialization, artisans are accustomed to performing in front of others and develop considerable skill in front of a crowd. While performing, the artisan gains a +2 competence bonus to any Bluff, Diplomacy, or Gather Information check. This bonus increases to +4 at the 6th level and to +6 at the 10th level.

Reputation: As the artisan/craftsman increases in reputation, his influence increases as well. Beginning at 6th level, the artisan may increase the die type by one level (from d10 to d12, for example) when using the Perform rules to earn wealth. At 8th level, the artisan may either increase the die type by two (from d8 to d12), or add 10 to the amount received.

BUTEI

The Scorpion Clan is, ironically, known for its secrecy. One of its greatest weapons is the Butei — actors so skilled in the arts of disguise and mimicry that they can alter their appearance with a simple shift of posture, a change of expression. The Butei are the Scorpion's eyes and ears outside the clan. They might impersonate anyone from a powerful courtier's assistant to a lowly farmer if it serves the purposes of their Bayushi Masters. It is said that a Butei never wears the same face twice, and a Butei would proudly claim that even this is an understatement. If, that is, you could find one…

Ninja and rogues are most frequently drawn to the Butei class. A handful of multi-class rogue/courtiers and rogue/samurai find there way here as well. Shugenja almost never undergo go the training required to become butei.

Hit Die: d6.

REQUIREMENTS

To qualify to become a butei, a character must fulfill all the following criteria.

Clan: Scorpion.

Base attack bonus: +5

Table 1–15: The Butei

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	A Thousand Hearts, Poison Use
2nd	+1	+0	+3	+3	Versatile
3rd	+2	+1	+3	+3	Sneak Attack +1d6
4th	+3	+1	+4	+4	A Thousand Faces
5th	+3	+1	+4	+4	The Scorpion's Sting, Sneak Attack +2d6
6th	+4	+2	+5	+5	Versatile
7th	+5	+2	+5	+5	Piercing the Veils
8th	+6	+2	+6	+6	Sneak Attack +3d6
9th	+6	+3	+6	+6	Versatile
10th	+7	+3	+7	+7	No More Masks

Skills: Disguise: 8 ranks, Bluff: 8 ranks.
Feats: Skill Focus: Disguise, Skill Focus: Mimic.
Special: Sneak attack ability: +3d6 damage or better. Must pierce another Scorpion butei's disguise and survive the encounter.

Class Skills

The butei's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Knowledge (Etiquette, all Clans, Shintao) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Sense Motive (Wis), Spot (Wis), Tumble (Dex). (*See the Player's Handbook™ for skill descriptions.*)

Skill Points at Each Level: 4 + Int modifier.

Examples of Butei in Legend of the Five Rings: Bayushi Ikita, Kitsu Osen, Shosuro Furuyari, Shosuro Turaki, Togashi Mikoto.

Class Features

All of the following are class features of the butei prestige class.

Weapon and Armor Proficiency: Butei have proficiency in all simple weapons. They gain no armor or shield proficiency. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

A Thousand Hearts: At first level, the butei has already begun to ingrain the arts of disguise into his very being. He can easily shift from one persona to another, though he still relies upon physical implements and makeup to assist in his disguise. He gains a circumstance bonus to all Disguise and Mimicry checks equal to his butei level. In addition, if he possesses a knowledge skill that relates directly to his target, such as Knowledge (Lion) when imitating a Lion bushi, he gains an additional +2 circumstance bonus to his Disguise check.

Poison Use: Butei gain this ability at first level. As butei sometimes serve the Scorpion in the capacity of assassins, all are educated in the proper use of poisons, and do not risk accidentally poisoning themselves when applying or brewing poison.

Versatile: Scorpion butei must be the masters of many skills so that they may more easily slip into alternate personae unnoticed. At second and sixth level, the butei gains this ability. Alternately, the butei may choose to give up this ability and instead gain an additional favored class, allowing him to expand his ability to emulate various individuals by adopting future levels of the appropriate character classes.

Sneak Attack: At second level, the butei gains a sneak attack damage bonus similar to the rogue's. This damage bonus applies when a target is denied his Dexterity bonus to AC. Should the butei inflict a critical hit, the sneak attack damage is not multiplied. The butei's attack does +1d6 damage at second level, and increases by +1d6 every third level thereafter (+2d6 at fifth level and +3d6 at eighth). The butei may apply the bonus damage with a ranged weapon, but only if the target is within thirty feet. The butei may choose to inflict subdual damage on a sneak attack with a sap or unarmed strike. This extra damage stacks with damage applied from other sneak attack abilities. Creatures immune to critical hits are not vulnerable to sneak attacks.

A Thousand Faces: At fourth level, the butei begins to pierce the deeper secrets of the Scorpion impersonators. With a simple act of concentration, the butei can change his face, posture, and demeanor while weaving a subtle illusion about himself through mere concentration. This is equal in effect to a *change self* spell cast by a sorcerer of his character level. The butei may use this ability a number of times per day equal to his Charisma modifier. This is a spell-like ability.

The Scorpion's Sting (Ex): Though not all butei are assassins, all are trained to take advantage of a helpless enemy should the need arise. At fifth level, the butei may perform a coup de grace against a helpless opponent as a partial action. This is an extraordinary ability.

Piercing The Veils: A butei who reaches seventh level no longer needs to rely on illusion to conceal his identity. The core of his existence has become a thing of deception. The illusion created by A Thousand Faces now becomes real, effectively upgrading to an *alter self* spell cast by a sorcerer of his character level rather than a *change self*. This change carries certain limitations when compared to a true *alter self* spell; the butei can either emulate other humans or become a faceless creature with no identifying features whatsoever (he cannot emulate wings or gills as normally allowed by the spell). Unlike normal shape-shifting, if the butei dies while in an altered form he remains permanently in that form. This is a spell-like ability.

No More Masks (Su): At tenth level, the butei's Piercing the Veils effect has an unlimited duration. In addition, once per day, as a standard action, the butei can effect a horrifying transformation, directing a gaze attack against one target of his choice. The target must make a Will save (DC 10 + half his character level + Charisma bonus). If this fail saves, the target stands helpless for one round. This is a mind-affecting supernatural ability.

DRAGON SWORDMASTER

Where the first Kakita laid the ground rules for duels and all affairs of the sword, Mirumoto followed his own path. Mirumoto was the first samurai to follow the kami Togashi after he fell from the Heavens, the shugenja Agasha close behind him. The famous treatise on swordplay, Niten, was the result of Mirumoto's lifetime dedication to the two sword art of fighting. When Shinsei gathered the first Seven Thunders to journey into the Shadowlands to battle Fu Leng, Mirumoto did not hesitate to represent the Dragon. He never returned from the battle with Fu Leng, and never knew defeat at the hands of mortal man.

Dragon samurai who dedicate themselves fully to the art of Niten attend the Swordmaster school. Unlike the other Clans, the samurai of the Dragon train with the shugenja of their clan, the Swordmaster even more than most. The ability to wield two swords effectively is an amazing sight to behold, and many say that the Swordmasters' meditative study with shugenja allow them to attain the focused state required for such a feat. Among the samurai of Rokugan, Swordmasters are feared duelists, and enigmatic seekers of more esoteric truths as well.

Hit Die: d10.



Dragon Swordmaster

REQUIREMENTS

To qualify to become a Swordmaster, a character must fulfill all the following criteria.

Clan: Dragon.

Honor/Alignment: Any lawful, honorable.

Base Attack Bonus: +5

Skills: Iaijutsu Focus: 5 Ranks, Knowledge (arcana): 3 Ranks.

Feats: Expertise, Daisho Technique, Void Use.

CLASS SKILLS

The swordmaster's class skills (and the key ability for each skill) are Balance (Dex), Craft (Int), Concentration (Con), Iaijutsu Focus (Cha), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Tumble (Dex). (*See the Player's Handbook™ for skill descriptions.*) The Iaijutsu Focus skill is described in *Oriental Adventures™*.

Skill Points At Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the swordmaster prestige class.

Weapon and Armor Proficiency: Swordmasters are proficient with all simple and martial weapons. Swordmasters do not gain any proficiency with armor or shields, though most have such proficiency from the samurai class.

Daisho Stance: Wielding both blades in a defensive screen, the swordmaster makes it more difficult for an opponent to penetrate his defenses. Beginning at 1st level, the swordmaster gains a +1 armor bonus to his AC. This increases to +2 at 4th level and by an additional +1 at 7th and 10th levels.

Quick Draw: If the Swordmaster does not already possess the Quick Draw feat, he gains it at the 2nd level, but may only apply it to katana and wakizashi. This feat can be used by the swordmaster to draw both blades simultaneously.

One with the Sword: Extensive training in both kenjutsu and iaijutsu has afforded the swordmaster great insight into the use of the katana. When wielding the katana and wakizashi, the swordmaster gains a total +2 bonus to hit beginning at 3rd level. This bonus may be distributed between katana and wakizashi as the swordmaster sees fit. (For example, in one round, he applies +2 to all attacks with his katana, and nothing to his wakizashi; the next round he may choose to instead apply +1 to his katana attacks and +1 to his wakizashi attacks, etc.) This total bonus increases to +3 at 5th level and to +4 at 9th level.

Truth Is in the Killing: By spending a Void point, the swordmaster may prevent the use of Void points by any one foe in his threatened area until his next turn. This effect continues even if the targeted opponent leaves the swordmaster's threatened area. This is a free action, taken on the swordmaster's turn.

TABLE 1–16: THE SWORDMASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Daisho Stance +1
2nd	+2	+0	+0	+3	Quick Draw
3rd	+3	+1	+1	+3	One with the Sword +2
4th	+4	+1	+1	+4	Daisho Stance +2
5th	+5	+1	+1	+4	One with the Sword +3
6th	+6	+2	+2	+5	
7th	+7	+2	+2	+5	Daisho Stance +3
8th	+8	+2	+2	+6	Truth Is in the Killing
9th	+9	+3	+3	+6	One with the Sword +4
10th	+10	+3	+3	+7	Daisho Stance +4

ELEMENTAL GUARDSMAN

The Tsunami Legion sweep across the battlefield, the power of Water guiding them unerringly to their foe.

The Firestorm Legion smite their foolhardy opponents with the cleansing power of fire

With the kami of air on their side, the Hurricane Initiates hover high above the battlefield, delivering a deadly message with the voice of the storm itself.

And the fury of earth echoes in the battle cry of the Avalanche Guard.

These are the Elemental Guardsmen, the feared battle-shugenja of the Phoenix. While most followers of the Kami Shiba are devout pacifists, the Guard are the exception. They recognize the need to be prepared for war, and know well the power of magic as a weapon. They are the avenging hand of the Council of Masters, and though they may not be the most seasoned warriors in Rokugan, their expertise in magic more than compensates.

Those who would stand against the Phoenix stand against the Elemental Guard, and the kami stand with them. Beware.

Hit Die: d6.

REQUIREMENTS

To qualify to become an Elemental Guardsman, a character must fulfill all the following criteria.

Clan: Phoenix

Base attack bonus: +3

Skills: Spellcraft: 8 ranks, Concentration: 8 ranks, Knowledge (elements): 8 ranks

Feats: Ritual Magic, Superior Elemental Focus

Spells: Ability to cast third level divine spells. Must have an elemental focus and the ability to sense elements as a shugenja.

Special: Must be invited to join the Elemental Legions by the Council of Masters.

CLASS SKILLS

The elemental guardsman's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Heal (Wis), Knowledge (Fortunes, Shintao, Elements) (Int), Scry (Int, exclusive skill), Spellcraft (Int). (*See the Player's Handbook™ for skill descriptions.*)

Skill Points at Each Level: 4 + Int modifier.

Examples of Elemental Guardsmen in Legend of the Five Rings: Agasha Fujita, Isawa Hochiu, Isawa Nodotai.

CLASS FEATURES

All of the following are class features of the elemental guardsman prestige class.

+1 Caster Level: An Elemental Guardsman continues his more general study of the kami as a shugenja as well as focusing upon this more exclusive domain to elemental mastery. Thus when a new Elemental Guardsman level is gained, the character gains new spells per day as if he had also gained a level in the spellcasting class he belonged to before he added the Elemental Guardsman prestige class. He does not, however, gain any other benefits a character of that class would have gained.

Weapon and Armor Proficiency: Elemental guardsmen have proficiency in all simple and martial weapons. They gain no armor or shield proficiency. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spells Known: These are bonus divine spells, gained as a shugenja normally gains new spells. These spells must be selected from the guardsman's focus element. These spells are not added to the amount of spells the guardsman can cast; they are an addition to total spells known.

Greater Element Focus: At first level, the Elemental Guardsman gains a greater mastery of his chosen element. He may Sense Elements as a standard action rather than a full round action. The Elemental Guardsman's caster level is considered to be one higher when casting spells of his focus element (this does not give the guardsman access to spells he could not otherwise cast). An elemental guardsman does not face the usual restrictions of multi-classing shugenja, and can return to the shugenja class freely after taking levels of this prestige class. Depending on their title, elemental guardsmen are considered to be in a different Elemental Legion: Avalanche Guard (Earth), Firestorm Legion (Fire), Hurricane Initiates (Air), or Tsunami Legion (Water).

Spells Per Day: At 2nd, 4th, 6th, and 8th level the guardsman gains new spells per day as if he had gained a level in a divine spell casting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spell casting. If a character had more than one divine spell casting class before becoming an elemental guardsman, he must decide to which class he adds each increased level of spell casting.

Elemental Prodigy: At 3rd level, all spells of the elemental guardsman's focus element gain a +2 bonus to their save DC and a +2 bonus to caster level checks to beat a creature's spell resistance. Unfortunately, this benefit comes at a cost. All spells not related to the guardsman's focus element have their save DC and caster level checks to beat a creature's spell resistance reduced by 2.

Elemental Mastery: At 10th level, the Elemental Master is considered a complete master of his chosen element. All spells related to his Element Focus are now considered to be innate abilities (*see the Innate Ability feat*). He may use *Sense Elements* as a move equivalent action when sensing his focus element.

TABLE 1–17: THE ELEMENTAL GUARDSMAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells 1st	2nd	3rd	4th	5th
1st	+0	+2	+0	+2	+1 Caster Level, Greater Element Focus	+1	-	-	-	-
2nd	+1	+3	+0	+3	+1 Caster Level	+1	+1	-	-	-
3rd	+2	+3	+1	+3	Elemental Prodigy	-	+1	+1	-	-
4th	+3	+4	+1	+4	+1 Caster Level	-	-	+1	+1	-
5th	+3	+4	+1	+4	+1 Caster Level	-	-	-	+1	+1
6th	+4	+5	+2	+5		+1	-	-	-	+1
7th	+5	+5	+2	+5	+1 Caster Level	+1	+1	-	-	-
8th	+6	+6	+2	+6	+1 Caster Level	-	+1	+1	-	-
9th	+6	+6	+3	+6		-	-	+1	+1	-
10th	+7	+7	+3	+7	Elemental Mastery	-	-	-	+1	+1

EX-ELEMENTAL GUARDSMEN

Elemental Guardsmen who defy the Council of Masters may no longer gain levels in this prestige class, though they retain all of their abilities. Any Master who attempts to teach the secrets of the Elemental Guard to others without the Council's permission will be hunted down and killed for his treachery.

EMERALD MAGISTRATE

For centuries, the Emperor's law has been enforced by an elite cadre of samurai taken from all the clans of the Empire. These noble warriors hold their loyalty to the Hantei above all things, even family and clan. No one who commits treason against the Emperor is immune from their justice.

Emerald magistrates are taken from all ranks of samurai. Bushi and shugenja alike serve the Emperor by enforcing his law. The samurai's skill and devotion are all that matter; whether they trained with sword or scroll is irrelevant. Magistrates are chosen from those who demonstrate exceptional ability, honor, and devotion to the Emperor and his laws.

The Emerald Magistrates are commanded by the Emerald Champion, the right hand of the Emperor and the supreme arbiter of law in the Empire other than the Son of Heaven himself. The Emerald Champion's palace, located outside of Otosan Uchi, is the central headquarters for all Emerald Magistrates. Magistrates are expected to send reports to the Champion on a regular basis, although he seldom reads all of the reports himself unless an emergency has arisen that requires his personal attention.

Emerald magistrates come from all classes. Ability alone is important to the Emerald Champion, and little else is of consequence. Anyone who meets the requirements is eligible for the position.

Hit die: d8.

REQUIREMENTS

To qualify to become an Emerald Magistrate, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Gather Information: 5 ranks, Knowledge (Law): 5 ranks.

Feats: Alertness, Leadership.

CLASS SKILLS

The Emerald Magistrate's class skills (and key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Iaijutsu Focus (Cha), Intimidate (Cha), Knowledge (Law) (Int), Ride (Dex), Search (Wis), Sense Motive (Cha), and Spot (Wis). The Iaijutsu Focus skill is described in Chapter 4 of *Oriental Adventures*.™

Skill Points per Level: 6 + Int modifier.

Examples of Emerald Magistrates in Legend of the Five Rings: Bayushi Yojiro, Doji Satsume, Kitsuki Kaagi.

CLASS FEATURES

All of the following are class features of the Emerald Magistrate prestige class.

Weapon and Armor Proficiency: The emerald magistrate is proficient in all Simple and Martial weapons as well as with Light and Medium armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

The Emperor's Seal: The emerald magistrate bears the seal of the Emperor himself, and few are willing to go against the wishes of the Son of Heaven's servant. The magistrate gains a +5 circumstance bonus to all Diplomacy and Intimidate checks, but only when he is speaking in an official capacity as a representative of the Emperor.

Strength of Purpose: The magistrate's duty is a sacred one, and he cannot be easily deterred. Beginning at 2nd level, the magistrate gains a +2 morale bonus to resist any attempt to turn him away from his duty, either through the use of skills (Diplomacy, Intimidate, Bluff) or through magic (any attempts at mind control or influencing thoughts). This bonus increases by two at every second level thereafter.

Saibankan's Method: Beginning at 3rd level, the magistrate gains a competence bonus to any class skill equal to his magistrate level. This bonus may be used a number of times per day equal to the magistrate's Wisdom modifier.

For the Empire: The Emerald Magistrate is skilled at dealing with large groups of foes, and seizing upon their mistakes. Beginning at 5th level, the magistrate receives an additional attack of opportunity per round. Another attack of opportunity per round is gained when the magistrate reaches level 9.

In His Name (Ex): Acting with the Emperor's blessing gives the magistrate the authority and confidence to accomplish nearly any task. Once per day, the magistrate may instantly take 20 on any skill check involved in the execution of his official duties (DM's discretion whether a skill check is so involved). This does not increase the amount of time required to perform the task.

TABLE 1–18: THE EMERALD MAGISTRATE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	The Emperor's Seal
2nd	+1	+0	+3	+0	Strength of Purpose +2
3rd	+2	+1	+3	+1	Saibankan's Method
4th	+3	+1	+4	+1	Strength of Purpose +4
5th	+3	+1	+4	+1	For the Empire +1
6th	+4	+2	+5	+2	Strength of Purpose +6
7th	+5	+2	+5	+2	In His Name
8th	+6	+2	+6	+2	Strength of Purpose +8
9th	+6	+3	+6	+3	For the Empire +2
10th	+7	+3	+7	+3	Strength of Purpose +10

KOLAT AGENT

Whispered in shadows and held in utmost secrecy, the Kolat are perhaps the most secretive organization in the Empire. The Kolat are the philosophical descendants of those who first denied the Kami's right to rule, who turned their back on the idea of an Empire founded by meddling gods. The ultimate goal of the Kolat is to overthrow the rule of the Kami — and the samurai society they have built — returning the true power to the hands of the humans. Only through subtlety can they accomplish their goals, and only through secrecy can they survive. The Kolat's great Plan is a complex thing, known only to the Ten Masters hidden away in the organization's secret temple. The Kolat care not about the means they must use to achieve their ultimate goal, but only the glorious ends.

In the meantime, the Kolat expand their power through stealth, espionage, and assassination. The Kolat offer their services to those who can pay their price, and often ask only for a bit of information or a political favor in return. If the Great Clans knew the true purpose and goals of these shadowy spies and assassins, even the most dishonorable samurai would have no truck with them. Luckily, the Kolat are quite skilled at what they do, and one can never know for certain who is a Kolat agent and who is not...

Rogues and ninja make excellent Kolat agents, but a samurai with the proper skills makes an even more potent operative. Courtiers likewise make deadly Kolat agents. The Kolat value the teachings of Shinsei (a mortal human who commanded the Kami) but few monks join the Kolat. Many find it hard to balance the teachings of Shinsei with brainwashing and assassination. Shugenja join the Kolat even more rarely, though it is not unheard of for them to do so.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Kolat agent, a character must fulfill all the following criteria.

Alignment: Lawful Evil, Lawful Neutral, Neutral Evil

Honor: None above two.

Base Attack Bonus: +3

Skills: Gather Information: 4 ranks, Bluff: 4 ranks, Sense Motive: 4 ranks, Innuendo: 4 ranks.

Feats: Perceived Honor.

Special: The character must be chosen by the Ten Masters to be indoctrinated into their techniques. Only a handful are chosen, and it is always the Kolat who decide who will become one of their number, not vice versa.

One need not be a member of this prestige class to have ties to the Kolat, but all of the Kolat's most skilled agents (and all of the Ten Masters) have at least one level in this prestige class. Advancing in this class is a privilege, not a right, and only those who have served the Kolat dutifully are allowed to progress. Only the Ten Masters themselves ever reach 10th level in this class.

CLASS SKILLS

The Kolat agent's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Games (Various), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Knowledge (History) (Int), Listen (Wis), Move Silently (Dex), Pick Pocket (Dex), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

Examples of Kolat Agents in Legend of the Five Rings: Yasuki Taka, Akodo Kage, Bayushi Aramasu, Shinjo Yokatsu, Chinoko.

CLASS FEATURES

All of the following are class features of the Kolat agent prestige class.

Weapon and Armor Proficiency: Kolat agents gain no proficiency in any weapon or armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Secret Brotherhood: At first level, the Kolat agent gains the advantages of the Kolat's secret initiation. Kolat agents face none of the normal difficulties inherent for characters with multiple prestige classes in Rokugan. Training among the Kolat is always kept secret.

In addition, the Kolat agent has allies throughout the Empire, often in the most unlikely of places. The agent may use his Innuendo skill (DC 15) to leave a signal that only another Kolat agent would understand (a symbol painted on a wall, a certain sort of tree burning at a certain time of day, etc.) This symbol can effectively transmit a message of up to seven words. Whether another agent decides to offer assistance is another matter.

Kolat ability: At 1st, 4th, 7th, 9th, and 10th level, the Kolat Agent gains a new ability of his choice from among the following:

- *Perceived Honor:* The character gains this feat again for free. This ability may be chosen multiple times.
- *Broadened Skill Base:* Select two cross-class skills. These skills become class skills for the Kolat agent, and he gains a +1 bonus to all checks with them. This ability may be chosen

TABLE 1–19: THE KOLAT AGENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Kolat ability, Secret Brotherhood
2nd	+1	+0	+3	+3	Sneak Attack +1d6
3rd	+2	+1	+3	+3	Tell No Secrets
4th	+3	+1	+4	+4	Kolat ability
5th	+3	+1	+4	+4	Sneak Attack +2d6
6th	+4	+2	+5	+5	Activate Sleeper
7th	+5	+2	+5	+5	Kolat ability
8th	+6	+2	+6	+6	Sneak Attack +3d6
9th	+6	+3	+6	+6	Kolat ability
10th	+7	+3	+7	+7	Program Sleeper, Kolat ability

multiple times.

- *Poison Use:* The Kolat agent no longer risks accidentally poisoning himself when brewing or applying poisons.
- *Kolat Duplicate:* The Kolat agent is a master of disguise, gaining a +2 bonus to all Bluff and Disguise checks. This ability may be chosen multiple times. If chosen for the same skill multiple times, its effects stack.

Sneak Attack: At 2nd level, the Kolat gains a sneak attack ability similar to the rogue's. The Kolat agent is skilled in attacking vulnerable opponents in vital areas, inflicting additional damage. This damage bonus applies when a target is denied his Dexterity bonus to AC. Should the Kolat agent inflict a critical hit, the sneak attack damage is not multiplied. The Kolat agent's attack does +1d6 damage at second level, +2d6 at fifth level, and +3d6 at eighth. The Kolat agent may apply the bonus damage with a ranged weapon, but only if the target is within thirty feet. The Kolat agent may choose to inflict subdual damage on a sneak attack with a sap or unarmed strike. This extra damage stacks with damage applied from other sneak attack abilities. Creatures immune to critical hits are not vulnerable to sneak attacks.

Tell No Secrets: At third level, the Kolat agent gains an additional save at a +4 bonus against all enchantments and mind-affecting effects, should any of those effects ever attempt to force him to reveal information about the Kolat or their operations.

Activate Sleeper (Su): At sixth level, the character has learned the secret techniques used to activate Kolat sleeper agents. With a single word (and a standard action) the agent may command all sleeper agents within the range of his voice to obey his will. All sleepers present must make a Will save (DC 10 + Kolat agent's level + Kolat agent's Charisma modifier) or fall under the agent's control. This is identical in effect to a *charm person* spell, except that self-destructive orders will be obeyed if the Kolat agent succeeds in an opposed Charisma check. The Kolat agent gains a circumstance bonus equal to his level on all opposed Charisma checks to control a sleeper.



Lion's Pride

Sleepers obey the agent for a number of hours equal to his Kolat agent level, though he may renew his control with a standard action. An agent may control a maximum number of sleepers equal to his Charisma modifier at one time (he may release sleepers prematurely if he wishes to command others). When the agent's control fades, sleepers lose all memory of any activities they performed while under his control unless the agent controlling them wishes otherwise. Two Kolat agents giving the same sleeper contradictory commands cause the sleeper to simply stand in one place and do nothing.

The best sleepers are those unaware that they are sleepers. Any individual who is consciously aware that he is a Kolat sleeper gains a +4 morale bonus to all Will saves and Charisma checks to resist the effect.

This ability only works on those previously programmed to be Kolat sleepers. This is a supernatural ability.

Program Sleeper: At tenth level, the agent is a true master of the Kolat's techniques, and can create sleeper agents.

Creating a sleeper agent is a long and difficult process, requiring at least one day per character level of the subject. The Kolat agent must spend at least twelve hours per day indoctrinating the potential sleeper in the philosophies and directives of the Kolat, and the potential sleeper must have no other human contact during this time. At the end of this period, the Kolat agent must expend 100 Experience Points per character level of the subject, and the subject makes a Will save (DC 10 + Kolat agent's Charisma modifier + the Kolat agent's level). If this save fails, the subject has become a sleeper agent. The Kolat agent expends experience whether or not the process is successful.

If unsuccessful, the agent may immediately try again, beginning another period of deprogramming and brainwashing for a number of days equal to the subject's level. At the end of this time, he must expend Experience Points once more, but the DC of the subject's Will save is increased by two.

A Kolat agent is free to use torture, threats, or coercion to encourage a subject to voluntarily fail his Will save, but many Kolat frown upon this, relying instead upon the purity of their philosophy and their natural persuasive talents. (Then again, many Kolat are extremely practical people and don't cringe away from a bit of torture.)

Once indoctrinated as a sleeper, the process is permanent, and only a wish, miracle, or years of rest and rehabilitation can reverse the effects. When released from the programming, a sleeper forgets the entire process and generally returns to his normal life. Thereafter, the Kolat agent can command the sleeper using the Activate Sleeper ability described above.

A Kolat agent may create sleepers that will obey only his own commands, rather than that of any agent's.

EX-KOLAT AGENTS

Kolat agents who disobey the will of the Kolat or leave the organization no longer progress in levels as a Kolat master, though they may use their abilities freely. Former agents of the Kolat are swiftly assassinated or, if that is impossible, blackmailed into submission to preserve the organization's secrecy.

LION'S PRIDE

The armies of the Lion are feared for two reasons — the unstoppable tactical minds of the Akodo, and the unbreakable fury of the Matsu Lion's Pride. The Lion's Pride are often the front line of a large conflict involving the Lion, a position the elite unit relishes. The Lion's Pride are all women, usually taken from the Matsu family. Membership in this group proclaims both skill in combat and an absolute lack of fear of death. Ten Lion's Pride have stood against hundreds of samurai, the last Matsu finally sent to her death after the

enemy had been reduced to less than half their number. Few can hear the screams of the Lion's Pride on the other side of the battlefield and not know the touch of fear on their hearts.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Lion's Pride member, a character must fulfill all the following criteria.

Clan: Lion.

Honor/Alignment: Any Lawful, Honorable.

Base Attack Bonus: +6

Feats: Iron Will, Ki Shout.

Special: Must be female, and must be accepted by the Lion's Pride.

CLASS SKILLS

The Lion's Pride's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (Battle) (Int), Knowledge (Nobility and Royalty) (Int), Perform (Cha), Profession (any) (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str). (*See the Player's Handbook™ for skill descriptions.*)

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Lion's Pride prestige class.

Weapon and Armor Proficiency: Lion's Pride members are proficient with all simple and martial weapons and with all armor.

No Man's Bride: The Lion's Pride are known for their indomitable will, even in the face of overwhelming odds. A member of the Lion's Pride gains resistance to mind-affecting spells, granting her a +1 morale bonus to all rolls to save against such spells. This bonus increases by one point each time the character gains a Lion's Pride level, and the character may save against the spell every time it would cause her to do something contrary to her alignment or duty.

Ancestral Favor: At 2nd level and above, a Lion's Pride member applies her Charisma modifier (if positive) as a bonus to all saving throws.

Bonus Feat: At second level, the Lion's Pride member gets a bonus feat. She gains an additional bonus feat at 4th, 7th, and 10th levels. These bonus feats must be drawn from the following list: Endurance, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Initiative, Great Ki Shout†, Remain Conscious†, Toughness, Weapon Focus (katana). Feats marked with a "†" were introduced in *Oriental Adventures™*

Matsu's Eyes: At 5th level, when taking the full attack action in melee, the character may make one attack per encounter per level in this class with such speed that it strikes her opponent as if they were flat-footed.

Matsu's Fury: An 8th level Lion's Pride character can sacrifice her ability to defend herself in order to gain extra attacks for the round. In order to gain an extra attack, the character chooses to completely negate her Dexterity bonuses to AC (she is considered flat-footed) for the rest of the turn. The extra attack is made with the character's highest attack modifier. This may only be done when taking the full attack action in melee combat.

MASTER OF THE AKASHA

All members of the Naga race share a collective group-mind known as the Akasha. This well of memories serves a similar function to Void within humans, although most Naga exist in a greater harmony with the Akasha than the vast majority of humans experience with the Void. The Naga priests, known as Vedics, continually plumb the mysterious depths of the Akasha, seeking new ways to use it for the Naga's benefit. Some who delve into the Akasha do not return unchanged.

A few rare Naga achieve such a unity with the Akasha that they are no longer truly individual beings. They become instead a living repository for the group mind of the Naga. Great power is at their disposal, for which they have the respect of their entire race. The cost, however, is the freedom of their own thoughts, for which the Naga pity them. Masters of the Akasha are nomadic, as they can find themselves adopting the mannerisms of powerful Naga minds around them if they remain in one place for very long.

Hit die: d6.

REQUIREMENTS

To qualify to become a master of the Akasha, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Race: Naga.

Alignment: Any lawful.

Skills: Knowledge (Akasha): 5 ranks.

Feats: Akasha Use, Depth of the Akasha.

CLASS SKILLS

The Akasha master's class skills (and key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal

TABLE 1–20: THE LION'S PRIDE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	No Man's Bride
2nd	+2	+3	+0	+0	Ancestral Favor, Bonus Feat
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Bonus Feat
5th	+5	+4	+1	+1	Matsu's Eyes
6th	+6	+5	+2	+2	
7th	+7	+5	+2	+2	Bonus Feat
8th	+8	+6	+2	+2	Matsu's Fury
9th	+9	+6	+3	+3	
10th	+10	+7	+3	+3	Bonus Feat

(Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (Akasha) (Int), Move Silently (Dex), and Sense Motive (Wis)

Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Master of the Akasha prestige class.

Weapon and Armor Proficiency: The Akasha master is proficient with all Simple and Martial weapons.

Cross-class Skills: Drawing upon the well of knowledge within the Akasha, the master can learn many things previously unknown to him. Beginning at 1st level, the Akasha master may designate any three cross-class skills as class skills.

Meditation: Beginning at 2nd level, the Akasha master can spend one round in meditation to receive a +3 insight bonus to any Concentration or Intuit Direction check made the next round. This bonus increases to +5 at 6th level and to +7 at 10th level.

Scry: Beginning at 3rd level, the Akasha master can use the Scry skill on any other living Naga. The Akasha master gains 1 rank of Scry and may increase it normally. No magical apparatus is required to apply Scry in this way.

Improved Akasha Use: Beginning at 4th level, the master of the Akasha gains an additional +1 bonus to any attack roll, skill check, or saving throw when spending an Akasha (Void) point, or to gain an additional +1 to his AC for one full round. The master may now spend 2 Akasha (Void) Points on a single attack roll, skill check, or saving throw.

Skill Duplication: The wisdom of all who have passed before is available for the master to access. By spending two Akasha (Void) points, the master may gain 4 ranks in any one skill for five rounds. This skill must be one that is normally available to members of the Naga race.

Spirit Thief: The ebb and flow of the world is open to the Akasha master. If the Akasha master is aware of an opponent within 50 feet, he knows immediately when that opponent spends any Void or Akasha Points. The Akasha Master can immediately spend an Akasha Point once per round to negate the effects of an opponent's Void or Akasha Point expenditure (the point is still spent, but it produces no effects). This ability does not function against opponents the Akasha master cannot see, if the Akasha master is flatfooted, or if the Akasha Master himself has no Akasha Points remaining.

Superior Akasha Use: Beginning at 8th level, the master gains an additional +2 bonus to any attack roll, skill check, or saving throw when spending an Akasha (Void) point, or to gain an additional +2 to his AC for one full round.

Feat Duplication: By tapping into the power of the Akasha, the master can accomplish great things. Beginning at 9th level, the master can spend five Akasha points and gain the use of one feat for three rounds. The master must meet all prerequisites for this feat, and it must be a feat available to Naga. Use of this ability is a full round action.

TABLE 1–21: THE MASTER OF THE AKASHA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Cross-class skills
2nd	+1	+0	+3	+0	Meditation +3
3rd	+2	+1	+3	+1	Scry
4th	+3	+1	+4	+1	Improved Akasha Use
5th	+3	+1	+4	+1	Skill duplication
6th	+4	+2	+5	+2	Meditation +5
7th	+5	+2	+5	+2	Spirit thief
8th	+6	+2	+6	+2	Superior Akasha Use
9th	+6	+3	+6	+3	Feat duplication
10th	+7	+3	+7	+3	Meditation +7

MASTERMIND

A powerful courtier can make clans tremble with a whisper. All in the Empire of Rokugan live only to serve the Emperor, and one who wields the Emperor's favor can bring even the mightiest samurai under his dominion.

While all courtiers are adept at manipulating politics to their advantage, a handful of individuals achieve a higher level of subtlety. These men and women can not only manipulate the courts to their advantage, but can also influence others with their powerful charisma. These powerful lords usually reside in Otosan Uchi and apply their influence at the Emperor's Winter Courts. Masters of psychology and human emotion, these individuals are forces to be reckoned even outside the perfumed halls where they concoct their schemes. Their strings extend everywhere, and many would eagerly leap to their defense. A mastermind is never far from someone who owes him a favor. There is always a friend nearby, or at least an indebted pawn who can be coerced into doing his bidding.

Courtiers, obviously, make excellent masterminds. Samurai also join this prestige class from time to time and rogues can see the advantages of having others at their beck and call. Members of other classes rarely have the influence, training, or inclination to become a master of leading others. Some masterminds turn their leadership skills to honorable purpose, directing their followers to combat banditry or work for the common good. Others use their allies for more dishonorable purposes, creating compact organized crime syndicates.

Examples of Masterminds in Legend of the Five Rings: Hantei Naseru, Kakita Ichiro, Shosuro Taberu, Yoritomo Hogosha, Otomo Banu.

Hit Die: d6.

REQUIREMENTS

To qualify to become a mastermind, a character must fulfill all the following criteria.

Skills: Bluff: 12 ranks, Diplomacy: 12 ranks, Sense Motive: 12 ranks, Knowledge (Etiquette): 12 ranks.

Feats: Iron Will, Versatile, Leadership, Skill Focus (Sense Motive, Diplomacy).

Special: The character must have some political affiliation with an Imperial Family or clan (Great or Minor). Masters of this class may have enough power and influence to begin their own Minor Clans.

TABLE 1–22: THE MASTERMIND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Leadership bonus +1, Improved Cohort
2nd	+1	+0	+0	+3	Favors
3rd	+1	+1	+1	+3	Leadership bonus +2, Skill bonus +1
4th	+2	+1	+1	+4	Follower upgrade
5th	+2	+1	+1	+4	Leadership bonus +3, Skill bonus +1
6th	+3	+2	+2	+5	Favors +5
7th	+3	+2	+2	+5	Leadership bonus +4, Skill bonus +1
8th	+4	+2	+2	+6	Follower upgrade
9th	+4	+3	+3	+6	Leadership bonus +5, Skill bonus +1
10th	+5	+3	+3	+7	Favors +10

CLASS SKILLS

The mastermind's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (Local, Nobility and Royalty) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis). (*See the Player's Handbook™ for skill descriptions. The Tea Ceremony skill is described in this book.*)

Skill Points at Each Level: 6 + Int modifier.

TABLE 1–23: COMMUNITY MODIFIERS

Community Size	Population	Modifier	Example
Small Farm*	20–80	–1	Road's End Village
Hamlet	81–400	0	Nanashi Mura
Village	401–900	+1	Friendly Traveler Village
Small town	901–2,000	+2	City of Honor's Sacrifice
Large town	2,001–5,000	+3	City of the Rich Frog
Small city	5,001–12,000	+4	Violence Behind Courtliness City
Large city	12,001–25,000	+5	Ryoko Owari Toshi
Metropolis	25,001+	+6	Otosan Uchi

* a community of this size is referred to as a "Thorp" in the *DUNGEON MASTER'S GUIDE.™*

TABLE 1–24: FAVORS

DC	Type of Favor	Goods/Services	Retainer
Less than 25	None available	up to 100 koku	1d3 levels (1–3)
25	Minor	up to 500 koku	1d4+1 levels (2–5)
30	Standard	up to 1,000 koku	1d6+3 levels (4–9)
35	Great	up to 2,000 koku	1d8+4 levels (5–12)
40	Exceptional	up to 5,000 koku	1d10+6 levels (7–16)

CLASS FEATURES

All of the following are class features of the mastermind prestige class.

Weapon and Armor Proficiency: Masterminds gain no proficiency in any weapon or armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Leadership bonus: Masterminds gain a bonus to their Leadership score at first level and every other level thereafter. (*Leadership score is equal to character level + Cha bonus + modifiers; See the DUNGEON MASTER'S GUIDE™*). This bonus stacks with any bonus gained from the courtier character class. Like the courtier, most followers of the mastermind are experts or warriors serving as guards, informants, or sycophants.

Improved cohort: At first level, the mastermind gains the ability to arrange for an improved cohort. If at any time the mastermind's Leadership score would imply a higher level cohort than the one currently that currently serves him, the mastermind may choose to dismiss his cohort and summon one of higher level without any detrimental effect to the mastermind's Leadership score. The new cohort's level may not equal or exceed the mastermind's level, and he gains experience at the normal rate for cohorts. An improved cohort can only be summoned if the mastermind submits a formal request to his family, and the cohort arrives in a reasonable amount of time.

Favors: The mastermind operates an extensive web of favor exchange, and starting at second level he may begin to take full advantage of this network. A Doji courtier in Violence Behind Courtliness City may owe a Scorpion in Ryoko Owari a favor, who owes the mastermind in turn. By taking some time to acclimate himself to the political climate in a large city, the character may pull the strings and learn what favors are owed him in that area. Use of this ability requires at least one day in a large city and a Charisma check.

The mastermind gains a +5 to his Favor roll at level six, and another +5 at level ten. You may also add a community modifier (*adapted from the DUNGEON MASTER'S GUIDE™*) to the favor roll as follows:

The favors table describes favors accumulated in terms of goods and services or retainers, the two most common types of favors demanded. Goods and services represents the maximum value of a gift or service performed to pay off the favor. (The gift is the choice of the giver; if the mastermind demands a specific gift divide the maximum value by half.)

Retainer indicates the loan of a retainer in the employ of one of the mastermind's allies. This retainer joins the mastermind as an additional cohort for the duration of his time in the area. Like all cohorts, this new cohort earns a half share of experience and his level cannot exceed the mastermind's level. If the cohort dies while in the mastermind's service, the usual penalties for losing a cohort apply. The exact nature of the cohort is determined by the GM. If the courtier demands a retainer of a specific clan, class, or gender, reduce the cohort's level by one per demand, to a minimum of one.

The courtier may not demand a favor from a given location more than once per month, and may not demand more favors per year than his Charisma modifier.

Skill Bonus: At third level and at every other level thereafter the mastermind gains a +1 bonus on skill checks to a skill of his choice. The same skill may be selected multiple times, but must be chosen from among the following skills: Bluff, Diplomacy, Sense Motive, Intimidate, Gather Information, and Innuendo.

Follower Upgrade: At fourth level, the mastermind gains a higher quality level of follower than usually provided by the leadership feat. He may dismiss a number of his followers equal to his Charisma modifier. These followers are replaced by an equal number of new followers from the courtier's clan, but these new followers may be from any character class allowed in the campaign. These new followers are of equal level to those dismissed, and are henceforth treated as lesser cohorts rather than followers (though they still count against the courtier's maximum number of followers). These cohorts gain a quarter share of experience any time they accompany the mastermind on his adventures.

At eighth level, the mastermind's cohort begins to earn a full share of experience, as if he were a normal character. The mastermind's lesser cohorts earn a half share of experience from here on. In addition, any follower of the mastermind of sixth level or above automatically learns the Leadership feat at his next opportunity, adding his own cohort and followers to the mastermind's already impressive following.

RATLING SHAMAN

Among the Nezumi race, none are so highly regarded as those with the power of magic. Nezumi shamans ("*Kir*") are invariably sorcerers. The lowest-level Nezumi sorcerers (those who have not yet achieved this prestige class) are called "conjurers" or "*Rep'chik*" among their people.

A shaman's Name, or sense of identity, is so strong that he can alter his own perceptions of the world and expand those alterations outward, causing true changes in the world. Of course, with this sense of great Name comes a strong sense of responsibility toward the Nezumi race.

The shamans are the guardians of the Nezumi. They use their power to see the destiny of their kind, to see the dangers that tomorrow will bring, and to combat potential threats with their awesome magic. Occasionally, however, Ratling shamans fall into traps of self-deception ("*n-kich*"), twisting their magic to evil purpose. It then falls to their fellow shamans to return their lost brother to the true path or, failing that, to destroy him.

Only a shaman can pierce the veils of *I'thich*, the Nezumi World of Dreams, without losing himself to sleep. There, the shaman can commune with the Transcendent, powerful Nezumi spirits composed of pure Name. If the shaman can truly master his magic, and survives long enough, he can even become one of them.

Hit Die: d4.

REQUIREMENTS

To qualify to become a shaman, a character must fulfill all the following criteria.

Race: Nezumi.

Skills: Concentration: 10 ranks, Knowledge (Arcana): 10 ranks.

Spells: Ability to cast third level arcane spells without preparation.

Special: Must be visited in a dream by one of the Transcendent.

CLASS SKILLS

The Ratling shaman's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis), Scry (Int), Spellcraft (Int). (*See the Player's Handbook™ for skill descriptions.*)

Skill Points at Each Level: 2 + Int modifier.

Examples of Ratling Shamans in Legend of the Five Rings: Te'tik'kir, Ipakak, Tikuku.

CLASS FEATURES

All of the following are class features of the Ratling shaman prestige class.

Weapon and Armor Proficiency: Ratling shamans gain no additional proficiency in any weapons or armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Nameseeker (Su): At 1st level, the shaman is no longer a mere conjurer. He has gained the rank of *Kan'chik*, or Nameseeker. Once per day he may look into the spirit world and learn the True Name of any target he can see. The target may make a Will save vs. DC 10 + the shaman's Charisma modifier + the shaman's level to resist the effect. A Ratling shaman can always recognize another Ratling shaman by making a Knowledge (Arcana) check vs. DC 10 + the other shaman's level. This is a supernatural ability.

Name Ability: At second, fourth, fifth, seventh, and eight level the Ratling shaman may select one ability from the following list.

- *Bleeding* — The shaman may enhance the results of his spells through ritual bleeding. If he has a sharp instrument

TABLE 1–25: THE RATLING SHAMAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+2	+2	Nameseeker	+1 level of existing class
2nd	+1	+0	+3	+3	Name Ability	+1 level of existing class
3rd	+2	+1	+3	+3	Namefinder	+1 level of existing class
4th	+3	+1	+4	+4	Name Ability	+1 level of existing class
5th	+3	+1	+4	+4	Name Ability	+1 level of existing class
6th	+4	+2	+5	+5	Namebinder	+1 level of existing class
7th	+5	+2	+5	+5	Name Ability	+1 level of existing class
8th	+6	+2	+6	+6	Name Ability	+1 level of existing class
9th	+6	+3	+6	+6	Nametaker	+1 level of existing class
10th	+7	+3	+7	+7	Transcendent	+1 level of existing class

in hand, the shaman may inflict one point of damage on himself per level of the spell he is casting to increase his effective caster level by one. The shaman does not need to make a Concentration check to avoid disrupting his own spell due to this damage. While the shamans make frequent use of this ability, it disturbs the sensibilities of many Rokugani shugenja. This ability may be used only once per spell cast.

- *Conjure Trickster* — The shaman gains a mujina servant (*see the Monsters of Rokugan section, page 207*) This mujina loses none of its cowardly tendencies (it is unwilling to fight in its master's defense) but it will obey other commands and attempt to help the shaman to the best of its ability. The shaman always knows his mujina's True Name.
- *Dance* — The shaman may enhance his spells through ritual dance. He may add one hour to the casting time of any spell to enhance that spell with dance. The results of the spell are as if the shaman's caster level was increased by his Charisma modifier.
- *Importune Transcendent* — The shaman gains a strong link to the Transcendent, gaining some inkling of the future through their eyes. He may learn and cast spells of the cleric Knowledge Domain as sorcerer spells of equivalent level.
- *Mend Name* — The shaman learns how to restore broken names to their truest forms. He may learn and cast one cure spell from the cleric spell list as if it were a sorcerer spell of equal level. This counts against the shaman's normal limit to Spells Known. This ability may be chosen multiple times; each time the shaman gains a new spell.
- *Named Weapon* — The shaman may extend some of his name into a weapon. This weapon gains an enhancement bonus equal to one-half the shaman's level, but only when used by the shaman. If the weapon is destroyed, the shaman loses 200 experience points. The shaman may have only one Named Weapon at a time. The shaman always knows his weapon's True Name.
- *Share Name* — The shaman may share spells that normally only affect himself with any creature whose True Name he knows. Such spells immediately fade if the target creature moves more than five feet from the shaman.
- *Spirit Sight* — The shaman may automatically detect all creatures with the spirit or Shadowlands type modifier, even if they are invisible or in another form. The shaman sees their true form, superimposed over their current form.

Namefinder (Su): At 3rd level, the shaman gains the rank of *Per'ichik*, or Namefinder. Once per hour, the shaman may attempt to locate any one object or creature whose True Name he knows. This is effectively a *locate object* (for objects) or a *locate creature* (for creatures) spell with unlimited range, cast at the shaman's caster level. This is a supernatural ability.

Namebinder (Su): At 6th level, the shaman gains the rank of *Jak'chik*, or Namebinder. Once per day he may attempt to possess any creature whose True Name he knows. This effect is identical to the *magic jar* spell cast at the shaman's caster level, except the shaman needs no receptacle and the host's soul is suppressed while the shaman controls its body. The shaman may also change the True Name of any willing creature or unattended object with a touch, thus protecting the creature or object from hostile Name Magic. This is a supernatural ability.

TRUE NAMES

A target's "True Name" is its most defining name. Aliases and assumed names do not count — only how the target views himself and how others who know him view him will suffice. Inanimate objects must be referred to by their truest name in the Nezumi language. For the purposes of Name magic, a mere name is not enough. To find something's True Name, the shaman must fully experience it. For living creatures (whose Names tend to fluctuate), the caster must spend at least one week observing them and make a Knowledge (Arcana) check vs. DC 15. For inanimate objects, the caster must touch the object physically or make a Knowledge (Arcana) check vs. DC 15 while studying the object for one minute. Nezumi sorcerers can change their True Name at will. No one ever knows a shaman's True Name unless the shaman desires it.

Nametaker (Su): At 9th level, the shaman gains the rank of *A'chik*, or Nametaker. Once per year he may take the name of any target whose True Name he knows. The target still exists, but no one remembers him except the caster. His family is now someone else's family. The deeds he accomplished are remembered as if someone else had done them. Those who were particularly close to the target will notice discrepancies. (*"You say you saved my life at the Battle of Beiden Pass? No you didn't. Matsu Gohei did... Wait a minute. I didn't meet Matsu Gohei till three months after that battle. What's going on?"*) This magic may not be undone except by a *wish* or *miracle*. Use of this ability costs the shaman one experience level, which may not be restored except through normal experience gain. The process of using this ability takes twenty-four hours. A Will save vs. DC 10 + the shaman's Charisma modifier + the shaman's level resists the effect, and Spell Resistance applies normally. This is a supernatural ability.

Dream Forever: At tenth level the shaman becomes so intimately connected with the raw power of Name that he unlocks the mysteries of the Transcendent. His type changes to "outsider." He is no longer affected by spells which specifically target humanoids. As he is still a native creature, he may not be *dismissed*, but he may be *banished* (banished shamans always go to Yume-do, the Realm of Dreams). When the shaman dies, he will become one of the immortal guardian spirits of the Nezumi.



SHADOWLANDS VETERAN

Many who enter the Shadowlands never return. Those who do often find themselves hard-pressed to leave the experience behind them and return to their lives. Sometimes the horror of what they have seen changes them so much that they can never be who they were before they entered those dark lands. Scarred both physically and mentally, these rare few find themselves forever changed, hardened into the deadliest of warriors.

Obviously, the majority of Shadowlands veterans are found among the Crab Clan. However, there are representatives of this group within virtually every clan, as the Great Clans often lend samurai to the Crab in defense of the Great Carpenter Wall. No matter their origin, however, veterans find themselves ostracized by Rokugani society; they are a sign that the Shadowlands exists, something that the vast majority of the Empire would like to forget.

Despite the many drawbacks the Shadowlands veteran experiences, there are benefits to having endured the horrors they have witnessed. Their ordeal has granted them strength and speed beyond what they previously possessed, and the same aura of unease that defeats them in court lends them strength in dealing with other warriors.

Hit die: d10.

REQUIREMENTS

To qualify to become a Shadowlands veteran, a character must fulfill all the following criteria.

Base Attack Bonus: +7

Skills: Knowledge (Shadowlands): 4 ranks, Spot: 4 ranks.

Feats: Iron Will, Void Use, Weapon Focus: Any one weapon.

Special: The character must have been involved in at least one long-term mission (3 days or more) into the Shadowlands.

Note: Shugenja who attend this prestige class may later continue to take levels of the shugenja class.

CLASS SKILLS

The Shadowlands veteran's class skills (and key ability for each skill) are Climb (Str), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (Shadowlands) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int Modifier.

Examples of Shadowlands veterans in Legend of the Five Rings: Hiruma Todori, Iuchi Karasu, Agasha Mumoko, Moto Soto, Isawa Tadaka.

CLASS FEATURES

The following are all class features of the Shadowlands veteran prestige class.

Weapon and Armor Proficiency: Shadowlands veterans are proficient in all Simple and Martial weapons, and with Light, Medium, and Heavy armor. They are not proficient with shields. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Grim Visage: A dark aura of unease surrounds the veteran at all times. Anyone around the veteran can sense death's touch upon him, and will be somewhat uneasy and even cowed around him. The veteran may add his level in this class to all Intimidate checks. For example, a level 4 Shadowlands veteran would receive +4 to any Intimidate check in addition to any other bonuses he might normally receive.

Strength Boost (Su): The strain of veterans' experiences in the Shadowlands often leaves them stronger and hardier than they were before they entered. The veteran can, once per day, add an additional +4 to his Strength. This may be used an additional time each day when the veteran reaches the 3rd, 6th, and 9th levels. This boost lasts for a number of rounds equal to the veteran's class level plus 3. This is a supernatural ability.

Resist the Darkness (Su): Having struggled against the Shadowlands Taint, the veteran is determined never to fall to its dark embrace. The veteran receives a +3 circumstance bonus on all Fortitude saves to resist the Taint. This is a supernatural ability.

Sense the Darkness (Ex): The veteran is attuned to the foul presence of Shadowlands creatures. By spending a Void point, the veteran may determine if any Shadowlands creatures are within 50 feet of him. This does not reveal their location, only their presence and general direction from the veteran. This is an extraordinary ability.

Unchained Fury: There is nothing that the veteran loathes more than the spawn of the Dark Lord. Beginning at 5th level, the veteran may make an additional attack of opportunity against any Shadowlands creature or person who possesses the Taint. The veteran gains a second additional attack of opportunity when he reaches 10th level. These attacks of opportunity use the veteran's highest attack bonus.

Survivalist: Having survived the horrors of the Shadowlands, the veteran fears few wilderness threats. The veteran may take 20 on non-combat skill checks related to survival in the wilderness, even those that involve a penalty for failure. Unlike the normal rules for taking 20, this does not increase the amount of time required to perform the task.

TABLE 1–26: THE SHADOWLANDS VETERAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Grim Visage, Strength Boost 1/day
2nd	+2	+3	+0	+3	Resist the Darkness
3rd	+3	+3	+1	+3	Strength Boost 2/day
4th	+4	+4	+1	+4	Sense the Darkness
5th	+5	+4	+1	+4	Unchained Fury +1
6th	+6	+5	+2	+5	Strength Boost 3/day
7th	+7	+5	+2	+5	Survivalist
8th	+8	+6	+2	+6	Fear Aura
9th	+9	+6	+3	+6	Strength Boost 4/day
10th	+10	+7	+3	+7	Unchained Fury +2

Fear Aura (Ex): This ability operates as a free action, and functions as the *fear* spell. Targets may make a Will save (DC 10 + the Shadowlands veteran's Charisma modifier) to resist the effects. This affects only enemies within the veteran's threatened area. This is an extraordinary ability.

SHINJO EXPLORER

Since the Kami Shinjo first led them beyond the boundaries of Rokugan, her people have possessed an unquenchable thirst to discover the unknown. The Unicorn are the only Rokugani who regularly dare to explore the strange lands north and west of the Empire's borders. These hardy explorers often ride out alone despite the dangers of these untamed lands, ready to overcome any adversity and bring knowledge of their discoveries back to their clan.

The will to explore is strong even among those Unicorn who live their entire lives within the Empire. Some Unicorn turn their attentions toward the wilds of the Shinomen, the Plains Above Evil, the rugged Seikitsu Mountains, or the wide Ice Plains of their own territory. If an area within Rokugan has not yet been tamed, the brave explorers of the Unicorn can be counted on to turn their attentions to it. The reputation of the Unicorn's cavalry explorers precedes them; those who wish to journey into unknown lands would be wise to have a Shinjo or Moto riding at their side.

Most explorers are rangers of the Shinjo family. A good number are fighters or samurai from the other Unicorn families. Occasionally, a Unicorn rogue who has made too many enemies in civilized territories retires to the life of an explorer as well.

Hit Die: d10.



Shinjo Explorer

REQUIREMENTS

To qualify to become a Shinjo explorer, a character must fulfill all the following criteria.

Base attack bonus: +5

Clan: Unicorn.

Skills: Handle Animal: 5 ranks, Intuit Direction: 5 ranks, Ride: 5 ranks, Wilderness Lore: 5 ranks.

Feats: Track.

CLASS SKILLS

The Shinjo explorer's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). (*See the Player's Handbook™ for skill descriptions.*)

Skill Points at Each Level: 4 + Int modifier.

Examples of Shinjo Explorers in Legend of the Five Rings: Moto Yesugai, Shinjo Rojin, Shinjo Sanetama

CLASS FEATURES

All of the following are class features of the Shinjo explorer prestige class.

Weapon and Armor Proficiency: Shinjo Explorers are proficient in all simple and martial weapons, and in light and medium armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Shared Stride: At first level, the Shinjo Explorer learns a complex technique in which the explorer and one of his trained beasts (usually a steed) move as one to their best advantage. Once per round, as a free action, the explorer may make a skill check (DC 20). This is a Ride check for a steed, or a Handle Animal check for a trained animal (must be within five feet of the explorer). If this check is successful, the explorer and animal may use the better AC of the two for the following round.

Animal Companion: The Shinjo Explorer gains an animal companion at first level. This can be either a war dog (use wolf statistics), falcon (use hawk stats) or a Shinjo steed (use Light War Horse stats). This animal is identical to a normal animal of its type, except that it gains +2 hit dice, +4 Int, evasion (identical to the rogue ability), and an empathic link with the explorer up to a range

TABLE 1–27: THE SHINJO EXPLORER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Shared Stride, Animal Companion
2nd	+2	+3	+3	+0	Way of the Land
3rd	+3	+3	+3	+1	Absolute Direction
4th	+4	+4	+4	+1	Way of the Land
5th	+5	+4	+4	+1	Gaijin Gear
6th	+6	+5	+5	+2	Way of the Land
7th	+7	+5	+5	+2	Animal Companion
8th	+8	+6	+6	+2	Way of the Land
9th	+9	+6	+6	+3	Gaijin Gear
10th	+10	+7	+7	+3	Way of the Land, Animal Companion

of one mile. The explorer cannot see through the animal's eyes, but each can find the other unerringly and communicate emotional states to one another. With training, the explorer can summon the animal to his side or command it empathically. Though this animal is a creature of nature, its special link to the explorer causes it to be treated as if it were a magical beast. The explorer may use Shared Stride with his animal companions at a range of up to fifteen feet.

At sixth level and tenth level the explorer gains another animal companion. All previous companions gain another +2 hit dice, +1 Int, and improved evasion (identical to the rogue ability; this ability is only gained once per animal). If the explorer already possesses a Shinjo Steed, he may not summon a second steed. If an explorer's animal companion dies, he must wait a full year before replacing it. (The new animal has stats and abilities equal to the lost animal.)

Way of the Land: This ability is gained at second level, and every other level thereafter (fourth, sixth, eight, and tenth). The explorer may choose one of two effects each time this ability is gained. He may either gain a +2 circumstance bonus on all Wilderness and Intuit Direction checks, or he may gain a +8 regional bonus on Wilderness and Intuit Direction checks in a specific geographical area (any area listed in the location guide). The +2 bonus may be chosen multiple times, and stacks with itself or with a +8 regional bonus. The +8 bonus applies to a different region each time it is gained.

Absolute Direction: This ability is gained at second level. The explorer instantly and automatically takes 10 on all Intuit Direction checks, and can take 20 on an Intuit Direction check with a full round action.

Gaijin Gear: The explorer is skilled at making use of unusual equipment. At fifth and ninth level, the explorer gains one of the following: Heavy Armor Proficiency, Shield Proficiency, or an Exotic Weapon Proficiency of his choice. Weapons tend to be strange *gaijin* weapons (such as greatswords and slings) rather than Rokugani weapons.

SIEGEMASTER

All bushi are students of warfare. It is simply part of who and what they are: warriors in the sworn service of another. Some, however, extend their study of battle beyond the mere mastery of martial weapons. They study tactics and strategy, the ebb and flow of victory upon the field of mass battle. These samurai become commanders of men, officers in the armies of the clan.

Within this subset of warriors exists another, smaller group of men. In the Crab Clan, certain students of warfare study the art of the siege: the defense and destruction of fortifications. When war comes and the battle for territory rages, there are no tacticians more valued than the siegemasters.

Siegemasters are trained to recognize, defend and exploit structural weaknesses within fortifications. Given the proper men and equipment, there is no structure they cannot topple, no fortification they cannot defend. On the rare occasions when two equally matched siegemasters oppose one another on the battlefield, the confrontations often last for weeks or even months and sometimes end in a total stalemate.

Samurai are obviously the class who most often enter the ranks of the siegemasters. Other martially oriented classes are also suitable. While it is not impossible for shugenja or courtiers to become siegemasters, it is extremely uncommon.

Hit die: d8.

REQUIREMENTS

To qualify to become a siegemaster, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Clan: Crab.

Skills: Battle: 5 ranks, Craft (armorer or weaponsmith): 3 ranks.

Feats: Alertness, Endurance, Weapon Focus: Any one weapon.

CLASS SKILLS

The siegemaster's class skills (and key ability for each skill) are Battle (Int), Craft (Int), Diplomacy (Cha), Disable Device (Int), Open Lock (Dex), Ride (Dex), Sense Motive (Int), and Spot (Wis). The Battle skill is described in this book.

Skill Points per Level: 4 + Int modifier.

Examples of siegemasters in Legend of the Five Rings: Kaiu Endo, Ikoma Gunjin, Kaiu Utsu, Bayushi Tomaru, Kaiu Suman.

CLASS FEATURES

All of the following are class features of the siegemaster prestige class.

Weapon and Armor Proficiency: The siegemaster is proficient with all Simple, Martial, and Siege weapons and with Light, Medium, and Heavy Armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Leadership: At 1st level, the siegemaster gains the Leadership feat if he does not already possess it.

Command: At the 2nd level, the siegemaster learns to inspire the troops under his command to achieve their full

TABLE 1–28: THE SIEGEMASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Leadership
2nd	+2	+3	+0	+0	Command +1
3rd	+3	+3	+1	+1	Leadership bonus +1
4th	+4	+4	+1	+1	Command +2
5th	+5	+4	+1	+1	Bonus Feat
6th	+6	+5	+2	+2	Leadership bonus +2, Command +3
7th	+7	+5	+2	+2	Bonus Feat
8th	+8	+6	+2	+2	Command +4
9th	+9	+6	+3	+3	Leadership bonus +3
10th	+10	+7	+3	+3	Command +5

potential. By refraining from action and encouraging an individual or unit under his command, the siegemaster may grant them an additional +1 bonus to any skill check or to any attack roll made with a siege weapon during that action. This bonus increases by an additional +1 every two levels thereafter (4th, 6th, 8th, and 10th).

Leadership Bonus: Beginning at the 3rd level, the siegemaster gains a +1 bonus to his leadership level (equal to character level + Charisma modifier). This higher level allows him to attract and command more skilled and experienced soldiers. This bonus increases by an additional +1 every two levels thereafter (5th, 7th, and 9th). The siegemaster's cohorts and followers are always rogues and experts trained in siegecraft.

Bonus Feat: At the 5th and 7th levels, the siegemaster may select an additional feat from the following list: Dodge, Great Fortitude, Improved Initiative, Iron Will, Mounted Combat, Power Attack, Skill Focus, Toughness, and Weapon Focus. The siegemaster must meet all prerequisites for the feat selected. These bonus feats are in addition to the feats gained every 3 levels.

THE STORM LEGION

For most of the Mantis Clan's long history, its finest warriors have been mercenaries serving other clans in order to enrich the clan's coffers. Their unorthodox fighting style was an unknown quantity on the battlefield, often giving the Mantis' employers an edge over their foes. Throughout the centuries, the men leading these mercenaries have always been members of the elite Storm Legion.

The Mantis Clan was founded by Kaimetsu-uo, the son of the Crab Champion Osano-Wo, during the dawn of the Empire. Kaimetsu-uo, whose mother was a Lion samurai-ko (and whose grandmother was the celestial Dragon of Thunder), was an exemplary warrior who was overlooked as his father's heir in favor of another son born of a geisha. Taking with him only his mother and a few loyal guardsmen, Kaimetsu-uo retreated to the Islands of Spice and Silk and formed the first minor clan in the Empire, the Mantis. Ever since that time, the descendants of his personal guard have been inducted into the Storm Legion when they come of age.

The members of the Storm Legion are the commanders of the Mantis armies. They are loyal to their clan beyond question, and are among the most zealous samurai in the Empire. When the Mantis were declared a Great Clan, the Storm Legion became the personal guard of Lord Yoritomo, the Champion of the Mantis. Whenever the Mantis lord requires a trustworthy and dependable servant to complete a sensitive mission, it is always a Storm Legionnaire who is deployed.

Hit die: d10.

Note: This prestige class is essentially an optional expanded version of the Mantis Mercenary presented in *Oriental Adventures*.™ If you are using this presitge class in your campaign, the Mantis Mercenary should not be available as a seperate prestige class.

REQUIREMENTS

To qualify to become a member of the Storm Legion, a character must fulfill all the following criteria.

Base Attack Bonus: +7

Clan: Mantis.

Skills: Balance: 4 ranks.

Feats: Dodge, Power Attack, Weapon Focus (one of the following weapons: chain, chijiriki, jitte, kama, kusari-gama, nunchaku, sai, shikomi-zue, or tonfa).

CLASS SKILLS

The storm legionnaire's class skills (and key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Profession (Wis), Search (Int), Spot (Wis), and Swim (Str).

Skill Points per Level: 4 + Int modifier.

Examples of storm legionnaires in Legend of the Five Rings: Yoritomo, Bayushi Aramasu, Yoritomo Yukue, Yoritomo Kanbe, Yoritomo Denkyu, Yoritomo Kamoto.

CLASS FEATURES

All of the following are class features of the storm legionnaire prestige class.

Weapon and Armor Proficiency: The storm legionnaire is proficient with the following peasant and exotic weapons: chain, chijiriki, jitte, kama, kusari-gama, nunchaku, sai, shikomi-zue, siangham, and tonfa. They are also proficient with Light and Medium armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Riding the Waves: Storm legionnaires gain a +5 competence bonus to Balance checks made to keep their footing on an unsure surface, such as an uneven floor, ice, or a ship's deck in a storm.

Two-weapon Fighting: When wearing light or no armor, a storm legionnaire can fight with two weapons as if he had the feats Ambidexterity and Two-weapon Fighting. He loses this special bonus when fighting in medium or heavy armor, but not when using a double weapon (such as a kusari-gama).

TABLE 1–29: THE STORM LEGIONNAIRE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Riding the Waves, two-weapon fighting
2nd	+2	+3	+0	+0	
3rd	+3	+3	+1	+1	Voice of the Storm
4th	+4	+4	+1	+1	Double attack +1d4
5th	+5	+4	+1	+1	Yoritomo's Rolling Wave
6th	+6	+5	+2	+2	Double attack +2d4
7th	+7	+5	+2	+2	Hand of Osano-Wo
8th	+8	+6	+2	+2	Child of Osano-Wo (Void bonus)
9th	+9	+6	+3	+3	Double attack +3d4
10th	+10	+7	+3	+3	Child of Osano-Wo (double Void)

Double Attack: The storm legionnaires specialize in attacking with multiple weapons, throwing their foe off-balance with the first strike, and leaving him open for the second. Beginning at the 4th level, whenever the legionnaire attacks with a weapon in each hand during a single combat round he may add +1d4 to the damage of the second strike. This damage bonus increases to +2d4 upon reaching the 6th level and +3d4 at 8th level.

Voice of the Storm: A storm legionnaire of at least 3rd level can summon the power of Osano-Wo, the Fortune of Storms, and channel it through his body for a moment. Once per day, the legionnaire can add his class level as an enhancement bonus to his Strength. Activating this power is a free action, and the power lasts for 1 round.

Yoritomo's Rolling Wave: Beginning at the 5th level, the storm legionnaire learns the unique bobbing motion invented by Yoritomo. When using the Dodge feat, the legionnaire adds his Intelligence or Wisdom bonus (whichever is higher) to the dodge bonus to AC granted by the feat.

Child of Osano-Wo: Calling upon the great power of his forefathers, the storm legionnaire is capable of great feats of physical strength. Beginning at the 7th level, the legionnaire may spend a Void point to add +5 to any attack roll (as opposed to the normal +2). In addition, beginning at the 10th level the legionnaire may spend up an extra Void points per attack in this fashion.

THE SWORD OF YOTSU

The Sword of Yotsu is one of many *otokodate* (ronin bands) that have formed throughout Rokugan. The brotherhood was formed over fifty years ago after the heroic ronin Yotsu Yatoshin rescued the young Hantei Sotorii from the clutches of the Bloodspeakers. The Yotsu family are one of the few ronin families in the history of the Empire to be awarded an official name by the Emperor.

The brotherhood's purpose is threefold. Their primary duty is the honorable defense and maintenance of the Yatoshin district of Otosan Uchi, the Imperial Capital. Their secondary duty is the defense of the helpless. The Yotsu earned their family name by protecting the infant son of the Hantei and battling the Bloodspeakers; they now see it as their obligation to uphold the heroic tradition of their founder and battle the practitioners of *maho* wherever they may be found. Third, Swords of Yotsu are expected to seek out ronin whose spirits are kindred to their cause, and induct them into the brotherhood. The Swords of Yotsu are esteemed throughout the Empire as honorable and valorous samurai. Even those who despise ronin respect the Swords.

There is more to the Yotsu than meets the eye, however. Yotsu Yatoshin's grandfather was once an *ise zumi* of the Dragon Clan, and left his clan to contemplate a riddle spoken to him by Togashi. "When a man falls, he also rises. Remember this, and when ten thousand men have fallen to your name, you will join the stars in the Celestial Heavens, and your place will be among the Fortunes."

This riddle drives the descendants and followers of Yatoshin to this day. Some believe that when ten thousand men have sworn fealty to the Yotsu, their line will meet its true destiny. Some believe that when ten thousand dishonorable foes perish in combat with the Swords of Yotsu, the riddle will be solved. Until the answer is revealed, the Swords of Yotsu walk a middle ground, inducting those ronin they find worthy when possible and fighting the wicked in the meantime.

Samurai and rogues are the most likely individuals to join the Swords, though a handful of shugenja have been noted among their numbers. One thing unifies membership in this otokodate — only those who have never known fealty to a clan are allowed entry.

(More information about the origins of the Sword of Yotsu otokodate can be found in *Way of the Wolf* for the *Legend of the Five Rings Role-Playing Game.*)

Hit Die: d12.

REQUIREMENTS

To qualify to become a sword of Yotsu, a character must fulfill all the following criteria.

Clan: None; must be ronin.

Race: To date the members of the Swords of Yotsu have all been human, but there is no reason why an honorable Naga or Nezumi would not be accepted among them.

Base attack bonus: +4

Alignment: Any non-evil.

Honor: At least one rank.

Skills: Knowledge (Law): 4 ranks, Sense Motive: 4 ranks, Spot: 4 ranks.

Feats: Alertness, Expertise.

Special: The ronin must swear fealty to the Yotsu family and take their name. A character who does not meet the rest of these criteria may swear fealty to the Sword of Yotsu otokodate, but may not gain levels in this prestige class until he meets the criteria.

TABLE 1–30: THE SWORD OF YOTSU

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Shelter the Blameless, Sword of Yotsu
2nd	+2	+3	+3	+0	Weapon Focus
3rd	+3	+3	+3	+1	Blood of Yotsu +1
4th	+4	+4	+4	+1	Expertise bonus +1
5th	+5	+4	+4	+1	Superior Expertise
6th	+6	+5	+5	+2	Blood of Yotsu +2
7th	+7	+5	+5	+2	Expertise bonus +2
8th	+8	+6	+6	+2	Weapon Specialization
9th	+9	+6	+6	+3	Blood of Yotsu +3
10th	+10	+7	+7	+3	Expertise bonus +3, Hand of Yotsu

CLASS SKILLS

The Sword of Yotsu's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (Law), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str). (*See core rulebook I for skill descriptions.*)

Skill Points at Each Level: 2 + Int modifier.

Examples of Swords of Yotsu in Legend of the Five Rings: Yotsu Sciki, Yotsu Scou, Yotsu Shoku.

CLASS FEATURES

All of the following are class features of the Sword of Yotsu prestige class.

Weapon and Armor Proficiency: Swords of Yotsu are proficient in all simple and martial weapons, and in light and medium armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Shelter the Blameless: At first level, the Sword of Yotsu gains this ability. When using the aid another action (*see core rulebook I*) to augment an ally's AC, their AC gains an additional circumstance bonus equal to the Sword of Yotsu's Intelligence bonus. (Normally, aid another provides only a +2 bonus to an ally's AC.)

Sword of Yotsu: All those who join the Sword of Yotsu are given a masterwork katana and daisho (if they do not already have one). While he keeps this daisho on his person the Sword of Yotsu can gain no points of Shadowlands Taint unless he actively uses *maho*. The character also gains the samurai's ancestral daisho ability (*see page 31*). This ability functions as if his samurai level were equal to his Sword of Yotsu level. If the character has samurai levels, his Sword of Yotsu levels stack with his samurai levels for the purposes of the ancestral daisho ability. If the Sword of Yotsu ever gains the Shadowlands Taint for any reason, he loses any ancestral daisho bonus that came as a result of this prestige class.



Sword of Yotsu member

Weapon Focus: The Sword of Yotsu gains either Weapon Focus (katana) or Weapon Focus (wakizashi) for free at second level.

Blood of Yotsu: The Sword of Yotsu gains this ability at third level. The followers of Yotsu Yatoshin believe that those who fight at the side of their brothers share the strength of their brothers. If standing within fifteen feet of at least one other person who has sworn fealty to the Yotsu name, the Sword of Yotsu may gain a +1 bonus to either his melee attack rolls or his AC for the following round, so long as a fellow Sword remains within fifteen feet at all times. If the Sword's ally is an actual sibling (blood-related brother or sister) as well as a fellow Yotsu, the bonus is increased by one. This bonus increases to +2 at sixth level, and +3 at ninth. A Sword of Yotsu can only gain this bonus once, no matter how many of his brothers and sisters are in range.

Expertise Bonus: The Swords of Yotsu are masters of defense. At second level, the AC bonus provided when using Expertise (or Superior Expertise) is increased by one, total. This means that if the Sword chooses to take a –4 attack penalty with Expertise, he gains a +5 bonus to his AC. The Sword may choose to take a –0 attack penalty and simply gain the Expertise bonus to his AC, so long as he follows the other rules and limitations for using Expertise. This bonus increases to +2 at seventh level, and +3 at tenth level.

Superior Expertise: The Sword of Yotsu gains this feat (described in *Oriental Adventures*) for free at fifth level.

Weapon Specialization: The Sword of Yotsu gains either Weapon Specialization (katana) or Weapon Specialization (wakizashi) for free at eighth level.

Hand of Yotsu: At tenth level, the Sword of Yotsu is considered a spiritual descendant of Yotsu Yatoshin, and is esteemed as an equal by the ronin's true descendants. The Sword now has the right to swear his fellow ronin to the name of Yotsu, and induct others into this prestige class if they meet the criteria. If this ability is abused, the Sword of Yotsu otokodate may revoke it.

TABLE 1–31: THE BOUNTY HUNTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Ranged Attack Bonus +1, Quick Shot
2nd	+2	+3	+0	+0	Increased Range
3rd	+3	+3	+1	+1	Ranged Attack Bonus +2
4th	+4	+4	+1	+1	Damage Bonus +d8
5th	+5	+4	+1	+1	Ranged Attack Bonus +3
6th	+6	+5	+2	+2	Increased Range
7th	+7	+5	+2	+2	Ranged Attack Bonus +4
8th	+8	+6	+2	+2	Damage Bonus +d10
9th	+9	+6	+3	+3	Ranged Attack Bonus +5
10th	+10	+7	+3	+3	The Arrow Knows the Way, Increased Range

WASP BOUNTY HUNTER

Decades ago, a Lion maiden and a Scorpion lord went against the wishes of their respective clans to share their love of one another. Although they were tolerated for a time, when the Scorpion announced his intention to make their son his rightful heir, the two clans united to destroy the rogue lord and his mistress. Only their son Tsuruchi survived. Through cunning and diplomacy, he gained the favor of the Emerald Champion and laid claim to his father's land as his own, forming the Wasp Clan in the process.

The Wasp Clan was a tiny clan based on the southern border of the Spine of the World Mountains. Born from the treachery of samurai, the Wasp lord Tsuruchi denounced bushido and the way of the sword in favor of the bow. (*See page 190 in Chapter 6 for more details.*) Solely because of their daimyo's tremendous skill, all Wasp were granted the status of Emerald Magistrates and commanded to hunt down criminals and fugitives throughout the Empire.

Wasp Bounty Hunters do not follow the code of bushido as do other samurai. They do not carry a daisho. They rely exclusively upon their bow and their wits. They hunt criminals for the bounty upon their heads. There is very little they have in common with the samurai of the great clans. The Wasp do, however, honor their word. When a Wasp makes a promise, it will be fulfilled no matter the cost.

The Wasp Clan joined Yoritomo's Alliance during the Clan War, remaining steadfast allies with the Mantis after the latter gained Great Clan status. Tsuruchi himself remained one of Yoritomo's lieutenants and pledged the Wasp to serve the Mantis. Although Tsuruchi disappeared shortly before the Battle at Oblivion's Gate, his successors honored his memory by maintaining the Wasp's close ties to the Mantis. In recent months, the Wasp Clan has become the Tsuruchi family of the Mantis Clan, a truth many young Wasp are reluctant to accept.

Hit die: d8.

REQUIREMENTS

To qualify to become a Wasp Bounty Hunter, a character must fulfill all the following criteria.

Base Attack Bonus: +6

Clan: Wasp (Tsuruchi family of the Mantis).

Skills: Gather Information: 4 ranks, Knowledge (law): 4 ranks.

Feats: Weapon Proficiency (bow), Weapon Focus (bow).

CLASS SKILLS

The Wasp Bounty Hunter's class skills (and key ability for each skill) are Bluff (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Knowledge (Law), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Wilderness Lore (Wis).

Skill Points per Level: 4 + Int modifier.

Examples of Wasp bounty hunters in Legend of the Five Rings: Tsuruchi, Mukami, Ashinagabachi Ichiro, Tsuruchi Okame.

A NOTE ON PRESTIGE CLASSES

In Rokugan, the greatest respect is afforded to one's school and sensei. Invitation to a prestige class implies that one has been chosen to receive higher teachings, and is a matter of great honor. Members of the samurai caste rarely ever attend more than one prestige class, for to do so would imply that one's new teacher is superior to the old one. In rare instances, two dojo that are friendly to one another will place no stigma on a student who transfers back and forth between the two.

Some prestige classes are attached to specific clans. This implies that only those who are members of that clan, or who are on friendly terms with the clan, will be invited to attend the prestige class.

CLASS FEATURES

All of the following are class features of the Wasp bounty hunter prestige class.

Weapon and Armor Proficiency: Wasp bounty hunters are proficient with all Simple and Martial weapons as well as with Light armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Ranged Attack Bonus: Beginning at 1st level, the bounty hunter receives an additional +1 attack bonus that only applies to ranged attacks with a bow. This bonus is cumulative with other attack bonuses. This bonus increases by one every two levels thereafter (3rd, 5th, 7th, and 9th levels).

Quick Shot: If the bounty hunter has an arrow readied when combat begins, he receives an Initiative bonus equal to his class level for the first round if he fires the bow during the first round. For example, a 3rd level Wasp bounty hunter would receive a +3 Initiative bonus during the first round of combat if he had an arrow nocked to fire when the combat began. After the first round, your initiative total is lowered by 3, in the same manner as if you had held your action. (Though you may still take a full action in that round.)

Increased Range: The bounty hunter has mastered the art of the arced shot, dramatically increasing the accurate range of his arrows. Beginning at 2nd level, the bounty hunter may add 10 feet to the Range Increment of any bow. This bonus is gained again at the 6th and 10th levels for a total of 30 additional feet added onto the Range Increment.

Damage Bonus: True mastery of the bow means that a target's armor is irrelevant. The bounty hunter knows the weak points of armor and can strike unprotected areas with deadly accuracy. Beginning at level 4, the bounty hunter gains a damage bonus of +1d8 on all shots within a weapon's standard Range Increment. This bonus increases to +1d10 at the 8th level.

The Arrow Knows the Way: The bounty hunter has truly mastered the art of the bow, firing without thought. If the bounty hunter takes a full round to focus his energy upon a single target and then fires in a single, fluid motion, he may take 20 on the attack roll (an action not normally allowed with attack rolls) the following round. This cannot result in a critical hit. To score a critical hit, the bounty hunter must roll as normal. This does not incur a time penalty as per the normal rules for taking 20.

CHAPTER TWO:

MAGIC OF ROKUGAN

In Rokugan, there is a spirit in everything, living and dead, good or evil. Each stone, tree, waterfall, and weapon is inhabited by one or more of the minor elemental spirits called kami (not to be confused with the Kami, the children of Sun and Moon who founded the clans). These spirits are vaguely intelligent, able to speak with and obey those who have the gift of understanding them. Monks, henshin, and sodan-senzo all can communicate with the kami at least on a basic level, but the shugenja is the master of hearing and living with the kami.

Magic in the Empire is a form of prayer and sorcery. There is no deep and scholarly science to magic beyond the simple ability to speak with the kami. A shugenja's training starts when the student learns how to hone his ability to call upon the kami. The channeling of the kami's power takes its toll on the shugenja's spirit, and limits the amount of times he can call upon such power before he must rest. As the shugenja grows in power, so does his ability to call upon greater tasks of the kami, and more often.

Casting a spell is a simple process, for those who are able. The shugenja simply utters a prayer to the kami, beseeching them for aid, and speaking his commands. A spell usually requires an ofuda (a blessed scroll the prayer for the spell is written on) as a focus. The kami are easily pleased and amused, and rarely ignore the shugenja's demands. The accepted view of shugenja is that the kami are not servants, but holy spirits that grant the wishes of the pious, such as themselves. However, there have been more than a few shugenja who are neither pious nor very respectful of the kami. Being minor elemental spirits, the kami hardly remember mistreatment at the hands of any single shugenja. Those few kami that do remember generally never see that shugenja again, for there are countless kami in the Empire. A shugenja that continually abuses his gift may attract the attention of the Fortunes, however, and that is where trouble can begin for the rogue shugenja.

HIERARCHY OF THE SPIRITS

"Every man has a master, who in turn bows his head to another lord. All things must eventually answer to something more powerful, until we all bow before Sun and Moon. Such is the Celestial Order."

— Miya Hatori

KAMI

Though they help to hold the material world together, the innumerable minor kami that inhabit Rokugan are the least of the spirits that keep watch over the Empire. The lesser kami are shadowed by greater kami, who are simply more powerful, more intelligent brothers of the more common kami. Elemental spirits who are summoned into physical form tend to be of these greater kami, as are the more powerful manifestations of elemental magic.

The greater kami, in turn, answer to the Oracles of the elements. These Oracles are the manifestation of the Elemental Dragons' power in Rokugan. There have been five Oracles since Lady Sun and Lord Moon lifted the

Celestial Heavens away from the land of mortals and the Elemental Dragons chose to leave behind a "shadow soul" of their power. The Dragons, though mostly bound in the Celestial Heavens, can see through the eyes of their Oracles and bring their power forth through these vessels.

Powers: The kami, greater and lesser, can be compared to the mortals of Rokugan. They are the most common spirits, and while powerful, they are hardly impressive. In the end, while the foundation for magic in the Empire, they are generally harmless and powerless on their own. They require an outside force (such as a shugenja or Fortune) to command them. Most kami can be summoned, questioned, or even imprisoned by a competent shugenja.

ORACLES

The Oracles themselves are both more and less than human. The spirit of the Dragon changes its host from time to time, for reasons and in ways still not fully understood by even Phoenix scholars. However, the spirit remains largely unchanged, even though the host may be different. TheOracles rest in remote sanctuaries that sometimes change, but are always appropriate to the element each Oracle represents. For example, the Oracle of Earth has always resided in a tower made of vines woven tight enough to form the very walls and floors of the tower itself. This tower has constantly stood in the Twilight Mountains near the Crab provinces. Reaching an Oracle for guidance is never an easy task, and is the subject of many plays, novels, and stories.

The power of sharing a Dragon's soul has always proven too much for a mortal spirit. In the past, the Dragon's psyche has overcome the mortal mind, the host becoming nothing more than a shell for a Dragon's extension. The five most recent Oracles have diverged from this precedent, and have retained their mortal minds and desires in some form. The most obvious example of this change is the current Oracle of the Void, Toturi Kaede. Shortly before the end of the Clan Wars, Isawa Kaede heard the call of her destiny as Oracle of the Void and disappeared. However, when the Living Darkness made its attempt to end the Empire, she returned to help guide her clan and restore Emperor Toturi to his rightful self. The two were married, and Kaede lived for thirty more years as a mortal in the Empire. Shortly after Toturi's death, however, she disappeared into the Void, leaving the Empire in a state of upheaval. In contrast, Hiruma Osuno, the current Oracle of Earth, is already forgetting his own mortal name and history. Perhaps this change is not as permanent as it appeared at first.

Another recent oddity is the report of an "Oracle of Thunder." A millennium of Phoenix research has never uncovered an Oracle of Thunder, nor have the other Oracles spoken of its existence. However, shortly before the Battle at Oblivion's Gate, a handful of members from each Clan all spoke of being visited by such a being in their dreams. Later investigation showed that those same samurai, monks, and shugenja were carried by the five Elemental Dragons to the Battle at Oblivion's Gate. If this is true, it raises questions about the existence of an Oracle connected to the Celestial Dragon, and the possible Dark counterparts of the Oracles of Thunder and the Celestial Heavens.

Powers: As the representation of a Dragon's power in the mortal world, Oracles are a force that should always be respected. Though none are sure where the Dark Oracles draw their power from, they are as mighty as their counterparts. Oracles have undone the souls of offensive mortals with a simple gesture in the past, and would not hesitate to do so again if they felt threatened. For all their power, however, they are bound by the Celestial Order just like everything else. Oracles, when encountered, can be asked a single question. Each Oracle must answer a question for a mortal when asked, but only once. Often the Oracle itself does not know the answer until the question is asked, and the Dragon's soul provides the information as the Oracle speaks it. Many have attempted to seek out all the Oracles, to gain guidance from each, but the task is monumental. Also, an Oracle cannot meddle directly in the affairs of mortals except in self-defense. When the Dark Oracles attempt to harass the Light Oracles, they generally do so through intermediaries. The Oracles' power is nearly limitless against mortal beings. Attracting their anger is suicide, plain and simple.

THE ORACLES

The current locations and "identities" of the Oracles are as follows:

Oracle of Air: Doji Hanae, who carries on in the traditional sanctuary of her predecessors — a floating home in the clouds.

Oracle of Earth: Hiruma Osuno, living in the Tower of Vines that currently has appeared near the ruins of the castle of the defunct Boar Clan.

Oracle of Fire: Isawa Mitori, wandering among humanity, posing as just another mortal.

Oracle of Thunder: Tonbo Toryu, waiting in the purified ruins of Valturnum for worthy men and women.

Oracle of Water: Isawa Mitako, who has been reported walking around the shores and on top of the waters of White Shore Lake.

Oracle of the Void: Toturi Kaede vanished after the recent death of Toturi the First and has not been seen since.

The Dark Oracles are much harder to find. They prefer to wander the length of the Shadowlands, using their power to torment their counterparts from afar. Very few have ever been foolish enough to seek out the Dark Oracles, and none have been heard from again.

FORTUNES AND DRAGONS

Above the Oracles are the lesser Fortunes. There are hundreds of these minor gods, patrons of certain aspects of life or the world such as roads, joy, households, windows, contentment, and so on. The lesser Fortunes do not interact with the world of mortals nearly as frequently as the elemental kami or even the Oracles. These Fortunes are sometimes mortals, elevated to divine status by agreement between the Celestial Heavens and the Emperor (who is the head of the Shintao religion). Osano-Wo is an example of how a mortal can rise to the status of a Fortune, but his power is much more impressive than the myriad lesser Fortunes.

The second most powerful inhabitants of the Celestial Heavens and Rokugan are the Dragons and Fortunes. The Seven Fortunes are gods and patrons of seven of the most important aspects of life. The Dragons each represent a fundamental part of the universe. The five Elemental Dragons each command the aspects of Air, Earth, Fire, Water, and the Void. The two remaining Dragons are the Thunder and Celestial Dragons. The Thunder Dragon represents the force not only of the storm, but also of the human spirit and

courage. The Celestial Dragon is charged with the stewardship of the Celestial Heavens, both ensuring the Order is secure in Rokugan and the Heavens, and carrying worthy mortals to the Heavens. When a mortal becomes a Fortune, it is this Dragon that carries the soul to its new home.

The reports of a Jade Dragon can actually be attributed to an aspect of the Fortune of Strength, Bishamon. Like many Celestial beings, the Fortunes often appear as either humans with otherworldly features (such as stars for eyes, or fire instead of hair), or as a Dragon. The most famous example is Osano-Wo, who was originally the son of the Kami Hida and the Thunder Dragon. Osano-Wo has since ascended to the place of the Fortune of Fire and Thunder, and occasionally appears in portents and dreams as a great dragon dancing among the lightning and thunder of a terrible storm. Unlike dragons, however, the Fortunes are generally prayed to and asked for guidance. Fortunes keep no Oracles like their Celestial brethren, instead choosing to work their will in a more direct manner when it suits them. Like many in the Heavens, the Fortunes are generally compassionate but fickle. Sometimes incurring the wrath of a Fortune can be an easy thing, while other times the Fortunes simply do not seem to care how much they are affronted. However, no matter the reason, when a Fortune is roused to anger, their wrath is often swift and terrible.

Powers: Nothing can compare to the might of a Fortune or Dragon, except a more powerful Fortune or Dragon, or the Sun and Moon. Where the Oracles are bound to act in a certain way within the Order, these beings are not. However, the Dragons and Fortunes are fond of mankind, and do not express their anger on a whim. Usually. All the terrifying power that an Oracle possesses is just a shadow of what a true Dragon is capable of, a power matched by the Fortunes as well. They cannot be harmed by means comprehensible to mortals, but that does not mean they will take a harmless affront lightly.



The Five Elemental Rings

Sun and Moon

The most powerful beings of the Heavens are Sun and Moon. In the past thirty years, both have been replaced by mortals: the man once known as Hida Yakamo is Lord Sun, and the samurai-ko Mirumoto Hitomi is Lady Moon. These two figures do not take much of an active role in the life or magic of Rokugan, but they are still venerated and feared.

Powers: These are the primal forces that have created everything. If attacking an Oracle is suicide, provoking the anger of Sun and Moon is both suicide and insanity. Like all things, however, it is possible to end the existence of such things. Mirumoto Hitomi, bolstered by the power of the Dragon Kami Togashi, the Hand of Lord Moon, and a sword made from Lord Moon's own bone, was able to defeat the First Moon. Of course, the First Moon had also split his power in half to attempt to destroy Hitomi and end the existence of Toturi the First. When you feel as if your characters are on par with such power, feel free to call down the Heavens.

Ritual Magic

In Rokugan, there are no spells. Instead, shugenja recite prayers to the Fortunes. These prayers, if recited properly, result in the intervention of the kami, elemental spirits who perform the function asked of them by the shugenja, thus achieving a predetermined effect. In essence, the shugenja uses his own spiritual energy to both request and demand the service of the elements themselves. For those who have the training, this means that multiple shugenja can focus their energies on a single prayer, thereby increasing the effect produced by the kami who answer the prayer. This is known as ritual magic.

On the surface, the premise of ritual magic is very simple: multiple shugenja recite the same prayer at the same time to produce a larger and more powerful effect. In reality, however, it is considerably more complicated. Multiple shugenja reciting the same prayer at the same time would only produce multiple effects rather than a larger, single effect. Shugenja must be trained to focus their energies together into a single prayer. Attempting to do so without proper training can result at best in the squandering of the shugenja's energy and at worst in a catastrophic failure of the type that can cause significant magical backlash to the shugenja in question.

When casting ritual magic, the casters involved must first possess the feat Ritual Magic (*see Chapter One, page 53*). The participants must select the lead shugenja, the individual who will be leading the effort. This will always be the shugenja of the highest level in the group performing the ritual. The kami summoned by the prayer sense the most powerful shugenja in their midst and will flock to him. In the event of shugenja of equal level being involved in the casting, the group may choose who the lead caster will be. The lead shugenja in any ritual must be able to cast the spell in question as if it were three levels higher. The lead shugenja may use additional metamagic feats to augment the spell's effect, but other cooperating shugenja cannot.

Whenever a spell is cast as a ritual, the casting time is automatically doubled in addition to the normal casting time required for a shugenja to use a metamagic feat. Any spell that does not already possess the components Verbal and Somatic adds those requirements as part of the ritual. Material component requirements must be supplied by each participant, which can dramatically increase the expense of the spell. When several shugenja cast a single spell, however, the effects of the spell increase considerably. For each shugenja beyond the first participating in the ritual, you may improve the spell in one of the following ways:

- Increase the timed duration of a spell by a single increment (i.e. from 1 minute/level to 2 minutes/level, from 5 minutes/level to 6 minutes/level, etc). Spells with a duration of Instantaneous or Permanent cannot have their durations changed via ritual magic.
- Increase the damage of a spell by one die (i.e. from 4d6 to 5d6, 3d10 to 4d10, etc.). This can increase the damage of a spell beyond its normal maximum, although no ritual spell may ever exceed twice its normal maximum damage rating.

- Increase the DC of the save against the spell by 2.
- Increase the effective caster level for the spell by 2.

Each additional shugenja's bonus may be applied to a different spell improvement.

Example: if five shugenja are casting a single spell (thereby granting four improvements to the spell), the spell could increase its duration by one increment, add two additional dice of damage, and increase the DC of the save against the spell by 2.

SECRET LORE

The elemental magic of the kami, the dark power of maho, and the enlightened arts of kiho are the most recognized forms of magic, but they are not the only magic known in the Empire. A variety of secret magical arts are also practiced. A number of feats are described in this section rather than in the Spells and Magic section, as their use should be relatively rare. A player must always get the DM's permission before learning a Secret Lore feat.

BLOOD MAGIC

Though blood magic is often synonymous with maho, the two are not entirely interchangeable. Before the fall of the Kami, the Isawa practiced a form of blood magic that drew upon the purity of one's own spirit, using blood as a focus. The Unicorn returned from the Burning Sands with a similar form of magic.

Despite the purity of this style of blood magic, Fu Leng's fall tainted the use of blood as a magical focus in general, causing pure blood magic to fall into disuse.

PURE BLOOD MAGIC
[METAMAGIC SECRET LORE FEAT]

You know the secrets of pure blood magic, untainted by the Shadowlands. You may use your own blood as a focus for magical power.

Clan: Phoenix and Unicorn

Prerequisite: The ability to cast divine spells as a shugenja.

Benefit: You may draw upon your own blood (never the blood of others) to cast your magic. If you have a slashing weapon in hand (such as a knife) you may inflict an amount of damage equal to the spell's level upon yourself during casting in order to increase the effect of the spell. (You do not need to make a Concentration check to maintain the spell when damaging yourself). You may choose either to increase the save DC by two, or increase your effective caster level by one.

Special: Each point of damage inflicted when using this feat has a 1% chance of attracting the attention of a kansen (*see the New Monsters section*).

SHADOW MAGIC

Tejina is a strange form of magic discovered by Shosuro during her escape from the Shadowlands. By making a deal with the Lying Darkness, Shosuro captured a bit of that strange being's power. For centuries, the Soshi family harnessed the power of Darkness through kage yakiin ("shadow brands"). Many of the Scorpion Clan's most infamous ninja bore these brands, allowing them to pass unseen and unheard.

Over two decades ago, the Lying Darkness embarked upon its great campaign to unmake the Empire, culminating with the great battle at Oblivion's Gate. Though the Shadow was named and many of its minions destroyed, some lingering traces of shadow remain. The Soshi have continued to experiment with the *kage yakiin*, but with extreme care. If it appeared that the Lying Darkness were returning, or seizing control of branded agents, the Scorpion would kill their test subjects without mercy.

Ironically, there is a small school of illusion magic practiced by the Shiba which is also named *Tejina*. The similarity of name is apparently a linguistic coincidence.

KAGE YAKIIN [SECRET LORE FEAT]

You have been marked with a shadow brand.

Clan: Scorpion

Benefit: You suffer no movement penalties when attempting to remain hidden in areas with dim lighting or darkness. If you use Bluff to create a diversion to hide (*see Player's Handbook,™ page 69*) you suffer no penalty to your Hide check. Your movement penalties to Move Silently checks in areas of dim lighting or darkness are reduced by five. Hide and Move Silently are class skills for you.

Special: If your shadow brand is exposed to sunlight, you take one point of damage per round until it is covered. You may not take the Depths of the Void feat, and may not take this feat if you already possess Depths of the Void.

If you begin behaving erratically, or displaying any signs of the Lying Darkness' control, your Soshi masters will kill you.

TATTOO MAGIC

In the lands of the Dragon, the secret order of *ise zumi* have exercised the will of Togashi for generations. Even after the death of the Kami Togashi, the ise zumi serve him still. Once, the ise zumi were tattooed with the Kami's mystic blood. In more recent times, Togashi's son Hoshi has assumed this role. A handful of Togashi family members have even developed tattoos spontaneously. Some Hitomi family members have been born with mystic tattoos already in place. The reason behind this is unknown; perhaps it is yet another mystery of the Dragon.

Any inkyo or monk from the Hitomi or Togashi family can select the tattoos described in the *Oriental Adventures*™ Tattooed Monk prestige class as if they were kiho feats. However, the character must select the Void Use feat before choosing any tattoos, and may not have more tattoos than his maximum Void Points. The level requirements (of those tattoos which have them) become character level requirements for monks and inkyo, and are increased by five.

ANCESTOR MAGIC
[KITSU SODAN-SENZO MAGIC]

Once, a proud race of creatures known as kitsu roamed across the plains of Rokugan. These cat-like hunters possessed a deep understanding of the Spirit Realms, and practiced a magic as potent as that of Rokugani shugenja. Unfortunately, to the eyes of mankind they appeared nothing more than beasts. As the Empire expanded, it fell to Akodo to exterminate these creatures. In the end, Akodo recognized the kitsu's intelligence and showed them mercy. Nonetheless their race began to dwindle.

In the end, the last of the kitsu were given human form by Amaterasu. These became the founders of the Kitsu family. The Kitsu still possess the magic of their majestic ancestors. The Kitsu ancestor feat (*presented in Oriental Adventures*™) deftly illustrates the Kitsu ability to sense spirits. Their ability to communicate with spirits is illustrated by the following feat.

Kitsu Blood (Secret Lore Feat)

You can communicate with denizens of other Spirit Realms.

Clan: Lion

Prerequisite: Must be a shugenja, a member of the Kitsu family, and attend the Kitsu shugenja school.

Benefit: You may mentally speak to any spirit creature (including ghosts, animal spirits, oni, shiryo, and gaki) within 100 ft. radius as if you knew their language. Once per week, you may perform an augury (with no need of material components) by visiting an ancestral shrine and importuning the shiryo for advice.

Meishodo

A strange magic imported to Rokugan by the wandering Unicorn, Meishodo draws heavily upon the power of names. The Iuchi believe each thing that exists possesses a perfect name. By discovering the name of the magic you wish to use, you may invoke it. Inscribing this perfect name upon an object allows you to focus upon it, and draw forth the power of the magic. The art of crafting meishodo is grueling, and in some ways less potent than normal Rokugani magic, but the Iuchi are experts in the craft.

Meishodo Item Creation Secret Lore Feat

You are adept at Unicorn name magic, allowing you to craft and use meishodo amulets.

Clan: Unicorn

Prerequisite: Shugenja level 5th+

Benefit: You can create a meishodo amulet of any spell of 5th level or lower that you know. Crafting an amulet takes 1 day for each 1,000 gp in its base price. The base price of a meishodo amulet is its caster level multiplied by the spell level (modified for metamagic feats) multiplied by 150 koku (0-level spells count as ½ level).To craft a meishodo amulet, you must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

In addition, this feat allows you to use any meishodo amulets you find as per the normal rules for using meishodo.

Creating Meishodo

Creating a meishodo requires access to a small supply of materials. The most common are glass, jade, gems, precious metals, feathers, leather, and linen. The cost of the materials is denoted in the price of the amulet, and the materials are consumed during item creation. You must also have any material components or foci of the spell on hand. Material components are also consumed during item creation. If the spell has an XP cost, that cost is added to the XP cost of the meishodo.

A meishodo amulet is always created for a specific spell, with specific metamagic feats inherently attached. This spell cannot have a base level greater than 5th. However, you may create meishodo that utilize any metamagic feats you know, increasing the base level to any spell level you can currently cast. Unlike normal item creation feats, meishodo amulets always cast the spell at the lowest possible caster level (ignoring metamagic feats).

Spells with a casting time greater than ten minutes cannot be made into meishodo.

Table 2–1: Meishodo Creation Costs

Spell level	Market Cost	Creation Cost	XP Cost
1st	150 koku	75 koku	6
2nd	1,200 koku	600 koku	48
3rd	2,700 koku	1,350 koku	108
4th	4,800 koku	2,400 koku	192
5th	7,500 koku	3,750 koku	300
*6th	10,800 koku	5,400 koku	432
*7th	14,700 koku	7,350 koku	588
*8th	19,200 koku	9,600 koku	768
*9th	24,300 koku	12,150 koku	972

*Spells of higher than 5th level cannot be made into meishodo. However, metamagic feats can cause a meishodo's effective spell level to be greater than five.

Using Meishodo

Activating a meishodo is a standard action that does not draw attacks of opportunity. Saving throws vs. meishodo effects are DC 10 + the base level of the spell + the ability bonus of the minimum ability score needed to cast the base level of the spell. The caster level of a meishodo is always the minimum caster level of the spell's base level.

A meishodo user must have the Meishodo feat and expend a spell slot equal to the spell level of the meishodo (including metamagic feats). The user of the item need not actually know the spell or metamagic feats used to create in the amulet, and he needs no focus or material components with costs less than one koku (XP components are expended normally). The casting time of a meishodo amulet is always 1 action.

Meishodo do not count against the maximum number of magic items worn. They must be held in hand to be used. Most meishodo users tie their amulets to wristbands, necklaces, headdresses, or shoulder mantles. Meishodo worn in such a manner may be readied with a free action.

Example: Horiuchi Shem-Zhe wishes to craft a meishodo of path to inner peace II (cure moderate wounds). *The spell is a second level shugenja spell that heals 2d8 + 1/level (max +10) hit points of damage. Shem-Zhe also wishes to Maximize this spell. Maximize spell exhausts a spell slot three levels higher than normal, so Shem-Zhe must create his meishodo as if it were a 5th level amulet. Shem-Zhe must spend at least four days, 3,750 koku, and 300 XP on the amulet. Each day during the amulet's creation, he must expend one fifth-level spell slot toward the item's completion. When the time, money, and XP are fully expended the new meishodo is ready for use. Using the meishodo expends a fifth-level spell slot as a standard action, drawing no attacks of opportunity, and heals 20 hit points (2d8 + 4, Maximized).*

Tsangusuri

The secrets of tsangusuri — fetishes — are the Crane's alone. The clan makes one thing consistently clear: the Crane never use tsangusuri to harm another being. To do so attracts kansen and invites corruption. Asahina Yajinden, servant of Iuchiban and forger of the infamous Bloodswords, is the most prominent example of a Asahina craftsman gone horribly astray.

The following is an adapted version of the Craft Talisman feat from *Oriental Adventures*.™ To portray a more accurate depiction of Rokugan, this feat should be restricted to Crane shugenja only.

Activating a talisman is a standard action that draws no attack of opportunity and requires no spell casting ability.

CRAFT TSANGUSURI
(SECRET LORE ITEM CREATION FEAT)

You can create magical fetishes, single-use magical items that hold spells until triggered.

Clan: Crane

Prerequisite: Int 13+, appropriate craft skill, shugenja level 1st+

Benefit: You can create tsangusuri, one-use magical talismans, imbuing them with the power of any spell you know that is 3rd level or lower. You must provide any material components or foci the spell requires. If casting the spell would reduce your XP total, this cost is added to the XP cost of making the talisman. Likewise, material components are consumed during item creation.

The talisman has a base price of the spell level times the caster level times 50 koku (0–level spells count as ½ level). You must spend 1/25 of the base price in XP and use up raw materials costing half this price. A talisman's market value equals its base price, though of course no shugenja would be so dishonorable as to sell his magic for dirty koku.

Special: Any tsangusuri that casts a spell inflicting hit point or ability score damage has a 10% chance of attracting a kansen per point of damage inflicted. Subdual damage is ignored for the purposes of attracting kansen.

Initiate of Earth



TAINT BINDING

From their towers deep in the heart of the Kuni Wastes, the Kuni have amassed a wealth of knowledge regarding the Shadowlands. Though many question the fiendish experiments they perpetrate upon Tainted captives, the results are undeniable. The Kuni have mastered the art of neutralizing those who bear the Taint. The greatest among them can bring even the spawn of Oni Lords to heel.

It should be noted that though this is technically Secret Lore, the Kuni make no efforts to keep their teachings secret. However, before they share their knowledge a potential student must demonstrate the sincerity of their hatred for the Shadowlands, effectively requiring a non-Crab to take the Multiple Schools (Crab) feat to prove themselves.

TAINT BINDING (SECRET LORE TECHNIQUE)

You are adept at warding off the minions of Fu Leng.

Clan: Crab

Prerequisite: Shugenja level 4th+

Benefit: You may turn Shadowlands Tainted creatures as if they were undead if you present a piece of untainted jade or crystal as a focus (*See the Player's Handbook™*).

You must expend a spell slot (as if you had cast a spell for the day) to use this ability. Your turning check is equal to 1d20 + the spell level expended. Your turning damage is equal to 2d6 + your shugenja level + the spell level expended. If your turning check indicates that the Tainted subjects would be destroyed, they instead take 1d8 damage per level of the spell slot expended.

If assisting the caster of a *binding* spell, you may expend a spell slot instead of casting *suggestion* to assist the caster. (*See the Player's Handbook™*).

Special: The effects of this feat are considered a supernatural ability.

VOID MAGIC

Though all clans recognize the existence of Void as one of the Elemental Rings, only the Phoenix possess the deep understanding of nothingness required to utilize Void Magic. The most powerful masters of Void are known as ishiken, and possess a potent mix of inherent talent and intense training.

See the Void Disciple prestige class in *Oriental Adventures™* for more information on ishiken, and the new Void Spells later in this chapter. The following feat illustrates a more subtle mastery of Void than the raw power of the Void Disciple.

ISHIKEN-DO (SECRET LORE TECHNIQUE)

You are an ishiken. The power of the Void runs through your veins.

Clan: Phoenix

Prerequisite: Shugenja level 1, Void Use

Benefit: You may use and learn Void spells. If you choose to enter the Void Disciple prestige class (*see Oriental Adventures™*) you may ignore one of the feat criteria (either Heighten Spell or Spell Penetration) needed to enter.

Special: This feat may only be selected at first level.

THE BLACK SCROLLS

Let the courage of the Seven Thunders remedy this corruption.
Let the truth of our purpose stand as a citadel against the night.
Let our soul's wind rise and snuff the flames of Jigoku.
Let our minds be unclouded; may Tengoku be our light.
As the oceans shift, we shall adapt to cage our foe,
And we harden our hearts against the touch of despair.
As the touch of the Dark One reaches for our souls,
And let Ninth Son, the Fallen One, be taken unaware.
A terrible oath I now make to bind the darkness.
A soul's sacrifice to purge the horrors from our land.
The doom of Fu Leng is upon us,
Let the time of redemption be now at hand.

— Isawa's final spell

Black Wind From the Soul.
Dark Divination.
Shapeshifting.
Touch of Despair.
Touch of Fu Leng.
Return of the Fallen Lord.
A Terrible Oath.
The Walking Horror of Fu Leng.
Doom of Fu Leng.
The Spell Which Has No Name.

They are spells of legend, dark prayers to the heart of Jigoku which should not be answered. They are the Twelve Black Scrolls.

The Black Scrolls were once possessions of Isawa, simple spells of the pure blood magic. The Phoenix Thunder carried them on his journey to the Shadowlands, and used them to bind Fu Leng's soul. When Isawa was slain, the Scorpion Thunder Shosuro took the scrolls and escaped. For centuries, the Scorpion guarded the Scrolls, custodians of Fu Leng's prison.

Over the centuries, Fu Leng perverted the pure magic of Isawa into spells more powerful than mere maho. Each of the Twelve contains nearly godlike power, and each is fully capable of communicating this fact to any shugenja nearby. The Scrolls are objects of temptation, corrupted to seduce mortals into releasing Fu Leng.

During the Clan War, the Black Scrolls were opened, most by the traitorous Yogo Junzo, a Scorpion shugenja driven completely mad by their power. At his command, the Wasting Disease spread across Rokugan. An Iron Citadel rose in the Shadowlands. The Walking Horror of Fu Leng was released. After Fu Leng's defeat, the Scrolls faded into history. Many members of the Scorpion and Phoenix claim that they were burned after the Day of Thunder.

No one knows for sure...

SPELLS AND MAGIC

Magic holds a special place in the culture of Rokugan. Though shugenja sometimes use their magic to supplement a clan's quest for knowledge or military superiority, they are holy men first and foremost. Only those with a deep understanding and devout respect for the kami are able to practice elemental magic. This, however, does not preclude the occasional lawless or amoral shugenja. The kami operate on a different level of consciousness and morality than do mortals, and care very little for human law. So long as a mortal shugenja pays the proper respect to the spirits, they will readily lend their aid.

RESURRECTION (VARIANT)

The *d20 System*™ is designed to incorporate such spells as *raise dead*, *resurrection*, *true resurrection*, and *soul bind*. With this in mind, spell lists in *Oriental Adventures*™ incorporate these spells. However, in the cultural environment of Rokugan these spells are inappropriate. A mortal who returns from death through the use of magic has defied both the kharmic cycle and the Celestial Order. This sort of magic is exclusively the domain of maho.

One exception to this rule is *reincarnate*. This spell does not defy the Celestial Order, but simply accelerates the return of a lost soul in a new form. A Rokugani variant of *reincarnate*, *kharma*, is listed in the new spells section.

If you wish portray a more accurate depiction of Rokugani magic in your campaign, you will need to remove spells which return the dead to life from the Kitsu School spell list, and replace them with the following spells from the *Player's Handbook*.™ These spells are treated as Water spells when Kitsu cast them, but are otherwise unchanged.

Table 2–2: Replacement Kitsu Spells

Oriental Adventures Spell	Replace With
resurrection (Shu7, Kit7)	*vision*
true resurrection (Shu9)	*astral projection*

ROKUGANI SPELL NAMES (VARIANT)

Spells in Rokugan are not referred to by the same names as those used in other campaign settings. The following spell list includes Rokugani names for all spells. The Rokugani name is listed first, with the *Player's Handbook*™ name in parentheses directly after. Save for the addition of new spells found in this book, these spell lists are otherwise unchanged.

Note that some of these spells are numbered for purely mechanical reasons. A shugenja speaking in character would never refer to his spell as "*path to inner peace III*." To him, it would simply be "*path to inner peace*." Since several different versions of the spell exist, all with varying levels of power, numbers have been added to the names to help differentiate one from another when speaking out of character.

SHUGENJA SPELLS

Spells marked with an asterisk (*) are described in this book. Spells marked with a dagger (†) are described in *Oriental Adventures*.™ All other spells are described in the *Player's Handbook*.™

0-LEVEL SHUGENJA SPELLS (INORI)

Air
- **Crow's Vision** (*Know Direction*). You discern north.
- **Kami's Guidance** (*Guidance*). +1 on one roll, throw, or check.
- **Stun the Mind** (*Daze*). Creature loses next action.
- **Whispers on the Wind** (*Ghost Sound*). Figment sounds.

Earth
- **Call Earth.*** Creates 2–5 small stones.
- **Hands of Clay.*** Caster may grab or walk on earthy surfaces as *spider climb*.
- **Fires From the Forge** (*Mending*). Makes minor repairs on an object.
- **Kami's Hand** (*Mage Hand*). 5-pound telekinesis.
- **Kami's Protection** (*Resistance*). Subject gains +1 on saving throws.
- **Virtue.** Subject gains 1 temporary hp.

Fire
- **Agasha's Touch.*** Heats object for one minute/level.
- **Call Fire.*** Create small spark or fire.
- **Dancing Lights.** Figment torches or other lights.
- **Isawa's Eye** (*Flare*). Dazzles one creature (–1 attack).
- **Jade Touch** (*Disrupt Undead*). Deals 1d6 damage to one undead.
- **Light.** Object shines like a torch.

Water
- **Accounts of Shorihotsu** (*Detect Magic*). Detects spells and magic items within 60 ft.
- **Minor Blessing of Inari** (*Purify Food and Drink*). Purifies 1 cu. ft./level of food or water.
- **Moment of Peace** (*Cure Minor Wounds*). Cures 1 point of damage.
- **Summon Water** (*Create Water*). Creates 2 gallons/level of pure water.

All
- **Commune with Elements.*** Ask one question of an elemental spirit.
- **Summon.*** Summon a small bit of an element.
- **Wisdom of the Fortunes** (*Read Magic*). Read scrolls and spellbooks.

1ST-LEVEL SHUGENJA SPELLS

Air **Blessing of Kaze-no-Kami** (*Feather Fall*). Objects or creatures fall slowly.
By the Light of Lord Moon (*Detect Snares and Pits*). Reveals natural or primitive traps.
False Face (*Change Self*). Change own appearance.
Lesser Mists of Illusion (*Silent Image*). Creates minor illusion of your design.
Quiescence of Air.* Creates a bubble preventing sound from entering or leaving.
Speed of the Hare (*Expeditious Retreat*). Doubles your speed.
Wind-Borne Slumbers (*Sleep*). Put 2d4 HD of creatures into comatose slumber.

Earth **Anger of Earth** (*Magic Stone*). Three stones gain +1 attack, deal 1d6+1 damage.
Biting Steel (*Magic Weapon*). Weapon gains +1 bonus.
Earth's Stagnation.* Halves movement of target.
Iuchi's Armor (*Shield of Faith*). Aura grants +2 or higher on deflection bonus.
Protection From Taint.† +2 AC and saves, counter mind control, hedge out oni.
Protection of Shinsei (*Sanctuary*). Opponents can't attack you, and you can't attack.
Walk Without Passing (*Pass Without Trace*). One subject/level leaves no tracks.

Fire **Aura of Flame** (*Faerie Fire*). Outlines subjects with light, canceling blur, concealments, etc.
Burn the Mind (*Hypnotism*). Fascinates 2d4 HD of creatures.
Burning Hands. 1d4 fire damage/level (max 5d4).
Eye of the Sun.* Temporarily blinds and stuns a target, damaging Tainted subjects.
Fear (*Cause Fear*). One creature flees for 1d4 rounds.
Touch of Thunder (*Shocking Grasp*). Touch delivers 1d8+1/level electricity.

Water **Calm Mind** (*Remove Fear*). +4 on saves against fear for one subject +1/four levels.
Castle of Water.* Wall of rushing water keeps others from entering.
Detect Taint.† Reveals Shadowlands Taint in creatures or objects.
Gift of the Kami (*Bless*). Allies gain +1 attack and +1 against fear.
Heart of Nature (*Animal Friendship*). Gain permanent animal companions.
Path to Inner Peace (*Cure Light Wounds*). Cures 1d8+1/level damage (max +5).
Summon Fog (*Obscuring Mist*). Fog surrounds you.

All **Heart of Osano-Wo** (*Endure Elements*). Ignores 5 damage/round from one energy type.

2ND-LEVEL SHUGENJA SPELLS

Air **Benten's Touch.*** Subject gains +10 bonus to Charisma skill checks.
Call Upon the Breeze (*Levitate*). Subject moves up and down at your direction.
Greater Quiescence (*Silence*). Negates sound in a 15-ft. radius.
Know the Mind (*Detect Thoughts*). Allows 'listening' to surface thoughts.
Know the Shadows.† +20 to Hide checks in darkened areas.
Mists of Illusion (*Minor Image*). As *silent image*, plus some sound.
Yari of Air.† Melee attack deals 1d8+1/two levels damage.

Earth **Armor of the Emperor** (*Barkskin*). Grants +3 natural armor bonus (or higher).
Courage of the Seven Thunders.* Grants mass immunity to fear.
Fires From the Forge II (*Make Whole*). Repairs an object.
Grasp of the Kami (*Hold Person*). Holds one person helpless; 1 round/level.
Lion's Might (*Bull's Strength*). Subject gains 1d4+1 Str for 1 hour/level.
Tetsubo of Earth.† Melee attack deals 1d10+1/two levels damage.
Way of Earth (*Endurance*). Gain 1d4+1 Con for 1 hour/level.

Fire **The Fires That Cleanse.*** Caster takes damage to hurl fire at target.
Flaming Sphere. Rolling ball of fire, 2d6 damage, lasts 1 round/level.
Inferno's Tooth (*Heat Metal*). Hot metal damages those who touch it.
Katana of Fire (*Flame Blade*). Touch attack deals 1d8 +1/two levels damage.
Summon Flame (*Produce Flame*). 1d4+1/two levels damage, touch or thrown.
Way of Fire (*Cat's Grace*). Subject gains 1d4+1 Dex for 1 hour/level.

Water **Bo of Water.†** Melee attack deals 1d8+1/two levels damage.
Freedom of Water (*Remove Paralysis*). Frees 1 or more creature.
Mend the Spirit (*Lesser Restoration*). Dispels magic ability penalty or repairs 1d4 ability damage.
Minor Blessing of Purity (*Delay Poison*). Stops poison from harming subject for 1 hour/level.
Path to Inner Peace II (*Cure Moderate Wounds*). Cures 2d8+1/level damage (max +10).
The Ties That Bind (*Locate Object*). Senses direction toward object (specific or type).
Wisdom and Clarity.* You gain a precisely detailed memory.

3RD-LEVEL SHUGENJA SPELLS

Air **Castle of Air** (*Wind Wall*). Deflects arrows, smaller creatures, and gases.
Essence of Air (*Invisibility*). Subject is invisible for 10 min./level or until it attacks.
False Tongue.* You may cloak your true words from others.
Greater Mists of Illusion (*Major Image*). As *silent image*, plus sound, smell, and thermal effects.
Kaze's Fury (*Gust of Wind*). Blows away or knocks down smaller creatures.
Watchful Spirit (*Clairaudience/Clairvoyance*). Hear or see at a distance for 1 min./level.
Glimpse of the Soul's Shadow (*Haste*). Extra partial action and +4 AC.

Earth **Aid of the Kami** (*Prayer*). Allies gain +1 on most rolls, and enemies suffer –1.
Biting Steel II (*Greater Magic Weapon*). +1 bonus/three levels (max +5).
Know the Earth (*Stone Shape*). Sculpts stone into any form.
Magic Circle Against Taint.† As *Protection From Taint*, but 10 ft. radius and 10 min./level.
Rapid Growth (*Plant Growth*). Grows vegetation, improves crops.
Tremor.* Causes minor earthquake in area.
Walk Through the Mountains (*Meld Into Stone*). You and your gear merge with stone.
Fire **Burn the Soul.*** Damages chaotic and dishonorable creatures.
Fire Wings.† Your arms become flaming wings; you can fly or burn things.
Fury of Osano-Wo (*Call Lightning*). Directs lightning bolts (1d10/level) during storms.
Hungry Blade (*Keen Edge*). Doubles normal weapon's threat range.
Sun's Anger (*Searing Light*). Ray deals 1d6 damage/level, more against undead.
Sun's Eye (*Daylight*). 60 ft. radius of bright light.
Water **Breath of Suitengu** (*Water Breathing*). Subjects can breathe underwater.
Path to Inner Peace III (*Cure Serious Wounds*). Cures 3d8+1/level damage (max +15).
Remove Blindness/Deafness. Cures normal or magical conditions.
Remove Curse. Frees object or person from curse.
Remove Disease. Cures all diseases affecting subject.
Walking Upon the Waves (*Water Walk*). Subject treads on water as if solid.
Wonderful Origami Furoshiki.* Magical furoshiki sack stores a large amount of material.
All **Armor of the Kami** (*Protection from Elements*). Absorb 12 damage/level from one kind of energy.
Counterspell (*Dispel Magic*). Cancels magical spells and effects.
Summon Minor Kami (*Summon Nature's Ally III*). Calls creature to fight. Shugenja can use this spell only to summon a small elemental.
Wards (*Glyph of Warding*). Inscription harms those who pass it.

4TH-LEVEL SHUGENJA SPELLS

Air **Mist Upon the Lands** (*Hallucinatory Terrain*). Makes one type of terrain appear like another.
See the Seer (*Detect Scrying*). Alerts you to magical eavesdropping.
Walk Upon the Wind (*Air Walk*). Subject treads on air as if solid (climb at 45° angle).
Wall of Mists (*Illusory Wall*). Wall, floor, or ceiling looks real, but anything can pass through.
Whispering Wind (*Discern Lies*). Reveals deliberate falsehoods.
Wisdom of the Kami.* Gain +10 bonus to one skill.
Earth **Anchor the Soul** (*Death Ward*). Grants immunity to death spells and effects.
Dismissal. Forces a creature to return to native plane.
Immortal Steel.* Shugenja makes one weapon a masterwork weapon.
Jade Strike.† Damages and blinds Shadowlands creatures.
Mountain's Teeth (*Spike Stones*). Creatures in area take 1d8 damage, may be slowed.
Spell Immunity. Subject is immune to one spell/four levels.
Fire **Chasing Osano-Wo** (*Lightning Bolt*). Electricity deals 1d6 damage/level.
Extinguish (*Quench*). Extinguishes nonmagical fires or one magic item.
The Fires From Within.* Hurls two bolts of flame.
Flame Arrow. Shoots flaming projectiles (extra damage) or fiery bolts (4d6 damage).
Shroud of Flame (*Fire Shield*). Creatures that attack you take fire damage; you're protected from heat or cold.
Wall of Fire. Deals 2d4 fire damage out to 10 ft., and 1d4 out to 20 ft. Passing through wall deals 2d6+1/level.
Water **Blessing of Purity** (*Neutralize Poison*). Detoxifies venom in or on subject.
Near to Ice.* Subject becomes immune to pain and gains 2d6 temporary hit points.
Open the Waves (*Control Water*). Raise, lower, or part bodies of water.
Path to Inner Peace IV (*Cure Critical Wounds*). Cures 4d8+1/level damage (max +20).
Restore the Spirit (*Restoration*). Restores level and ability score drains.
The Ties That Bind II (*Locate Creature*). Indicates direction to familiar creature.

5TH-LEVEL SHUGENJA SPELLS

Air **Bad Kharma.*** Subject rolls a "1" on his next die roll.
City of Mists (*Mirage Arcana*). As *hallucinatory terrain*, plus structures.
Purity of Air (*Improved Invisibility*). As *invisibility*, but subject can attack and stay invisible.
Spirit of Air (*Dimension Door*). Teleports you and 500 lb., 90 ft./level.
Summon the Wind (*Control Winds*). Change wind direction and speed.
True Mists of Illusion (*Persistent Image*). As *major image*, but no concentration required.
Earth **Dispel Taint.**† +4 bonus against attacks.
Force of Will.* Allows subject to function below 0 hit points.
Kami's Refusal (*Spell Resistance*). Subject gains +12 +1/level SR.
Open the Mountain (*Passwall*). Breaches walls 1 ft. thick/level.
Wall of Iron. 30 hp/four levels, can topple onto foes.
Wall of Stone. 20 hp/four levels, can be shaped.
Fire **Breath of the Fire Dragon** (*Fire Breath*). You can breathe fire once/round; flame deals 1d8/2 levels (maximum 10d8) damage to one target within 15 ft.
Circle of Flame. Flames deal 1d8+1/level damage in all directions.
Confusion. Makes subject behave oddly for 1 round/level.
Osano-Wo's Embrace.* Sets subject on fire.
Shorihotsu's Wrath (*Feeblemind*). Subject's Int drops to 1.

"ALL" SPELLS

Spells with an element focus of "All" may be chosen as any element. Any shugenja may learn these spells, but they may not cast them if it would produce an effect pertaining to their element of opposition.

If you choose such a spell as one of your Element Focus spells, you may only cast the version that pertains to your element. Neutral effects (such as dispel magic and read magic) are unaffected. If you wish, you may later select a non-element focus spell of that level that does pertain to your element focus, allowing you to replace the earlier spell as your requisite elemental focus spell. This effectively frees you to use other versions of the earlier spell.

Example: Isawa Kupo has recently attained 10th level, and thus learns a new 5th level spell of his school and a 5th level element focus spell. He has Water affinity, so he selects strength of the Thunders *(righteous might) as his school spell and* summon kami *(summon nature's ally V) as his element focus spell. He may only use* summon kami *to summon water elementals.*

When Kupo reaches 11th level, he gains a spell from any element. He chooses divinitory pool *(scrying), another water spell. As he has the required number of two elemental focus spells on fifth level, he may now cast* summon kami *to summon earth or air elementals as well as water.*

The Thunderer's Strike (*Flame Strike*). Smites foes with divine fire (1d8/level).

Water **Blessing of Healing** (*Healing Circle*). Cures 1d8+1/level damage in all directions.

Divinitory Pool (*Scrying*). Spies on subject from a distance.

Judgment of the Kami (*Atonement*). Removes burden of misdeeds from subject.

Path of the Scorpion.* Subject is forced to attack with worst ability modifier.

Strength of the Thunders (*Righteous Might*). Your size doubles and you gain +4 Str.

Yuki's Blessing (*Wall of Ice*). Ice plane creates wall with 15 hp+1/level, or hemisphere can trap creatures inside.

All **Greater Commune** (*Commune With Nature*). Learn about terrain for one mile/level.

Summon Kami (*Summon Nature's Ally V*). Calls creature to fight. Shugenja can use this spell only to summon a Medium-size elemental.

6TH-LEVEL SHUGENJA SPELLS

Air **Call Upon Kaze-no-Kami** (*Wind Walk*). You and your allies turn vaporous and travel fast.

Dominate the Mind.* Subject becomes your puppet.

Eternal Mists of Illusion (*Permanent Image*). Includes sight, sound, and smell.

Mist Upon the Soul (*Veil*). Changes appearance of group of creatures.

Teleport. Instantly transports you anywhere.

Vengeance of Kaze-no-Kami (*Cloudkill*). Kills 3 HD or less; 4–6 HD save or die.

Earth **Armor of the Emperor II** (*Stoneskin*). Stops blows, cuts, and slashes.

Banishment. Banishes 2HD/level extraplanar creatures.

Flight of the Kami (*Antimagic Field*). Negates magic within 10 ft.

Know the Earth (*Move Earth*). Digs trenches and builds hills.

Prison of Earth.* As *trap the soul* for outsiders only.

Fire **Final Rest.*** Damages and stuns creatures who have gained the Taint.

Fire Seeds. Acorns and berries become grenades and bombs.

Fires of Purity.† Target bursts into magical flame, becoming a dangerous weapon.

Symbol of Earth (*Greater Glyph of Warding*). As *Glyph of Warding*, but up to 10d8 damage or 6th-level spell.

Yakamo's Anger.† Blinds creatures within 10 ft.

Water **Command the Clouds** (*Control Weather*). Changes weather in local area.

Master of the Rolling River.† Wave of water deals 1d8/two levels damage and bull rush.

Peace of the Kami (*Heal*). Cures all damage, diseases, and mental conditions.

Perceive Harmony (*True Seeing*). See all things as they really are.

Silent Waters (*Contingency*). Sets trigger condition for another spell.

Within the Waves.* You summon a bubble for safe travel underwater.

All **Greater Counterspell** (*Greater Dispelling*). As *dispel magic*, but up to +20 on check.

Summon Greater Kami (*Summon Nature's Ally VI*). Calls creature to fight. Shugenja can use this spell only to summon a Large elemental.

Kharma.* Encourages the kharmic wheel to return a deceased human.

7TH-LEVEL SHUGENJA SPELLS

Air **Greater Deception** (*Mislead*). Turns you invisible and creates illusory double.

Mists of Cunning (*Programmed Image*). As *major image*, plus triggered by event.

Poison of the Windspider.* Poisonous cloud inflicts 10d6 damage and nauseates targets.

Teleport II (*Vanish*). As *teleport*, but affects a touched object.

True Essence of Air (*Mass Invisibility*). As *invisibility*, but affects all in range.

Earth **Disintegrate.** Makes one creature or object vanish.

Essence of Earth.* Caster gains 2S/+1 DR and minor immunity to spells.

Kami's Reflection (*Spell Turning*). Reflect 1d6+4 spell levels back at caster.

Statue. Subject can become a statue at will.

Tomb of Jade.† Entraps and harms Shadowlands creatures.

Fire **Breath of the Thunder Dragon** (*Chain Lightning*). 1d6 damage/level; secondary bolts.

Death of Flame.* Causes feeblemind, slow, and confusion on a target.

Sunbeam. Beam blinds and deals 3d6 damage.

Tempest of Fire (*Fire Storm*). Deals 1d6 fire damage/level.

Water **The Flow of Time.*** Time passes more slowly for you.

Greater Divinitory Pool (*Greater Scrying*). As *scrying*, but faster and longer.

The Penetrating Drop.* Water kami cause target object to dissolve.
Revive the Spirit (*Greater Restoration*). As *restoration*, plus restores all levels and ability scores.
Words of the Kami.† Kills, paralyzes, weakens, or dazes tainted subjects.

All **Summon Major Kami** (*Summon Nature's Ally VII*). Calls creature to fight. Shugenja can use this spell only to summon a Huge elemental.

8th-Level Shugenja Spells

Air **Banish the Eye** (*Screen*). Illusion hides area from vision, scrying.
Slayer's Knives.* Blast of wind does 1d6 damage/level (max 15d6) and bull rush.
Teleport III (*Teleport without Error*). As *teleport*, but no off-target arrival.
Whirlwind. Cyclone inflicts damage and can pick up creatures.

Earth **Binding.** Array of techniques to imprison a creature.
Earthquake. Intense tremor shakes 5 ft./level radius.
Kami's Refusal II (*Protection From Spells*). Confers +8 resistance bonus.
Time's Deadly Hand.* Rots nonliving matter completely.

Fire **Eye of the Moon** (*Power Word, Blind*). Blinds 200 hp worth of creatures.
Everburning Rage.* Causes target to become disabled.
Fraying of Jigoku (*Incendiary Cloud*). Cloud deals 4d6 fire damage
Calling the Sun (*Sunburst*). Blinds all within 10 ft., deals 3d6 damage.

Water **Major Blessing of Healing** (*Mass Heal*). As *heal*, but with several subjects.
Regrow the Wound (*Regenerate*). Subject's severed limbs grow back.
The Ties That Bind III (*Discern Location*). Exact location of creature or object.
Waves Are Ever Changing.* Transforms you into any creature.

All **Summon True Kami** (*Summon Nature's Ally VIII*). Calls creature to fight. Shugenja can use this spell only to summon a greater elemental.

9th-Level Shugenja Spells

Air **The Mirror's Smile.*** Allows target to become another person.
Teleport IV (*Teleportation Circle*). Circle teleports any creature inside to designated spot.
Walking the Way.* Allows travel through the Way.

Earth **Essence of Earth II.*** Caster gains 50/+2 DR and major immunity to spells.
Purity of the Seven Thunders.* Destroys or heavily damages Tainted creatures in area.
Warding (*Antipathy*). Object or location affected by spell repels certain creatures.

Fire **Call of Fire.*** Envelops caster in fire and creates fireballs.
Follow the Flame.* Renders caster immune to fire and controls all fire in area.
Tears of the Heavens (*Meteor Swarm*). Deals 24d6 fire damage, plus bursts.

Water **Suitengu's Embrace.*** Target creatures drown instantly.
Tsunami.* Flattens enemies with an enormous wave.
Wheel of Fortune.* Target's abilities are permanently and randomly altered.

All **Fury of the Kami** (*Elemental Swarm*). Summons 2d4 Large, 1d4 Huge elementals.
Rise, Kami (*Summon Nature's Ally IX*). Calls creature to fight. Shugenja can use this spell only to summon an elder elemental.

Elemental Schools

Not all shugenja have the benefit of training at a Great Clan family dojo. Many Minor Clan and ronin shugenja must make do with a more general education. The following "schools" describe lists of spells that each follow the path of an element — Air, Earth, Fire, or Water. These schools may be used for shugenja who do not hail from the Great Clans. These lesser elemental schools contain magic well known to all of the established schools, and thus any Great Clan shugenja with the proper affinity may feel free to select from them as their school spells as well.

For example, a Moshi shugenja who gains a new third level school spell must choose it from the Fire School. An Agasha shugenja, however, may choose his school spell from either the Fire school or the Agasha school.

Air School (Toritaka, Suzume)

0 **Crow's Vision** (*Know Direction*). You discern north.
1 **Obscuring Mist.** One creature flees for 1d4 rounds.
2 **Wall of Air** (*Wind Wall*). Deflects arrows, smaller creatures, and gases.
3 **Tempest of Air** (*Gust of Wind*). Blows away or knocks down smaller creatures.
4 **Howl of Isora** (*Shout*). Deafens all within cone and deals 2d6 damage.
5 **Spirit of Air** (*Dimension Door*). Teleports you and 500 lb., 90 ft./level.
6 **Wisdom the Wind Brings** (*Legend Lore*). Brings to mind legends of an item, place, or hero.
7 **Poison of the Windspider.*** Poisonous cloud inflicts 10d6 damage and nauseates targets.
8 **The Eye Shall Not See** (*Phase Door*). Invisible passage through wood or stone.
9 **Walking the Way.*** Allows travel through the Way.

A Note on Duration

Although the Rokugani hour is 120 minutes, the durations of the following spells use standard time (1 hour = 60 minutes).

OTHER SPELLS

Other spells from the shugenja school spell lists with altered names in a Rokugani setting are as follows.

Former Name	Rokugani Name
Horrid Wilting	Curse of the Rot Within
Shambler	Wrath of the Land
Commune With Lesser Spirit	Ancestral Guidance
Commune With Greater Spirit	Ancestral Guidance II

EARTH SCHOOL (KITSUNE, CHUDA, FUZAKE)

0 **Fires From the Forge** (*Mending*). Makes minor repairs on an object.
1 **Mage Armor.** Gives subject +4 armor bonus.
2 **Way of Earth** (*Endurance*). Gain 1d4+1 Con for 1 hour/level.
3 **Stone Shape.** Sculpts stone into any form.
4 **Minor Globe of Invulnerability.** Stops 1st–3rd level spell effects.
5 **Wall of Stone.** 20 hp/four levels; can be shaped.
6 **Strike at the Roots** (*Disintegrate*). Makes one creature or object vanish.
7 **Earthquake.** Intense tremor shakes 5 ft./level radius.
8 **Binding.** Array of techniques to bind a creature.
9 **Imprisonment.** Entombs subject beneath the earth.

FIRE SCHOOL (MOSHI)

0 **Light.** Object shines like a torch.
1 **Burning Hands.** 1d4 damage/level (max 5d4).
2 **The Fires That Cleanse.*** Caster takes damage to hurl fire at target.
3 **Way of Fire** (*Fireball*). 1d6 damage per level, 20 ft. area.
4 **Wall of Fire.** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6+1/level.
5 **Breath of the Fire Dragon** (*Fire Breath*). You can breathe fire once/round; flame deals 1d8/2 levels (maximum 10d8) damage to one target within 15 ft.
6 **Breath of the Thunder Dragon** (*Chain Lightning*). Deals 1d6 damage/level; secondary bolts.
7 **Yakamo's Hand** (*Prismatic Spray*). Rays hit subjects with variety of effects.
8 **Everburning Rage.*** Causes target to become disabled.
9 **Tears of the Heavens** (*Meteor Swarm*). Deals 24d6 fire damage, plus bursts.

WATER SCHOOL (TONBO)

0 **Summon Water** (*Create Water*). Creates 2 gallons/level of pure water.
1 **Speed of the Waterfall** (*Expeditious Retreat*). Doubles your speed.
2 **Avoidance** (*Protection From Arrows*). DR 10/+1 against ranged weapons.
3 **Inari's Blessing** (*Create Food and Water*). Feeds three humans (or one horse)/level.
4 **Torrential Rain** (*Ice Storm*). Hail deals 5d6 damage in cylinder 40 ft. across.
5 **Strength of the Thunders** (*Righteous Might*). Your size increases and you gain +4 Str.
6 **Perceive Harmony** (*True Seeing*). See all things as they really are.
7 **Sukinjin's Gift** (*Spell Turning*). Reflect 1d4+6 spell levels back at caster.
8 **Sacred Ground** (*Word of Recall*). Teleports you back to designated place.
9 **Wheel of Fortune.*** Target's abilities are permanently and randomly altered.

NEW SHUGENJA SPELLS

AGASHA'S TOUCH

Evocation (Fire)
Level: Shu 0, Drd 0
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: One object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The shugenja casting this spell touches one object to heat up in a short time. The most common use of this spell would be to cause a medium-sized pot of water to boil, or to heat a rock to help warm up a room. The heat caused by *Agasha's touch* maintains itself for one minute per level of the caster. This spell cannot be used on unwilling targets, or gear on a person who does not wish this spell to take effect.

BAD KHARMA

Necromancy (Air)
Level: Shu 5
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

This spell summons a vindictive kami to twist the kharma of one target, bestowing a terrible streak of bad luck. The target is considered to automatically roll a "1" on the next skill check, saving throw, initiative roll, or attack roll he makes.

BENTEN'S TOUCH

Enchantment (Air)
Level: Brd 2, Shu 2
Components: V, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell calls upon the blessings of Benten, Fortune of beauty and love. The target of the spell seems to be far more witty, attractive, and socially apt while under the effects of this magic, gaining a +10 enhancement to all Charisma-based skill checks.

BURN THE SOUL

Alteration (Fire)
Level: Shu 3, Clr 3
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell calls the judgment of the fire kami down upon the target, punishing him if his spirit is not in tune with the Celestial Order. Characters take damage for their alignment and lack of honorable status, as follows:

- Chaotic Evil — 4d10 damage
- Chaotic Neutral — 3d10 damage
- Chaotic Good — 2d10 damage
- Lawful Evil — 2d10 damage
- Neutral — 2d10 damage
- Honor Rank 0 — 3d10 damage
- Honor Rank 1 — 1d10 damage

The effects of damage from alignment and honor rank are cumulative, so a Chaotic Neutral character of Honor Rank 1 would take 4d10(3d10 + 1d10) fire damage from this spell.

CALL EARTH

Conjuration (Earth)
Level: Shu 0, Drd 0
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: Permanent
Saving Throw: None
Spell Resistance: No

One of the first spells learned by a shugenja, this simply calls several (1d4+1) small stones into existence in the caster's hand. The stones can be of any non-valuable mineral, including dirt. The stones can also be of a dictated shape, though they will be a rather rough version of that shape. Stone tools and weapons of Tiny size or smaller may be summoned with this spell as well, but break on any roll or check that results in a natural 1 when used.

CALL FIRE

Conjuration (Fire)
Level: Shu 0, Drd 0
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One item
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This simple spell beckons the fire spirits in the area to simply light something small on fire. A candle could be lit, a sheaf of papers would begin to smoke and flame, or a thin rope could be burned in half. The target of this spell must be easily flammable — thin, dry wood would be affected, but a large campfire log would be too big for this spell to affect.

CALL OF HEAVEN

Evocation (Fire)
Level: Shu 9
Components: V, S, DF
Casting Time: 1 round
Range: Personal
Target: You
Duration: 1 round/2 levels
Saving Throw: None
Spell Resistance: No

One of the most visually impressive fire spells known, the *call of heaven* immolates the caster in a roaring shroud of bright flames. The caster is completely immune to damage from mundane weapons and anything that comes within 6 ft. of the caster takes 5d6 damage each round (ignoring hardness). Magical weapons which strike the shugenja wound him normally, but the weapons themselves must make a saving throw at DC 15 or be ruined.

The caster may move as if he were under the effects of a *fly* spell, and drops slowly and safely to the ground if he is aloft when the spell's duration ends. In addition, the shugenja may hurl a 10d6 fireball once per round as part of this spell as a free action. Each fireball thrown reduces the spell's duration by one round.

CASTLE OF WATER

Conjuration (Water)
Level: Shu 1, Drd 1
Components: V, S, DF
Casting Time: 1 action
Range: 10 ft.
Effect: Wall of water in a 10 ft. radius centered on caster up to 1 ft. thick and 4 ft. high + 1 ft./2 levels
Duration: Concentration + 1 round/level
Saving Throw: See text
Spell Resistance: Yes

This spell summons a wall of shimmering, churning water that encircles the caster. Anyone attempting to move through the wall's perimeter must make a Reflex save or be hurled back the way they came, falling prone and taking 1d4 subdual damage. Anyone standing within the wall when it is summoned must make a Reflex save or be thrown outside the perimeter, suffering the same effects.

The wall provides cover (*See the Player's Handbook*™), deflecting normal projectiles that strike its surface. Magical projectiles, spells, and extraordinary projectiles (boulders, catapult shot, etc.) pass through the water unharmed, with the exception of magical fire. The wall of water absorbs five points of fire damage each round. If more fire damage than this is inflicted in a single round, the wall vanishes. Any fire spell which inflicts enough damage to destroy the castle of water expands to its normal area of effect but only inflicts half damage upon those who were within the wall.

COMMUNE WITH ELEMENTS

Divination (All)
Level: Shu 0
Components: V, DF
Casting Time: 1 action
Range: 30 ft.
Target: Quarter circle emanating from caster to extreme of range.
Duration: 1 round

This spell allows a shugenja to commune with an elemental spirit, the type naturally found everywhere in Rokugan. This spirit could be anything from the one within a summer breeze to a powerful mikokami slumbering within a large mountain. The caster may ask the spirit one question, and the spirit answers as it deems fit. The chance of gaining any sort of meaningful response is a mere 50% + 1% per level of the caster. This chance is increased by 10% if you perform some service for the spirit (usually requiring the shugenja to perform the service, then cast the spell again). A small stone may ask only to be moved to the sunny side of the road. A great mountain may require that a shrine be constructed at its peak before it gives any sort of useful answer.

One exception to this rule is magic — if the spirits have been recently called upon to work magic, they will be able to reveal the exact nature of the spell so long as it was cast within one day per level of the communer. Only by summoning a kami of the same element as the spell cast will this information be revealed. A shugenja who performs a favor for the kami after using his magic can entice the spirits not to reveal this information to others.

Keep in mind that nature spirits have a great deal of trouble understanding the mortal world, and all answers they supply are thoroughly filtered through their own perceptions of reality. Earth spirits are blunt and tactless. Their certainty and stubbornness can often lead to misleading information. Air spirits are mischievous and emotional. They prefer to give cryptic answers and have no respect for a shugenja who does not appear to be at least as clever as they are. Fire spirits are angry and destructive, and are best approached through intimidation. A fire spirit nearly always demands the sacrifice of a valuable object in flames. Water spirits do not speak, but only show images of the past. Water spirits have no concept of opinions, and believe that only facts determine the shape of the world.

This spell may be used to contact kansen, who are always fawningly polite and often offer to do favors for the caster, for a price. *(See the section on kansen in Appendix 2, Monsters of Rokugan, on page 206.)*

COURAGE OF THE SEVEN THUNDERS

Enchantment (Earth)
Level: Shu 2
Components: V, S, DF
Casting Time: 2 actions
Range: Medium (100 ft. + 10 ft./level)
Target: One 25 ft. area
Duration: One hour
Saving Throw: Will Negate
Spell Resistance: No

This spell calls upon the spirits of the ever-watchful ancestors of the Seven Clans and grants the targets temporary immunity to fear. Any form of fear, magical or otherwise, directed at anyone under the influence of this spell immediately fails. In addition, targets who were under a fear effect when this spell is cast upon them have the fear permanently removed.

This spell only affects human members of the Seven Great Clans. If the spell's area of effect contains both legal and illegal targets of this spell, only those who can be affected will be.

DEATH OF FLAME

Enchantment (Fire)
Level: Shu 7
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: One round/level
Saving Throw: Will negates
Spell Resistance: Yes

By suppressing the fire within a character's soul, the shugenja causes several penalties to the target. This spell bestows the effects of *feeblemind*, *slow*, and *confusion* on its target for the duration of the spell.

DOMINATE THE MIND

Enchantment (Compulsion, Air) [Mind-Affecting]
Level: Shu 6
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level) (100 ft. + 10 ft./ level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell is identical to *dominate person*, except that the duration is shorter and no common language is required; the subject obeys your verbal commands as if they spoke a common language. The subject obeys commands to the exact letter, and behaves like an automaton, without expressing any will or emotion.(Any attack rolls made while under this spell suffer a –2 penalty.) Only obviously self-destructive orders give the target the benefit of an additional save (with a +2 bonus).

EARTH'S STAGNATION

Transmutation (Earth)
Level: Shu 1, Sor/Wiz 1
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Ten minutes
Saving Throw: Special
Spell Resistance: Yes

The target of this spell has his own strength turned against him as the earth in his body is weighed down. The target's movement and jump distances are halved (rounded down).

Expeditious retreat dispels and counters *earth's stagnation*, and is countered by *earth's stagnation*.

ESSENCE OF EARTH

Enchantment (Earth)
Level: Shu 7
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 5 minutes/level
Saving Throw: None
Spell Resistance: No

This spell turns the caster into a walking incarnation of the earth kami. His features become a little sharper and more angular, and his skin and hair take on a gray-brown tone. While this spell is in effect, the shugenja gains a 25/+1 DR, and is immune to damage from spells of 3rd level or lower. The shugenja's movement rate is also reduced by one-third (rounded down), and he cannot be affected by a *haste* spell.

ESSENCE OF EARTH II

Enchantment (Earth)
Level: Shu 9
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

This spell functions as *essence of earth*, except the caster gains 50/+2 DR, and is immune to damage from 5th level spells or lower.

EVERBURNING RAGE

Evocation (Fire)
Level: Shu 8
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

Torn apart by fire spirits, the target of this spell suffers excruciating pain. The character is considered to be disabled for the duration of the spell as his body is wracked with pain. This means that all rules apply for being disabled, including dropping to –1 hit points if the character would normally do so in that condition. At the end of this spell, the target may stand up and act normally, as if nothing had happened — this spell inflicts no actual damage unless the victim attempts to take an action that would drop him to –1 hit points from being disabled. The character is then at –1 hit points until healed.

EYE OF THE SUN

Evocation (Fire)
Level: Shu 1
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

The shugenja produces a gaze attack that blinds and stuns one target for one round. Tainted targets take 1d10 damage. A successful save negates both the stun and the damage.

FALSE TONGUE

Illusion (Air, Figment)
Level: Brd 3, Shu 3
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: None

This spell allows you to mask your words in illusion, appearing to say one thing while in reality saying something else entirely. If you choose, you may select one listener in range to hear your true words as well as the false words, while everyone else in range hears only what you wish to appear to be saying. For example, you could deliver a private message to your daimyo in the midst of the court, and all the while eavesdroppers will believe you are simply discussing the weather.

You may also choose to use this spell to conceal spellcasting, masking any spell with a vocal component. This bestows a +10 DC on the Spellcraft check of any caster attempting to determine what spell you are casting, greatly raising the difficulty of an effective counterspell. If you wish to cast a spell that has no material, somatic, or focus component, you may choose to mask the vocal component and appear not to be casting a spell at all.



Rattling Namesecker

FINAL REST

Evocation (Fire)
Level: Shu 6
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One tainted creature
Duration: Permanent
Saving Throw: Special
Spell Resistance: No

The purity of Fire can burn away the foul touch of the Shadowlands as surely as jade. This spell pits the inner fire of the shugenja against the Taint in a creature that does not naturally have the Shadowlands Taint. This includes undead, maho-tsukai, and those who have gained the Taint in other ways. This spell does not affect creatures native to the Shadowlands such as oni, goblins, and ogres.

When the spell is cast, the caster takes 1d6 damage as his chi reaches out and burns away the Taint inside the target. The Tainted creature takes 10d8 damage and is stunned for two rounds. Intelligent creatures may make a Will save to negate the stunning. Creatures that are slain by this spell have all traces of the Shadowlands Taint expunged from their corpses, and cannot rise again as undead nor can their bodies be animated by any maho spells.

THE FIRES FROM WITHIN

Evocation (Fire)
Level: Shu 4
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One or two creatures
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

The shugenja casting this spell summons forth a bolt of flame, sending it at his foes from the tips of his fingers. The bolt requires a ranged touch attack to strike its target, inflicts 1d6 +1 damage per level of the caster (to a maximum of 12d6 +12), and burns through thin, flammable barriers such as paper walls without affecting the spell.

THE FIRES THAT CLEANSE

Evocation (Fire)
Level: Shu 2
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

This spell calls the fire kami out of the caster and hurls them against one target. When cast, the shugenja chooses to take 2 to 10 points of damage. For each two points of damage the caster takes, this spell deals 1d8 damage to the target. The fire shoots from the caster's hands in a straight line to its target, and burns through rice paper walls and other thin barriers (such as silk) without impeding the spell. If a character is reduced to 0 hit points or less by casting this spell, the target still takes damage.

THE FLOW OF TIME

Transmutation (Water)
Level: Shu 7
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: Special

This spell allows you to temporarily step outside the boundaries of time. When the spell is complete, you vanish from sight for one minute along with whatever gear you are carrying (living creatures cannot accompany you). During this minute of time, you hover in a realm of sparkling light. By your perception, one hour passes. Though you can see and are aware of events transpiring around you (they occur with agonizing slowness) you cannot affect the real world in any way. Any spells cast on targets other than yourself or your gear automatically fail. Though you can walk about freely, even a thin curtain would be an impassable barrier.

If you cast this spell again while under its effects you may remain outside of time for an additional hour while one more minute passes in the real world. Use of the Extend Spell feat with this spell doubles the time spent outside time as well as the relative amount of time you are perceived to be gone in the real world.

FOLLOW THE FLAME

Abjuration (Fire)
Level: Shu 9, Drd 8
Components: V, S, DF
Casting Time: 1 round
Range: Personal
Target: You
Duration: 5 minutes/level
Saving Throw: None
Spell Resistance: No

While this spell is in effect, the shugenja gains mastery over all fire magic in a 100 ft. radius. The caster is immune to fire damage, and is surrounded by a thin aura of flickering flames that do no harm to him nor his equipment. Any spell that causes a manifestation of fire to come into being in the spell's 100 ft. radius immediately comes under the complete control of the caster of this spell. He may redirect any fire spell as soon as it is cast, and may even use this spell to mentally control the path of spells such as *fireball, the fires from within, the fires that cleanse, burning hands*, and the like. The shugenja may direct these spells at angles usually not allowed by the spell, sending them around corners, snaking to the sides of barriers, and curling back around on their own paths. This effect also includes magic cast by the shugenja who cast follow the flame.

Example: If the fires from within *were cast in this spell's area of influence, you could mentally control the fire bolt to turn around, fly over a castle wall, go around the corner of a tower, and strike a guard. The shugenja mentally sees where the spells are going, and may direct them even if they leave the shugenja's line of sight and area of effect, as long as they do not travel farther than the fire spell's range. Controlling these spells are free actions and require no concentration on the shugenja's part.*

Two (or more) shugenja under the effects of follow the flame attempting to control the same fire spell roll a caster level check (1d20 + caster level), with the shugenja who rolls higher after modifiers gaining control of the spell. Characters with Superior Elemental Focus (Fire) receive a +2 focus bonus for this roll.

FORCE OF WILL

Transmutation (Earth)
Level: Shu 5
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: One living creature touched.
Duration: 1 minute/level
Saving Throw: Will Negate
Spell Resistance: Yes

By summoning the inner strength of the target, this spell allows a creature to continue to function for a time after they ordinarily would have been laid low. For the duration of this spell, if the target ever drops to 0 (or lower) hit points, or

would be knocked unconscious or even immediately killed, he instead may continue to move and act normally for the duration of the spell. This effect is broken if the target is reduced to –50 hit points.

Of course, this does not grant immunity to effects other than the ones mentioned above. If, for example, the character received enough damage to die by being cut in half, he wouldn't still be able to walk around regularly.

HANDS OF CLAY

Transmutation (Earth)
Level: Shu 0, Drd 1
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute
Saving Throw: None
Spell Resistance: No

By attuning himself to the earth kami, the shugenja may use this spell to grasp a surface of earth (including stone, cement, dirt, etc). and climb it with his hands and feet without difficulty. This can include the shugenja climbing surfaces that have no real grip and surfaces that he would normally fall from, such as climbing across a stone ceiling. This spell does not grant extra stability to a surface, however, and a shugenja climbing a shaky stone wall may very well cause the wall to collapse upon him. A creature with a strength score of at least 20 + 1 per the caster's level can pull the caster away from the surface.

IMMORTAL STEEL

Enchantment (Earth)
Level: Shu 4
Components: V, S, DF, XP
Casting Time: One hour
Range: Touch
Target: One bladed weapon
Duration: Permanent
Saving Throw: None
Spell Resistance: No



Phoenix Acolyte of Fire

A weapon targeted by this spell immediately becomes a masterwork weapon. This spell has no effect upon weapons that are already masterwork.

XP Cost: 10 + 1 per 10 gp in the base cost of the weapon.

KHARMA

Transmutation (All)
Level: Shu 6
Components: V, S, DF
Casting Time: 10 minutes
Range: Touch
Target: Dead human touched
Duration: Instantaneous
Saving Throw: None (see text)
Spell Resistance: Yes (harmless)

This spell is very similar in many ways to *reincarnate* (*See the Player's Handbook*™). You encourage the Fortunes to intervene on behalf of the target, begging that his soul be restored and new life granted. No more than one week must have passed after death before the spell is cast, and the subject's soul must be free and willing to return (*See the Player's Handbook*™). If the target's soul does not wish to be reincarnated, the spell fails.

Unlike *reincarnate*, this spell does not create a new body out of nothing. Instead, a soul somewhere else in Rokugan awakens to the fact that it is in actuality a reincarnation of the character, and is drawn to fulfill the target's destiny. Reincarnated characters are not the old characters, though they always fulfill a similar role to their predecessors and are similar in many ways. They may have mannerisms, posture, habits, or even identifying features (scars, birthmarks, etc.) of the former character, but they are a completely different person with a life of their own. The reincarnated character recalls only pieces of his former life (often in dreams or flashbacks). He is, however, compelled to fulfill any work left unfulfilled by the previous character. The new character is usually connected to the old one in some way — a friend, relative, lover, or child — although sometimes the new character is merely a stranger with a great deal in common.

The Kitsu have theorized in depth as to how this spell actually works. How can a soul be reincarnated in a person who partially shared the lifetime of his predecessor? They have concluded that the power of the spirit transcends the boundaries of time itself, and cannot be understood by mere mortals.

The reincarnated character has the same ability scores, skills, class, base attack bonus, save bonuses, and hit points as the previous character. The character's level is reduced by 1. (If the character was 1st level, his Constitution score is reduced by 1.) If the character formerly possessed clan feats no longer available to his new clan, he may replace them with appropriate clan feats from his new clan. Skills that were formerly class skills due only to the character's clan or family are no longer class skills, though their skill rank remains unchanged (even it if is now an illegal rank). All afflictions and physical ills are cured (as this is a new body) with the exception of the Shadowlands Taint and Shadow Points, both of which are afflictions of the soul as well as body.

The specifics of the new incarnation's identity are determined on Table 2–3.

Table 2–3: New Incarnation's Identity

d100 Roll	Result
01–50	Same clan, same family as previous incarnation.
61–70	Same clan, but different family (if possible) as previous incarnation.
71–80	Different Clan. See Table 2–4
81–90	Minor Clan (Select a Minor Clan of choice.)
91–95	Imperial Family (Otomo, Seppun, or Miya)
96–99	Special; roll below 01–75 — Vassal family of a clan. A minor samurai in good standing. May take the Different School feat to learn their clan's techniques if they wish. 76–00 — Ronin
100	DM's choice (may be a Nezumi, spirit, or other creature but not a Naga or Tainted beast unless the target already is one).

Table 2–4: New Incarnation's Identity

Different clan. If you were previously a Great Clan character, you become a member of a different Great Clan (roll below; reroll results that indicate previous clan)

d100Roll	Result
01–20	Lion
21–40	Crane
41–55	Crab
56–65	Unicorn
66–75	Scorpion
76–85	Phoenix
86–95	Dragon
96–00	Mantis

If you were previously a member of an Imperial Family, you remain a member of the Imperial Family. Any other characters may become either a Minor Clan or ronin character as they choose.

The new character always arrives on the scene at the end of the spell, seemingly by total coincidence. The new character realizes the truth of his existence when he sees his former body, and replaces the former character as a player character.

This extremely powerful spell is cast but rarely. A mortal who did not live well and fulfill his kharma in life may not be allowed to return. At the opposite extreme, the Fortunes themselves have been known to use this spell without petitioning from a shugenja. A mortal who dies without fulfilling his destiny may find himself returned to life through the use of kharma, or may be returned for a second chance after a heroic death or a life well-lived. The exact details of the use of this spell should always be considered carefully by DMs and players alike.

The Mirror's Smile

Transmutation (Air)
Level: Shu 9
Components: V, S, DF
Casting Time: 10 minutes
Range: Touch
Target: Humanoid Creature Touched
Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell allows you to transform a willing target into a perfect replica of another humanoid being, permanently. Once the spell is in place, it does not register as magic in any way and cannot be dispelled by any means short of a wish, miracle, or a second casting of this spell. The target's gender, height, age, and weight may be changed, so long as the target remains humanoid. If the creature becomes a new race, attribute bonuses and natural abilities of the new creature type are gained. Abilities of the former race are lost (with the exception of bonus feats and skill points).

If you know the correct full name of a specific individual you may speak it during the casting to transform the target into a perfect replica of that individual. This grants the target a +30 to his Disguise and Mimic rolls when impersonating that individual. If you do not have a specific individual in mind, you may tailor the target's new appearance as you like so long as they do not intentionally resemble an existing person.

Near to Ice

Transmutation (Water)
Level: Shu 4, Drd 4
Components: V, S, F, DF
Casting Time: 1 action
Range: Touch
Target: Creature Touched
Duration: 1 round/level
Saving Throw: Fortitude negates (Harmless)
Spell Resistance: Yes (Harmless)

This spell causes benevolent kami of frost and cold to wash through the target's body, granting extraordinary resistance to pain. This spell grants the target 2d6 temporary hit points and a +1 morale bonus to all saving throws. The target cannot be stunned or staggered, and may fight without penalty at zero hit points or less. Targets who reach –10 hit points die.

Osano-Wo's Embrace

Transmutation (Fire)
Level: Shu 5
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Fort negates
Spell Resistance: Yes

This spell draws out the target's inner elemental fire in a violent manner, shrouding him in flame. The target takes 4d6 damage every round and can take no action that requires any form of concentration while he is immolated. Anyone attempting to grapple with the target takes 4d6 damage as well, and those attempting to strike the character in melee combat with weapons must make a reflex check against DC 15 or take 2d6 damage.

The target must make a Will check against DC 20 every round or flail about helplessly, unable to fight, and barely able to speak. Mundane items on the character are affected normally as if they had been consumed by fire. This spell can be ended in any manner that would put out someone on fire.

Prison of Earth

Conjuration (Earth)
Level: Shu 6

This spell is identical to *trap the soul*, except the target must be an outsider.

PURITY OF THE SEVEN THUNDERS

Abjuration (Earth)
Level: Shu 9
Components: V, S, DF
Casting Time: 2 rounds
Range: Long (400 ft. + 40 ft./level)
Target: One area, 10 ft. square per level
Duration: Permanent
Saving Throw: Will 10d8
Spell Resistance: Yes

This spell is proof that even the most powerful oni can know fear. Whispered among the beasts of the Shadowlands as a terrifying sight to behold, this spell simply and utterly destroys anything with the Shadowlands Taint caught in its area of effect. All Tainted creatures with equal or fewer Hit Dice than the caster are immediately destroyed; their bodies unraveled and scattered to dust. Tainted creatures not destroyed by this spell are treated as if they were affected by a *fear* spell immediately, and take 10d8 damage.

The toll of this spell on the shugenja is heavy. For every creature destroyed by this spell, the shugenja takes 2 hit points of damage. Also, the shugenja may not cast any spells above 3rd level until he has rested for at least 8 hours. This spell's effects are changed if cast within the boundaries of the Shadowlands. Creatures are not destroyed by this spell, but the land itself is cleansed of Taint (though left barren and useless) and the caster takes 10d6 damage.

SYMPATHETIC ENERGIES

Transmutation (Water)
Level: Shu 5, Sor/Wiz 5
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature in range
Duration: Instantaneous
Saving Throw: Special
Spell Resistance: Yes



Shosuro Tejina — Scorpion Shadow Magic

This spell allows the caster to transfer one continuing spell effect of fourth level or lower from himself to any other legal target in range. Unwilling targets receive a Will save to negate the effects (leaving the spell effect on the caster). The caster may also attempt to transfer a spell effect from a target in range to himself, though the target receives a Will save to resist the transfer. The spell's duration runs out normally once it has been transferred.

Note that spells with a duration of "instantaneous" or "permanent" cannot be transferred with this spell. This spell may be used to transfer spells that normally only affect the caster to other individuals.

THE PENETRATING DROP

Transmutation (Water)
Level: Shu 7
Components: V, S, DF
Range: Touch
Effect: 30 ft. cube of nonliving matter
Duration: 1 round/level
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell causes an object you touch (or a section of the object up to the maximum size indicated by the spell's area) to suddenly become infused with water spirits, which proceed to find the natural weaknesses in the target and cause it to fall apart. Unless the object makes a successful Fortitude save, it takes 3d10 damage per round, plus 3d10 damage per round of duration. (3d10 the first round, 6d10 the second, 9d10 the third, etc., with no upper limit for damage inflicted.) A target which makes its saving throw receives half the damage for half the duration.

Unattended objects receive no save.

This spell is effective against all constructs.

POISON OF THE WINDSPIDER

Conjuration (Air, Creation)
Level: Shu 7, Sor/Wiz 7
Components: V, S, DF
Range: Medium (100 ft. + 10 ft./level)
Effect: 25 ft. radius cloud
Duration: 1 minute/level
Saving Throw: See text
Spell Resistance: Yes

This spell summons a roiling cloud of choking green gases. Any living creature within the cloud must make a Fortitude save or take 10d6 damage, and be blinded and nauseated for 1d4 rounds. Those who make their save take half damage, and are merely nauseated until they leave the cloud and for one round afterward. Nauseated characters cannot attack, cast spells, or concentrate on spells, and may only take partial actions. Those who remain within the cloud must make Fortitude saves each round they remain there or suffer its effects again.

Like *cloudkill*, this spell does not penetrate liquids and may not be cast underwater.

QUIESCENCE OF AIR

Conjuration (Air)
Level: Shu 1
Components: V, DF
Casting Time: 1 action
Range: 10 ft.
Area: 5 ft. radius centered on a creature, object, or point in space
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes or no (object)

This spell brings into being an invisible sphere of air kami, effectively preventing any sound from entering or leaving their sphere of influence. Those within can speak with one another normally, but cannot hear anything that transpires outside. This spell may be cast upon a point in space, but the effect is stationary unless cast upon a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. Any creature or an object in someone's possession is entitled to a saving throw or SR check, but unattended objects are not.

Sonic or language-based attacks may not enter or leave the sphere, though if more than five points of sonic damage are directed against the diameter of the sphere, the effect is canceled and those who were protected take half normal damage. All creatures within the sphere gain a +20 to all Move Silently checks, but automatically fail all Listen checks that apply to the area outside the sphere.

SLAYER'S KNIVES

Transmutation (Air)
Level: Shu 8
Components: V, S, DF
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes



Kitsu Sodan-Senzo — Lion Ancestor Magic

This spell summons forth a tremendous blast of wind that fills the area of effect, slashing mercilessly at all caught within the area and hurling them backward. The spell inflicts 12d6 damage and all creatures within the area of the spell suffer a bull rush attack. The Strength of this bull rush is equal to the caster's level +20. Creatures who lose the opposed Strength check are pushed outward, away from you, to a maximum distance of the edge of the area of effect. The wind also damages inanimate objects and douses any non-magical flames in the area of effect.

SUITENGU'S EMBRACE

Transmutation (Water)
Level: Drd 9, Shu 9
Components: V, S, DF
Range: Close (25 ft. + 5 ft./2 levels)
Area: One creature
Duration: Concentration
Saving Throw: Special
Spell Resistance: Yes

This spell causes a great swelling of the local water kami, causing them to drown victims even on land. The target immediatly begins to drown (*as per the* DUNGEON MASTER'S *Guide*™). The creature must make a Fort save each round that they remain within range. The DC for this save increases by 2 each round.

If the roll is failed, the affected character or creature immediately falls unconscious (0 hp). In the following round, the target drops to –1 hit points and is dying. In the third round, the target drowns.

This spell is ineffective against creatures who do not breathe, breathe water, or are immune to critical hits due to lack of discernible anatomy (such as an ooze, construct, or plant). Fire-based creatures take 1d8 damage per two levels of the caster from this spell (maximum 10d8) even if they do not normally breathe, due to the water kami suffusing their system.

SUMMON

Conjuration (All, Summoning)
Level: Shu 0
Components: V, S, DF
Casting Time: 1 action
Range: 5 ft.
Target: One unattended object, up to one cubic ft. in volume.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell allows a shugenja to summon up a bit of one element, either fire, water, air, or earth. This spell does not create something from nothing, but always summons the element from within one mile of your position. The element must be something that occurs naturally in the environment, and is understood by the caster. Summoned water, for example, could summon ice, water, or a small cloud of steam. Summoned earth could provide mud, stone, sand, or soil. Summoned fire or air hovers in a sphere at the caster's command for one round. Fire quickly burns out unless supplied with fuel. Air supplies pure air for up to one minute if contained, otherwise it disperses after one round.

This spell may not summon something into a space currently occupied by a living being, nor do you have enough control over an object's arrival for, say, a stone or cube of ice to be effectively dropped on a creature's head. You can, however, direct the summoned element into an appropriate container.

TIME'S DEADLY HAND

Alteration (Earth)
Level: Shu 8
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One Huge or smaller object, or 5 ft. radius per level.
Duration: Permanent
Saving Throw: Will Negate
Spell Resistance: Yes

The effects of this spell are as devastating as they are simple. The shugenja causes an object to wilt, decompose, and fall to ruin as if hundreds or thousands of years had passed. Wood rots and collapses, steel rusts and becomes brittle, and stone wears and cracks under the effects of this spell. Only non-living matter can be affected by this spell; a samurai caught in an area-effect *time's deadly hand* will watch his armor, kimono, and weapons collapse and crumble off him.

Most inanimate objects receive no saving throw against this spell. Magic items receive a saving throw with a bonus equal to their magical plus (or equivalent amount of pluses), and creatures or characters make a saving throw for objects worn on their persons when this spell is cast.

TREMOR

Evocation (Earth)
Level: Shu 3
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: 100 ft. radius area
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: No

The movement of the earth kami is slow and sure. However, their ponderous nature can be upset by this spell, causing the very ground to shake for a moment with enough violence to knock people flat on their backs, causing horses to throw their riders and small structures to collapse. Everyone caught within the area of effect (except the casting shugenja) must make a Reflex save or be knocked prone. Mounted characters must make a Ride check at a –5 penalty or be thrown from their mount, taking 2d6 subdual damage from impact with the ground. Staying atop a horse that is knocked to the ground incurs the same penalties as failing your saving throw.

TSUNAMI

Evocation (Water)
Level: Drd 9, Shu 9
Components: V, S, DF
Range: Long (400 ft. + 40 ft./level)
Area: Quarter circle with up to 100 ft. radius, emanating from a body of water in range
Duration: Instantaneous

This spell causes a nearby body of water to suddenly swell up in a great wave (shaped like a fist or an enormous samurai if the caster wishes) which demolishes everything in its path. Any creatures, structures, and unattended objects unfortunate enough to be in the area when the *tsunami* strikes take 20d8 points of impact damage. Creatures vulnerable to water attacks take double damage. In addition, all targets not securely attached to the ground must make opposed Strength checks (the wave's Strength is equal to 20 + the caster level) or be washed away with the wave when it returns to the body of water from whence it came. Such targets are deposited fifty feet away from shore, or half the radius of the wave, whichever is shorter. These targets are instantly submerged and must make Swim checks or begin to drown. The *tsunami* also soaks everything in the area and douses all fires in the area of effect.

The radius of the *tsunami* cannot be greater than half the radius of the body of water from which it emerges. Though the *tsunami* returns whence it came after it is used, use of this spell effectively reduces the volume of the body of water by thirty percent for twenty four hours (except in the case of the ocean, though there is still a noticeable change in water levels).

WALKING THE WAY

Transmutation (Air)
Level: Shu 9
Components: V, S, DF
Range: Close (25 ft. + 5 ft./2 levels)
Area: 5 ft. by 8 ft. opening
Duration: 1 hour/level

This spell creates a shimmering portal leading to a strange domain known only as "The Way." This portal remains open for a number of rounds equal to the caster's level, during which time two Medium creatures, three Small creatures, or one Large creature may pass through the portal per round.

Once within the Way, travelers find themselves standing in a world of swirling darkness, with only a silver line guiding them into the distance. The Way seems to exist in harmony with the mortal realm, and a shugenja who knows this spell can navigate the Way with little difficulty. There are no physical obstructions in the Way, no natural inhabitants, nothing at all save darkness and light. Even time does not seem to pass, though those traveling in the Way age normally.

The Way seems to be sealed off completely from all magical access save this spell. Travelers in the Way may not be scried upon, nor can they scry upon anyone else. Teleportation effects do not function in the Way, and extra-dimensional spaces (such as a *portable hole* or *wonderful origami furoshiki*) cannot be accessed. Travelers in the Way never encounter other groups of travelers. It is a dark, silent, lonely place.

When the spell's duration elapses, another portal opens and the travelers are expelled. The shugenja casting the spell determines where the Way takes its travelers. If you are very familiar with your intended destination, and have been there before, you can arrive in a specific area with no chance of error. Otherwise, the Way simply deposits all travelers in a random location 1–100 miles from the starting point. The maximum distance covered by traveling the Way is twice whatever distance the travelers could cover on even ground in an equal amount of time.

THE WAVES ARE EVER CHANGING

Transmutation (Water)
Level: Shu 8
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Area: You
Duration: 10 minutes/level

This spell is identical to the spell *shapechange* (*See the Player's Handbook*™) in all ways, except that you assume a single form, and cannot alter your form at will (except to end the spell and return to your true form).

WHEEL OF FORTUNE

Transmutation (Air)
Level: Shu 9
Components: V, S, DF
Range: Close (25 ft. + 5 ft./2 levels)
Area: One creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

This powerful spell causes an immediate and dramatic redistribution of the target's chi. Roll 1d6 twice, and check the following table:

TABLE 2–5: WHEEL OF FORTUNE TABLE

d6 Roll	Result
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

For the duration of the spell, the target's two selected ability scores are switched. All ability modifiers also change immediately. The sudden change could cause the target to suddenly be unable to cast spells, or may cause them to collapse under equipment suddenly too heavy to carry. Enhancement bonuses are not altered by this spell, and remain attached to their original ability score. If this spell targets a creature with no Constitution score, reroll any results that would switch an ability score with Constitution. A second casting of *wheel of fortune* on someone already affected by it reverses the original casting. The results of this spell may otherwise only be negated by a *limited wish*, *wish*, or *miracle*.



Tuchi Meishodo — Unicorn Name Magic

WISDOM AND CLARITY

Divination (Water)
Level: Shu 2
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level

This spell blesses you with the ability to process and recall large amounts of information. While under the effects of this spell, you recall everything you see, hear, and read in perfect detail. Further, you may read up to five hundred words (roughly 2 pages or scrolls of text) per minute. This spell does not grant any additional ability to understand anything you see or read. For example, reading a scroll of a spell you cannot cast would not grant the ability to cast the spell any more than a shugenja reading a book written in a foreign language would gain any ability to speak that language. Only raw data may be stored and recalled with this spell. When the spell ends, you can no longer recall detailed information learned while under its effects unless you cast it again.

WISDOM OF THE KAMI

Divination (Air)
Level: Shu 4
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level

This spell causes the air kami to rearrange your memories, temporarily granting knowledge in areas otherwise unknown to you. This spell grants a +10 enhancement bonus to one skill of your choice. This bonus is halved for any cross-class skills, and may not be used on exclusive skills barred to the shugenja class.

Although you may use this skill to gain a bonus to an obscure Knowledge skill, you are still considered unskilled and face whatever penalties to your DC that the DM deems appropriate.

WITHIN THE WAVES

Transmutation (Water)
Level: Shu 6
Components: S, DF
Casting Time: 1 action
Range: Personal
Effect: 20 ft. radius sphere, centered on you
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

This spell creates a bubble of shimmering water around you and anything in a 20 ft. radius. This bubble moves with you and allows solid objects to pass through it without incident. Spells can be cast into or out of the bubble at will. Liquids and gases are held out of the bubble. Any attack made purposefully against the bubble itself inflicting damage greater than twice your caster level bursts the bubble and ends the spell.

If cast underwater, the bubble automatically fills with fresh air. You can will the bubble to move underwater at a rate of 50 ft. per round, carrying a cargo equal to one extra medium-sized passenger per two levels of the caster. A passenger passing through the wall does not cause the bubble to burst; it simply lets them pass. Creatures may choose to remain within the bubble or exit as they wish, although those with Strength is 6 or less cannot push through the bubble.

If the spell ends while the bubble is still underwater, it rises to the surface at a rate of 30 ft. per round and bursts. Passengers may choose to accompany it if they wish.

Wonderful Origami Furoshiki

Transmutation (Water)
Level: Shu 3
Components: V, S, F, DF
Casting Time: 1 minute
Range: Touch
Target: See text
Duration: 1 day per level or until opened
Saving Throw: None
Spell Resistance: None

You can store an extraordinary amount of material in a small furoshiki sack. Prior to casting the spell, you must prepare a special silk furoshiki and lay the objects to be stored within atop it. The furoshiki can store up to 50 pounds of material, plus twenty-five pounds per caster level, to a maximum capacity of 450 pounds. If you attempt to store any living beings within the furoshiki, the spell fails.

When the spell is complete, you swiftly fold up the furoshiki until it is one cubic foot in volume. The objects within the furoshiki are displaced into an extra-dimensional space, similar in makeup to a *bag of holding*. The furoshiki weighs only twenty pounds, regardless of what may be inside. Items within the furoshiki cannot be accessed unless the furoshiki is opened. If the furoshiki is burned or destroyed, everything within is lost permanently. Opening the furoshiki requires a full round action, ending the spell and causing the contents to reappear atop the unfolded silken bag. If the bag is still unopened when the spell ends, the furoshiki immediately drops to the nearest surface and unfolds itself, producing its contents. If there is no surface nearby, the items appear in midair and fall.

Focus: A silken furoshiki sack (1 gp)

Void Magic

Spells utilizing the element of Void are extremely rare. It is impossible for shugenja to cast them unless they have entered the Void Disciple prestige class (*see Oriental Adventures*™) or possess the Ishiken do feat. Any shugenja who meets either requirement may learn and cast these spells normally.

Void School

2 **Drawing the Void.** Generates additional Void points.
3 **Contemplate the Void.** Increases Void point bonus.
4 **Kharmic Intent.** Allows the caster and one target to share Void points.
5 **Essence of the Void.** Paralyzes one target for a finite period of time.
6 **Spiritual Presence.** Boosts any one ability by an amount equal to the caster's maximum number of Void points.
7 **Winds of Change.** Grants the target ranks in a skill they do not possess.
8 **Visage of the Void.** Grants the caster invisibility to magical detection.
9 **Divine the Future.** Allows the caster to ask the DM questions regarding the campaign.

New Void Spells

Contemplate the Void

Evocation
Level: Voi 3
Components: V, S, DF
Casting Time: 2 actions
Range: Personal
Effect: Increase use of Void points
Duration: 1 round/level
Saving Throw: No
Spell Resistance: No

You may tap into the essence of the universe itself and increase its flow through your body. While under the influence of this spell, you gain an additional +1 Void bonus to any attack roll, skill check, saving throw, or to AC when spending a Void point to increase any of those. You may spend an additional Void Point on a single roll, check or save while this spell is in effect. The advantages gained by this spell do not stack with additional castings.

Divine the Future

Divination
Level: Voi 9
Components: V, S, DF, XP
Casting Time: 1 hour
Range: Personal
Effect: Glimpse the future
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

By reading the ebb and flow of the world around you, you can gain glimpses into the future that awaits. By viewing this future, you help assure that it will come about. You may not alter the events you see coming, but you may be better prepared to deal with them when they occur. After meditating and chanting for an hour, you may sacrifice 1,000 experience points in order to ask the DM a single question regarding the campaign in which you are currently playing. This question must be able to be answered with a single sentence, and although the DM must answer truthfully, the answer may be as cryptic and vague as he chooses. It is possible to ask up to three questions per casting, but each question requires a separate expenditure of experience points.

Drawing the Void

Evocation
Level: Voi 2
Components: S, DF
Casting Time: 1 action
Range: Personal
Effect: Gain an additional Void point
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

You have learned the simplest of the Void's secrets: how to reach into it and access a tiny fraction of its power for yourself.

With this simple incantation, you can obtain an additional Void point. This additional point may either restore a missing point or it may take you over your maximum if you have full Void points. It is not possible to possess more than double your maximum amount of Void points at any time.

ESSENCE OF THE VOID

Enchantment
Level: Voi 5
Components: V, S, DF
Casting Time: 2 actions
Range: Medium (100 ft. + 10 ft./level)
Target: One person
Duration: Concentration
Saving Throw: No (Will negates for Void Disciples)
Spell Resistance: Yes

By enveloping a target in the grip of the Void, you can immobilize him in the material world. This spell exposes the target to the wonders of the universe, the oneness and nothingness of all existence. More often than not, however, the target is simply unwilling to confront the epiphany and simply blacks out until the spell is over. The target is completely immobilized, locked into whatever position he was in when the spell took effect. Each round, the target may make a Will save to attempt to break free. Otherwise, the spell lasts for as long as you concentrate.

KHARMIC INTENT

Evocation
Level: Voi 4
Components: V, S, DF
Casting Time: 3 actions
Range: Medium (100 ft. + 10 ft./level)
Target: One person
Duration: Discharge
Saving Throw: No
Spell Resistance: No

You have learned the secret of forging a bond through the Void between you and another individual. This special bond allows each of you to draw upon the other's strength and spirit. You may cast this spell on any willing target, allowing the two of you to share Void points back and forth at will. This bond exists for a number of hours equal to the caster's Intelligence modifier, although either party can choose to sever the bond at any point.

SPIRITUAL PRESENCE

Enchantment
Level: Voi 6
Components: V, S, DF
Casting Time: 2 actions
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: 3 rounds/level
Saving Throw: Will negates (harmless)
Spell Resistance: No

By reaching deep within yourself, you can use your own connection to the Void to link another to the greater universe. In doing so, you can sharpen any of their physical or mental abilities to a degree well above their normal range. Upon the spell's completion, you may increase any one ability score of the target by a number equal to your maximum number of Void points. This effect lasts as long as you concentrate on maintaining the link.

VISAGE OF THE VOID

Abjuration
Level: Voi 8
Components: V, S, DF
Casting Time: 2 hours
Range: Personal
Effect: Creates a personal anti-magic field
Duration: Discharge
Saving Throw: No
Spell Resistance: No

By focusing on the nothingness of the Void, you may cloak yourself from the elemental kami that enable more traditional elemental spells. While you are thus concealed, you do not set off any type of magical alarms. You are invisible to wards, barriers, or alarms established by spells of lower level, none of which react to your presence in any way. Likewise, you may not be detected by any spell-like ability. Finally, any spellcaster attempting to target you with a spell of lower level must first succeed on a contested Intelligence check. If the caster wins, the spell works as normal. If you win, the spell has no effect upon you. The spell is discharged the first time a spell is cast upon you successfully unless you spend an additional Void point. Otherwise it lasts for a number of hours equal to your Intelligence modifier or until you choose to dispel it.

WINDS OF CHANGE

Enchantment
Level: Voi 7
Components: V, S, DF
Casting Time: 4 actions
Range: Touch
Effect: Links one person with the Void
Duration: 24 hours
Saving Throw: No
Spell Resistance: No

Oneness with the Void confers infinite knowledge and wisdom on all who experience it. You may bring that wisdom to others by linking them with the majesty of the Void. You may choose any one person as your target so long as that person possesses at least three ranks of the skill Knowledge (Shintao). While you concentrate upon the target, they are considered to have four ranks in any skill of your choosing. This skill must be chosen at the time the spell is cast. The target gains full use of the skill in question for the entire duration of the spell.

MAHO

As discussed briefly in *Oriental Adventures*,™ maho is a forbidden type of magic that exists only in Rokugan. In fact, the practice of maho is perhaps the greatest crime in the Empire. It is so terrible that any found practicing it are not allowed the option of honorable seppuku but are instead publicly executed, the greatest shame that can befall a samurai.

Maho is so reviled because it is unquestionably a black art. Casting a maho spell is actually a ritual calling out to Jigoku,

the Realm of Evil, for power. The lands of corruption enthusiastically bestow power upon any who are willing and able to request it, but there is a price. A sacrifice must be made to before these spells will function, and the price demanded is blood. Jigoku is not particular; it accepts blood from any creature with an Intelligence of 3 or higher, not just the caster.

Maho-tsukai who have spells from previous classes may choose to exchange those spells. Any arcane or divine spell may be lost from the maho-tsukai's known spell list permanently in exchange for any one maho spell of equal or lower level.

Dark sorcerers who have not taken the maho-tsukai prestige class can also cast maho spells. They must have the ability to cast spells of at least the maho spell's level, and they must have a number of Shadowlands Taint ranks equal to or greater than the maho spell's level. For example: a shugenja who wished to cast Choking Death would need to have the ability to cast level 2 divine spells and possess at least 2 ranks of the Shadowlands Taint.

Spells marked with a * on the following expanded maho spell list are new to this book.

1st-Level Maho-tsukai Spells

Bane. Enemies suffer –1 attack, –1 on saves against fear.
Blood and Darkness.* Creates supernatural darkness for 10 ft. around caster.
Blood Rite.* Consumes blood to boost abilities by +1 or recover 1d4 hit points.
Bleeding.* Causes the target's wounds to bleed freely, losing 1 hit point per round.
Cause Fear. One creature flees for 1d4 rounds.
Cobra's Breath. Spit poison in a 10 ft. cone for 1 Con damage.
Curse Water. Makes unholy water.
Deathwatch. Sees how wounded subjects within 30 ft. are.
Detect Undead. Reveals undead within 60 ft.
Doom. One subject suffers –2 on all attacks, damage, saves, and checks.
Drain Soul.* Lowers the target's Con and Str by 1 temporarily.
Ghost Light. Ghostly green radiance causes fear.
Heart of the Damned.* Drains energy from corpses to heal the caster.
Inflict Light Wounds. Touch attack, 1d8+1/level damage (max +5).
Invisibility to Undead. Undead can't perceive one subject/level.
Legacy of the Dark One.* Destroys an opponent's Void points.
Pain.* Inflicts severe pain on target, increasing all DC by +5.
Ray of Enfeeblement. Ray reduces Str by 2d6 points +1 point/two levels.
Summon Undead Champion.* Summons a single zombie.

2nd-Level Maho-tsukai Spells

Apparition. Target's face looks terrifying; viewers may become shaken.
Choking Death.* Infects the target with pneumonia.
Darkness. 20 ft. radius of supernatural darkness.
Death Knell. Kills dying creature; you gain 1d8 temporary hp, +2 Str and +1 level.
Desecrate. Fills area with negative energy, making undead stronger.
Gentle Repose. Preserves one corpse.
Ghoul Touch. Paralyzes one subject, who exudes stench (–2 penalty) nearby.
Inflict Moderate Wounds. Touch attack, 2d8+1/level damage (max +10).
Kiss of the Toad. Poisonous touch deals 1d3 Con damage, repeats in 1 min.
Limb Disruption.* Costs the target temporary use of one limb.
Mists of Fear.* Causes fear in target for 1d4 rounds.
Scare. Panics creatures up to 5 HD (15 ft. radius).
Spectral Hands. Creates disembodied glowing hand to deliver touch attacks.
Summon Monster II.* Calls outsider to fight for you.

Crab Clan Witch Hunter



Summon Swarm. Summons swarm of small crawling or flying creatures.
Tasha's Hideous Laughter. Subject loses action 1 round after casting.

3RD-LEVEL MAHO-TSUKAI SPELLS

Animate Dead. Creates undead skeletons or zombies.
Bestow Curse. –6 to an ability, –4 on attacks/saves/checks, or 50% chance of losing each action.
The Caress of Fu Leng.* Corrupts jade items of up to 20 pounds.
Contagion. Infects subject with chosen disease.
Dark Wings.* Grants the caster wings to fly (twice maximum ground movement rate, attacks at –2, causes unarmed +d4 damage).
Fear. Subjects within cone flee for 1 round/level.
Halt Undead. Immobilizes undead for 1 round/level.
Hate's Heart.* Inspires hatred in one target.
Inflict Serious Wounds.* Touch attack, 3d8+1/level damage (max +15).
Negative Energy Protection. Subject resists level and ability drains.
Poison. Touch deals 1d10 Con damage, repeats in 1 min.
Speak with Dead. Corpse answers one question/two levels.
Summon Monster III. Calls outsider to fight for you.
Vampiric Touch. Touch deals 1d6/two caster levels; caster gains damage as hp.

4TH-LEVEL MAHO-TSUKAI SPELLS

Arcane Eye. Invisible floating eye moves 30 ft./round.
Cloud of Taint. Damages and sickens untainted creatures.
Creeping Darkness. Create 5 ft. radius cloud of inky blackness that moves at your command.
Enervation. Subject gains 1d4 negative levels.
Evard's Black Tentacles. 1d4+1/level tentacles grapple randomly within 15 ft.
Fatigue. Creature touched becomes fatigued.
Giant Vermin. Turns insects into giant vermin.
Heart Ripper. Kills 1d4 living creatures with less than 2 HD.
Inflict Critical Wounds. Touch attack, 4d8+1/level damage (max +20).
Lesser Planar Binding. Traps outsider until it performs a task.
Phantasmal Killer. Fearsome illusion kills subject or deals 3d6 damage.
Polymorph Other. Gives one subject new form.
Polymorph Self. You assume a new form.
Rise Again.* Allows the caster to return from the dead under certain conditions.
Solid Fog. Blocks vision and slows movement.
Summon Monster IV. Calls outsider to fight for you.
Wall of Bones. Creates a bone wall that can be shaped.
Water to Poison. Transform water into ingested poison.

5TH-LEVEL MAHO-TSUKAI SPELLS

Blood of Fire. 4 blood missiles deal 2d8 damage each.
Circle of Doom. Deals 1d8+1/level damage in all directions.
Cloudkill. Kills 3 HD or less, 4–6 HD save or die.
Contact Other Plane. Ask question of extra-planar entity.
Insect Plague. Insect horde limits vision and inflicts damage, and weak creatures flee.
Gift of the Kansen.* Traps any one spell inside a gift box, allowing that spell to later target anyone who opens the box.
Magic Jar. Enables possession of another creature.
Mental Weakness. Target suffers –4 penalty to Will saves.
Nightmare. Sends vision dealing 1d10 damage, fatigue.
Obsidian Armor.* Protects the caster from spells that target the Taint.
Slay Living. Touch attack kills subject.
Stealing Breath.* Collapses the lungs of one target, incapacitating them until magical aid can be obtained.
Summon Monster V. Calls outsider to fight for you.
Truth is a Scourge.* Target must speak their exact thoughts at all times while under the influence of the spell.
Unhallow. Designates location as unholy.
Wood Rot. Wood item or plant creature rots and becomes worthless.

Daigotsu — an infamous Maho-Tsukai



6TH-LEVEL MAHO-TSUKAI SPELLS

Blade Barrier. Blades encircling you deal 1d8 damage/level.
Circle of Death. Kills 1d4 HD/level.
Create Undead. Ghouls, shadows, wights, or wraiths.
Eyebite. Charm, fear, sicken or sleep one subject.
Forbiddance. Denies area to creatures of another alignment.
Harm. Subject loses all but 1d4 hp.
Planar Binding. As *lesser planar binding*, but up to 16 HD.
Repulsion. Creatures can't approach you.
Sinful Dreams.* Causes one target to experience intense dreams about the caster. The caster receives +10 to Bluff, Diplomacy, or Intimidate checks against the target for the next 12 hours.

Summon Greater Kansen.* Summons a powerful Shadowlands spirit.
Sword of Darkness.* Blade of negative energy attacks your opponents.

7th-Level Maho-Tsukai Spells

Acid Fog. Fog deals acid damage.
Blasphemy. Kills, paralyzes, weakens, or dazes non-evil subjects.
Control Undead. Undead don't attack you while under your command.
Creeping Doom. Carpet of insects attacks at your command.
Destruction. Kills subject and destroys remains.
Finger of Death. Kills one subject.
Insanity. Subject suffers continuous confusion.
Possession.* Caster takes command of target's body.
Simulacrum. Creates partially-real double of a creature.
Summon Oni.* Summons an oni forth from Jigoku.
Tomb of Earth.* Replaces a target's Earth with the caster's Taint, causing 1d4 Con damage per round maintained. Caster suffers 1d6 subdual damage per round.
Withering Pain. Touch attack deals 1d4 Str damage and 1d4 Con damage.

8th-Level Maho-Tsukai Spells

Antipathy. Object or location affected by spell repels certain creatures.
Clone. Duplicate awakens when original dies.
Create Greater Undead. Mummies, specters, vampires, or ghosts.
Fierce Blood of the Earth.* Halts all aging for one year.
Fu Leng's Champion.* Transforms one living human into an undead creature.
Greater Planar Binding. As *lesser planar binding*, but up to 24 HD.
Polymorph Any Object. Changes any subject into anything else.
Summon Monster VIII. Calls outsider to fight for you.
Symbol. Triggered runes have array of effects.
Tainted Aura. +4 AC, +4 resistance, and 25 SR against good spells.
Trap the Soul. Imprisons subject within gem.

9th-Level Maho-Tsukai Spells

Energy Drain. Subject gains 2d4 negative levels.
Implosion. Kills one creature/round.
Power Word, Kill. Kills one tough subject or many weak ones.
Rise, Taint.* Summon an elemental terror.
Soul Bind. Traps newly dead soul to prevent resurrection.
Wail of the Banshee. Kills one creature/level.
Weird. As *phantasmal killer*, but affects all within 30 ft.

New Maho Spells

Bleeding

Necromancy
Level: Mah 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person or animal
Duration: 5 minutes
Saving Throw: Fortitude negates
Spell Resistance: Yes

The maho-tsukai can increase the flow of blood to a target's wounds, causing them to lose vitality at an alarming rate. By casting this spell upon a target who has an existing wound, the maho-tsukai causes that wound to bleed freely, resulting in the loss of 1 hit point per round. The target of the spell may roll a Fortitude Save each round (DC equal to twice his remaining hit points) to end the effects of the spell.

Blood and Darkness

Evocation [Darkness]
Level: Mah 1
Components: V, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 5 minutes/level
Saving Throw: None
Spell resistance: No

This spell is identical to *darkness* (*Player's Handbook*,* page 190), except that the caster may only use it upon himself. The zone of darkness remains in place after the casting, even if the maho-tsukai moves. The area of darkness created extends 10 ft. in all directions from the caster.

Blood Rite

Necromancy
Level: Mah 1
Components: V, S, M
Casting Time: 2 actions
Range: Touch
Effect: Draws strength from blood
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

Maho-tsukai are able to use blood, the fluid of life, to restore their health and increase their abilities. For each gallon of freshly spilled blood (equal to 15 lost hit points) sacrificed as part of this spell, the maho-tsukai may either regenerate 1d4 hit points or add a +1 to any ability of their choice. The hit point gain is permanent, but cannot increase the caster's hit points beyond his current maximum. The ability boost lasts for a single hour.

THE CARESS OF FU LENG

Transmutation
Level: Mah 3
Components: V, S, M
Casting Time: 2 actions
Range: Medium (100 ft. + 10 ft./level)
Target: One person or object
Duration: Instantaneous
Saving Throw: Ref save negates
Spell Resistance: No

This insidious spell allows the maho-tsukai to corrupt that which is most resistant to the Taint: jade. This spell may target an object composed entirely or partially of jade or an individual who is carrying jade of some form. In either case, the jade in question will become blackened, rotten, and useless. Objects up to 20 pounds may be affected entirely; larger objects will only partially be corrupted. An individual with multiple jade items who is targeted with this spell will find their single largest jade item corrupted (again, so long as it does not exceed 20 pounds).

CHOKING DEATH

Necromancy
Level: 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell is identical to *contagion* (*Player's Handbook*,™ *page 187*).

DARK WINGS

Transmutation [Self]
Level: Mah 3
Components: V, S, M
Casting Time: 2 actions
Range: Personal
Effect: Caster manifests wings
Duration: 2 minutes/level
Saving Throw: No
Spell Resistance: No

The maho-tsukai can call upon Jigoku to provide a useful means of quick travel or escape from one's enemies. Upon completion of this spell, dark leathery wings erupt from the caster's back. The wings allow the maho-tsukai to fly at twice his normal ground movement rate. The wings may be used to strike opponents, but suffer a –2 to the caster's attack bonus. The wings inflict normal unarmed strike damage plus d4 additional damage points. The flight type of *Dark Wings* is poor (*see Monster Manual*,™ *page 7*).

DRAIN SOUL

Necromancy
Level: Mah 1
Components: S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: 1 hour
Saving Throw: Fort negates
Spell Resistance: Yes

By attacking the soul, the maho-tsukai cripples the body. The target of this spell loses 2 points of both Strength and Constitution for the duration of the spell, thereby decreasing the target's ability bonus by one for each. Once that time has elapsed, the target's abilities return to normal.

FIERCE BLOOD OF THE EARTH

Necromancy
Level: Mah 8
Components: V, S, M, XP
Casting Time: 10 hours
Range: Personal
Effect: Halts aging for 1 year
Duration: 1 year
Saving Throw: No
Spell Resistance: No

This dark ritual requires a single living creature with an Intelligence of 3 or higher to be sacrificed as part of its components. The spell very painfully extracts the life force from the sacrifice and imparts it to the caster. This stolen life energy completely halts the aging process for the caster for one full year. During that time, the maho-tsukai will not visibly age in any way. Cast on an annual basis, this spell grants virtual immortality to any maho-tsukai able to procure suitable sacrifices. There are some side effects, however. The caster's internal organs become dried and desiccated from this process, and the skin becomes dried and cracked after a few uses. If at any point the caster loses the Taint, he immediately dies.

Material Component: one living sacrifice, 500 experience points.

FU LENG'S CHAMPION

Necromancy
Level: Mah 8
Components: V, S, M
Casting Time: 10 hours
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

One of Fu Leng's most horrifying spells, this allows a maho-tsukai to transform a living person into an undead monstrosity. The spell requires a living target who must be present during the entire ritual. Upon the spell's completion, the target will be transformed into any one kind of undead creature that exists in that campaign world (caster's choice) unless the target makes a successful Will save.

GIFT OF THE KANSEN

Necromancy
Level: Mah 5
Components: V, S, M
Casting Time: 2 hours (plus subsequent casting time)
Range: Touch
Target: One specially prepared gift box
Duration: Until triggered

Saving Throw: No
Spell Resistance: No

Gift of the kansen is one of the most insidious spells in a maho-tsukai's repertoire. Using a ritual that involves the careful preparation of a gift box, the maho-tsukai may seal another spell within the box, causing it to go off when the box is opened. The ritual involved is two hours long, after which the maho-tsukai must immediately cast any other spell he knows. The second spell does not take effect, but is locked within the box. The next time the box is opened, the second spell immediately takes effect just as if the maho-tsukai had cast it upon the individual who opened the box.

HATE'S HEART

Necromancy
Level: Mah 3
Components: S, M
Range: Medium (100 ft. + 10 ft./level)
Targets: All living creatures within a 15 ft. radius
Duration: Concentration
Saving Throw: Will negates
Spell Resistance: Yes

This spell is identical to *emotion* (*Player's Handbook*,™ *page 199*), except that it can only arouse the emotion of hate within a target.

HEART OF THE DAMNED

Necromancy
Level: Mah 1
Components: V, S, M
Range: Close (25 ft. + 5 ft./2 levels)
Target: Corpses or undead
Duration: Instantaneous/10 minutes per target HD (see PH text)
Saving Throw: Will negates
Spell Resistance: Yes

This spell is identical to *death knell* (*Player's Handbook*,™ *page 191*), except that it targets corpses or undead rather than wounded beings.

LEGACY OF THE DARK ONE

Necromancy
Level: Mah 1
Components: S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: 5 minutes/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell allows the maho-tsukai to temporarily weaken the link between a target's spirit and the realms beyond this one. Targets that fail their Will saves automatically lose 2 Void points and cannot regain them until the duration of this spell has expired. Void disciples who are targeted lose the Void points, but can use their magic to recover more points at will. Targets who possess no Void points simply lose 1 hit point.

LIMB DISRUPTION

Necromancy
Level: Mah 2
Components: S, M
Casting Time: 2 actions
Range: Medium (100 ft. + 10 ft./level)
Target: One person
Duration: 5 minutes/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

Brutal and primitive, this spell painfully and temporarily robs the target of the use of one limb. The target limb must be declared at the time of the spell's casting. If affected, the target takes 3 points of damage and gains +10 DC to any task using that limb for the duration of the spell.

MISTS OF FEAR

Necromancy
Level: Mah 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1d4 rounds
Saving Throw: Will negates
Spell Resistance: Yes

This spell is identical to *cause fear* (*Player's Handbook*,™ *page 182*), except that it can affect targets of up to 10 Hit Dice.

PAIN

Necromancy
Level: Mah 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: 10 minutes
Saving Throw: Fort negates
Spell Resistance: Yes

Another simple and brutal spell taught to beginning maho-tsukai, this causes the target to be wracked with intense pains that shoot all throughout the body. This results in a +5 to all DC for the target for the spell's duration.

POSSESSION

Necromancy
Level: Mah 7
Components: V, S, M
Casting Time: 4 actions
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid
Duration: Indefinitely
Saving Throw: Will negates
Spell Resistance: Yes

By focusing his will upon a target, a maho-tsukai can invade the target's mind and take control of their body. This leaves the caster's body completely inactive, as if in a deep sleep. For the duration of the spell, the caster possesses the target's body as if it were his own. If the caster attempts an action that is strongly against the target's nature (such as harming the target

body or the target's loved ones), the target receives an additional Will save to attempt to force the caster's spirit out. The target may make a Will save once per day to attempt to force the tsukai's spirit out. After three failed Will saves, the target gains one point of Taint for every failed save thereafter.

RISE AGAIN

Necromancy
Level: Mah 4
Components: V, S, M, XP
Casting Time: 3 hours
Range: Personal
Effect: Allows for return from death
Duration: 24 hours
Saving Throw: No
Spell Resistance: No

The reach of the Dark Lord extends to death and beyond. This elaborate ritual allows a maho-tsukai to return from the grave. If the caster is slain within 24 hours of casting this spell, he simply regenerates all wounds and awaken within 48 hours of his death. This spell incurs the normal penalties and costs for returning from the dead.

XP Cost: 1,000 experience points

OBSIDIAN ARMOR

Necromancy
Level: Mah 5
Components: V, S, M
Casting Time: 2 actions
Range: Personal
Effect: Protects from anti-Taint spells
Duration: Discharge
Saving Throw: No
Spell Resistance: No

Maho-tsukai can surround themselves with an aura of Taint which protects them from damaging magic. The first time that a spell of equal or lower level that specifically targets the Taint is cast on the maho-tsukai, this aura automatically cancels the spell. The aura is destroyed by canceling a single spell and must be recast if the caster wishes to deflect a second spell.

SINFUL DREAMS

Necromancy
Level: Mah 6
Components: S, M
Casting Time: 3 actions
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: 24 hours
Saving Throw: Will negates
Spell Resistance: Yes

Sometimes the simplest ploys are the most effective. The maho-tsukai focuses on a single target; the next time the target goes to sleep, they have torrid dreams about the caster. These are not normal dreams, but extremely intense and graphic dreams that shake the target's resolve and self-confidence. If the caster approaches the target within 12 hours of the dreams, he receives +10 to any Bluff, Diplomacy, or Intimidate checks against the target. Such checks specifically designed to seduce the target receive a +15 bonus rather than +10.

STEALING BREATH

Necromancy
Level: Mah 5
Components: V, S, M
Casting Time: 3 actions
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes

The maho-tsukai can now actually collapse the lungs of his enemies. The target of this spell drops to the ground, desperately fighting for breath. Any actions he takes have a +10 DC until the target can be treated with a healing potion or spell.

TOMB OF EARTH

Necromancy
Level: Mah 7
Components: V, S, M
Casting Time: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Target: One untainted person or creature
Duration: Concentration
Saving Throw: Fortitude negates
Spell Resistance: Yes

In many ways the exact opposite of *tomb of jade*, this spell replaces the earth within a target's body with impure Taint. When successfully cast, this spell seizes the target in a mystical grip that prevents any physical action. Mental actions may still be performed. Each round that the spell is maintained, the target takes 1d4 Constitution damage, but the caster takes 1d4 subdual damage.

TRUTH IS A SCOURGE

Necromancy
Level: Mah 5
Components: S, M
Casting Time: 2 actions
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: 3 minutes/level
Saving Throw: Will negates
Spell Resistance: Yes

Similar to *zone of truth* (*See the Player's Handbook™*), this spell causes a target to tell the truth. Unfortunately for the target, *truth is a scourge* lasts longer and has a more severe effect. Not only must affected targets tell the truth, but they speak exactly what comes into their mind at the very moment they think it. Simply put, there is no difference between thought and speech so long as this spell lasts. In a society which places importance on preservation of face the way that Rokugan does, this can have a devastating effect. Many targets find themselves placed in a situation where they must become ronin or commit seppuku following the disastrous effects of this spell. This is simply another way for maho-tsukai to show samurai the folly of the society they protect.

CHAPTER THREE:

LIFE IN ROKUGAN

More than any world in the *d20 System*,™ the Dungeon Master of a game set in Rokugan must be knowledgeable on the cultural and historical nuances of the setting. The chapter on the history and culture of Rokugan in this book should be an invaluable resource, and one you should become familiar with. As the DM, it is your job to introduce Rokugan to your players, and perhaps the hardest part of that will be to immerse them in a completely new society. Many grow up hearing tales of knights in shining armor, mighty wizards, and witty rogues from the past, making the basic settings of *Dungeons and Dragons*® relatively simple to pick up. Rokugan presents a unique challenge in that its society is very little like the one we live in today.

With that in mind, here are some guidelines to help you along the roads and hallways of the Jade Empire.

A GAIJIN'S FIRST SAMURAI

"Every journey begins with a single step."

—The Tao of Shinsei

A player's first Rokugani character will most likely not be the crowning glory of their Clan. Without a little direction from the Game Master, a character could end up either completely useless (a Crane courtier with nothing but combat skills and feats) to utterly wrong for the setting (an elven Phoenix ninja who doesn't understand what's wrong with poison).

Unlike many settings, Rokugan lends itself to a structured approach to character creation. In many worlds, you can choose to give your character very little in the way of background and go from there. In the Jade Empire, however, a character will have to know his Clan and family (if any), and be aware of the situations surrounding them. Nearly everyone in Rokugan has an allegiance, and the key to a well-run campaign will be playing those factions against each other. Where the players fit in is up to you and them as the game progresses.

Keep in mind that the setting of Rokugan has great potential for games of intrigue and deception. When your players begin to make their characters, encourage them to pick skills that may seem a bit useless in other settings. Skills like Bluff, Diplomacy, Innuendo, and Sense Motive can all be invaluable in a court setting. Even day to day, these skills are useful in the Jade Empire far more than in many other settings. By the same token, samurai generally have no need for skills such as Climb. Most Lion bushi don't go around scaling walls to get into places.

Non-humans are extremely rare in the Empire, and should be equally so in your campaigns. Rokugani are the descendants of gods, and their Empire is just that: theirs. Outsiders are treated with suspicion at best, even if they are humans from another place. Naga are somewhat excepted from this attitude, as the snake-men have stood by the side of the Empire in recent times of war. Since the Naga race has fallen into a slumber, lone Naga wandering outside the

Shinomen Forest are extremely rare. Nezumi, while being largely accepted by the Clan of the Crab, are viewed as semi-intelligent giant rats and thieves by the rest of the Empire. While they are more than simply semi-intelligent, the Nezumi's reputation as thieves is not unmerited, and a wise Ratling will prefer to stay far away from most of the Empire unless well hidden.

THE FIRST PARTY

"A samurai's companions speak for his honor as much as his own actions. Honor is measured in a pure soul, a clean blade, and a trustworthy friend."

— Mirumoto Temoru

Okay, so you've finally familiarized yourself with the rules and setting for Rokugan, and your players have heroically crafted their first characters. When you all finally get together, your party looks like this —

Gary, playing Mirumoto Kikaze, a Dragon samurai with duelist skills.

Jared, playing Matsu Fujiaki, a Lion samurai with an exceptional archery talent.

Michelle, playing Iuchi Kejiko, a Unicorn shugenja focused on healing magics.

Casey, playing Dokatu, a unaligned Ninja.

At a first glance, the characters are well done, with the players even taking an extra step to make sure they've created something other than "Generic Clan Samurai #5." Things look fine until you realize that in your campaign, the Dragon and Lion Clans are currently at war. Why would two samurai from warring Clans be traveling together without hacking one another to pieces? On top of that, Michelle's character has a bitter hatred for the Lions, since dishonorable Lions pillaged her grandfather's estates. As if that were not enough, you suddenly realize Casey didn't bother to hide the fact that Dokatu's a ninja. Once Kikaze, Fujiaki, and Kejiko finish trying to kill one another, they're probably going to be compelled to cut Dokatu to tiny ribbons.

There are two ways to handle this situation — adding a bit more story to the characters' background, or retooling the characters to fall within certain guidelines for your campaign. If the players wish to keep their characters (and most will), a little creative background explanation can smooth out the problems between characters. Perhaps Mirumoto Kikaze and Matsu Fujiaki were childhood friends before the war began. Now traveling together, they are working to find a way to end the war between their two Clans. Not only does this solve the problem of the two samurai possibly killing one another, it adds a nice subplot to the campaign you already had in mind. As for Iuchi Kejiko, it could be that she simply wants to bring her ancestor's vengeance down on those that attacked her grandfather's holdings in such a cowardly and shameful manner. When Kejiko finally comes face to face with those she seeks to punish, Jared's character will be in an interesting position. Will he follow his loyalty to his Clan, or adhere to the tenets of honor?

As for the ninja, Dokatu, a little backtracking is necessary, and a cover story is essential — no honorable member of the samurai caste would travel in the company of ninja. However, if Dokatu were perhaps a dishonored member of the Mirumoto family, hired by the same Lion Kejiko seeks to destroy, another layer of character interaction and sub-plots appears. Will Dokatu treat Kikaze as an irritating, daily reminder of how he has failed, or will Dokatu look upon Kikaze as something he aspires to be again? What if Dokatu becomes smitten with Kejiko? How will he react when his Lion employer suddenly orders the death of the Unicorn maiden?

Not all DMs will be presented with characters that can easily be turned into a well-formed party, or even a party that has any business traveling together at all. The other way to handle this situation is to set down guidelines for character generation before the campaign begins. This method is generally best used when the DM tells the players before they actually make the characters. Constantly rejecting characters will lead them to either make characters too quickly, putting no real thought into them beyond hoping the DM will accept this version, or just frustrate the players. Guidelines for a campaign do not have to be complex to make sure the party fits the campaign. Simple rules such as "All characters must have an Iaijutsu Focus of at least 2" can be used to bring together several characters at the beginning of a tournament. It is then easy enough to create a reason that could cause all the characters to wish to work together.

Another method that works well is the magistrate campaign. If the characters are Imperial Magistrates, they will more readily set aside the prejudices of their Clans — after all, even the Great Houses of Rokugan must bow to the authority of the Imperial Throne. Their orders carry the weight of the Emperor's word, and to ignore that in favor of bickering with each other would be the mark of a worthless samurai. This approach is perhaps the most common, as it is the easiest way to bring characters of widely different backgrounds together. A similar, though less common, approach is to make the characters members of the Imperial Legions. In a campaign that will include a war-heavy setting, being representatives of the Emperor's personal army affords several unique opportunities and experiences.

Finally, if you have a specific sort of campaign in mind, it may be best to lay out stricter rules for character creation before your players start hammering out their samurai characters. If you intend the characters to hunt down *maho-tsukai* as one of their main goals, a bunch of courtiers with no knowledge of magic at all will probably make the campaign nearly impossible. Campaigns with specific goals require a few guidelines to keep things running smoothly. In the example of a *maho*-hunting campaign, your guidelines could be:

- At least one shugenja from the Crab Clan
- At least two characters with Knowledge (Maho) 3 or Spellcraft 3
- No more than two samurai
- No characters from the Phoenix Clan

Even stricter guidelines could be:

- One Crab Shugenja, with Knowledge (Maho) 3 or Spellcraft 3
- One Crab Samurai
- Two Dragon Shugenja, with Knowledge (Maho) 3 or Spellcraft 3
- One Dragon Samurai

Of course, the extreme form of this sort of character control is simply rolling up the characters yourself and allowing the players to pick. While this can be good for an introductory

game or as a way to give players a break from characters that are getting a little stale, many players will almost always want to make their own characters.

As with all campaigns, it's usually best to make sure your players are comfortable with whatever rules you set down before diving in. People aren't going to care if an Oni has possessed the Kitsuki lord if they didn't get to play anything that they wanted.

MAINTAINING A CAMPAIGN

"You have my attention, Unicorn. I suggest you do not waste that honor."

— Doji Kurohito

More daunting than the formidable tasks of helping players create a character and then helping them work together is the job of keeping them interested. This section isn't about being a good GM in general, only tips on how a Rokugani campaign can differ from almost every other setting out there. For the purposes of this section, "Samurai" will refer to the samurai caste of nobility, which includes the samurai, shugenja, and courtier classes.

INTRIGUE

At any given point of the history of Rokugan, there are no fewer than six factions vying for position in the Empire. Shortly after the Unicorn left Rokugan, the Six Clans struggled both to define their places in Rokugan and to place themselves in positions of favor with the Hantei Emperors. On the other end of the scale, shortly after the kidnapping of Emperor Toturi the First, countless forces worked against one another. The Eight Great Clans were at war, the Living Darkness was finally acting in earnest against the Empire, the forces of the Shadowlands sought to destroy the Crab in the Shadowlands, the Naga had attacked the Dragon, and even the gentle Brotherhood of Shinsei had been drawn into the conflicts surrounding Rokugan.

While these conflicts usually could be defined by open fighting, many of the subtler maneuvers between these powers happened in quiet manipulation. Remember that above all else, Rokugan is defined by its culture of etiquette and poise. A messenger bearing papers of covert alliance between two families on opposite ends of the Empire can be more deadly than two hundred Akodo samurai. Accusations of dishonor, poisoned tea, false promises, and forced alliances can be far more interesting than simply commanding a legion of soldiers and charging head-first into a war. Imagine placing your characters in the position to be that messenger traveling across the Empire, trying to reach another daimyo bearing an offer of alliance from their lord. Certainly enemies of the character's family or of the family they were trying to reach would much sooner see them dead than successful.

And what if, when the characters reach their lord's would-be ally, they find out their enemy has already made an alliance with the man they are now in the custody of? So long as the characters tend to believe everything isn't as simple as it looks, the Empire will be a much richer world to game in.

HONOR AND DUTY

At the same time like and unlike an alignment, the tenets of honor and bushido shape almost every interaction in Rokugan. Even those who are without a shred of honor are usually aware of what it is, and what to expect from those who hold it in high regard. Simply put, the Empire concerns itself far more with questions of "Law and Chaos" than "Good and Evil." Samurai are expected to behave according to the Emperor's law, no matter how immoral or wrong it may seem to those of us used to more libertarian laws. The daimyo who did not collect taxes from a few farms in order to let them live better will be dealt with far more severely than the daimyo who allowed some farmers to starve in order to meet his taxes.

This is not to say the culture of Rokugan is a cruel one; compassion is one of the Seven Virtues, after all. Almost all daimyo aspire to rule by Imperial law while maintaining the happiness of their people. However, the central drama of an eastern setting like Rokugan comes when a samurai must compromise his personal views in order to follow the law of his lord. In a western setting, the hero is naturally the loner, the one who fights the status quo and wins.

To put it simply, the drama of Rokugan ultimately becomes tragedy — war, loss, betrayal, and sacrifice cannot be avoided in the life of a samurai. Even those who win out against these forces are haunted by them. A classic example is the samurai who secretly falls in love with someone who becomes an enemy of his family or Clan, and eventually becomes responsible for his love's death. Though the samurai feels deep sadness and loss, he can do nothing but maintain a stoic face while his lord awards him honor, gifts, and titles for his actions.

Though the players should not be constantly tested against situations such as these, the sting of conflict between emotion and duty shouldn't be something the players (and characters) are ignorant of.

ETIQUETTE

Rokugani citizens define themselves by one thing that sets them apart from "barbarians" and animals — manners. Even the most despicable Scorpion samurai knows better than to behave like a rude child in mixed company. Even if none present have the authority to admonish a misbehaving samurai, someone up the chain of command will inevitably hear about it and rectify the situation. The Empire simply does not tolerate those who do not take the time to act civilized, and punishments can range from a simple public humiliation to the dishonorable execution of the offender and stripping of noble status and name from his immediate family.

Those who feel the need to be offensive and rude to one another may do so in accepted ways — cunning insults are a favorite in noble court, and those who cannot respond in kind, or at least honorably handle the situation, stand to lose much reputation. Enemy commanders meeting in the field should never show disrespect for the other by childish taunting. Accepted forms of boasting, or recounting (in a calm manner) the misdeeds of an opponent or his ancestors are proper precursors to a battle. If there is a situation where one can be seen doing something (and remember, Rokugani believe that ancestors, spirits, and the Celestial Heavens are always watching), you can be sure there is some form of protocol to do it.

The thing to keep in mind is that Rokugani value those who can maintain a calm demeanor at all times over those who

bluster with curses and boasts. Many situations can be made far more interesting when a character is forced to keep his cool while his enemies sit two feet away, taking tea at the same table with him. This goes back to the matter of honor and duty, as there will be times that the edicts of civility will overrule the character's desire to do something rash but satisfying.

OTHER DIFFERENCES

"You look upon me with suspicion, saying that I am different from you. That is good. The Dark Lord has already defeated you, and has yet to know what I will share with you.' So spoke the Qamur to the broken Crab forces."

— From Miya Hatori's *An Empire in Flames*

Compared to other settings for the *Dungeons and Dragons®* game, a campaign in Rokugan has many small differences, and situations unlikely to arise anywhere else.

MAGIC AND MAGIC ITEMS

Magic is a holy art in Rokugan. Those who can shape the forces of the Five Elements are seen as priests and holy men, with a rare gift to hear the spirit world. Naturally, those who abuse this gift are scorned by other shugenja. While the forces of magic are everywhere, with spirits in each rock, leaf, breeze, and drop of water, actual displays of magical power are uncommon at best. Peasants usually drop to their knees in wonder at the sight of a shugenja casting the simplest spell, knowing that the shugenja is in tune with the forces that move the world.

In addition, items of a strong magical nature are almost impossible to come by. The vaults of the Great Clans usually house five or six powerful relics created, discovered, or given to members of the Clan at some point in history. The Ancestral Swords of the Clans are the most famous examples of these, carrying the power of the Clan's founders, and usually in the possession of the Clan's Champion.



Crab samurai with dai tsuchi

Unlike other settings, very rarely will you meet someone who has a casual attitude towards magic, and a party of samurai who each hold a blazing sword and wear enchanted armor is unheard of.

FOREIGNERS

Visitors to Rokugan are extremely rare. The Empire's view of themselves as the favored children of Sun and Moon means that outsiders are treated as inferiors at best. Even those who repeatedly prove themselves to the samurai of Rokugan never find their standing in society on par with a native. The only general exception to this rule is the Clan of the Unicorn. Being accustomed to the ways of outsiders allows them to be quite a bit more hospitable and welcoming than any others in Rokugan.

In all cases, however, the appearance of a human form will keep the characters from initially getting into too much trouble. The average elf, dwarf, or even gnome can easily be passed off as a funny-looking human. However, dark-skinned versions of these races (e.g. Drow), halflings, ogres, goblins, and the like are most likely going to get the "sub-human slave labor" treatment. Just take a look at how the Lion Clan deals with the Zokujin — a race of intelligent beings treated as nothing more than mindless laborers for their mines. Rokugani ethnocentrism sees this as acceptable, as long as the Zokujin (or other slaves) are not treated in a "cruel" manner.

While a campaign would grind to a halt if you suddenly threw all the non-humans in your party into a dungeon or diamond mine, it is a good motivation for such characters to keep in line.

EQUIPMENT AND MONEY

Many campaigns are driven to an extent by the idea that the characters are searching for ways to keep themselves from starving or sleeping in the street. While this is usually not the main plot of a game, it's certainly a general underlying concept. If the character doesn't have the cash to pony up for new armor when a rust monster eats his plate mail, he could be in some trouble.

In Rokugan, however, most characters have a master. As a samurai devotes his entire being to his lord, his lord is in turn expected to clothe, shelter, and equip the samurai. Repairing or replacing armor, food, clothes, a steed, or other bit of equipment is a matter of course for a character in the Empire. Of course, samurai who abuse this privilege may be assigned to far less dangerous tasks, to allow the lord to spend his koku on samurai more capable of caring for their possessions. A samurai's katana, however, is somewhat different in the fact that a family sword can never be truly replaced. In the event that a samurai's sword is broken or lost, a replacement will usually be made (depending on the circumstances of the loss — a samurai whose blade was broken because he simply did not care for it may never get another from his master), but the matter will be taken far more seriously than the replacement of a piece of armor or even a fine war-horse.

The general exception to this rule is the ronin, who has no master. A ronin is responsible for his own items and money, and thus will generally possess and buy items far inferior to a samurai with a lord.

NOBILITY

Player characters are assumed to belong to the noble class in one form or another. In most cases, even a ronin character had a master and family at one point, or was the child of a samurai. Even if the character does not own land or have a group of vassals (and most won't), he is still a member of the ruling class of Rokugan, and should expect the responsibilities and privi-

leges of such. A samurai should be able to demand pretty much anything he requires from a peasant, such as shelter, food, or assistance. Of course, too much demanding may attract the attention of the peasant's master, something the character may not want. On the other side of this coin, as a member of the noble class, he must give respect to those above him, and most likely has a lord keeping tabs on him.

Samurai are also expected to be educated as nobles are, with the main exception being the Clan of the Crab. The Crab fight a constant war, and do not have the time to spend educating their children that the other Clans do. Though most Crab samurai can read, write, and function in society, they are usually uninterested in such skills beyond their martial applications. For other Clans, however, being able to cut someone into tiny pieces is fine, but those who can do nothing else are usually mocked and scorned as barbarians.

Remember that Monks and Inkyo are not technically samurai, but should also work to maintain their status as intelligent, kind characters. They are priests, after all, and holy men that even samurai turn to for guidance and wisdom.

CUSTOMS AND CULTURE

THE CELESTIAL ORDER

The Rokugani believe that everything is part of a great Celestial Pattern, and each living soul has a role to play in that pattern. Every soul must work to fulfill the destiny required of it. Those who defy the Celestial Order risk being demoted to a lower station after reincarnation.

Rokugan's social order is composed of three distinct groups: samurai (those who make war), clergy (those who pray), and *bonge* (those who work). There is also one non-group, referred to as *hinin* ("non-people").

SAMURAI

Of Rokugan's social classes, samurai rank above the others. The symbol of a samurai's office is the *daisho*, the two-sword set of katana and wakizashi. Only a samurai may own or carry such weapons. Any other individual found guilty of possessing them may be executed. All members of the samurai class are entitled to trial if brought up on charges by another samurai. Charges from lower classes are simply ignored.

THE EMPEROR

The Emperor owns all of the land in the Empire, and permits those who owe him fealty to manage it. Those who manage the land must pay yearly taxes to him. The Emperor is also the head of Rokugani religion. In a very real way, the Emperor is the voice of the Celestial Heavens — thus his title, "the Son of Heaven."

The Emperor's word is law, and not to be questioned. Emerald Magistrates enforce the Emperor's Law, and the Imperial Legions are his personal armies. Those who defy the Emperor face the wrath of the Magistrates and the Legions, if not all of Rokugan.

MILITARY RANKS

For mechanical purposes, characters from vassal families gain benefits identical to the house they serve.

Though Rokugani military offices do not directly translate to western military ranks and units, the following list gives a rough translation of the ranks from the highest ranks to the lowest.

Position	Translation	Troops commanded
Daimyo	Clan Leader	Entire Clan
Rikugunshokan	General	Army (daimyo's discretion)
Shireikan	Commander	25,000 (five legions)
Taisa	Captain	5000 (1 legion)
Chui	Lieutenant	800–1000 (1 unit)
Gunso	Sergeant	50–200 (1 platoon)
Nikutai	Corporal	5–10 (1 squad)
Hohei	Private	none

THE KUGE

The *kuge* are the elite of the samurai class, those who have inherited nobility and powerful positions within the government. The Emperor is a member of the *kuge*, though he is far more important than any other member. Ranking just below the Emperor are his functionaries, including the daimyo of the Imperial Families, the Emerald Champion, the Jade Champion, the Imperial Chancellor, and the Imperial Advisor.

Directly beneath these individuals rank the Clan daimyo. Though in a technical sense the Minor Clan daimyo have equal social status to the Great Clan daimyo, in reality this is not the case. Great Clan daimyo have an extraordinary amount of political capital, and are more respected than the daimyo of Minor Clans. Their "equal" social status is a technicality, nothing more. The daimyo of major families rank just beneath clan daimyo. Again, Great Clan families outweigh Minor Clan families in most political arenas despite equal status.

The lowest-ranking members of the *kuge* are the immediate families of the leaders of each family. While many samurai are allowed to carry the name of a noble house, only a handful — *the kuge* — are actually members. The rest are merely servants who comprise the *buke*.

THE BUKE

The majority of samurai are members of the *buke*: samurai who have no land or titles, but serve another household. Samurai in service to a house typically bear that house's name. While there are only a few dozen members of the Matsu family, there are thousands of *buke* who bear the Matsu name. Though these "vassal families" may maintain their own family names, few are so bold as to use any name but their lord's while acting in an official capacity.

The highest ranking samurai of the *buke* are bureaucrats and military personnel. This includes provincial governors, officers, *hatamoto* (honored advisors), city governors, *karo* (advisors to a daimyo), Emerald Magistrates, and clan magistrates. These are mostly experienced warriors and courtiers who have been earned positions of importance. Lesser sons and daughters of noble houses are relegated to the rank of *buke* by default. As they have no inheritance, and serve no direct purpose, they must prove their worth to receive the same respect as their more fortunate siblings.

VASSAL FAMILIES

For mechanical purposes, characters from vassal families gain benefits identical to the house they serve.

The rest of the *buke* is made up of rank-and-file samurai. Many of these are *ji-samurai* ("half-samurai"). These are members of vassal families who have not yet earned the right to carry their lord's family name. These samurai are expected to increase their holdings and earn the respect of their lord. As a result, many ji-samurai are extremely ambitious warriors.

Ji-samurai also include lowly ronin, who by fault or circumstance serve no noble lord. While ronin have no exact place in society, they *are* samurai and must be treated as such. As a result, many Rokugani are uncertain exactly how to deal with ronin. Many clan samurai find them offensive reminders of the price of failure. Peasants consider them dangerous, lone wolves who answer to no one and could wreak terrible violence without warning.

The absolute lowest-ranking members of this class are ashigaru, or career soldiers. Ashigaru tend to be ill-equipped and -trained in comparison to samurai, but are far more reliable than peasant levies. Most houses have several families of hereditary ashigaru, serving as guardsmen, *doshin* (soldiers serving magistrates), and scouts during times of peace.

THE CLERGY

This class is comprised mostly of the Brotherhood of Shinsei. Though shugenja are a part of this group, they are also technically samurai due to the special relationship their ancestors shared with the Kami. The roles of monks and shugenja are described in more detail in the Religion section.

THE BONGE

This class comprises peasants, merchants, and craftsmen collectively referred to as *heimin* ("half-people"). The highest rank of commoner is the farmer, whose labor feeds the Empire. The farmer is followed by the artisan, and finally by the merchant, who creates nothing and is thus the least worthy.

A *heimin* may file charges against another *heimin* if he feels he is wronged, but a *heimin* wronged by a samurai has no legal recourse. A samurai wronged by a *heimin* need not bother with a trial. Samurai may technically execute *heimin* if they feel they have been wronged in any way, and the definition of "wronged" is left to the samurai's discretion.

Heimin are usually very polite to samurai.

ETA

This non-group is comprised of *hinin* ("non-people"), those whose professions cause them to be considered "unclean." This includes any person whose work regularly involves contact with blood or flesh, criminals, entertainers, and assorted ne'er-do-wells. Eta are technically not human, so even *heimin* tend to be abusive toward them. Killing an eta is not a crime, because they are not part of the Celestial Order. Eta are not allowed to speak to samurai unless the samurai commands it.

Eta usually try to avoid samurai, if possible.

GEISHA

Geisha are a special case. Though they are eta, they are expected to speak to samurai. In fact, in the company of a geisha a samurai is allowed to show emotion and unwind. Geisha are primarily entertainers, skilled in conversation, dance, and music. They are *not* prostitutes, though how a geisha chooses to involve herself with a client is her own business.

So long as a samurai keeps his affairs discreet, he may do as he wishes.

TIME AND SEASONS

TIME IN ROKUGAN

"Today? Today I watch the farmers gather rice. Tomorrow, I will watch the farmers gather rice. Boring, perhaps, but preferable to actually gathering the rice every day."

— Fuzake Sekkou

It is said that time began when Lady Sun and Lord Moon brought about the Ten Kami. The first recorded event in the history of the Empire is the fall of the Kami from the Heavens, shortly after which they began to build Rokugan. The Tribe of Isawa are said to have developed the first method of recording the passing of time, though at one point or another all the clans have made their own reckoning of time. For the purpose of simplicity, the method of the Phoenix is most commonly used, for it agrees easily with Imperial texts, as well as being the easiest to understand.

DAYS

The Rokugani day is divided into twelve equal-sized hours. Each of these hours has a common name that is used by the peasantry, and a formal name that is invoked during matters of ceremony and formal occasion. Nobles generally use the formal name of the hours as a matter of habit.

Hour	Common	Formal
6 – 8 AM	Hare	Sun
8 – 10 AM	Dragon	Moon
10 AM – Noon	Serpent	Hantei
Noon – 2 PM	Horse	Akodo
2 – 4 PM	Goat	Doji
4 – 6 PM	Monkey	Shiba
6 – 8 PM	Rooster	Bayushi
8 – 10 PM	Dog	Shinjo
10 PM – Midnight	Boar	Hida
Midnight – 2 AM	Rat	Togashi
2 – 4 AM	Ox	Fu Leng
4 – 6 AM	Tiger	Ryoshun

The hour of the Hare is generally when most villages, houses, and castles begin to perform their morning acts. Samurai awake and perform their morning kata, farmers begin the tasks of the day before breakfast, and the night watch is sent off.

In the eyes of the peasantry, there is no need for a formal arrangement of days, weeks, or months. Winter begins when fall turns bitterly cold in the morning, and summer arrives when there are no more cold spring dews. A farmer only cares to know about the season, and knows through experience when to plant and harvest. Having spent his whole life working the fields, a peasant's sense of season and timing in such matters is rarely wrong. Since the *heimin* do not bother to keep formal track of days, they work during Imperial Holi-

days, which is fine with the peasants and samurai alike. The samurai are able to get another day's work from the farmers, and the peasants are not bothered by their lords.

THE SEASONS

Through reverence and force, nature dictates the pace of the Empire. Farmers must plant and harvest when the time is right, and those who wish to make war have only the days that nature provides. The seasons do not change their pattern to suit a mortal's wishes, not even the Emperor.

The year is divided into twelve months, just as the days fall into twelve hours. Unlike Rokugani hours, their months match up much more with our own. A Rokugani month is 28 days, and is regarded by a more common name and a formal name. The year begins with the month of the Sun, commonly referred to as the month of the Hare, which matches up with April in the spring.

Season	Common	Formal
Spring	Hare	Sun
	Dragon	Moon
	Serpent	Hantei
Summer	Horse	Akodo
	Goat	Doji
	Monkey	Shiba
Fall	Rooster	Bayushi
	Dog	Shinjo
Winter	Boar	Hida
	Rat	Togashi
	Ox	Fu Leng
	Tiger	Ryoshun

The proper names of the months were made official only recently, by decree of Hantei XXXV, so in many provinces the more common names are all peasants will know. In other lands, peasants and samurai alike will have different common names for some months, the three most popular differences being Crane (instead of Rooster), Tortoise (instead of Dragon), and Sheep (instead of Goat).

SPRING

"For many, spring brings hope and warmth. For me, it simply means I have to honor the agreements I made with a Scorpion courtier during the winter to get him to shut up."

— Hida Yasuhito

When winter thaws, Rokugan blossoms into its new year. Farmers in the fields face their hardest season, for this is when the planting must begin. The land must be seeded in time so it may be properly harvested in the fall, and enough must be grown to support the clan. Too much planting, however, can lead to a daimyo either accusing the village of attempting to use more land than they were granted, or expecting them to further increase production the following year.

Bushi begin the slow task of performing spring patrols. This is often a young samurai's first post after passing gempukku, and it can either be a season of utter boredom or the last time a family sees their young. While mass movement of troops is practically impossible during the winter, ambitious daimyo send out small groups during the spring to get a "head start" on the inevitable skirmishes the summer season brings. A small group of Daidoji saboteurs could strike quickly at the production of a rival's farm in the spring and quickly retreat to their homeland before an unwary daimyo knows what has happened. Bandits also take advantage of unprepared clans at this time. That is why the custom of the spring patrol was begun long ago. Small units of fledgling bushi travel along the borders of their provinces, attempting to prevent such strikes against their lord's lands. More often than not, however, these patrols return home by the end of the season having seen nothing more interesting than a dead tree fallen in the middle of the winter.

As the winter courts are dismissed, the courtiers must do everything in their power to make sure that the alliances, agreements, and other negotiations achieved over the winter months are not wasted. Usually, the more important treaties are brought to the attention of the Clan Champions of the clans involved, to ensure that the agreements will be honored. Such arrangements are often altered several times by the Champions until all parties involved are satisfied. Such matters can take up the whole spring. Less demanding negotiations are handled by family and provincial daimyo, and are usually simply acknowledged and acted upon without much alteration. Only the most important matters of the winter courts come to the attention of the Emperor during the following spring.

Oshogatsu, the New Year's Celebration, marks the beginning of spring and the Rokugani New Year. The first day of the month of the Hare brings this, the most important celebration of the Empire. Since all Rokugani celebrate their 'birthdays' on the New Year, the festivities are the most elaborate of the year, as families gather to celebrate another year given to them by the Heavens. There are fireworks, parades, festivals, and other activities as Rokugani visit family shrines and holy temples, praying for the blessings of the ancestors and Celestial Heavens upon their families. It is proper to spend the following day in the family home, thanking the Fortunes, ancestors, and Heavens for their blessings and for another fruitful year. The Emperor traditionally cloisters himself in his chambers after dusk on the first day of the Hare, speaking to Lady Sun directly on behalf of the Empire. However, as the Emperor is no longer the Sun's Child, nor is the Sun the same, it is uncertain what Toturi the First did in place of the Hantei Emperors. Few speak on the matter, though it is known Toturi followed the traditions of the Hantei, secluding himself in his chambers each New Year's Day. As the reign of Toturi was perhaps the most prosperous and peaceful known to the Empire, few have been moved to criticize the way Toturi observed the holy ritual.

SUMMER

"Am I ashamed of being ronin? Bah. I would rather be ronin and marvel at the beauty of summer than march rank and file alongside the clans and waste the season shedding blood and salting the ground."

— Satoshi

Rokugan is a land of extremes, and the time of summer is perhaps the most obvious proof of it. Though not as physically taxing as the planting season, farmers relish this time no more than spring. The midday heat can be staggering, causing some heimin to collapse in the field, or drying up an improperly placed rice paddy. The humidity in many areas is oppressive enough to make farmers simply wish for the end of their days instead of having to work outdoors. In other areas, the heat is so intense that a simple spark can ignite an uncontrollable brushfire. For the most part, farmers rest during this season when they can, for most of their work involves undoing the damage nature brings to the crops.

It is impossible for a summer to go by in Rokugan without one daimyo insulting another, intentionally or not. Though the Hantei outlawed large-scale land war long ago, tens or hundreds of small skirmishes explode during this time, as the unforgiving heat only sparks the tempers of proud samurai and their masters. The Lion are infamous for taking insult at any small offense, or attempting to wrest nearby farmlands from other clans. Often, a Lion ambassador will state that Lion farms will not be able to support the armies of the Emperor, and demand another clan (usually the Crane) allocate some of their land to the Lion. More often than not, the other clans flatly refuse. The Lion's response is simple — they decide to see if the other clans can defend their borders with force as well as words. The Crab also use this tactic, citing their never-ending battle against Fu Leng as a constant drain on their resources. Other small skirmishes develop over border disputes brought up during the previous winter courts, or insults suffered during that time. All of these are generally allowed by the Emperor, for it is wise not to allow the clans to become too weak in times of relative peace. However, if a war escalates too much, the Emperor will demand that the fighting cease, for the good of the Empire. This demand comes only once from the Imperial City — if the Emperor's words are not heeded, the intercession of the Emperor himself follows, something few lords are so foolish as to bring down upon their clans.

Courtiers generally spend the summer delivering messages for clans at war. Depending on a clan's position and attitude, a courtier could be desperately seeking alliances or other ways to end a fight, or smugly goading the emissaries of his clan's rival. Less-important courtiers travel the countryside, wooing the favors of other families, or carrying out the terms of treaties made during the winter. This is generally the most inactive time for a courtier, and many use this time to improve their position in their own family or clan. Summer provides such an opportunity — though the setting of winter courts is hardly tame, many take notice of a courtier crafty enough to flourish during the unpredictable and harsh times of summer.



Dragon Clan Tattooed Man

On the sixth day of the Horse, the Chrysanthemum Festival honors the day on which the Kami are believed to have fallen to the earth. It lasts one day, but the customs of the Chrysanthemum Festival make it perhaps the most popular celebration of the year. For eight days, four days before the festival and three after, all labor stops; not even the peasants take up their tools. Originally, this festival celebrated both the founding Kami of the clans and the Hantei Dynasty's connection to Lady Sun. However, since both the Hantei Dynasty and Amaterasu have passed into history, the modern festival focuses more on the connection of mankind to the Celestial Heavens. On the fourth day following the Chrysanthemum Festival, the minions of the Shadowlands have historically created a bonfire and performed foul and bloody rituals in honor of their dark master. Unfortunate captives would be thrown into the fire as sacrifices to the power of Fu Leng. This bonfire could always be seen from the watchtowers of the Kaiu Wall, and was said to celebrate not what has happened, but what was to come — the day Fu Leng would rise from the Festering Pit and steal the power of the Imperial House. For the past seven years, however, no such bonfire has been seen; the Crab cannot decide whether the change is encouraging or ominous.

FALL

"'For now, return to our ancestral home,' Matsu Tsuko said, looking to the horizon. 'When the winter thaws, we will finish our feud with the Crane as we should have long ago.'"

— Miya Hatori's *An Empire in Flames*

The end of the summer season is heralded by the yearly monsoons. The tremendous winds and rains provide what is needed for the rice to reach proper maturity. However, monsoons can destroy other crops which are not tended properly: wheat, for instance, can easily be drowned by the rain, or ripped from the soft ground by the wind. Fall is also the season of harvest and tax collections. Farmers must have their share of the crops ready for the daimyo's men to collect, as well as any other taxes that the village is responsible for. Generally, taxes are collected in the form of crops harvested or other resources of food (such as fish), but certain large villages are also known for their artisans or other services and must pay an amount of tax in coined koku.

Autumn brings an ultimatum to the clans fighting with one another — end your battles, or starve and freeze. The clans all have fresh foodstuffs to bring to their armies after the harvest, but time is against those who wish to continue fighting in the Empire. Winter troop movement is nearly impossible, and armies which do not withdraw in time may be stuck in the first snow of the year. It could take them months to return to their homes, in which time most of the army would have starved. Bushi and courtiers must work together closely during the fall to avert disaster for their clan. If a clan's forces are caught in the snow, there is no doubt that clan will be humiliated and mocked for the entirety of the winter. However, things are not as simple as a quick retreat to an army's homeland. For example, if the Lion army had attacked in order to gain rice paddies but did not gain their objective, the Lion general would have a lot to answer for. Samurai lives lost, supplies used, and time spent for nothing generally do not look good to a general's lord. An attacking army has to present something to demonstrate the profitability of its effort — hostages are appropriate, or supplies of some sort.

Courtiers find themselves busier now than any other time of year. Preparations for winter court are of foremost importance. Only the truly honored and gifted are invited to the

Emperor's Winter Court, and travel arrangements must be made for the winter courts across Rokugan. Though the Emperor's is the most important, most clans attempt to send some of their most capable courtiers to the various winter courts in the lands of other clans. The Scorpion and Crane are present at nearly every winter function, their business being everyone else's business. The courtier also finds himself working with the bushi of the clan more than usual, as the cooling weather leads to negotiations to end the summer fighting. The clan usually relies on its courtiers to save face if the summer campaigning has gone badly. A common tactic when an attack has gone awry is to humbly withdraw, stating that the enemy has defended honorably, or to invoke the will of the Fortunes in ending the fighting. Few clans can take such withdrawal with anything but polite agreement, lest they appear as ungrateful or impious upstarts.

The final day of the month of the Dog, the last day of fall, sees the Bon Festival. This festival honors the dead, and is a time of both communing with the wisdom of the ancestors and bowing to their judgment. It is the most ritualistic of the festivals, as calling upon the wisdom and guidance of the dead is a very serious matter. Every major city of the Empire is bedecked with representations of the Elemental Dragons, the Great Kami, white-faced ghosts, and famous spirits of the past. Kyuden Doji is filled with great basins of water from the sea into which the Lady Doji disappeared, and the inner rooms of Kyuden Bayushi acquire similar decorations filled with the water of the holy lake both Bayushi and Shosuro rest in. It is during this time that the spirits of the dead are closest to the lands of the living, and the ancestors inspect every action of their living heirs. The festival ends with the lighting of small, colored paper lanterns, marked with the names of the spirits of those who died within the past year. Those spirits who are unable to find their own way to Jigoku use these lanterns as a guide to peace.

WINTER

"Snow falls quietly during this time, reminding us all that there is more in the Empire than the simple fury of the summer heat, war, and violence. The Heavens themselves ensure that Rokugan knows this."

— Asahina Kimita

Winter is perhaps the only respite that a farmer will ever know. Rokugani winters can be as terrible as the summers, with fierce snowstorms and sleet making outside labor nearly impossible. In this season the peasants repair structures in the area, work on their tools, and set about crafting things for the village. Most time is spent indoors, and many people customarily gather in a single peasant's hut for the night. Since Rokugani winters are so cold (especially in the north), sources of heat are invaluable, and wise peasants conserve such resources. Thus, each night, several peasants house portions of the whole village in their homes, using the candles, firewood, and other sources of heat rationed for one house to warm many people.

Bushi spend the winter either training or braving the winter courts. Though troop movement across the Empire is nearly impossible during this time, most militant families reserve large areas of their lands that are conducive to training. Promotions are awarded shortly before training starts — those soldiers who performed exceptionally well during the summer campaigns are awarded titles of honor, land, or position, and sometimes all three. The samurai so honored tutor bushi who are deemed less capable or fresh from gempukku. Bushi who choose to attend winter court are either versed in the ways of politics, or serve as yojimbo to the courtiers and shugenja who attend to such matters. Almost every winter court sees at least one duel of honor, and those who follow the way of the sword must be present to ensure such things are settled properly and correctly. Generals who can maneuver on the battlefield of the court are invaluable to their clans, as they eliminate the more complicated task of having a courtier attempt to steer the clan into a more favorable military position for the spring and summer seasons.

Winter courts are to the courtier as summer campaigns are to the general. Diplomats conduct dangerous plots, hoping to pit their enemies against one another, curry the favor of clans they wish to ally with, and generally bring the favor of the Empire upon their clan at all times. These ploys generally follow the rule of "nothing ventured, nothing gained," so the most ambitious courtiers often risk much for the sake of their own personal glory, or (more often) that of their family and clan. The most famous winter court is the one attended by the Emperor, who chooses a different locale each year. The exact location of the Emperor's Winter Court each year is a great, though quiet, contest between the political engineers of the clans, as it is a great honor to have the Emperor spend the winter in your lands. The best and brightest of Rokugan's courtiers, intellectuals, artisans, and others are showcased here, and move in an intricate dance of politics and friendly rivalry around the Emperor and his closest advisors. Generally, the Champions of the Great Clans attend this Winter Court, as do representatives of the large families of Rokugan. The maneuvering done during the long winter months will certainly be felt during the coming year, if not longer.

The year-end festival, called the Toshi no Ichi, commences on the day before the New Year's Festival (the twenty-eighth of the day of the month of the Tiger), and prepares the Empire for the coming new year. Participants invoke rituals meant to prepare Rokugan for the visit of the Sun, the Fortunes, and the kami, as it is said they look down upon the Empire with great interest at this time. Peasants hang a rope of straw known as theshimenawa inside their houses so that the evil spirits of the old year cannot enter. These ropes are burned at the end of the festival, with the other parts of the celebration. Homes prepare a toshidana, a special altar covered in rice cakes and sake, to honor the spirits of the new year. At dusk, the temples of the Brotherhood of Shinsei are emptied, and their walls and floors scrubbed clean with fresh water. The monks then ring the bells of the temple forty-nine times, seven times seven, for the benevolent and wrathful faces of the Seven Fortunes, and invite the peasants and nobles back into the temples.

LORE OF THE LAND

The Emerald Empire of Rokugan is a vast and varied land. A multitude of different terrain types can be found within its borders as well as a dizzying array of natural and spiritual creatures. Although those traveling through the Empire have a general idea of what can be expected in terms of weather and wildlife, there are always surprises, and they are not always pleasant.

CLIMATE

The weather in Rokugan is as varied as in any other land. The Empire's lengthy eastern coastline ensures that enough moisture moves inland to keep Rokugan largely temperate. Drought is uncommon, although the far western reaches of the Empire, such as the Unicorn holdings, occasionally see such a misfortune.

Although possessed of mild weather, the Empire nonetheless has significant problems with its environment. Due to a number of factors that include both geography and the wrath of the Fortunes, Rokugan experiences problems with various natural disasters, all of which take a terrible toll on the people of the Empire.

EARTHQUAKES

Earthquakes have occurred in virtually every part of Rokugan throughout history. While some regions are more prone to such incidents than others (such as the capital city of Otosan Uchi, which experiences tremors on a regular basis), they are simply accepted as a sign of the disapproval of the Fortunes. Osano-Wo in particular is considered the source of many earthquakes, as he uses his powerful thunder to shake the earth beneath those who displease him. In mountainous regions, earthquakes often cause a secondary problem: landslides.

TSUNAMI

Earthquakes of significant strength that occur undersea can lead to the creation of the gigantic waves known as tsunami. These waves are an incredible force that destroy virtually everything in their path. Entire villages or even cities can be completely wiped out by such waves. Unfortunately, there is very little warning when such a wave approaches, barring the presence of extremely powerful shugenja sensitive to the element of water. For the most part, tsunami are only recognized when dockhands see them approaching on the horizon. By that time, there is little the occupants of a coastal village can do except flee for their lives. Some waves are so large that they cannot be outrun.

TAIFUN (HURRICANES)

Moving in from the sea, taifun are forces of unbridled destruction. Their powerful winds shred unstable buildings with frightening ease, and the massive waves and subsequent flooding often finish off what little remains when the winds are finished. Fortunately, tropical storms are another disaster that can be predicted and anticipated, so often those in its path have an opportunity to flee.

FLOODING

In the aftermath of a tsunami or a severe taifun, flooding is not uncommon. Unlike the tsunami they sometimes follow, however, floods are a disaster that can be predicted and even avoided if the necessary supplies and manpower are available. With the Empire's primary food source, rice, being an aquatic crop, the people of Rokugan have developed great skill in the construction of dikes, canals, and dams. Although flash flooding is occasionally a problem, such as when drought areas suddenly receive torrential rain or a rivers of snowmelt from the mountains, most flooding is easy to see coming and can be diverted appropriately.

FLORA

Rokugan is home to an incredible variety of plant life. Nearly every type of flower, shrub or tree bears some meaning in Rokugani culture, and all serve a purpose in the Empire's society, even if merely decorative. The gardeners among the Kakita and Shiba artisans skillfully combine different forms and types of plants to create majestic beauty in even the simplest gardens.

FLOWERS/PLANTS

Arrowroot, azaleas, barley, bellflower, bramble, camellia, carmine, cattail, cherry, cherry blossom (sakura), chrysanthemum, cinnabar, cucumber, cumin, fruit trees, grass, hariju root, hay, hemlock, hollyhock, honeysuckle, iris, kempi, lichen, lily, lime, lotus, morning glory, moss, mulberry, oats, oleander, onion, orchids, peony, persimmon, plum, poppy (keshi), reed, rose (bora), saffron, snapdragon, sorghum, straw, vines, waterlily, wheat, wisteria, and yarrow.

TREES

Apple, ash, balsa, bamboo, bonsai, cedar, cypress, ebony, fir, hackberry, juniper, lacquer, mahogany, maple, oak, orange, peach, pear, pine, poison ivy, rattan, sandalwood, spruce, teak, and wicker.

Construction materials originate from trees a great deal of the time. Rokugani architects build the interior of palaces and estates mostly from wood, although wood is far less utilized in the construction of military institutions. Bamboo paper and rice paper are also highly prized as decorative and delicate interior design materials.

FAUNA

Rokugan is a land where spirits are active in the lives of mortals every day, and even the gods can intercede if the affairs of man catch their interest. In such a setting, it can be easy to forget that a wide variety of natural creatures call the Empire home. Although most species that are found in Rokugan have a wide natural range, some animals can generally be found in one region more often than others.

Mountainous regions, such as those held by the Crab and Dragon clans, are often home to hardier and somewhat more aggressive species such as bears, cougars, mountain goats, badgers and the like. While not necessarily hostile, these creatures should be taken into account when planning travel in such regions.

Regions with relatively open plains, such as those held by the Lion and Unicorn clans and to a lesser extent the Crane and Scorpion, tend to have much milder wildlife. The plains of Rokugan are largely settled and see a fair amount of travel, driving away many animals. Deer, wild horses, gophers, and a wide variety of small game is common in these areas as well as the occasional predator such as a cougar, lynx, or panther.

Areas of dense forest or jungle such as those held by the Phoenix and Mantis clans as well as the Naga race tend to see a much broader range of animals. Virtually anything can be found within such places, although bears, boar, tigers, monkeys, stags, foxes, small game, and others are the most common.

A short list of animals generally found throughout Rokugan includes: badger, bat, bear, boar, cat, chameleon, chicken, cougar, deer, dog, donkey, fox, frog, goat, gopher, horse, lion, lizard, monkey, mouse, mule, ox, panther, pig, pony, rabbit, rat, sheep, snake, squirrel, stag, tiger, tortoise, turtle, wolf, and yak.

CUSTOMS AND LAW

GOVERNMENT

"The destiny of an Empire cannot be ruled by a lesser man than this, nor can mighty souls be concerned with mortal matters. His is the realm of the Sun and Moon, the Celestial Heavens. Ours, to live below him, and be content."

—The Lady Seppun

The governmental system of Rokugan is at once simple and deeply complex. On the surface, the Emperor is the final authority on all laws. The Empire belongs to the Emperor, who rules with the consent of the Celestial Heavens. As the Heavens put their faith in the Emperor, his word is absolute and carries the weight of Lord Sun and Lady Moon. While this absolute power seems easy to abuse, it has only been perverted notably once in the history of the Empire. The Emperor has always taken great pains to ensure that his son would do the ruling dynasty's name honor.

Since the Emperor is a busy figure, he simply cannot handle all affairs of justice. The Emperor's highest agent of justice is the Emerald Champion, both his personal bodyguard and chief enforcer of the Imperial Law in Rokugan. Under the Emerald Champion are thousands of Emerald Magistrates who roam the Empire, helping the Emerald Champion fulfill his awesome duty. Those who are appointed to the position of Emerald Magistrate are expected to act with the justice of the Imperial Son of Heaven in mind, and nothing else. Magistrates often must put aside matters of clan or family politics or loyalty in order to stay true to their station. Clever Magistrates, however, find ways to use their position to gain favors and honor for their clan without compromising the honor of their office.

The clans also have their own magistrates, chosen by daimyo across the provinces. These magistrates carry out the law of the Emperor as well, but generally only within their families' borders. These magistrates are slightly lower in station than the Emerald Magistrates, but still command respect. They are considered the hands of their lord, and in most cases can act with the authority of the daimyo they represent. Unlike the Emerald Magistrates, however, they almost never have to work in a manner that may harm their family or clan.

An office similar to the Emerald Champion is the Jade Champion. The Jade Champion is the authority of what is and is not *maho* (the forbidden blood-magic) within the Empire. The Jade Champion's inquisitors are to him as the Emerald Magistrates are to the Emerald Champion. Though maho is a transgression of the Emperor's law, the Jade Champion is far better suited to handle such occult matters than the Emerald Champion.

Each bit of land is usually governed by a minor daimyo who has the duty of making sure that the peasants pay their taxes, and that the province keeps in line with Imperial and clan law. These minor daimyo report to either a more important lord, or even the daimyo of a family. The family daimyo is responsible for all the lords under his command, and reports to the Champion of the clan. The Champion of a clan answers only to three people — the Emperor, the Emerald Champion, and the Jade Champion.

CRIME AND PUNISHMENT

"'Lady Sun knows my sins,' Cinawa said as he washed his face with a cool rag, 'and she is punishing me for them now.'"

— Miya Hatori's *An Akodo's Shadow — The Tale of Ginawa*

A violation of the Emperor's Law offends the Celestial Order, the Heavens, and over a thousand years of tradition. In a society as fixated on order as Rokugan, even the slightest transgression can bring dire consequences. Generally, however, smaller crimes can be forgiven with the proper procedures. Like everything else in the Empire, justice, trial, and punishment are ritualized, and many times the outcome is already known before the mandatory matters of long, formalized etiquette are tended to.

In Rokugan, people die every day. It is seen as a natural part of the cycle of the soul, so death and murder can be seen as an inconsequential matter, or a crime of degree varying with the circumstances. Honorless assassination is a crime punishable by execution, but if someone is killed in an honorable fashion, the offended family can call for a blood feud and little else. Almost any time someone is killed, the deceased's family may claim the right of vengeance. Duels are always considered the final matter on such matters, and to carry on seeking vengeance or reparations after a duel is against Imperial law.

In most other matters, the law of Rokugan is severe and inflexible. Theft and forgery are punished by execution. Treason against the Emperor is the worst crime of all, and the offending party can expect to be executed dishonorably, along with his wife and children, while his house is razed to the ground. The names of such traitors are expunged from the Imperial Histories and the Emperor almost always commands that the traitor's name never be spoken again. If a crime is committed by a child not yet past his coming of age, the consequences of the child's actions fall upon the father. A villager who commits a crime brings the repercussions down upon the village headman instead of himself.

In all cases, testimony must always be gathered before judgment can be pronounced. Evidence has little place in the courts of Rokugan; as a Scorpion magistrate once said, "Any fool can leave a trail of bread crumbs leading to an innocent man." The Kitsuki family of the Dragon clan has nevertheless practiced the radical method of its founder for 250 years now, favoring evidence as a way to procure testimony. While still openly mocked and ignored by many daimyo, it is slowly gaining respect in the courts. Confession from a criminal is testimony against himself, and such confessions are often extracted through torture. Testifying falsely is another crime punishable by death, as it violates the very method of justice laid out by the first Hantei.

Execution is viewed as honorless, and in many cases dishonorable. A clean death comes from the blade, and many samurai who wish to avoid death in such an ignoble manner claim the right to commit seppuku with their own wakizashi. This is considered an honorable and correct way to atone for one's crimes before departing to the land of the dead. If the crime and criminal are deemed unworthy of such an act, the samurai's lord will hand him a wooden blade in response to the request — an indication that the daimyo believes the samurai is too cowardly to perform a true seppuku.

TRAVEL

"I move upon your fear like a clear and solid path. The ground I tread upon will be your soul, and the horse I ride is your own nightmare."

— Daigotsu

At the dawn of the Empire, the first Hantei commanded that roads be constructed to connect the Imperial City, Otosan Uchi, with the palaces of the Great Clans. These roads were designed for the Emperor himself to travel upon. Where the land will support them, trees canopy the roads, protecting the Emperor from foul weather and shading him from the midday heat of the Sun.

Along these roads are way stations staffed by younger samurai, usually the apprentices of Imperial Magistrates. These samurai serve as scouts in the case of invasion, and help defend in the event of bandit attacks. They are generally charged with assisting travelers and keeping order in the general area, and have one or two shugenja on hand at any given time, just to be sure.

Though these roads were intended for the Emperor's ease, they're just as useful to the clans and their samurai. As they are the most direct and carefully maintained roads across the Empire, they are capable of moving large amounts of people at any given time. While this is good for those who wish to travel, it is not so good for those who wish to keep secure borders. In order to travel the length of the Emperor's Roads, one must carry travel papers from the daimyo that presides over the road you are traveling through. These papers are checked each time a traveler passes a way station or crosses a border between clans. Higher-ranking daimyo (or their magistrates) have jurisdiction over greater lengths of road. For example, the lord of White Petal City in the Kakita provinces can grant someone the right to use the roads near White Petal City. The Kakita daimyo could grant access to all roads in the Kakita provinces, and the Crane Champion can grant access to any of the roads in the lands of the Crane clan. The Emperor, of course, can grant access to any road, anywhere. They are his, after all. Emerald Magistrates and Legionnaires may travel the Emperor's roads as their duty commands. Emerald Magistrates may write temporary travel papers for anyone they deem worthy.

Traveling off these roads is a risky matter. Close to the Shadowlands border in Scorpion and Crab provinces, one can easily run afoul of beasts from that land. Even away from these hostile areas, one runs the chance of being waylaid by bandits. On top of these two complications is the simple matter of terrain. The rocky mountains of the Dragon and Phoenix lands can be a considerable obstacle, as can the forests of the Unicorn and Scorpion lands. Another advantage of traveling on the roads is that you're in plain sight of the family whose land you're traveling through. Someone caught sneaking around the fields of the Crane without papers will be dealt with much more severely than someone who attempts to enter the Crane lands by road, but with no papers.

ON (FACE)

"Scorpions wear masks because they need more than two sides of a mouth to speak out of."

— Doji Nagori

Despite the importance of truth in both Rokugan's texts and laws, the Empire has customarily been more concerned with appearance than with facts. Those who speak sincerely are believed over those who speak the truth poorly in court. A character's on (which loosely translates to "face" or "respectability") is a measure of how well-tended a character's reputation is. This is something a little different than honor or concerns of glory. Though Akodo Tadenori may be an honorable man and known as a capable general, if he is seen as a stammering, stuttering fool in court, his on suffers.

By contrast, a worthless, dishonorable samurai can still command respect if he keeps up appearances with the right people. The battlefield of the courts is where on tends to be most important, as a man's reputation can kill another before the chance to engage in a formal duel even appears. Those whose on carries a reputation of impressive ability are rarely challenged, as their opponents do not wish to risk appearing foolish, and a samurai with a reputation as a highly skilled duelist can laugh off challenges from those who are perceived as lesser opponents, even if his reputation is in no way justified.

HONOR

"For the Empire."

— Toturi the First

The customs and protocols surrounding honor could take up volumes. Of all the questions in the Empire, the most debated questions are "What is enlightenment?" and "What is honor?" Both are similar in the fact that mere words cannot fully grasp the idea. Those who are enlightened simply know it, as are those who are truly honorable. The closest that words come to defining the concept are the Seven Tenets of Bushido set down by Akodo himself.

GI (HONESTY)

In Rokugan, truth is a way of life. Even the coldest Scorpion knows that in order for a lie to be effective, he must first know the truth. Adhering to the truth is perhaps one of the most difficult aspects of the samurai's life. However, it is commonly accepted that those who lead an honorable life and carry a pure soul have nothing to fear from that which is true.

YU (COURAGE)

The burdens of those in the noble caste are not always easy. Although they lead a better life than the peasants toiling in the field, they face far greater dangers than a simple farmer may ever know. Samurai and shugenja place their lives on the line for their lord, and even the courtier in the protected heart of Otosan Uchi must take risks that could lead to the downfall of his house and family. Fear touches the heart of all who must stand for what they hold dear, but what is important is that the samurai stands above his emotion.

JIN (COMPASSION)

A truly wise person tempers the power he holds over other with compassion for them. A great leader is not one who overworks and taxes his peasants until he has the most lavish palace in the land. So, too, are the wisest samurai those who understand that mercy is a fundamental principle of the Celestial Order, and the law of the Emperor.

REI (COURTESY)

Though strength of arms is the place of the samurai, it is not the only aspect of their lives. What separates humans from the lesser beasts that Sun and Moon created is our ability to create culture and act civilized. Respect is important, as it keeps us in line with the traditions of our ancestors, and can bring peace where needless bloodshed would otherwise reign.

MEYO (HONOR)

All dealings within the empire revolve around the concept of honor. It is the binding force of honor that keeps Rokugani society together, and allows those of the samurai caste to focus their minds properly. Barbarians have no concept of honor, and thus, are not as elevated in the eyes of the Heavens as are Rokugani.

MAKOTO (SINCERITY)

Those who say something are bound to their word. Sincerity is different from truth, because someone can mean something that is not true. It is then their duty to make it true. Sincerity is also absolute and true belief in what you say. In Rokugan, sincerity is important because customarily it is a measure of truth. Though something may sound impossible, if it is said in a sincere matter, it may very well be believed.

CHUGO (DUTY)

Finally, what defines the life of every being in the Celestial Order is their duty. Everything in the Order serves something, and it is against everything the Heavens have dictated if something should refuse to accept their duty, and their place, in the Order. Even the Emperor must bow before the might of the Heavens.

GAMES

"When you believe you have control of the board, be sure the pieces you play with are truly yours."

— Bayushi Sunetra

Like many things in Rokugan, the games of the noble class are far more meaningful and complex than they appear on the surface. Samurai are expected to be capable of cultural pursuits as well as the study of war, and a shugenja or monk who cannot participate in the pastimes of the noble elite are generally the subject of a lot of jokes.

Though there are many games that the samurai caste engages in, a few are played with quite a bit more frequency than others. Often times, simple games of Go can fill in when a duel would not be appropriate. Generals have been known to defer to an enemy commander in minor skirmishes if he is known as a master strategist at Shogi. Still other times, just like in our world, being able to win at such a game gives the winner a psychological advantage over the loser. Winter courts are known for their great gaming contests where favors, glory, and honors are heaped upon particularly skillful competitors.

GO

The most common strategy game in Rokugan is Go. Everyone knows what Go is; nearly everyone knows how to play, and does so often. The rules are so basic, and the simple matters of strategy easy enough to grasp, that Go is most often the game of choice between two people who wish to pass the time together sitting down.

Go is played on a flat surface, with a playing field of nineteen horizontal and nineteen vertical lines creating 361 intersections. Both players command a set of colored stones, traditionally black and white, which they take turns placing on the intersections. The object is to control the highest number of contiguous intersections by surrounding them. Once a stone is placed on the board, it will not move unless the other player's stones surround it, in which case it is removed from the board. In Rokugan, every game of Go is played to its end no matter how futile one's position is. When both players have played all their stones, the game is finished.

Go is seen as an excellent way to teach tactics and strategy in the abstract. Anticipating the other player's moves is key in becoming a master of the game, an ability that is useful to any would-be general. Go tournaments are frequent, though the most anticipated are held at Otosan Uchi in the summer. Currently, Hantei Naseru is regarded as the most skillful player in the game, though he rarely plays for public spectacle.

SHOGI

Much like chess, the game of Shogi is a favorite among the more scholarly members of the Empire, and is played in a very similar manner. Though not as popular as the game of Go, Shogi is also considered a very tactical game, and many samurai find it a suitable metaphor for the art of war.

The game of Shogi is played upon a surface of eighty-one squares, nine across and nine high. The pieces are played in the squares of the board, with both players controlling nineteen pieces of ten different functions and names. The pieces themselves are usually made of wood, and are obelisks with a point on one end. There are kanji on opposite sides of the obelisk — one denotes the piece's regular value and the other denotes the piece's promoted value. Captured pieces are retained by the capturing player, who may then bring them back onto the board at a strategically appropriate time.

The ten pieces are named, and move and capture as follows, with the starting number for either player in parenthesis:

- King(1) — Moves one square in any direction
- Rook(1) — Moves forward or sideways as far as the player wishes
- Bishop(1) — Moves diagonally as far as the player wishes
- Gold General(2) — Move one square in any direction, except diagonally backward
- Silver General(2) — Move one square forward or diagonally
- Knight(2) — Move two spaces forward or backward, then one space to the side. May move over other pieces
- Lancer(2) — Move any number of squares forward
- Pawn(9) — Move forward one square at a time

The object of Shogi is to capture the other player's King piece. Akodo Soko drew up the official rules of Shogi about 200 years ago, some time after the Unicorn brought the game to the Empire upon their return. The grand master of Shogi is given the title *soko-meijin* and offered fealty to the Lion Clan in honor of Akodo Soko's work. A new soko-meijin is determined when the current one becomes forty years old. Akodo Ryuma, the current soko-meijin, was killed in initial skirmishes with the Dragon Clan, and the position of honor has yet to fall to another.

KEMARI

For those with a taste for more physical contests, the Winter Court offers an odd game called kemari. The game was introduced several decades ago by the Shinjo, and it has since become very popular. Kemari is similar to soccer, in that it uses a large leather ball which players may not touch with their hands. Players stand in a circle and kick the ball about, attempting to keep the ball from touching the ground. Perhaps the strangest part of kemari is that it is played in full courtly dress: kimonos and peaked black caps. Many players find that maintaining one's dignity during a game is as much of a challenge as keeping the ball in the air, a subtle metaphor for the complex life of a samurai.

SUMAI

Sumai wrestlers go through intense rituals of purification and meditation before a sumai bout, and spectators come to watch the ceremony as much as the sport. An actual bout of sumai is over in seconds, as two massive wrestlers slam into one another with the intent of knocking the opponent off his feet or pushing him out of the ring. Matches are separated into four categories according to the skill and reputation of the wrestlers. In ascending order, these are juryo, maegashira, sanyaku, and yokuzuna. Only yokuzuna bouts are allowed at the Winter Court. Sumai tournaments take place between two teams of wrestlers who perform seventeen bouts before the Emperor and his entourage. The winning team is awarded with a beautifully crafted masterwork bow. The winning team is then invited before the Imperial court to perform bugaku, a complex ritual of ceremonial songs and dances; the champion dances while twirling the bow that is his prize.

SADAME

Another popular courtly game, sadame is the art of impromptu criticism. Sadame is not a mere insult; rather it is a biting denouncement of the value of a piece of art, a book, or even the ethics and morality of another person. Sadame is almost always based upon the legitimate faults of the target. If a person or piece of art is genuinely without fault, effective sadame may be impossible. At night during Winter Court, many young courtiers meet secretly to engage one another in bouts of sadame.

ETIQUETTE

In Rokugan, etiquette is all-important. A samurai with no notion of etiquette can meet his end just as quickly and as brutally as if he took his place on the battlefield with no knowledge of the sword. Despite appearances to the contrary, the courts of Rokugan are very much a battleground, and words are the weapons wielded by some of the greatest tacticians the Empire has ever seen.

The basics of etiquette are taught to all samurai beginning at an early age. Failure to display proper etiquette to one's peers and superiors will result in dishonor, and in the Empire there is no greater stigma than dishonor. The following are very basic elements of Rokugani courtesy that all characters of samurai birth know, and adhere to if they know what is good for them.

BOWING AND KNEELING

It is customary when greeting another samurai to bow. This is a show of respect and trust, although many bow merely as a formality when such emotions are not actually present. This practice began during the dawn of the Empire, when samurai would bow or kneel before their lord with their hands held to their sides. This was a way to demonstrate their loyalty by offering their unprotected neck and thus their lives to their liege. The practice has continued to this day.

Bowing is a show of respect between two individuals of equal social standing. Bushi and shugenja both bow to one another. The lower the bow, the greater the respect shown to the person to whom one is bowing. Bowing only very slightly to another is a sign of distrust or disrespect and is commonly interpreted as a thinly veiled insult.

One kneels before a person of obviously superior rank. Samurai always kneel before their lord, just as they would to any daimyo of a family or clan, regardless of their affiliation or relation to that clan. Even if two clans are at war, a samurai from one clan still kneels, or at least bows very deeply, to a daimyo of the other. Doing otherwise would be very risky indeed. It goes without saying that everyone in the Empire bows before the Emperor, just as the peasants of the heimin class bow before all samurai.

TERMS OF ADDRESS

How a samurai addresses others can be a means of either showing great respect or offering enormous insult. Samurai of different clans are expected to address one another by the name of their clan unless it was obvious from their clothing to which family they belonged. For example, calling another samurai "Dragon" when his kimono very clearly bears the mon of the Kitsuki family would be an insult, implying that his family was beneath notice. Unless two individuals are very close, they will typically refer to each other by their family names rather than their personal names. Two samurai of different clans who refer to each other by their personal names in public are clearly very close friends, or may even be distantly related.

When addressing other, it is traditional to add a suffix to their name in order to reflect the relationship between you. If one is speaking to a friend or at least another of equal rank, add -san to the end of their name. For example, a Lion magistrate working with a Phoenix might refer to him as "Shiba-san." Superiors always receive the -sama suffix as a symbol of respect; to refer to a superior as -san would be dishonorable. Referring to an equal with the -sama suffix is a great compliment. Between members of the opposite sex who are closely involved or related, there are different suffixes to use. A woman who is a loved one is generally addressed with the -chan suffix. Conversely, a beloved male receives the -kun suffix. This is common between siblings or other relatives, spouses, or close friends.

One other consideration as a term of address is the prefix O- added to another's name. This means "great one" and is a show of enormous respect and admiration to the individual being so addressed. Typically, this prefix is bestowed by one's daimyo only after a demonstration of exceptional service and loyalty.

GIFT-GIVING

When meeting a host or a superior for the first time, it is customary to offer a gift. Gifts are also given to demonstrate favor or to reward loyal service. The more personal and sentimental the gift is, the more meaningful it is. A daimyo that gives his loyal retainer a pristine gift clearly purchased from the market could be expressing his disfavor or indifference, but the same lord awarding his retainer a battered and stained sword-guard which had been worn by his own father would be showing extraordinary favor to his servant.

It is considered bad form to purchase a gift. A gift should be specifically chosen because of some meaning it has either for the individual giving it or to the recipient. The gift of a weapon or armor to another can actually be taken as an insult, implying as it does that the recipient either requires protection or that their lord is unable to meet their needs accordingly.

When accepting a gift, it is customary to refuse the gift two times before acquiescing. This allows the person presenting the gift to demonstrate their sincerity by continuing to offer it. A person who offers a gift once and then stops clearly was not particularly interested in parting with the object in the first place.

LEARNING

There are two distinct methods to learn a trade in Rokugan. The first and most common among samurai is attending a school or dojo. When a samurai reaches a suitable age, normally somewhere around seven years old (although some families choose to wait until the children are considerably older), he is sent to a school that will teach him the skills he will require to serve his family and clan with honor. The vast majority of samurai attend bushi schools, where they gain the martial training they will require to serve their clan as soldiers, magistrates, and sentries. A small number go to various clan-specific schools for courtiers, yojimbo, or even merchants. Finally, a tiny handful are blessed with the ability to speak to the kami, and undergo the rigorous training that will allow them to serve their clans as shugenja, the priests of the kami. Whatever the training, these schools usually teach their students for at least six years, sometimes for as many as nine, before granting them their *gempukku* (graduation and coming-of-age) ceremony.

A samurai taught in a dojo continues his education throughout his lifetime, even though he may leave the school for extended periods of time. It is generally accepted that students who return to their sensei and demonstrate a certain level of skill and proficiency with the secrets of the school that they have thus far mastered are ready to advance. Such students are taught more intricate and complicated secrets of the school's style, increasing both their individual prowess and their value as a servant of the clan. Understandably, the sensei of a clan's schools are very highly respected individuals who may have hundreds of different students serving the clan in various positions.

The other primary system of instruction, less common among samurai but used almost exclusively by the heimin and hinin classes, is that of master and apprentice. Samurai craftsmen and artisans pass on what they have learned through this system, choosing suitable apprentices to study with them for years and master the techniques they have spent their lives developing. Among the lower classes, various types of craftsmen including smiths, carpenters, and stonemasons employ similar methods to ensure that their talents do not die with them, but that their village will continue to have such skills at its disposal.



Emerald Magistrate

ADVENTURERS

It goes without saying that Rokugan is a land rife with adventure. However, with all samurai sworn in service to a lord, some might wonder how it is possible for intrepid young samurai to wander the land in search of said adventure. Fortunately, there are a number of ways that young and enthusiastic adventurers can find intrigue and excitement across the Empire.

MUSHA SHUGYO

The tradition of musha shugyo, the "warrior pilgrimage," is nearly as old as the Empire itself. The nature of the musha shugyo is such that an individual warrior leaves behind all his allegiances, to family, clan, or anything else, and simply begins wandering the Empire. The goal of this wandering is to perfect the warrior's art, most often kenjutsu or some other specific weapon skill.

While the clans all recognize the tradition of the musha shugyo, they do not allow just anyone to undertake one. The daimyo of the individual in question must first receive testimony from the samurai's sensei, clearly stating that the pilgrimage will greatly improve the samurai's skills, thereby allowing him to fulfill some crucial function for the clan. Even with this testimony, the daimyo may refuse permission.

A samurai on a musha shugyo travels without any indication of his former clan or family. He is treated as a ronin by all he meets. For all intents and purposes, he is a ronin. He may travel with others, or he may travel alone. On rare occasions, several samurai on a pilgrimage may travel together. Once they have completed their journey and feel they have little else to learn from wandering, they return to their sensei and demonstrate their knowledge. Then they may be accepted back into their clan once more.

EMERALD MAGISTRATES

The Emerald Magistrates are the enforcers of the Emperor's laws. Some are assigned specific regions throughout the Empire to police, which can range from entire provinces to specific large cities like Ryoko Owari, while others are given leave to wander the wilder sections of Rokugan, bringing law to the lawless.

New recruits to the Emerald Magistrates are often assigned to work in groups. This allows them to pool their talents, completing assignments that might otherwise require the presence of a more experienced, seasoned magistrate. This also allows the new magistrates to forge close bonds with their fellow officers, hopefully creating a more cohesive force.

IMPERIAL CARTOGRAPHERS

A less common purpose for adventurers to wander the Empire is in service to the Imperial Cartographers. The cartographers, often members of the Otomo or Miya families, are constantly trying to update and extend the maps of the Empire used by the Emperor and his court. Although it is unlikely that many young samurai from the Great Clans will actually find a place among the Imperial Cartographers, it is fairly common for the cartographers themselves to require the assistance of several samurai. Bushi may serve as yojimbo or scouts; shugenja may advise the Cartographer or communicate findings back to the capital.

Cartographers have unlimited travel authorization, but are often the targets of bandits or other unsavory groups: hence the need for traveling companions. They also face less predictable threats, such as the possibility of gaijin encounters when mapping the northern and western borders of the Empire.

YOJIMBO

Young samurai are often assigned as bodyguards for a wide variety of individuals. Important courtiers or shugenja often require protection, as do even minor functionaries of the clans and families. As mentioned above, cartographers need yojimbo, as do the shikken, the Emperor's diplomats to the clans. Even prominent merchants can require yojimbo to escort them across the Empire, such as the famous Shinjo caravans of the Unicorn Clan. Samurai who choose to see Rokugan in this way (or who perhaps are assigned to do so) have little choice in their destinations, but at least they are always provided accommodations.

OTHERS

There are many other less common means by which a samurai can wander the Empire. Perhaps they are scouts for their daimyo, or even members of the army on reconnaissance. They might be members of the Imperial Legions who have been assigned to locate specific items or individuals for their commander. They could be ronin seeking a cause to serve or merely looking for a way to afford their next meal. They could be ambassadors, diplomats, magistrates, spies or even bounty hunters. Whatever their calling, there is almost always a way to find travel and adventure in the Empire.

LANGUAGES

Unlike other realms of similar size, it is extremely unusual when traveling in Rokugan to encounter any language other than Rokugani. This is understandable given the Empire's xenophobic view of other peoples and their customs. Other languages do exist in Rokugan, but they are exceedingly rare and spoken only in specific locations or circumstances.

Rokugan has no secret spoken languages. Each clan has its own code that is used in the encryption of spell scrolls and other important documents, but this cipher is written, not spoken. There has never been sufficient need among the people of Rokugan to develop secretive languages, not even among the duplicitous Scorpion Clan.

COMMON LANGUAGE

This is the language most often used by the people of the Empire. It is spoken by the peasants in the field, the guards in the barracks, the merchants in the city, and even in informal court settings. There are numerous dialects of the tongue, making it possible to determine where a particular individual might be from based on his diction and enunciation. Most dialects are clan-specific, although some provinces throughout the Empire have developed their own variants.

HIGH LANGUAGE

Very similar to the common tongue, the so-called high language is the dialect of Rokugani that is used in court and legal proceedings. It is virtually identical to the common tongue except for its reliance upon long, flowery terms of address and overprecise pronunciation. This dialect is always used at the Emperor's court. Using the common tongue in the Emperor's presence is a grave insult.

KAMI

This is the language spoken by all shugenja when interacting with the elemental spirits. It is an ancient tongue, spoken long before mankind walked the world. During the dawn of the Empire great minds like Isawa and Iuchi learned to decipher it and speak it. It is now taught to all shugenja in training. Non-shugenja could conceivably learn it, but they would not be able to understand the kami's reaction to their words.

NONHUMAN LANGUAGES

There are numerous reclusive races in Rokugan that have their own languages, the most prominent of which are the Naga and Nezumi. The Nezumi language is understood and even spoken by many Crab, but the Naga tongue is very difficult to master because of its reliance upon the Akasha, the group-mind shared by the Naga people. Although humans can speak Naga, they can never master it.

Other races also have their own tongue, such as the secretive kenku and the sinister Tsuno. Some Kuni scholars theorize that the creatures of the Shadowlands use an unknown language, perhaps a bastardized combination of Rokugani and Nezumi, but if so this has not yet been proven.

BARBARIAN LANGUAGES

The rarest of all languages in Rokugan are those spoken by the *gaijin*. The low number of outsiders in Rokugan means that very few such languages are ever heard, much less understood. The Unicorn Clan purportedly has knowledge of a great number of languages encountered during their centuries of travel, although they do not speak of them. The Phoenix and Tortoise clans are familiar with the tongue of the Yobanjin, the barbarian tribes to the north of Rokugan. Likewise, the Mantis have been exposed to the bizarre tongue used by the Ivory Kingdoms far to the south and west of the Empire. The Scorpion are said to have knowledge of the Senpet language, used by a race of conquerors from the deserts, and the Ashalan tongue, a language spoken by a race that they encountered during their banishment across the Burning Sands, but again this cannot be substantiated: the Scorpion refuse to discuss it with those outside the clan.

COIN AND COMMERCE

The economy of Rokugan is a confusing, constantly changing entity. The monetary unit upon which the country's economy is based, the koku, is in turn based upon bushels of rice. Therefore, the value of a single koku can fluctuate wildly from year to year. If the harvest has been bountiful, a single koku might be worth relatively little due to the influx of wealth in the market. During sparse years, however, a single koku can purchase a great deal.

LABOR

For the most part, labor is strictly the domain of the heimin class. Physical exertion in the form of manual labor is beneath the inherent nobility of the samurai. There are exceptions to this rule, of course; during times of war it is not at all uncommon for samurai to take up repair on fortifications alongside their peasant workers, but this is only done in times of extreme need.

Other than manual labor, there are a few domains where it is considered inappropriate for peasants to work. The crafting of steel into weapons, for example, is an art form, not a labor. Therefore, skilled artisans of the samurai class make it their role in this world to create implements of great beauty to serve their fellow warriors.

Peasant laborers are not paid. Their labor, together with the moderate taxes upon the crops that they grow, is the means by which they repay their lord for allowing them to live upon and work his land. This feudal system has proven its viability for centuries.

AGRICULTURE AND INDUSTRY

Agriculture is the life's blood of Rokugan. Fortunately, the farmers of Rokugan are a hard-working, industrious people, producing food far out of proportion for their own numbers. Without the constant vigilance and effort of these farmers, it is unlikely that the Empire would ever have survived any period of extended conflict such as the Clan War or the War of Spirits.

Farmers are assessed up to 60% of their annual yield in taxes. This is necessary to provide the family and clan upon whose land the farmers work with enough sustenance for the samurai under their command. This means that the farmers must redouble their efforts during the year to ensure that they have sufficient crops to not only pay their taxes, but also to feed their own family.

Industry is largely unknown in Rokugan. For the most part, material goods are individually hand crafted. Because of the perception of craftsmanship as either an art form or a labor beneath the samurai class, no one has yet stumbled across the notion of mass production. Fortunately, there are sufficient craftsmen and merchants in the Empire to fulfill the needs of the populace for quite some time.

CLAN, FAMILY, AND EMPEROR

A samurai's primary loyalty is to the Emperor. As the Emperor is the lord of all of Rokugan, he can command any samurai's loyalty at any time, defying even the wishes of the samurai's daimyo. (In fact, if the Emperor's wishes contradict the daimyo's wishes, the daimyo is immediately in error and must either apologize or request permission for seppuku.)

Most samurai never have the opportunity to serve the Emperor directly. For these individuals, clan and family are generally the most important considerations. If the clan gains glory, everyone shares it. For this reason, a samurai is expected to think of the clan first. Everything else is secondary. The enemy of the clan is your enemy. The ally of the clan is your friend. A samurai is expected to unhesitatingly put his own personal feelings aside for the good of the clan.

Most of the time the ends of the clan and the ends of the family are one and the same. On the rare occasions these come into conflict, a samurai is expected to obey his lord (thus obeying the family). If the lord of the family is defying the will of the clan, then kharma dictates that justice will fall upon the unworthy lord's head. A samurai is expected to be patient and wait for justice, serving his lord dutifully in the meantime. Defying bushido by betraying an unworthy master will only sow chaos and make matters worse.

WAR

Though both the Code of Bushido and the Tao of Shinsei stress the virtue of compassion, the simple fact is that samurai are career warriors. With so many powerful factions living in close proximity to one another, vying for resources and political advantage, open warfare is quite common in Rokugan.

The Champion of a Great Clan may declare war upon another Great Clan, but if the Emperor disapproves of the conflict he may order it to cease at any time. For the most part, the Emperor does not approve of his vassals slaughtering one another on a whim, so wise daimyo seek the Emperor's approval before exacting vengeance upon their enemies. Against a weaker opponent, a clan may opt to attack so rapidly that the Emperor has no time to intervene (the Lion and Scorpion employ this tactic regularly).

Minor Clans are under the protection of the Emperor. No Great Clan may declare war upon them (though most Great Clans are quite adept at interpreting rather innocuous actions as "acts of war." As a result, most Minor Clans tend to avoid the court when possible.

LEADERSHIP AND THE *BOOK OF SUN TAO*

There are two primary texts on warfare in Rokugan with which all competent generals are familiar. The first is Akodo's *Leadership*, a massive volume begun by the Kami Akodo and extended by every Lion Champion since. The second is the *Book of Sun Tao*, a compendium of philosophy and strategy written by the near-mythical ronin Sun Tao. Each of the two books has a wealth of wisdom regarding terrain, tactics, and reading the intent of one's opponent; while Leadership is certainly the larger of the two texts, the Book of Sun Tao is much more focused and concise. Which of these two volumes holds the greater wisdom is a matter of some debate; most cunning generals draw liberally from both.

The original copy of Akodo's Leadership is the possession of the Champion of the Lion, though lesser copies can be found distributed throughout Rokugan. The original copy of the Book of Sun Tao was lost, though the manuscripts the ronin general copied for the Dragon, Scorpion, and Hantei remain intact, and numerous copies have been made from these.

SIEGE WARFARE

The *Book of Sun Tao* states that "a desperate general besieges an enemy's city." Indeed, most Rokugani generals dread siege warfare, and prefer to meet their opponents on even ground when possible. Siege warfare is long, tedious, and tiresome for both sides involved. Indeed, a handful of samurai consider the idea of hiding from the enemy behind walls of stone and wood to be somewhat dishonorable. (Most samurai are somewhat more practical, and gladly take advantage of the defenses their lord provides for them.)

The exception to this rule is the Crab Clan. Their engineering expertise and generations of experience fighting defensively on the Kaiu Wall have made their clan the undisputed masters of siege warfare. Their catapults, fire breathers, and battering rams are far ahead of the siege technology of any other clan. The Lion in particular are impressed by the Crab's expertise, and attempt to glean a bit of the knowledge of the Kaiu siegemasters whenever possible.

SURRENDER

Surrender is dishonorable for a samurai. Indeed, even the act of offering surrender to a clearly superior opponent is dishonorable, for it suggests that the opponent would attack a foe who was beneath him. While diplomatic ends to conflicts are common in Rokugan, total surrender is almost unheard of, and most samurai would rather die than even consider it. Naga share a similar philosophy, and would rather die together than stand defeated. Nezumi do not have any of these qualms, though they prefer flight to surrender and capture.

It is more common for a losing army to purchase the safe retreat of their troops with a formal duel. The army's general (or his champion) challenges the opposing officer to a formal duel, with the lives of his followers as the stakes. If the challenger wins, then the followers are allowed to leave the field of battle with honor. If the challenger loses, the victor may do as he pleases with the lives of the challenger's followers.

SHUGENJA IN WAR

Most large armies keep a unit of shugenja on hand, as a potent weapon against the enemy, to call upon the blessings of the Fortunes for the battles ahead, and as a medical corps. Once the battle is done, they give thanks to the kami and purify the taint of blood and dead flesh that inevitably coats a victorious army.

During combat shugenja are always well protected. Though they are usually not given armor (it is a bushi's honor and privilege to wear armor) they are well protected by yojimbo. A yojimbo is expected to give his life for a shugenja without hesitation.

Shugenja are one exception to the samurai's usual aversion to surrender. As shugenja are servants of the kami, they are treated with respect, and offered the option of being taken prisoner when possible. Most shugenja realize how rare and precious their gift is, and how wrong it would be to deny the clan their power, and readily surrender rather than accepting an easy battlefield death.

HOSTAGES

In Rokugan, there is a distinct difference between hostage-taking and kidnapping. Kidnapping is the illegal theft of a living person. Hostages are taken legally with prior notification to the hostage's family. This is done most often to ensure the good behavior of a defeated enemy. However, hostages just as frequently cement an alliance: such hostages are typically the second sons of the allying daimyo. This exchange of sons demonstrates that each daimyo is serious about his wish for peace, while practically protecting the primary heirs. Occasionally these hostages are required to swear fealty to their captors, and learn the school techniques of their new clan.

During violent periods, it is the Emperor's right to invoke the *Hitojichi* (Hostage) Laws, requiring each daimyo to spend a month of every year in Otosan Uchi. After the daimyo returns home, his family remains in the city for another month as hostages of the Emperor. The Emperor could thus greatly reduce the chances of an organized attack by holding the loved ones of important figures.

Hostages are treated as honored guests, not prisoners. A true samurai would not endanger his clan's interests by attempting escape. Most hostages are actually quite welcome among their captors, and are invited to train at their captors' dojo, leading to the occasional incidence of a samurai adept in the techniques of a rival clan.



Crane Clan Artisan

TRAVEL DURING WARTIME

With the constant possibility of war erupting in the Empire, the Clans protect themselves by keeping strict accounts of any samurai visiting in their lands. Samurai on official business must obtain travel papers (as mentioned previously) indicating their destination and business. These travel papers are checked at all way stations and province borders. In times of war, members of certain clans may be forbidden passage across provincial borders or detained for verification of their mission.

Imperial Magistrates have permanent travel papers allowing them to journey anywhere in Rokugan, even during wartime, regardless of their clan. Legionnaires require no travel papers while they remain with their units. These samurai represent the Emperor, not their clan, and their duties are not to be trifled with.

DUELING

When one samurai has a dispute with another, the standard means of rectifying the problem is through a formal duel. It is not acceptable to challenge a samurai of higher station. Insults from superior samurai are to be borne with honor, or resolved by one's lord. A formal duel must have witnesses; with no witnesses, the duel technically has not taken place and the matter remains unresolved.

It is the challenged party's right to determine the nature of the duel. In the case of two bushi, it is assumed that the duel will be trial by combat; in the case of two shugenja, a duel of magic. Courtiers and artisans generally have contests of wits. A challenged bushi who decides to greet his challenger with a contest of flower-arranging is within his rights to do so, but will likely be branded a coward. A courtier or shugenja challenged by a bushi is usually represented by a second, usually a yojimbo or other close relative skilled in combat. The challenged party and his second share whatever fate is determined for the loser of the duel (meaning that if it is a duel to the death, the challenged party must commit seppuku should his second be defeated).

Typically, bushi duels are resolved with iaijutsu, and are taken to the first blood (*ketsuiki*). The first combatant to injure his opponent wins. Shugenja duels (*taryu-jiai*) are also usually non violent, as each shugenja attempts to subjugate the other's will through the power of magic. Duels to the death are technically illegal, as a samurai's life is not his own to throw away. However, should the parties in dispute obtain permission from their lords, a duel to the death is perfectly legal.

When a duel is complete, the matter is considered to be resolved. For better or worse, a duel is the ultimate arbitrator of justice between two samurai.

BLOOD FEUDS

When a samurai is killed in an illegal duel, or due to the gross incompetence of another samurai, it is the right of his immediate family to declare a blood feud. A formal blood feud requires the written consent of one's daimyo and is essentially a declaration of war between the dead samurai's immediate family and the offending party. Those who interfere in a blood feud threaten the honor of the offended, and may be dealt with as the offending party deems fit. (The Emperor, his magistrates, Imperial Legionnaires, and other assorted personages of the Imperial Family are exempt.) Once the offending party has been killed, the feud has been resolved and the offended parties are expected to leave the lands of their enemies peacefully.

COINAGE

As mentioned above, the monetary unit upon which Rokugan's economy is based is the koku. A single koku is equivalent to the approximate amount of rice necessary to feed a single man for a year, or roughly five bushels of rice. A koku can be broken down into five bushels, represented as silver coins called *ichibukin* (commonly referred to as bu). A bu is further broken down into twenty small copper coins called *zeni*.

Individual clans mint their own coins at the conclusion of every harvest season. These coins are usable anywhere in the Empire, but all have distinct markings so that the value of a Lion farm, for example, will not be confused with the value of a Crane farm. In theory, these coins can be redeemed for an amount of rice equal to their value from the clan that minted them at any time. In practice, however, this is not generally done. Instead, the coins remain in circulation, their value as a representation of food overlooked in favor of their perceived value as a medium of exchange.

CRAFT AND ENGINEERING

Although not a technologically advanced nation, the Empire nonetheless possesses a number of engineering innovations that sets it apart from other lands. In Rokugan, the ability to master the complicated and intricate system of constructing buildings, siege engines, ships and even standard personal equipment is considered an art. It is passed down from master to apprentice, changing only very slowly and gradually as new techniques prove themselves over decades and centuries. Each is unique in its own way, and each is an art form that takes a lifetime to master.

FORTIFICATIONS

Although the history of Rokugan has been largely peaceful, there have been outbreaks throughout the centuries of intense, brutal warfare. The Clan War and the War of Spirits are the most notable recent examples, but they are by no means the only periods of lengthy conflict that the Empire has seen. During times of peace, the clans make preparations for the conflicts they know to be inevitable. The most obvious indication of this mind set is the existence of fortifications upon the borders of clan lands.

Most fortifications take the form of a string of fortresses or keeps with watchtowers and guard outposts scattered in a line between them. While this cannot prevent small groups from entering a clan's territory unseen, it does make it difficult for large military forces to approach undetected or enter without conflict. These fortifications are designed to withstand weeks of siege and provide a staging ground from which the clan can repulse an invading force and, if necessary, counterattack.

Fortifications of this sort are usually called *shiro* ("castle") or *toride* ("keep"). The exterior is comprised almost exclusively of stone, with any woodwork carefully shielded to avoid flaming arrows or fire spells. They can house and sustain large numbers of troops for lengthy periods of time if supplied properly prior to a siege. The walls surrounding the actual structure have lumber jutting inward, a holdover from the wall's construction. If needed, slats can be laid across this lumber to create a makeshift catwalk from which archers and shugenja can assault the enemy's ranks. Additionally, there are numerous "murder holes" scattered across the structure so that if enemy troops overrun the defenses, archers and swordsmen within can still attack their foes with little chance of retribution.

The construction of fortifications such as these is a massive undertaking, one that is both time-consuming and expensive for the clan involved. All but the wealthiest clans are extremely careful to take all factors into consideration when determining if such a structure should be built and where to perform such a feat. Those samurai with the engineering skills necessary for such an undertaking are relatively rare, and most are found within the Kaiu family of the Crab Clan or the Imperial Miya family. While most clans have at least a few engineers of their own at their disposal, it is not at all uncommon for them to contract the services of a Kaiu or Miya to assist in the construction.

SIEGE WEAPONRY

In warfare, a siege situation is to be avoided at all costs. It is extremely dangerous for the besieged, for they could easily run out of supplies if they are not properly prepared and thus face dishonorable starvation or certain death at the hands of their enemies. On the other hand, neither is this situation tenable for the army laying siege. They have to remain in the field for a long time, taxing both their morale and their own supplies, and must remain in one place for a considerable length of time — always a danger for an invading army.

Nevertheless, there are occasions when a siege cannot be avoided. With their centuries of constant war, the Crab Clan are the undisputed masters of the siege. The Lion Clan are also well trained in such tactics, particularly among the Ikoma family. Other families throughout the Empire have experience with such things, but none can rival the tacticians of the Crab and Lion clans.

Kikkōsha ("Turtle-shell Wagon"): The Kikkōsha is a massive wagon with a thick hide or wooden roof. Up to two dozen soldiers can be protected by this device. The troops push the wagon across the battlefield, protected from attack by the roof. This allows them to push the Kikkōsha up against enemy fortifications, where they can begin digging through them. The thick roof of the wagon provides +25 AC against ranged attacks, but requires a cumulative 15 Strength to move. The wagon is considered to have 50 hit points.

Toseki ("stone firing catapults"): A combination of Crab engineering and Unicorn gadgetry, these catapults utilize a complex system of counterbalances that reduces the necessary crew to a mere half-dozen, allowing more troops to take the field of battle. With a well-trained crew, these

catapults can be fired as often as once a minute. Tosekiki function exactly like the heavy catapult described in the *Dungeon Master's Guide*™.

Kuruma seirô (siege towers): Towers mounted upon wheels, kuruma seirô are often 20 to 30 feet high with multiple levels. Up to a dozen soldiers can be placed on each level while the tower is pushed against enemy fortifications. This allows the soldiers within the tower to immediately move onto the enemy's walls as well as providing a protected means for more troops to ascend the walls.

Kuruma date: These are large, wooden shields on wheels used to give troops a form of mobile cover as they move across the battlefield. They are very thick and are fire-hardened to provide maximum protection from missile fire. Troops employing the kuruma date add +15 to their AC against all ranged attacks. Archers firing from behind the shields are considered to have three-quarters cover.

CASTLES

Far more aesthetic than the stark fortifications discussed above, the lavish estates in which the Great Clans house their diplomatic events are considerably more opulent and pleasing to the eye. Structures of this sort are usually called shiro ("castle," the same as fortifications) or kyuden ("palace," often a more important location than a shiro).

Generally situated toward the center of a clan's holdings, structures of this type are designed with much more artistic flair. They are pleasing to the eye, sparing no expense to capture the spirit and essence of the clan's philosophies. Kyuden Doji, the palace from which the Doji family rules the Crane Clan, is a masterpiece of architecture and artistry. The subtle use of paper and woodwork within the stone construction of the building gives it an almost ethereal quality. Many guests have remarked that it appears as though it were a palace from a child's fanciful tale brought to life. In contrast, the castle of the Matsu family of the Lion Clan, Shiro Matsu, is a proud and regal structure that appears flawless yet severe. Every stone is set just so, every guard stands motionless at his post. It is very clearly a majestic and militant stronghold, one that inspires pride and valor in the hearts of all Lion who look upon it.

In addition to providing a spiritual center for the clan, an ancestral palace also hosts a number of diplomatic functions. The palace of the ruling family of each clan has hosted the Emperor's Winter Court on at least one occasion, many of them multiple times. Wealthier clans also have other opulent estates where a Winter Court may have been held, such as Kyuden Kakita in the Crane lands and Kyuden Asako of the Phoenix.

SHIPS

Of all the clans in Rokugan, only three Great Clans make regular use of sailing vessels: the Crab, the Crane, and the Mantis. The tiny Tortoise Clan is also proficient in their use, but their small numbers make them largely irrelevant to commerce and warfare on the seas of the Empire. For the most part, these clans utilize ships exclusively for commerce. There have been naval engagements in Rokugan's history, but they are very few and far between.

Ships in Rokugan are somewhat primitive affairs. Shipwrights have not yet stumbled upon the idea of the keel, the single piece of wood running from bow to stern that provides a seagoing vessel with much of its stability. Instead, ships are either hollowed out from a single piece of wood or cobbled together with rough boards that only truly form a watertight seal when they swell from absorbing seawater. Nonetheless, the enterprising craftsmen of the Empire have managed to establish several viable types of ships that regularly see service in Rokugan.



Toritomo Kitao — Mantis Clan Daimyo

Kobune: By far the most common seagoing ship in the Empire, the kobune is a simple dugout with planks added to increase its size. They tend to be between 60 and 100 feet in length, with a crew of ranging from 20 to 30. Kobune are wind-powered, utilizing up to three masts that allow the ship to transport an impressive amount of cargo, often in excess of 50 tons.

Sampan: Just as the kobune dominates the seas, so does the sampan dominate the rivers and waterways of the Empire. These tiny ships are typically 15 feet in length and come in two primary forms: a flat-bottomed craft (called a "duck") and a similar version with a sharper prow (called a "chicken," and used on rockier waterways). Sampans are used heavily by heimin merchants and the traveling Yasuki traders that wander the Empire.

Barge: These enormous ships are little more than rafts of logs bound together with rope. They range in length from 60 to 120 feet and can carry up to a staggering 200 tons of cargo. They have sails, but when fully loaded must either ride the current or be towed by gangs of peasant laborers from the shore.

Koutetsukan: The so-called "iron turtles" are the Crab Clan's answer to the marauding Shadowlands beasts that haunt the Sea of Shadows. Essentially larger kobune, the koutetsukan have considerable armor with spikes of iron and jade to destroy corrupted vessels they encounter. Because of this additional weight, the koutetsukan use galley rowers to provide additional movement, a practice unheard of elsewhere in the Empire. The "iron turtles" can reach lengths of up to 110 feet and require a crew of over one hundred samurai.

EQUIPMENT

The standard equipment carried by a samurai warrior is, in a way, far more important than all the complex machines of war described above. In Rokugan, the samurai's swords are the most important symbol of his status and position. Even more important, they have a deep symbolic meaning as well. A family's ancestral katana is passed down from generation to generation. When one bearer dies, the sword is passed to the eldest member of the youngest generation, often meaning that a grandfather's katana becomes the blade of his oldest grandchild. Other members of the family have their own blades crafted for them, and during their life of duty and service the blade will come to represent their own soul, which will be passed down to their descendants in time.

The wakizashi, while not as crucial to a samurai's self-concept as the katana, is nonetheless very important as well. It represents the honor of its bearer. Ronin sometimes go without the second blade of the daisho if they feel they have dishonored themselves beyond redemption. A truly dishonored samurai must use his wakizashi to redeem his honor through the ceremony of ritual suicide, *seppuku*.

Armor and other weapons are not as philosophically significant as the daisho, but still play an important role in the life of a samurai. The creation of weapons and armor for one's daimyo is considered a sacred duty, and many weaponsmiths and armorers are looked upon almost as artisans or even holy men by other samurai. Every daimyo of the provincial level or higher in Rokugan has at least one of each craftsman working exclusively in their employ to ensure that all their soldiers are suitably equipped.

MAGIC IN SOCIETY

The most powerful shugenja of the Phoenix clan knows the same truth as the most boorish Crab samurai on the Kaiu Wall — the spirits of both the elements and ancestors are everywhere. Magic, to Rokugan, is not simply a shugenja bending the elements to his will. Magic is in a bird taking flight, in the Sun rising each morning. The very existence of mankind is a form of magic, the blood and tears of the first Moon and Sun mixing together to create something new.

In a more common definition, however, magic is what shugenja make an art of, and even the monk's kiho is a form of magic. While average Rokugani understand that such magic surrounds them every day, it is still a holy practice, something to be looked upon with wonder. Shugenja, the most common practitioner of magic, are holy men in addition to simple wizards, bringing the blessing of the kami down upon the Empire. Unlike many other settings, all magic is holy (or unholy, in the case of *maho*) in some form because all magic is connected to the spirits of the Celestial Heavens (or Fu Leng's realm).

Magic itself is the province of the samurai caste, a proof that the blessings of the Sun and Moon are upon their children's children — the people of the clans. Occasionally, peasants are found to have affinity for the kami. In all but the rarest cases this is the same inner path that the monks follow, and the peasant is sent to learn among the peaceful Brotherhood of Shinsei. Shugenja that hail from no clan are ronin who were born among samurai, or carry the blood of one who was such.

Magic is regarded as both a tool and a blessing from the Heavens. With the power of magic, a shugenja can purify foul water, tell truth from fiction, hurl fire at his enemies, and commune with the very wisdom of the Celestial Heavens. This immense power commands respect both for the shugenja who wields it, and for the kami who provide such strength. Several more prominent matters of magic and the Empire are detailed below.

MAGIC AND LAW

"It is my duty to separate the guilty from the innocent. We do not ask the kami to perform the tasks of man; they simply protect those who serve the Emperor, and through him, the Celestial Heavens."

— Asako Ryoma

Testimony is the ultimate standard of Rokugani law. Those who can be trusted to speak the truth in matters of criminal offense can sway judgments with a word. Because shugenja are holy men, often their testimony carries more weight than that of the average samurai. This is because of the responsibilities and pure soul a shugenja supposedly possesses, and not because of the actual magic a shugenja can use. Practicality and religion agree that the problems of the mortal realm should not be heaped upon the spiritual world.

Magic can be used to hunt down a criminal and bring him to the proper authorities, but if magic cannot directly ascertain testimony. Torture, however, is an indirect use of magic in this case. The reason for this precedent goes back to the time of Hantei Genji, the Shining Prince. When a minor Scorpion shugenja was accused of murdering a powerful Lion general, the Kitsu summoned the murdered Lion's spirit from the afterlife. The spirit gave testimony against the Scorpion, who was put to death. It was revealed shortly after that the Lion samurai was in fact alive, as the Soshi had held him hostage the whole time. The Scorpion accused the Lion of practicing imperfect magic, while the Lion cried that the Scorpion had perverted the Kitsu shugenja somehow. In either case, the Hantei was faced with the obvious conclusion — magic was not foolproof, and using it in such a manner was an affront to the kami and the Celestial Order.

To this day, testimony gleaned by magical means is useless even in the lands of the Phoenix. Magic that reads men's souls or tells lies from truth amounts to nothing in trials. Even the noble spirits of deceased ancestors cannot be heeded in such affairs, as only a shugenja can bring their words to the land of the living.

MAGIC IN THE COURT

A shugenja is a valuable tool in a daimyo's hands, one which can magically spy on his lord's enemies, detect when his daimyo is being lied to, and muddle the minds of enemy generals attending the lord's court. Since the dawn of the Empire, shugenja have employed the advantage magic provides to gain power and position for their daimyo. The idea is far from new, and every competent courtier accounts for the presence of an enemy shugenja in a gathering of lords.

Daimyo who wish to regulate spell casting in their presence must act carefully. As magic is a form of devotion and prayer, banning magic would be the same as denying the religion of the kami and Fortunes, which would be a monumental mistake. The best approach so far is to simply restrict the reciting of prayers (such as spells) to those who the daimyo trusts and knows. The Emperor himself allows only a select few to conduct such ceremony in his presence. Usually these are limited to the Elemental Masters of the Phoenix and the Seppun Shugenja of the Hidden Guard, sworn to protect the life of the Emperor. From time to time, the daimyo of major shugenja families are also allowed such honor.

Daimyo, in their own court, can simply interrupt a shugenja openly using magic without loss of face. Clever lords simply request that their own priests join in the recital, forcing the caster to wait until the daimyo's shugenja come to interfere with the visitor. The daimyo can also request that a different sutra or prayer be chanted, ruining the chance that the first shugenja will succeed with his task.

Casting in courts is a hidden affair, one that many shugenja indulge in but nearly none admit to. Hiding such an action is dishonorable, and to admit publicly to such behavior can have dire consequences. Many shugenja, however, feel that the sacrifice of their honor is minor compared to the service they are performing for their clan or family.

THE ROLE OF THE SHUGENJA

Shugenja are far more than simple spellcasters. They are the priests of the kami, their very power a testament to the wisdom and truth of their beliefs. It is the duty of the shugenja to record and keep the names of the Fortunes, to act as intermediaries between the world of mortals and spirits, and carry the wisdom set down by the Celestial Heavens. Though they are not the keepers of the Tao of Shinsei (that duty falls to the Brotherhood of Shinsei monks), almost all shugenja are familiar with the text, and often see it as a guide to life taught by someone who understood the deepest secrets of the universe.

Like priests in other cultures, shugenja are often looked up to as guides, healers and keepers of wisdom. Many large villages are blessed by a shugenja several times a year to promote a greater harvest, healthier livestock, and protect the village against threats both mortal and supernatural. As shugenja are known to be able to commune with spirits (the Kitsu are the most adept at this form of magic), they are also a link between the living and the revered ancestors of the family. Such a duty is both a great honor and a staggering burden at times.

Shugenja also tend to prefer peace to violence. While most clans have shugenja trained for war and capable of casting impressive battle magic (the Crab, Dragon, and Lion tend to have more of such shugenja than the other clans) the path of the Fortunes and kami tends to impress a shugenja with a strong reverence for life in all its forms. Shugenja believe life is a gift of the Fortunes, and should never be wasted for petty disputes or for the pride of one man.



An Ogre Bushi wielding a tetsubo

MAHO

"Blood in itself is pure, though it is weak. That is why Fu Leng's will corrupts those who turn inward for power, and cannot harm those who seek enlightenment from the kami."

— Soshi Angai

Normally, the kami and other forces of the Celestial Heavens power magic. For those who crave an easier route to power, there is *maho*: blood magic. Maho defies the Celestial Order by drawing power from Fu Leng and his realm, and is therefore outlawed by the Empire of Rokugan. A *maho-tsukai* (one who practices maho, literally "servant of magic") draws blood and swears fealty to an oni in exchange for power. These oni usually stress the power they are bringing such sorcerers, and overlook the cost of such dealing. All such bargains end in the eternal damnation of the tsukai's soul, no matter what his intentions. The corruption of Fu Leng touches the heart of a maho-tsukai, turning it foul and black if it was not so to begin with. Even those who try and use the power of maho for good ends eventually are twisted by its influence, turning their back on family and clan to embrace the darkness of the Shadowlands.

Maho-tsukai must keep their power secret from Rokugan, attempting to spread trouble for their unholy lord. Maho involves curses, manipulation of the dead, dominion over the forces of the Shadowlands, scrying, and other dark magic. Each time a maho spell is used, the caster must make a sacrifice of blood to an oni or Fu Leng (any blood will do, though the Shadowlands prefer the caster use his own blood), and maho spells generally inflict a small amount of the Taint on the caster. Maho is punishable in the same manner as treason against the Emperor, as it furthers the power of the Shadowlands.

THE BOUNDARIES OF MAGIC

Magic is a gift, and as such a shugenja who abuses his power will find the kami silent when he most needs their aid. Magic cannot be used to defy the Kharmic Wheel and the Celestial Order — this includes tampering with the destiny of a mortal, causing the manipulation of the greater elemental forces (such as tides, stars, and the Moon), or the resurrection of the dead. Once life has slipped from its mortal shell, the person is gone for good. The magic of the kami will not bring a departed soul back from Jigoku, and using maho to compel a spirit back to the land of the living twists and tortures the soul until it is released.

Table 2–1: Shadowlands Taint Symptoms

Taint Points	Taint Modifier	Corruption	Bonus Maho Spells								
			1	2	3	4	5	6	7	7	9
1–5	0	—	1	—	—	—	—	—	—	—	—
6–10	0	Mild	1	—	—	—	—	—	—	—	—
11–15	+1	Moderate	1	1	—	—	—	—	—	—	—
16–20	+1	Mild	1	1	—	—	—	—	—	—	—
21–25	+2	Severe	1	1	1	—	—	—	—	—	—
26–30	+2	Moderate	1	1	1	—	—	—	—	—	—
31–35	+3	Mild	1	1	1	1	—	—	—	—	—
36–40	+3	Moderate	1	1	1	1	—	—	—	—	—
41–45	+4	Mild	2	1	1	1	1	—	—	—	—
46–50	+4	Severe	2	1	1	1	1	—	—	—	—
51–55	+5	Mild	2	2	1	1	1	1	—	—	—
56–60	+5	Moderate	2	2	1	1	1	1	—	—	—
61–65	+6	Mild	2	2	2	1	1	1	1	—	—
66–70	+6	Severe	2	2	2	1	1	1	1	—	—
71–75	+7	Moderate	2	2	2	2	1	1	1	1	—
76–80	+7	Mild	2	2	2	2	1	1	1	1	—
81–85	+8	Moderate	3	2	2	2	2	1	1	1	1
86–90	+8	Mild	3	2	2	2	2	1	1	1	1

A shugenja may pray to the ancestors and Fortunes to accomplish greater tasks on their behalf. This does include the movement of the stars, changing of tides, and other great effects (except, of course, bringing back the dead). This is much different than traditional magic, as most spells are a shugenja asking the kami for assistance they are willing to give. When shugenja petition the honored ancestors or mighty Fortunes, they are never sure what answer they may get. They must always be prepared for a refusal, and must abide by the will of such otherworldly powers.

The Shadowlands Taint

The mystical condition known to the Empire as the Shadowlands Taint is one of the deadliest threats Rokugan has ever faced. It is a physical and spiritual affliction that slowly and inexorably corrupts every aspect of the victim's life. The Taint is nothing less than the influence of the dark lord Fu Leng. Just as his power has turned a once verdant land into the foul and twisted Shadowlands, so too can his will subvert and destroy even the most powerful samurai if they do not take the necessary precautions.

Mechanics

The Shadowlands Taint is acquired via a number of ways, all described below. Every time a character acquires a point, it is added to his total. When the total number of points reaches a certain level, the character is then able to use the points to increase his physical abilities, but at the cost of acquiring more points and gaining more and more overt signs of corruption. Individuals who have the ability to cast spells also gain additional spells as their Taint increases. These additional spells are always maho spells.

A character with the Taint can use his Taint modifier on any Strength, Dexterity, or Constitution ability or skill check. Doing this immediately gains the character 1 Taint point. Tainted characters must apply their Taint modifier as a penalty to all Charisma and Charisma-based skill checks. Each time the character advances on the table, they gain a new symptom (*see Symptoms of the Taint*).

Acquiring the Taint

Fortunately, there are a limited number of ways to acquire the Shadowlands Taint. Unfortunately, many of those cannot be avoided for one reason or another. The most straightforward and commonest means of contracting the Taint is to enter the Shadowlands without suitable protection. Fu Leng's power and influence extend to all things inside those dark lands, warping them to suit his foul purposes. Human beings are no different, and quickly succumb to his power without protection. Protection most often comes in the form of jade.

For reasons unknown to the shugenja of the Empire, jade offers protection from the corruption of the Taint. Some theorize that the elements that comprise jade exist in a perfect state of balance that is the antithesis of the Taint, forestalling its corruption and protecting those who carry it. Unfortunately, the protection is only temporary. The longer jade remains within the Shadowlands, the softer and blacker it becomes until it too is corrupted and useless. Once the jade a samurai carries is no more, then the Taint begins to consume the body and spirit. It takes surprisingly little time.

Mechanics

For each day spent within the Shadowlands without the protection of jade, a character must make a Fortitude test. The DC begins at 10 and increases by 5 each day. Failure results in the character acquiring one point of the Shadowlands Taint. The TN does not reset to 10 after a failure.

Another common method of acquiring the Taint is in combat with creatures of the Shadowlands or with Tainted humans. Within the Shadowlands, any wound received will almost certainly fester and inflict the Taint upon its bearer without very specific and attentive care. Even far outside that dark land, the claws and talons of oni, goblins, ogres, and other such creatures tend to poison their targets with the corrupting influence of their lord. Tainted humans, while not usually possessed of the natural weapons needed to inflict corrupted wounds, often utilize weapons that achieve the same effect. Obsidian, in particular, is popular with maho-tsukai.

Obsidian is the opposite number of jade, and seems to have an affinity for the Taint. It is not uncommon for a weapon crafted from obsidian to become cursed and corrupt those whom it strikes.

The corrupted sorcery known as maho is another means of acquiring the Taint. Steeped in blood and dark rituals, maho is the gift Fu Leng grants to those who would wield magic in his name. It is an insidious, blasphemous practice that results in an immediate death sentence for any who are found practicing it. Maho spells inevitably bestow Taint upon the caster, and many also have the potential to Taint the spell's target as well. This is only one reason that the Great Clans are so eager to root out maho users within their lands: a single maho-tsukai can result in far more corruption.

Whenever a character is the target of any maho spell that does not explicitly give the target Taint, the character must make a Fortitude save versus a DC equal to the caster's level in the maho-tsukai class. Failure results in the target acquiring a number of Taint points equal to half the spell's level, rounded down.

Sadly, there are other ways that the Taint can manifest itself that no one in the Empire can understand. Infants with seemingly pure bloodlines can be born Tainted for no apparent reason, although fortunately this is exceptionally rare. In most cases, it is assumed that somewhere in the afflicted individual's history is a dark secret awaiting discovery. Other similar occurrences have been documented, when individuals manifest the Taint suddenly and for no apparent reason. Although many of these cases remain unsolved, it is certain that some dark scheme of Fu Leng is being fulfilled by such events.

SYMPTOMS OF THE TAINT

Individuals with the Taint are rarely able to keep it secret for long, as the influence of Fu Leng can cause terrible changes in the body and mind. The changes are subtle at first, the sort of thing that only close friends and loved ones might notice. Soon enough, however, they can become so severe as to radically alter one's personality or warp the sufferer's physical form into a hideous mockery of its former self.

MILD SYMPTOMS

Physical: uncomfortable rashes, discolored hair, nervous tics, frequent nosebleeds, boils, muscle spasms.

Mental: occasional memory lapses, mild paranoia or xenophobia, auditory hallucinations (hearing — or almost hearing — voices), irrational fear of a particular substance or item, repetitious speech patterns.

MODERATE SYMPTOMS

Physical: extremely off-color skin resulting in a corpse-like appearance, profuse and constant perspiration, hair falling out in clumps.

Mental: extreme paranoia, radical and frequent mood swings, wild hallucinations, speaking in unknown languages, fits of extreme violence.

SEVERE SYMPTOMS

Physical: rotting flesh, additional limbs, new orifices, profuse bleeding from the pores, development of inhuman body parts (such as claws or chitinous plates), persistent illnesses.

Mental: unnatural hungers, extreme psychosis, aversion to sunlight, clearly hearing evil voices, delusions of identity.

TREATING THE TAINT

The most sinister aspect of the Taint is not the physical corruption that can cripple even the strongest samurai, but rather the slow spiritual degradation that affects the victim. The more Taint someone acquires, the more he wants to use it to augment his abilities as detailed above. This, in turn, causes the character to become further and further Tainted, and so on and so forth. It isa vicious, unrelenting cycle that almost always ends in death and dishonor.

This makes it even more difficult to contain the Taint. Treatments for the disorder are both uncommon and expensive, and all too often the only available way for a character to avoid becoming Tainted further is simply to resist the siren call of the dark power that lies at their fingertips. Sadly, it is a rare and exceptional individual who is ableto demonstrate such incredible willpower.

One of the few reliable methods of treatment for the Taint is the administration of a special medicinal compound known as "tea of jade petals." This compound is brewed from a very rare herb. When administered regularly, the tea can suppress and contain the influence of the Taint, but even it cannot completely eliminate it.

Mechanics: The Tea of Purification can eliminate most physical and mental symptoms of the Taint in the mild to moderate range. The tea must be consumed at least once every two weeks or the symptoms quickly return.

CURING THE TAINT

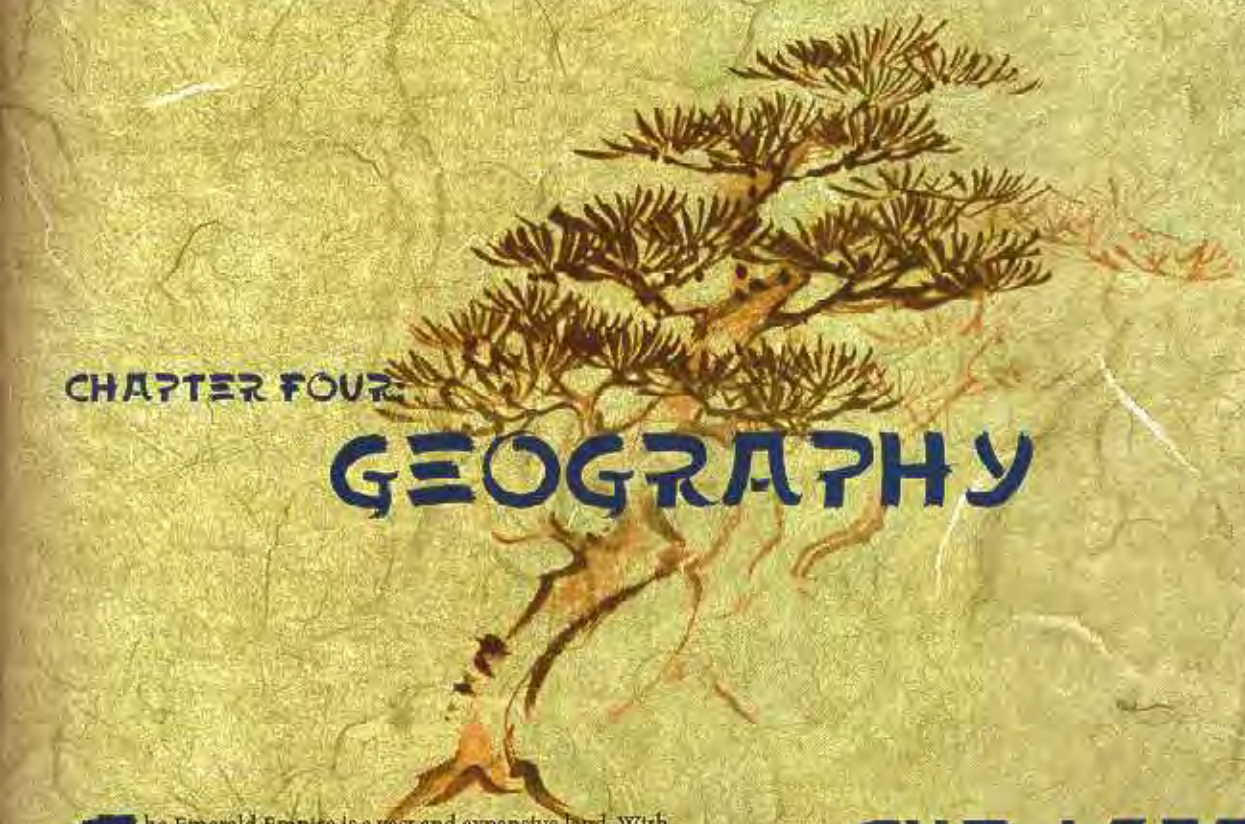
Thus far, no one has found a reliable, consistent cure for the Taint. Throughout history, a few rare individuals have stumbled upon some means to cure themselves completely of the Taint, but no method has yet been found that can be generally applied to large numbers of Tainted samurai. The closest means to a cure yet discovered is the ritual spell Blessing of Cleansing, developed by the Kuni shugenja of the Crab Clan. This spell absorbs the Taint from a number of targets into a single individual: the caster. Obviously, the considerable value of shugenja among the Crab restricts this spell to extreme circumstances.

Some in the Empire believe that the secret of curing the Taint lies with those creatures that are already immune to its effects: the Naga and Nezumi races. Neither race can ever acquire the Taint under any circumstances, to the degree that neither has the potential to even work maho; it simply will not function for them. The Naga have an advanced system of magic that has been proven to excise the Taint from humans, but at a considerable cost: it drastically shortens the life-span, as the members of the ronin brotherhood the Unbroken can attest. The somewhat primitive Nezumi, on the other hand, have never demonstrated such an ability. More visceral members of the Kuni suspect that it might be possible to synthesize an antidote for the Taint from the blood of the Nezumi, but thus far this theory remains untested.



CHAPTER FOUR:

GEOGRAPHY



The Emerald Empire is a vast and expansive land. With impenetrable mountains, mysterious forests, rolling plains, and an endless sea stretching before it, there is little that cannot be found within its borders. It is not an idyllic land, for the elements can be harsh; hurricanes, earthquakes, floods, disease, and drought are dangers that the men and women of Rokugan know all too well. It is, however, a beautiful place, filled with wonder and adventure.

All land in Rokugan is owned by the Emperor. He is the supreme authority, lord of all that he surveys. Since the dawn of the Empire, however, the Emperor has given large tracts of land to the Great Clans to oversee in his name. In return for his generosity, the clans harvest the bounty of the land and give a portion of it to the Emperor in recognition of his wisdom and kindness. In theory, the battles that have been waged over land during Rokugan's history were pointless endeavors, as the Emperor could easily reverse any conflict's outcome. In reality, however, the Emperor and his advisors allow the clans to vent their frustrations over the land, as it pits them against one another and allows the imperial court to maintain the upper hand.

There are many wondrous and unique places throughout the Empire. Temples, castles, cities, lakes, and mountains all await those samurai possessed of an adventurous soul to discover their beauty and mystery. This chapter explores a tiny fraction of those locations. The following descriptions provide your campaign world with enough detail to use them as they were intended, yet are general enough so that you may add your own feel to the empire of Rokugan.

THE LANDS OF THE CRAB

Capital: Kyuden Hida
Population: Approximately 4,590,000 (255,000 samurai)
Favored Religion: Fortunes
Imports: Jade
Exports: Iron, raw materials

HIDA KURODA, CRAB CHAMPION

Male human Crab Sam10: CR 10; Medium-size humanoid (human); HD 10d10 + 20; hp 90; Init +3; Spd 30 ft.; AC 20 (touch 14, flat-footed 16); Atk +14/+9 melee (1d10+5, +1 *honorable katana*), +17/+12 ranged (1d8+4, *masterwork mighty daikyu +4*); SQ Class skill — Knowledge: Shadowlands (family bonus), Ancestral Daisho, Honor: 3; AL LG; SV Fort +9, Ref +7, Will +9; Str 17, Dex 18, Con 15, Int 12, Wis 15, Cha 8; Height 5 ft. 9 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Nezumi), Battle* +10, Climb +6, Handle Animal +8, Jump +6, Knowledge (Shadowlands) +8, Ride +17, Sense Motive +7, Spot +7; Hida's Technique*, Kharmic Twin (Ancestor — linked to Hida Kuon)†, The Mountain Does Not Move*, Multiple Schools (Unicorn)*, Ride-By Attack, Shinjo's Technique*, Spirited Charge, Void Use*, Way of the Unicorn*.

Possessions: +1 honorable katana (ancestral daisho)†, +3 wakizashi (ancestral daisho), +2 partial armor, bracers of archery, +2 partial armor barding, horseshoes of speed, masterwork mighty daikyu +4

A NOTE ABOUT STATISTICS

NPC spells have been listed with their standard names, rather than Rokugani equivalents, for ease of reference.
Feats, skills, and spells introduced in *Oriental Adventures* are marked with a †. Feats, skills and spells introduced in this book are marked with a *.
Bonuses from all possessions are factored into statistics.

Note that many magical items are replaced with Rokugani equivalents. A *cloak of resistance* becomes a *haori of resistance*, etc. These items occupy the same magic item slots as their standard counterparts, where applicable.

At an early age, Hida Kuroda was sent to live among the Unicorn and learn their tactics, as a gesture of peace between the two clans. Kuroda proved to be a brilliant student, displaying much of his Unicorn father's talent and prowess. While among the Unicorn, he adopted many of their ways. He has a taste for cooked meat and tends to wear his hair in an exotic gaijin fashion. The other Crab mocked Kuroda's gaijin eccentricities at first, but Kuroda revealed his true Crab colors when he thrashed all who mocked him (usually with his brother Kuon's help).

Since returning to the Kaiu Wall, Kuroda has combined the swift cavalry tactics of the Shinjo with the hardy defense that is the Crab mainstay, striking quickly at the heart of the Horde and then retreating behind his clan's thick defenses. Though he is still quite young, he has earned much respect among those who follow him, especially from his twin brother Kuon.

With the recent death of his mother Hida O-Ushi, young Kuroda has found himself thrust into the position of Champion of the Crab. While Kuroda is no stranger to command, he is uncertain if he will be able to coordinate and organize the entire Crab armies, and is terrified to have so many lives depending upon him. Even yet, he pushes his fear aside, showing no weakness in front of others. He is a Crab, and he knows his duty. For the time being, he has determined to remain upon the Wall as per his mother's final command, and defend the Empire from the forces of Fu Leng.

HIDA KUON, CRAB GENERAL

Male human Crab Ftr5/Ber5: CR 10; Medium-size humanoid (human); HD 10d10+40; hp 109; Init +2; Spd 40 ft.; AC 23 (touch 12, flat-footed 21); Atk +17/+12 melee (1d8+10, +2 taint resistant die tsuchi); SQ Class skill — Knowledge: Shadowlands (family bonus), Rage 2/day, Uncanny Dodge (Dex bonus to AC, can't be flanked); Honor: 1; AL CG; SV Fort +12, Ref +4, Will +2; Str 19, Dex 15, Con 19, Int 10, Wis 11, Cha 11; Height 6 ft. 2 in.

Skills and Feats: Speak Language (Rokugani, Nezumi, Oni), Climb +10, Intimidate +6, Intuit Direction +5, Jump +10, Knowledge (Shadowlands) +7, Listen +8, Wilderness Lore +8; Cleave, Kharmic Twin (Ancestor — linked to Hida Kuroda)†, The Mountain Does Not Move*, Power Attack, Void Use*, Way of the Crab*, Weapon Focus (die tsuchi), Weapon Specialization (die tsuchi).

Possessions: +2 taint resistant die tsuchi†, +2 great armor, +2 amulet of natural armor.

While his twin Kuroda was treated to a more cosmopolitan education, Hida Kuon's life has been more focused. Kuon has never journeyed outside of Crab lands, and has never known any life other than that on the Wall. Since his father's death during the War of Spirits, Kuon's mood has been dominated by an eerie, detached calm. While he has many comrades, he has no close friends aside from his brother. He confides in no one. He is even less prone to show emotion than most samurai, especially for a Crab. The only exception is when the time comes for battle. Kuon becomes consumed with a savage, yet focused rage in combat, whether his foes are Crane usurpers or Shadowlands beasts.

With every death of a comrade, each passing of a friend, Kuon becomes more and more consumed by bloodlust. Fearing for his brother's sanity, Kuroda has placed Kuon in command of the armies defending Yasuki Province from the Crane, hoping that his duties will keep his brother removed from heavy combat.

Kuon's style of battle is more direct than that of his Unicorn-trained brother. Though his tactics are sound and his troops well-trained, Kuon fights at the very head of his ranks, leading by example. With each day, Kuon becomes a bit more savage, more intense. His outbursts of bloodlust are lasting longer. His moments of calm are few and far between.

Someday, he may be lost to his fury forever.

IMPORTANT SITES

CB1 Shiro Kaotsuki no Higashi (Face of the East Castle): All diplomatic relations with the Crab are conducted here. The Crab once navigated the Shinomen from here with the assistance of the Ratlings of the forest. Following the awakening of the Naga, the Nezumi tribes have been reluctant to enter the dread forest. The Crab need the forest's lumber production and trade routes to keep their armies supplied, however.

CB2 Watchtower of the East: This watchtower, built years before the Carpenter Wall was erected, once served as the northern guard. When torches were lit at the southern castles of the Crab, the guards at the watchtower would send messengers to all parts of northern Crab lands, carrying the message of an imminent Shadowlands attack. The tower still serves that purpose, guarding from attacks and invasions across the high Twilight Mountains, but its effectiveness has been reduced since the building of the Wall. Ever since, this tower has been largely abandoned, its purpose fulfilled by the much larger structure. Those guards who serve here are largely criminals, dishonored samurai and those who have fallen into disfavor. An assignment here is a great dishonor, as the samurai are stationed in the wilderness of Crab lands rather than where the true battles occur.

CB3 Kamisori sano Yoake Shiro (Razor of the Dawn Castle): The northwestern edge of the Kaiu wall is anchored here, a stout rock of a fortress squeezed between two steep hills. Shadowlands attacks are rarer at the Razor of the Dawn than elsewhere, and troops quartered here serve mainly as reservists. Samurai from other clans looking to make a name for themselves are often stationed at Razor of the Dawn; the Crab are hesitant to permit outsiders deeper into their defenses.

The rocky terrain and hidden vales surrounding the castle make it an ideal location for infiltrating the Shadowlands. Spies and scouts are often quartered here, and meetings with tribes of Ratlings take place just outside its walls.

CB4 Kaiu Shiro (Carpenter Castle): Kaiu Shiro houses the Kaiu family and is home to the largest smithy in Rokugan. The Kaiu engineers maintain the great wall from here, upgrading their defenses and building new and wondrous siege machines. Plans and schematics adorn the walls of the

palaces, and a huge forge dominates the main courtyard. The plains around Kaiu Shiro are covered with ballistae and catapults, waiting to be moved to their positions on the wall.

Beneath the castle lies a complex series of passages and catacombs; they run throughout the Kaiu walls, opening in several concealed locations in the Shadowlands. Crab scouts enter the corrupted realm through these passages, reporting any significant developments to the daimyo on the other side of the wall. The entrances also serve as bolt-holes for spies trying to get back to the lands of the sun.

CB5 Kuda Mura: Kuda Mura is a quiet village, one of the few in Crab lands that maintains good production of arable land. This village is highly prized by the Hida, who often keep their magistrates nearby in the event of a northern attack. If the village of Kuda Mura is ever destroyed, Crab food production will be halved — and heads will roll.

CB6 Maemikake: This town is nearly a city, and much larger than any other Crab village in this area of the Crab lands. Formerly ruled by the Hiruma, it came under the control of the Toritaka after the return of the Hiruma to their ancestral lands.

CB7 Midaki sano Mura (High Tree Village): High Tree Village is primarily a mining town. Few women or families live here; it is mostly populated by samurai and heimin who work the nearby mines. Some say that the spirit of the Twilight Mountains, the Shakoki Dogu, haunts this village by night, inhabiting floating lights that flash throughout the mountains. Few villagers are willing to travel deeper into the mountains, and none walk alone by night — not even in the streets of the village, and certainly not in the mines.

CB8 Kakita Bogu (Breath of Kakita): This insultingly named village is placed on the edge of a salt marsh, and the reek of its terrain keeps most samurai far from the village's humble huts. Those peasants who live within the village make their living working the metals and stone brought north from Midaki sano Mura, and are astute stonemasons and metalworkers. They have few visitors.

CB9 Nagai Aruki (Long Walk): This large village is a popular trade center for the miners and craftsmen of the Twilight Mountains and the eastern Crab lands. The majority of the village is made up of worker's quarters and shops, and the rest is settled among the arable farmland, in small pockets of civilization surrounded by bridges over thickly watered rice paddies. The village's name of 'Long Walk' comes from the need to walk many miles over these arched bridges, just to find the particular shop or person you were looking for. The town is scattered widely over three square miles.

CB10 Nishiyama Mura (West Mountain Village): Nishiyama is the smaller of two towns located on the Wall above the Ocean Mountains. Nishiyama rests on the western side of a series of natural caverns and twisting underground paths that lead to Higashiyama, to the east. Although there is a road between the two villages, travel through the passages takes only half the time of traveling on the twisting mountain roads, and is never blocked by the snow that closes down the aboveground road for nearly one-half the year.

CB11 Shiro Kuni (Castle of the Nation): This fortress lies at the heart of the Crab defenses against the Shadowlands. While not physically imposing, it is very large — able to accommodate an entire army of troops — and commands an imposing view of the surrounding countryside. The Crab generals plot their strategies here, while messengers stand ready to relay their orders down the road that spans the length of the Carpenter Wall. A small army of bushi is always stationed here, serving as an anchor for the great wall and a deterrent to any Shadowlands creature that perceives the castle as a weak link in the Crab defense.

CB12 Higashiyama Mura (East Mountain Village): Higashiyama is a small town, located on the eastern side of a series of natural caverns and twisting underground paths that lead to the other side of the Wall above the Ocean Mountains. These passages are dangerous, and caravans cannot travel them (though some horses can), but are often used by traveling samurai who wish to make haste over the mountains to the east or the west. Every villager knows that the passages are haunted — worse, inhabited by all manner of beasts and Shadowlands creatures — but that doesn't stop adventuring samurai from using the passages as a shortcut. The Hida come to Higashiyama once a year, to 'officially destroy the Shadowlands infestation in the mountains.' Sometimes, the Hida assault cleans out the passages for as much as three weeks, but the passages always re-populate.



Crab Samurai

CB13 Shiro Hiruma (Daylight Castle): Lost to the forces of the Oni lord Maw over three hundred years ago, the castle and lands of the Hiruma family were occupied by the Shadowlands for centuries. The lands were recovered only a few decades ago following the defeat of Fu Leng on the second Day of Thunder. The battle to recover Shiro Hiruma cost the Crab Clan the life of their champion, Hida Yakamo, although he was briefly reincarnated by the Naga Akasha.

Shiro Hiruma is besieged by the Shadowlands daily, and many warriors die defending it. Regardless of the cost, however, the Crab will not surrender it to them again. Shiro Hiruma is the only major Crab fortification south of the Great Wall.

CB14 Koten: Some years ago an industrious daimyo decided that the Crab should have an ancestral hall similar to that of the Lion. The village of Koten was his chosen location — but the experiment has not gone well. Unlike other clans, the Crab rarely have any remains of their 'heroes' to inter, and often there are no survivors to tell the tales of those brave souls who have died in the Shadowlands against some great an insurmountable threat. With few stories and fewer items to display, the large hall of Koten remains somewhat bare, containing only the tales of the ancient Crab heroes of legend and myth.

CB15 Sunda Mizu Mura (Clear Water Village): This is the most significant port in the south. It is one of the oldest settlements in Rokugan, and has kept its old village name even though it has become one of the largest trading centers in the Empire.

CB16 Yasuki Hanko (Yasuki Defiance): In the early history of the Empire, this village belonged to the Crane even after the Yasuki family defected to the Crab. The peasants defied the Crane, however, and many were killed by the Daidoji until concessions between the two clans transferred control of the village to the Crab. With the recent outbreak of war between the two, Yasuki Hanko has been one of the most hotly contested territories in the fighting. It has changed hands many times and is likely to continue to do so.

CB17 Kyuden Hida (Crab Clan Palace): At the mouth of the Last Stand river lies Kyuden Hida, the ancestral home of the Hida family and the mightiest fortress in Rokugan. The Crab Clan palace has the largest standing army of any single stronghold in Rokugan. The walls are hewn from pure granite and driven into the rock of the land beneath them. The gates are constructed of thick steel, requiring ten men to open. The skull of a huge Oni lord hangs above the ramparts as a warning to any who would challenge the castle's might. A standing army of almost a thousand men is quartered here, ready to defend the Crab from any attack.

The castle is also the home of the Hida Bushi School, where samurai are trained in the harshest techniques. Students train in full armor, and graduates must venture into the Shadowlands and slay one of its denizens before they are given their wakizashi.

CB18 Yasuki Yashiki (Black Crane Estates): The Yasuki Palace was once owned by the Crane Clan, but has served the Crab for nearly 800 years. The Crab Clan's efforts in the war over control of the Yasuki are based from this castle. Its proximity to the Crane lands means that it could either be the beachhead from which the Crab invade the Crane, or the point at which the Crab are invaded by the Crane.

CB19 Watchtower of the West: Created to guard against the Crane, this watchtower is considered a post of honor for Crab samurai. Those who are given this job are completely trusted by the Hida, and considered able to resist all Crane bribes.

CB20 Tani Hitokage (Valley of the Spirits): Located between the Shinomen Mori and the Twilight Mountains, this valley was once the home of the Falcon Clan. Since that clan's absorption into the Crab as the Toritaka family, however, this has become a Crab territory and the center of the Toritaka family holdings.

CB21 Kyuden Toketsu: Founded by a wealthy Yasuki merchant who wished to retire in comfort, Kyuden Toketsu was established near a monastery where the monks remembered the sacrifice of Kuni Harike. A great hero of the Crab, Harike sacrificed his life to imprison the Kusatte Iru, perhaps the most powerful oni that has ever existed.

THE LANDS OF THE CRANE

Capital: Kyuden Doji
Population: Approximately 3,780,000 (210,000 samurai)
Favored Religion: Ancestor
Imports: Raw materials, foodstuffs
Exports: Fine goods

YASUKI HACHI, EMERALD CHAMPION

Male human Crane Sam5/Ftr4: CR 9; Medium-size humanoid (human); HD 7d10 + 14; hp 71; Init +8 (+10 katana); Spd 30 ft.; AC 22 (touch 14, flat-footed 18); Atk +13/+9 melee (1d10 +6, +1 katana); SQ Class skill — Hide (Daidoji family bonus), Ancestral Daisho; Honor: 3; AL LG; SV Fort +12, Ref +8, Will +8; Str 14, Dex 18, Con 15, Int 14, Wis 12, Cha 17; Height 5 ft. 6 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani), Battle* +12, Climb +9, Hide +14, Iaijutsu Focus+ +15, Jump +10, Knowledge (Law) +3, Ride +10, Sense Motive +11, Spot +6; Improved Critical (katana), Improved Initiative, Kakita's Technique*, A Single Moment*, The Sudden Strike (katana)*, Void Use*, Way of the Crane*, Weapon Focus (katana), Weapon Specialization (katana).

Possessions: +1 katana (ancestral daisho), twilight lantern†, kimono of resistance +2, armor of the emerald champion.*



Yasuki Hachi

Hachi is a pleasant, easy-going man with an eye for the ladies. He's clever, handsome, and somewhat sarcastic. The rough manners he learned during his Daidoji upbringing sometimes get him into a great deal of trouble, but luckily his childhood friend, the famous storyteller Doji Nagori (male Crane Crt4/Art4), smoothes over most of the ruffled feathers Hachi leaves behind.

Born Daidoji Hachi, a minor samurai distantly related to the Daidoji house, Hachi's family had only sparse holdings and few friends in the court. Even yet, their relation to the daimyo was enough to win an invitation to the Topaz Championship, the most prestigious gempukku tournament in the Empire. Though Hachi did not win the tournament (he was defeated in the final round by Mirumoto Ukira) he performed well enough to gain a position as gunso in the armies of the Daidoji. In other times, perhaps this would be the end of Daidoji Hachi's story. The Fortunes had other plans.

By bizarre circumstance, Hachi has found himself in the position of Yasuki family daimyo, the center of a war between two Great Clans. Though Hachi is proud of his Yasuki heritage, he is uncertain how he feels about forcing a family so long separated from the Crane to return. Hachi is not the sort of person to question the orders of his daimyo, however, and has been fighting the Crab as best he can.

As if his life were not complex enough, Hachi was recently commanded by his lord Doji Kurohito to participate in the Test of the Emerald Champion. Though Hachi won the Test, his final victory was stained by the interference of Bayushi Sunetra, a mysterious Scorpion samurai who seemed to be working in tandem with Hantei Naseru. Hachi has accepted the position despite their meddling, for he knows if he were to deny the victory Naseru would have assumed the role himself, or granted it to an easily controlled dupe.

Hachi is uncertain how his new responsibilities will affect his ability to assist his clan in the war over the Yasuki. He is uncertain if the Emerald Magistrates will listen to a man who most of Rokugan thinks earned his position through Scorpion treachery. Despite the barriers that lie ahead, Hachi is determined not to be defeated. Though he is uncertain of his future, he knows that his honor is the only guide he needs.

KAKITA KYRUKO, TEMPTRESS

Female human Crane Rog3/Ftr2/Crt4: CR 9; Medium-size humanoid (human); HD 7d6 + 7, plus 2d10 + 2; hp 51; Init +4; Spd 30 ft.; AC 18 (touch 15, flat footed 13); Atk +9 melee (1d10+3, +2 *kakita katana*); SA Sneak Attack +2d6; SQ Class skill — Perform (family bonus), Evasion, Uncanny Dodge (Dex bonus to AC), Wealth, Talent, Benten's Blessing, Gossip, Your Life is Mine; Honor: 2; AL CN; SV Fort +6, Ref +8, Will +6; Str 12, Dex 19, Con 13, Int 15, Wis 8, Cha 18; Height 5 ft. 4 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani), Bluff +23, Climb +10, Decipher Script +9, Diplomacy +19, Games (sadane)* +9, Gather Information +17, Hide +14, Knowledge (Etiquette) +9, Knowledge (Nobility and Royalty) +9, Move Silently +12, Perform +18, Search +9, Sense Motive +8, Spot +6, Tea Ceremony* +6; Expertise, Improved Trip, Iron Will, Skill Focus (Bluff), Void Use*.

Possessions: Kakita katana +2, Kakita biwa, masterwork ashigaru armor.

A niece of the Kakita family daimyo Kakita Kaiten, Kyruko has always displayed a potent mixture of charm, cunning, and swordsmanship. At an early age she strove to sharpen her mind as well as her blade, and is quite well versed in a variety of subjects. She is also skilled at performing the tea ceremony and has a rapier wit, and her exquisite beauty leaves a trail of broken hearts wherever she goes.

She is, to put it simply, the perfect Crane.

Or she would be.

One unfortunate character trait Kyruko has always displayed is a remarkable stubborn streak. She is, for lack of a better word, spoiled. When things don't go her way, she tends to deal with those who have angered her in a direct manner — with her Kakita blade. She has been involved in a number of violent brawls and three illegal duels during her lifetime, indiscretions which have only been overlooked because of her relation to the Kakita daimyo. Kaiten himself is embarrassed of his niece, though he continues to protect her from the repercussions of her outbursts.

When Kaiten is not there to protect her, Kyruko often gets by on sheer charm. She is adept at manipulating others, and can nearly always cajole someone else into giving her what she wants. At thirty-seven she still retains much of the beauty of her youth, but even with the best Crane cosmetics that cannot last forever. Soon, she may have to learn to control her legendary temper...

But not today.

IMPORTANT SITES

CN1 Toshi Ranbo wo Shien Shite Reigisaho (Violence Behind Courtliness City): Many years ago, this city's lord and master, a Lion, was violently dislodged by an ambitious and skilled Crane general. While many in the Crane Clan thought the action was reprehensible, the daimyo had no choice but to reward the general. The daimyo's acknowledgment of the deed heightened tensions between the Crane and the Lion and was a key milestone along the road to the Lion-Crane war. That war carried over into the Clan War, during which the city changed hands many times. Following the Day of Thunder, however, the city remained in the hands of the Tsume family, vassals of the Doji, where it has remained despite numerous skirmishes.

CN2 Shiro sano Kakita (The Dueling School of the Crane Clan): The Kakita family are noteworthy both for their fencing school and for their unparalleled diplomatic skills. Their palace is very close to Otosan Uchi and about two miles from Shiro no Yojin, held by the Matsu (L15).

CN3 Kosaten Shiro (Crossroads Castle): The Daidoji's first line of defense against the attacking Lion armies is Kosaten Shiro. It is strongly fortified, but not as nearly as strongly as they would like. Daidoji trickery and unorthodox tactics have so far proven enough to hold off the superior numbers of the Lion armies, but should Kosaten Shiro fall, all of the northern Crane provinces would be threatened.

CN4 Shiro Daidoji (Son of the Crane Castle): While they are not as cultured as the Doji or Kakita, the Daidoji are the rank and file soldiers — the "strong arm" — of the Crane Clan. The Crane put little emphasis on military might, relying instead on the strength of their ambassadors and diplomats, so the smaller Daidoji family is less influential than its cousins.

CN5 Yufuku and Heigen Toshi (Prosperous Plains City): Among the greatest marketplaces in Rokugan, Yufuku and Heigen teem with merchants from all the Clans. This is the site of the only open-air market in the Empire, protected by the Daidoji from the west and the Doji from the south. Even the Yasuki who remain with the Crab Clan come here to bargain and haggle with the merchants of the Crane.

CN6 Kyuden Doji (Crane Clan Palace): Only Otosan Uchi itself is more luxurious than the home of the Doji family. Built on the gentle shore of the Sea of the Sun Goddess, the grounds abound with rock gardens, dozens of shrines and vast flocks of cranes. Diplomats and nobility from all across Rokugan come to politick, but also to experience the splendor of the magnificent surroundings. Kyuden Doji was destroyed during the Clan War, but rebuilt. It was damaged again during the Crane civil war, but repairs have returned it to its former glory once more.

CN7 Musume Mura (Daughter Village): This village looks out over the ocean bay toward the island where the first Hantei found his bride. The village is large, and contains a shrine to both the first Hantei and his bride, as well as a single jade tear — one of those shed by the First Emperor when he asked the young Doji maiden to marry him.

CN8 Benten Seido: This shrine to Benten, the Fortune of Romantic Love, is very difficult to reach, but offers a spectacular view of the valleys and mountains of the Crane. Legends tell that once an ancient Doji Champion forced his daughter to choose between leaving her lover and losing her life. He brought her here to decide, and she threw herself from the cliffs. The wind was so strong (and, heimin say, blessed by Benten) that the maiden was lifted from her fall and carried back up to the cliff's edge, where her beloved caught her. In the face of the Fortune's wisdom, the father relented, and the two were married.

CN9 Samui Kaze Toshi (Cold Wind City): Named for the cold winds that blow in from the mountains, Samui Kaze is one of the main trading ports of the Crane. Most of the trading is done with Mura Sabishii (*see* CN13). The Spine of the World Mountains make overland travel to the village extraordinarily difficult, so most trading must be done over the waves.

CN10 Aketsu: An important trading post, Aketsu often contains unusual items traded inland by the Mantis. Certain silks, fabrics and stones unlike any in the Empire can be found here — and some whisper that the mysterious Kolat hold a secret haven within this small city.

CN11 Umoeru Mura: The village of Umoeru Mura was once a great city, but a Crab invasion generations ago reduced the prosperous city to a mass of ruins and rubble. Citizens began the slow rebuilding process, but the work has always been interrupted by conflict after conflict, the most recent of which is the war over control of the Yasuki family.

CN12 Ookami Toshi (Wolf City): This city rests on the edge of a sharp cliff at the edge of the Crane mountains. Ookami Toshi is well-guarded, and contains an extraordinary messenger system. If this area were ever to come under attack, the Daidoji runners could spread the word within days — or sooner. Some say that the heart of Ookami Toshi holds a great mirror, capable of passing messages back and forth to one other mirror hidden somewhere in the Empire, and that its partner may rest in the bowels of Kyuden Doji's halls.

CN13 Mura Sabishii Toshi (Lonely Shore City): A key city in the Crane's trade and supply lines, Mura Sabishii sits on the south side of the Spine of the World mountains, with roads leading to Wall Above the Ocean Village (CN16) and toward Kyuden Kitsune (A23). Most trade comes from Samui Kaze (CN9), but that is strictly nautical trade. Mura Sabishii is a flourishing port town, mainly because of its proximity to Samui Kaze. Travelers who wish to go from south of the Spine of the World mountains to the north must travel many hundreds of miles on foot — or they can commission a ship and arrive in Samui Kaze in less than a week.

CN14 Daidoji Training Grounds: These are some of the most civilized and well-tended training grounds in the Empire, and are the personal estate of Daidoji Rekai, daimyo of the Daidoji. The Daidoji guardsmen so noted for their exceptional understanding of the land are trained here, and massive maps cover the lower floors of the watchtower that stands guard over their labors.

CN15 Oni Mura (Demon Village): 'Oni Village', as it is called by the natives, is completely deserted. Although the fields around the village are tended, the heimin refuse to live in the rotting huts of the village grounds, fearing that an oni which ravaged the village decades ago might still be living within the small town's stone enclosure. Many ramshackle huts have been built in the surrounding forest, and the heimin live there.

CN 16 Yama ue no ho ni Umi Mura (Wall Above the Ocean Village): Located just west of the foothills of Rokugan's southernmost mountain range, this small village is noted for its friendly inns and taverns. It is an ideal travel stop between the central and southern Crane estates.

CN17 Jukami Mura: One of the southernmost Crane villages and an important cornerstone in the Crane's trade with the Mantis and the distant Crab. Many mercenaries can be found here — from ronin to Mantis and other minor clans — and any who wish to hire wave-men for some errand can certainly find them in Jukami Mura.

CN18 Shinden Asahina (Temple of the Morning Sun): Shinden Asahina is a small cluster of temples located in sight of the Yasuki estates. The Asahina shugenja have traditionally been devoted to a peaceful existence, but since the Clan War have found it increasingly difficult to remain apart from the affairs of the Empire. In the last few decades, a handful of Asahina have even cast aside the family's traditional pacifistic teachings and taken up the daisho. The Asahina archers have already earned a reputation as skilled warriors, and though not all among the family approve of their violent ways, their presence has done much to dissuade invaders from invading the rich Asahina lands.

CN 19 Aiso ni Ryokosha Mura (Friendly Traveler Village): Friendly Traveler is a small, wealthy village on the outskirts of Yasuki territory. It is here that the infamous Yasuki daimyo Yasuki Taka first made his fortune by distributing superior sake throughout Rokugan. Friendly Traveler offers a variety of types of sake, and will readily back its claim that its brew is the best in the Empire. The village is quite hospitable to tourists, and has become a popular stop even when it's a bit out of the way. Friendly Traveler Village is one of the more valuable holdings over which the Yasuki war is being fought.

THE LANDS OF THE DRAGON

Capital: Shiro Mirumoto
Population: Approximately 1,890,000 (105,000 samurai)
Favored Religion: All
Imports: Fine goods
Exports: Gold, minerals

MIRUMOTO TEMORU, DRAGON CLAN TAISA

Male human Dragon Sam7: CR 7; Medium-size humanoid (human); HD 7d10 + 10; hp 55; Init +4; Spd 30 ft.; AC 20 (touch 14, flat-footed 16); Atk +11/+6 melee (katana), +10 (wakizashi) (1d10+7, +2 katana; 1d6+5, +2 wakizashi); SQ Class skill — Knowledge (Arcana) (family bonus), Ancestral Daisho; Honor: 2; AL N; SV Fort +6, Ref +6, Will +8; Str 16, Dex 17 (19), Con 13, Int 14, Wis 17, Cha 12. Height 5 ft. 10 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani), Climb +9, Diplomacy +12, Iaijutsu Focus+ +10, Intimidate +10, Jump +9, Knowledge (Arcana) +12, Knowledge (Shadowlands) +8, Perform +10, Sense Motive +12, Cleave, Daisho Specialization (katana)*, Depths of the Void*, Elemental Attunement*, Power Attack, Void Use*, Weapon Focus (katana).

Possessions: +2 katana (ancestral daisho), +2 wakizashi (ancestral daisho), +2 partial armor, obi of dexterity (+2).

Temoru is a child of the most spiritual samurai family in Rokugan, yet he hardly knows one verse from the Tao of Shinsei. His family's patriarch detailed the style of two swords that his family has studied for centuries, yet he fights with one blade in combat. Far removed from the realm of the Shadowlands, Temoru drills his soldiers on tactics to be used against the beasts of that place. He knows that the Empire has but one enemy, and Temoru wished to prove to the Crab that they were not the only clan capable of recognizing this.

However, destiny seemed to have something else in mind

When the war with the Phoenix began, Mirumoto Temoru was outraged. Had the Phoenix not learned the folly of the past two generations? When his clan retaliated in kind, only to be assaulted by the Lion as well, Temoru's famous temper ended with him claiming the head of a Lion general.

Temoru and his legion have become a force to be reckoned with in the current war. He trained himself and his men for the horrors of the Shadowlands, and (as he put it) "A screaming Lion in a silly wig simply does not compare to the darkness in an oni's eyes." He employs tactics that shock even the Akodo generals, and he has single-handedly slaughtered several Phoenix samurai at once. Temoru is not the greatest fighter the Dragon has; he simply wants nothing more than to end the war as quickly as he can. He has studied the past, and has learned the price the Empire has paid twice already for fighting amongst itself.

He also found something else in his studies. Though the references were hard to trace, several texts copied from ancient Phoenix scrolls refer to "Isawa's Gift" or "Isawa's Last Wish" and all describe the thing as something that not even the Phoenix could control.

Soon after that discovery, Temoru and his soldiers plunged headlong into Phoenix territories...



Tamori Shaitung

TAMORI SHAITUNG, TAMORI FAMILY DAIMYO

Female human Dragon Shu16; CR 16; Medium-size humanoid (human), HD 16d6 + 112; hp 176; Init +1; Spd 30 ft.; AC 19 (touch 14, flat-footed 18); Atk +13/+8 melee (1d10+5, +2 *keen edge katana*); SQ Class skill — Spellcraft (family bonus), Sense Elements; Honor: 2; AL CN; SV Fort +12, Ref +6, Will +13; Str 14, Dex 12, Con 22 (24), Int 17, Wis 17, Cha 16; Height 5 ft. 4 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Kami), Alchemy +21, Concentration +25, Heal +11, Knowledge (Arcana) +21, Knowledge (Elements) +21, Knowledge (Maho) +9, Knowledge (Shadowlands) +13, Knowledge (Shintao) +11, Listen +12, Spellcraft +22, Spot +12; Brew Potion, Elemental Attunement*, Innate Ability*, Martial Weapon Proficiency (katana), Superior Element Focus (Earth)*, Void Use*, Weapon Focus (katana).

Spells Known (6/8/14/8/7/7/7/6/3; base DC 17 + spell level; Elemental Focus — Earth): 0—*commune, dancing lights, detect magic, hands of clay**, *mage hand, mending, purify food and drink, read magic, resistance, virtue*; 1st—*cure light wounds, detect Taint†, earth's stagnation, magic weapon, magic stone, protection from Taint†*; 2nd—*bull's strength, cat's grace, endurance, hold person, lesser restoration, soften earth and stone*; 3rd—*dispel magic, greater magic weapon, keen edge, magic circle against Taint†, stone shape*; 4th—*holy smite, jade strike†, lightning bolt, restoration, spike stones*; 5th—*feeblemind, righteous might, spell resistance, transmute rock to mud, wall of stone*; 6th—*control weather, flesh to stone, move earth, stoneskin*; 7th—*disintegrate, essence of earth**, *statue*; 8th—*earthquake, time's deadly hand**.

Possessions: amulet of natural armor +2, keen edge katana +2, kimono of armor +3, obi of health (+2), ring of protection (+3), ring of wizardry II.

The daimyo of the Tamori is much like the mountain in which she makes her home: cold, beautiful, and solitary. She is a small woman, but bears the trademark aristocratic beauty of her family's Isawa ancestors. She tends to dress in revealing garments as a distraction for her opponents, or as she puts it: "to indulge in the beauty with which the kami have blessed me." She is never seen without a katana by her side.

Since the corruption and disappearance of her father Agasha Tamori, she has struggled to bring honor to the family's name through the sheer power of her magic and her devotion to the kami. She has earned her share of enemies as well, primarily among the Elemental Council and the Isawa family. Isawa Taeruko in particular despises Shaitung, and Shaitung returns the sentiment with equal venom. The spite between the two is seen as a large contributing factor in the war between Dragon and Phoenix.

Privately, Shaitung fears that Taeruko is right to hate her for her connection to the Tainted Agasha Tamori. She is ashamed of her father's downfall, and prays to the kami that she will be given the opportunity to atone for his sins. She never admits this to others, always maintaining the cold stony facade that is her trademark. She strives eternally to prove the worth of the Tamori, not only to the Empire, but to herself.

IMPORTANT SITES

D1 Takaikabe Mura (High Wall Village): This village overlooks the rough terrain of Exile's Road, the Unicorn passage beyond the Badger lands and into the Northern Wastes. Legends say that Exile's Road ends in the distant Burning Sands, but no traveler in recent memory has ever returned from banishment beyond the road to tell the tale. Those who are banished often have a kinsman move permanently to this village, always watching the pass in order to defend the clan's honor. Such a sentinel is considered an honored guest (although a permanent one), and is always treated with the utmost respect by the Dragon heimin. After fifteen years of such service, such samurai are invited to join the nearby monastery and spend the rest of their lives in prayer for their dishonored relatives.

D2 Fukurokujin Seido: The shrine to Fukurokujin, Fortune of Longevity, is not as resplendent as other shrines throughout the Empire. It is, however, the best made and sturdiest of such shrines, and every visitor is asked to give something of himself for the betterment of the temple — a painting, assistance in constructing a new room for the monks who watch the shrine, or some other boon.

D3 Yushosha Seido Mura (Champion Shrine Village): This small village near the Phoenix lands was said to have been the home of Togashi Yokuni, the Champion of the

Dragon Clan who perished on the second Day of Thunder. The mysterious leader of the ise zumi often visited the town and prayed at a small shrine outside the city's gates. The shrine is said to have the power to bring visions. Togashi Hoshi is rumored to visit this village on occasion.

D4 Kyuden Hitomi (High House of Light): The final fortress along the Dragon Way is the fortress of the Hitomi family. It was once the home of the Togashi order of monks, but now the Hitomi, Togashi, and Hoshi orders dwell here together. They are less a family than an order of samurai who have devoted themselves to a strange religion, or philosophy, or both. The "tattooed men" of these sects — the *ise zumi* — are popular figures in Rokugan's literature. These ise zumi rarely venture outside their monastic castles, but when they do, their bizarre actions reflect their inexplicable attunement to the Five Elements. The road that leads to this castle is a sharp-angled steep climb. An armored man trying to make the climb would certainly fall.

D5 Maigo no Samurai Mura (Lost Samurai Village): This small village was abandoned by the Dragon Clan once their great mountains began exploding in flame. In the months since, the Rejn tribe of the zokujin race has taken up residence here, marveling at the wonderful objects left behind by the terrified Dragon peasants. The peaceful zokujin have become attached to their new homes, and might not be willing to give them back if the Dragon were to return.

D6 Yamasura: This city performs the majority of Dragon trade with the western Empire, making frequent arrangements with the Unicorn and Lion Clans for commerce. It is a widely spaced city, on a tall flat plain among the high mountains of the Dragon. Many Emerald Magistrates, unsure what to do after the Emerald Champion died in the Scorpion Clan Coup, gathered here. Because of this, the city has been relatively free of bandits for quite some time, even though the Emerald Magistrates have since moved on.

D7 Shiro Tamori (Tamori Castle): This castle once housed the Agasha family. Its current occupants, the Tamori, were incorporated as a Dragon family after the vast majority of Agasha defected to the Phoenix Clan. All Agasha holdings defaulted to the Tamori, including their ancestral castle. The Tamori keep the Dragon Clan library, and their castle is the home of the Dragon shugenja school. Fortified deep in the mountains, this castle is one of the deepest mysteries in Rokugan. Although once the Dragon often accepted visitors to their shugenja schools, they have been much more exclusive since the loss of the Agasha.

D8 Heibeisu: This prosperous city on the edge of Phoenix lands performs a large amount of the Dragon trade with the rest of the Empire. Unusually for a Dragon city, visitors are welcome in Heibeisu. It is a lush city, surrounded by water and rolling hills, crested by mountains to the north and east. Heibeisu has recently become one of the focal points of the Dragon Clan's front line in their war with the Phoenix.

D9 Shiro Kitsuki (Last Step Castle): Called "Last Step" because of the steep climb that leads away from this castle to Kyuden Hitomi (D4), Kitsuki Castle is the home of the most "orthodox" of Dragon Clan families. Almost all diplomats of the Dragon Clan are from the Kitsuki family. Some say there is a secret path from the flatlands to Kitsuki Castle, but if there is, it is hidden well.

D10 Shiro Mirumoto (Last Glance Castle): The home of the Mirumoto family stands high at the entrance of the Great Wall of the North. The road spirals upward into a wide ravine and the castle looks down into the ravine. Those who wish to visit the castle must climb the steep path. Invaders must avoid arrows, pitch and fire from above with no way to retaliate. The previous lord of this castle, Mirumoto Hitomi, inherited the Dragon Clan's ancestral sword along with leadership of the family, but she left it behind. She was eventually to lead the Dragon Clan, found the Hitomi family, and replace Lord Moon himself. The current lord of the Mirumoto is Mirumoto Uso.

D11 Kyuden Tonbo (Dragonfly Clan Palace): The Dragonfly Clan was born from a marriage contract between a samurai from the Phoenix Clan and a shugenja from the Dragon Clan. The Dragonfly Clan's castle is not formidable, but is protected by enchanted walls and the cousins of the Dragonfly: the Dragon and the Phoenix. The Dragonfly Clan serves as emissaries and go-betweens for the Dragon and the rest of the Empire. If you wish audience with the Dragon, you must first seek audience with the Dragonfly.

The lands of the Tonbo family have been ravaged during the early stages of the war between the Dragon and the Lion-Phoenix alliance. It remains to be seen if the Tonbo will be able to rebuild.

D12 Toi Koku (Distant Paddy Village): Although the Dragon remain mostly aloof from the remainder of Rokugan, they still must eat, and their mountainous lands do not grow crops well. When merchants come to deliver rice to the Dragon, this is the village where they transact their business. It is one of the few remaining food-producing villages in the Dragon lands since the eruption of the volcano (D14).

D13 Nanashi Mura (Anonymous Village): On the southern edge of the Dragon territories stands this anomaly of a village. The village is, in fact, inhabited and ruled entirely by ronin; this was first sanctioned by Dragon Champion Togashi Yokuni, a sanction that has been honored by subsequent Dragon champions. The Dragon forbid the ronin village any obvious defenses, limit the size of its city guard, and watch the village with a careful eye. Thus far there have been no major disorderly incidents. A ronin who comes to Nanashi will be asked no questions about his past, so long as he causes no trouble.

Although very close to Dragon lands, Nanashi Mura is technically outside the clan's borders and therefore its population there is not included in the Dragon Clan's statistics.

D14 The Wrath of the Kami: This volatile volcano erupted unexpectedly a few months ago. The shugenja of the Dragon Clan, normally very much in tune with the kami of their mountain home, were caught completely off guard. In addition to the massive loss of life the eruption caused, the resulting environmental changes have severely damaged the Dragon Clan's ability to produce food for their people.

THE LANDS OF THE LION

Capital: Shiro Matsu
Population: Approximately 5,400,000 (300,000 samurai)
Favored Religion: Ancestor
Imports: Raw materials
Exports: Copper

AKODO GINAWA

DAIMYO OF THE AKODO FAMILY

Male human Sam15/Ftr3: CR 18; Medium-sized humanoid; HD 18d10+54; hp 195; Init +5; Spd 30 ft.; AC 23 (touch 16, flat-footed 22); Atk +24/+19/+14 melee (1d3+6, *tessen of smiting*); SQ Samurai abilities (Ancestral Daisho); Honor 2; AL LG; SV Fort +17, Ref +11, Wil +15; Str 16, Dex 13, Con 16, Int 13, Wis 14, Cha 13. Height 5 ft. 7 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Zokujin), Battle* +12, Climb +14, Diplomacy +7, Handle Animal +6, Iaijutsu Focus+ +8, Intimidate +11, Jump +14, Knowledge (Bloodswords) +5, Knowledge (Ninja) +5, Ride +10, Sense Motive +10, Swim +12; Akodo's Technique*, Armor Proficiency (Heavy), Cleave, Combat Reflexes, Endurance, Improved Initiative, Iron Will, Power Attack, The Final Lesson*, Void Use*, Way of the Lion*, Weapon Focus (katana).

Possessions: tessen of smiting (as mace of smiting), masterwork great armor, ring of mind protection, haori of resistance (+5), bracers of armor (+5).

Once, long ago when he was young and brash, Akodo Ginawa failed to protect his lord from an assassin. The mysterious assailant used one of the legendary Bloodswords, Revenge, to cloud Ginawa's mind. That was no excuse, and Ginawa became ronin, leaving the Lion Clan behind with Revenge at his side to seek revenge on the assassin.

For years, Ginawa scoured the Empire for clues as to the identity of the assassin. Sadly, his search was fruitless. No one he encountered could aid him in his quest. Over time, the bloodsword grew more and more influential, transforming Ginawa from an honorable man to a seething cauldron of violence, always on the brink of an explosion. Finally, Ginawa found something that gave him hope, something that reminded him of the honor he had once known as a samurai. Toturi, the Black Lion.

Serving the former Akodo daimyo reminded Ginawa of who and what he was. Although he did not abandon Revenge, he vowed never to allow it to cloud his mind again. After the conclusion of the Clan War, Ginawa continued to serve Toturi I up until the Emperor disappeared. The former Lion scoured the Empire in search of his master, becoming embroiled in the war against the Living Shadow. Upon Toturi's eventual return, the forces of the united Great Clans defeated the Shadow, and named it Akodo to redeem all that had been lost. The Emperor designated Ginawa, one of the few surviving true Akodo, the new family daimyo.

For decades, Ginawa has led the Akodo to regain their former glory. Now he is an old man who has put the way of the sword behind him. His life has been full enough of death, and he has no desire to see more before he joins his ancestors. His clan's daimyo is now Matsu Nimuro, a brash and violent young man who is leading his people to war with the Dragon over a minor treaty with the Phoenix. Ginawa looks to the Tsuno, the mysterious beasts attacking the Lion's home, and wonders if even the Lion can survive a war fought on two fronts.



Akodo Ginawa

KITSU DEJIKO

VENGEFUL KITSU SAMURAI-KO

Female human Sam7: CR 7; Medium-sized humanoid; HD 7d10+14; hp 49; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 17); Attack +12/+7 melee (1d10+5 +2 *katana*); SQ Class skill — Knowledge (War) (family bonus), Samurai abilities (Ancestral Daisho); Honor 3; AL LG; SV Fort +7, Ref +4, Will +7; Str 14, Dex 14, Con 14, Int 12, Wis 11, Cha 8.

Skills and Feats: Speak Language (Rokugani, High Rokugani), Climb +9, Diplomacy +1, Handle Animal +5, Iaijutsu Focus+ +3, Intimidate +8, Jump +9, Ride +9, Sense Motive +1, Swim +5; Death Trance*, Endurance, Improved Initiative, Spirited (Ancestor: Akodo Samune)*, Void Use*, Weapon Focus (katana). Height 5 ft. 5 in.

Possessions: +2 katana (ancestral daisho), wakizashi (ancestral daisho), masterwork lamellar armor, masterwork yumi and 20 arrows, *haori of resistance +2, amulet of natural armor +1, tortoise shell talisman.*

All of her life, Kitsu Dejiko has longed for battle. She has served loyally in both the armies of the Lion Clan as well as the Imperial Legions. Indeed, in her Imperial service she fought bandits alongside her great friend Toturi Tsudao, the Emperor's child who is known as the Sword. Dejiko has devoted her entire life to the perfection of her art, to the mastery of the blade and of bushido. Even her revered sensei marveled at her passion and prowess.

Why then, she wonders, has she not been accepted into the Lion's Pride? The Pride are the greatest warriors of the Lion Clan, the deadliest samurai-ko in all of Rokugan. Her place is obviously with the Pride. Yet they have repeatedly refused her entrance to their ranks. It fills her with rage each time, yet she must not dishonor herself by showing it. And so each time she bows humbly and thanks the Pride for their consideration, vowing to try again.

News of the Lion Clan's war with the Dragon was glorious indeed to Dejiko. Surely this would provide her with the opportunity to demonstrate her worthiness. She gleefully threw herself against the Mirumoto armies, shouting her ancestors' names as she cut her enemies down. It was what she had longed for her entire life.

When the summons came for her to return to the Kitsu lands, Dejiko was crushed. She was being removed from the battle, perhaps for some unknown or imagined dishonor. She would never join the Pride. Upon her return home, however, she found that no dishonor awaited. Her skills were needed to defend her family's lands from a mysterious new opponent: inhuman monstrosities called the Tsuno. Though savage and powerful, the Tsuno can be defeated. Dejiko will not allow them to desecrate her home any further, no matter the cost.

IMPORTANT SITES

L1 Toshi no Meiyo Gisei (City of Honor's Sacrifice): A young samurai maiden — whose name has been erased from the Lion histories — made the ultimate sacrifice in the home of the headman of this village. She kept a secret lover here, and when her daimyo discovered her secret, she vowed to commit seppuku to show her loyalty to her lord. The daimyo agreed, but at the ceremony, he gave her a wooden sword to perform the act. The samurai-ko took the wooden sword and performed the ceremony, despite the insult. A shrine dedicated to her memory still stands in this village.

L2 Mura sano Eiyu ni Suru (Village of the Reinstated Hero): Ikoma Teidei was a young, handsome and promising samurai, or at least he was before his daimyo was killed by an assassin. Teidei became a ronin and spent seven years seeking out his daimyo's killer. He finally cornered the assassin in this village. A shrine stands today where the ronin killed the assassin and then committed seppuku to join his master.

L3 Shiro sano Ken Hayai (Castle of the Swift Sword): This is the school of the Akodo family, teaching its samurai both the pen and sword aspects of bushido. This is where the great and noble history of the Lion Clan is kept. It is also the ancestral home of the Kitsu family.

L4 Rugashi: This humble village in the central Lion lands is one of the most heavily traveled cities in the area. Travelers wishing to move from the Crane to the Unicorn lands, or from any northern point to central Rokugan, generally come through here for supplies and equipment. This is one of the few towns outside the Dragon lands where ise zumi are not an unusual sight, and it is rumored that the governor of Rugashi has secret trade agreements with the Dragon and Dragonfly clans.

L5 Oiku: This village serves as a permanent military outpost for the Lion's intermittent sieges of Toshi Ranbo, the Crane fortress. Many separate unsuccessful attacks have been directed from the village in the past half a century; two were led by the former Champion, Akodo Arasou, and two more by another former Champion, Matsu Tsuko. Lion soldiers dread being assigned to this village, for the repeated failures have given the village a reputation for being cursed. Tsuko was the first to move her command staff to Ninkatoshi (L9) and assign redundant and unnecessary personnel to Oiku, a practice that has become tradition in the intervening decades.

L6 Shiranai Toshi (Darkness City): This city, founded in the lee of Lookout Mountain (a singular mountain rising from the plains of the Lion lands) is one of the original Ikoma strongholds. It dates back to the Lion occupation of Unicorn lands during the long period of time in which the Ki-Rin were not in Rokugan. It was not returned to the Otaku when the Unicorn returned; a point of contention that has been debated in the Imperial Court for nearly three hundred years.



Tsuruchi Okame

L7 Foshi: This rather uninteresting city has the distinction of producing a large percentage of the Lion Clan's food. The clan guards its food supply with plenty of troops, and a tremendous number of silos outside the city hold the crops for military dispensation later in the year.

L8 Renga Murai (Brick Village): This village, constructed almost entirely of stone, stands on the edge of the only major Lion forest. The lumber goes entirely toward military purposes, and the peasants of this village are not allowed to use it for building purposes; thus, the village's structure and name.

L9 Ninkatoshi (Permission City): This village serves as a military outpost for the Lion in the constant struggle against the Crane. The village's conversion from farming village to strategic outpost took place entirely under the direction of Matsu Tsuko shortly before the Clan War. The Matsu daimyo strives to ensure that only the finest bushi and most skilled officers receive appointments to Ninkatoshi. Outside of the War Colleges, the small village has become a home for the best the Lion Clan has to offer.

L10 Kyuden Ikoma (Sacred Watch Palace): The Ikoma homeland is located at the base of the Mountain of Thunders, where the Seikitsu mountains divide the Empire in two. The fortress often hosts informal meetings where the leaders of the clan discuss internal issues. Once the farthest outpost of Rokugani civilization, it defends the Lion from possible Dragon or Unicorn incursions.

L11 Bishamon Seido: The Shrine of Bishamon, fortune of strength, is elaborate and ornate, tended by no less than five hundred Kitsu shugenja and priests. It is one of the best-maintained buildings in the Lion lands, and is also where the elite Matsu Lion's Pride trains. Males who wish to set foot on the Lion's Pride training grounds must accept a challenge to prove their sincerity and strength in battle.

L12 Tonfajutsen: This small city, which takes its name from its distinctive fighting style, is said to have been the location of a great weaponsmith named Gokuzi. This weaponsmith, legend has it, created the first peasant weapons, and is therefore reviled. He created and employed the first tonfa in this city, forcing the Emperor's own magistrates to stop harassing the town's heimin. Gokuzi was rapidly brought up on charges, testified against, and put to death. A small peasant shrine is said to exist in the woods outside the city, but few heimin are willing to show it to outsiders.

L13 Shiro Akodo (Loyalty Castle): This castle goes by the name of Shiro Akodo even though it has not been the center of the Lion Clan since the Scorpion Clan Coup and the

attendant destruction of the Akodo family. Following the recreation of the Akodo family at the Battle of Oblivion's Gate, Akodo Ginawa led his people here and reclaimed the castle.

L14 Kenson Gakka (Humility's Lesson): This fortress, once known as Shiro no Meiyo — the Castle of Honor — stands as a reminder to the Lion's southern neighbors. Over six hundred years ago the Scorpion tried but failed to take Ikoma Castle. In response, the Matsu attacked the Scorpion's nearest castle, previously called "The Lion's Shadow." When they took the castle, the Matsu killed every man, woman and child inside and claimed it for the Lion Clan, renaming it "Humility's Lesson."

L15 Shiro no Yojin (Castle of Vigilance): Seventy years ago this castle belonged to the Crane Clan, but now it belongs to the Matsu family. The Crane abandoned the castle when they saw an advancing Lion army, marching to avenge a slight made by a Crane diplomat. Today no one recalls the comment precisely, but the Matsu family remains in Shiro no Yojin, a convenient location from which to launch an attack against the Kakita family.

L16 Kyakuchu Mura (Footnote Village): Founded shortly before the Scorpion Coup as a minor checkpoint monitoring the Bayushi, Footnote Village suddenly became a major strategic strongpoint when the Clan of Secrets fell. The Imperial Legions began using the area as a staging ground to maintain order in the vacant Scorpion territories, leading to rapid development in the area. Even after the return of the Scorpion the village has remained a primary training ground for the Imperial Legions, and is a frequent base of operations for Toturi Tsudao herself.

L17 Kaeru Toshi (Captured City): This city was taken in battle with the Crane shortly before the Clan War. Matsu Tsuko renamed it and commanded Ikoma and Matsu troops to hold it as a staging ground for imminent assaults on Kakita Palace and the Osari Plains. The city was in a constant state of rebellion for many years, as Crane samurai and heimin fought against their Lion overseers, but the Lion maintained the upper hand and have subdued the city throughout the intervening years.

L18 Shiro Matsu (Last Breath Castle): This is the ancestral Matsu home, where Matsu herself met with the Kami Akodo. The largest contingent of Lion samurai is here, carefully guarding the supply lines on which the vast Lion armies depend. The armies are made up of all the Lion families: Kitsu, Akodo, Matsu and Ikoma alike.

L19 The Kitsu Tombs: Although not the ancestral homeland of the Kitsu family, the Kitsu Tombs are the seat of their power. Here the greatest heroes of the Kitsu have their remains interred, although most other Lion families choose to have their dead placed within the Hall of Ancestors. When the traitor Kitsu Okura corrupted much of the Kitsu family and summoned oni to serve them, the Tombs were his headquarters. The family has since been cleansed of its dishonor, as have the Tombs themselves.



THE LANDS OF THE MANTIS

Capital: Kyuden Gotei
Population: Approximately 1,080,000 (60,000 samurai)
Favored Religion: Fortunes
Imports: Raw materials
Exports: Silk, spices, exotic goods

TSURUCHI OKAME

YOUNG WASP HUNTER

Male human Ftr4: CR 4; Medium-sized humanoid; HD 4d10+8, hp 28; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Att +9 ranged (1d8+3, *masterwork mighty yumi* +3); SQ Class skill — Craft: Fletchery (family bonus); Honor: 2; AL LN; SV Fort +4, Ref +1, Will +1; Str 16, Dex 17, Con 15, Int 14, Wis 13, Cha 9; Height 5 feet, 4 inches.

Skills and Feats: Speak Language (Rokugani, High Rokugani), Climb +5, Craft (fletchery) +9, Hide +5, Jump +10, Move Silently +5, Ride +6; Point Blank Shot, Void Use*, Weapon Focus (Longbow), Weapon Specialization (Longbow)

Possessions: masterwork yumi (longbow), 50 masterwork arrows, ashigaru armor, *quiver of Tsuruchi* (as *quiver of Ehlonna*), masterwork tanto, *silent bell talisman*.

Okame is one of the most prominent young Wasps of his generation. He and others like him were the first generation of samurai born into the ranks of the Wasp Clan. Before, warriors were simply accepted into the Wasp clan after meeting the approval of Tsuruchi, the clan's founder. Okame, however, feels the heritage and mantle of the Wasp throughout his very soul. There has never been any other life for him. He would have it no other way.

The young warrior has been troubled of late by the Wasp Clan's absorption into the Mantis. He realizes that the Mantis are benefactors and patrons of his family, but it seems wrong somehow to simply abandon decades of tradition and struggle simply to add to the flagging ranks of the Great Clan they serve. He has spoken to other young Wasps, and found many that share the same feelings.

For the time being, Okame continues serving the clan as he always has. He is quick to correct any who refer to him as a Mantis; he is very much still a Wasp, and will always remain so.

YORITOMO KITAO

MANTIS CLAN CHAMPION

Female human Ftr8/Rog4: CR 12; Medium-sized humanoid; HD 8d10+24 plus 4d6+12; hp 88; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 11); Att +13/+8/+3 melee (1d12 +7, +1 *keen no-dachi*); SQ Class skill — Profession: Sailor (family bonus), Fighter abilities (Weapon Specialization: no-dachi), Rogue abilities (Evasion, Sneak Attack +2d6, Uncanny Dodge); Honor: 1; AL CN; SV Fort +7, Ref +6, Will +3; Str 18, Dex 13, Con 16, Int 11, Wis 10, Cha 11; Height 5 ft. 6 in.

Skills and Feats: Speak Language (High Rokugani, Rokugani), Balance +5, Bluff +4, Climb +8, Diplomacy +4, Gather Info +4, Intuit Direction +4, Jump +8, Listen +4, Move Silently +6, Profession: Sailor +7, Ride +4, Sense Motive +4, Swim +11; Cleave, Cold and Cunning (Ancestor: Gusai)*, Dodge, Improved Initiative, Power Attack, Toughness, Two-Weapon

Fighting, Soul of the Storm*, Void Use*, Way of the Mantis*, Weapon Focus (no-dachi).

Possessions: +1 keen no-dachi, the Bitter Flower kobune (keelboat), *gloves of swimming and climbing, shakuhachi of the ningyo (horn of tritons), amulet of natural armor* (+1), 550 koku.

Untried and untested, Yoritomo Kitao has very recently become the daimyo of both the Yoritomo family and the Mantis Clan. She came into the position following the death of her predecessor Yoritomo Aramasu (the hand-picked successor to Lord Yoritomo himself) at the hands of the treacherous Scorpion Clan. She was the first Mantis to arrive at the scene of Aramasu's murder, and many Scorpion died at her hands that day. The Mantis Clan believes she has proved her strength and loyalty.

It is all a lie.

Yoritomo Kitao has led a dishonorable life. She came to prominence through her wealth; she acquired her koku during the War of Spirits, smuggling weapons and armor to the armies of Hantei XVI aboard her ship the *Bitter Flower*. Had she been discovered, she would have been executed for treason. Kitao has always been cautious, however, and covered her tracks. No one living knows of her activities during the war, at least so far as she knows.

Kitao's treachery does not end there. She made an arrangement with the Scorpion to betray Aramasu, whom the Scorpion have considered a traitor ever since he abandoned the Bayushi name to take up Yoritomo's. Although amply paid by the Scorpion, Kitao betrayed them as well, appearing at the scene of Aramasu's death and killing the conspirators. She now wishes to eliminate all traces of the bargain that made her Mantis Clan Champion, a task that seems arduous at best.

Kitao also has agents scouring the Empire for an unidentified item or person. It is rumored that the object of her quest has something to do with the brief marriage of Yoritomo to Moshi Wakiza. Exactly what this is, no one can say.

IMPORTANT SITES

M1 Kyuden Gotei (Mantis Clan Palace): Perhaps the least traditional palace in Rokugan, the home of the Mantis Clan is also one of the most splendid. Unconcerned with simple gardens and expressions of Shinsei's teachings, the Mantis palace looks like a treasure trove. Objects of gold, silver, and other precious metals and stones adorn the walls, sharply contrasting with the simple, plain homes of the Seven Clans. It is also here that the mighty fleet of the Mantis Clan guards the Mantis islands.

M2 Toshi no Inazuma (City of Lightning): At least once a year, the tall towers of this city are struck by lightning. The temple of Osano-Wo — one of the most extravagant and beautiful temples in Rokugan, and the tallest building in the city — is usually the target.

M3 Kaimetsu-uo Seido: This shrine to Kaimetsu-uo was raised a few decades ago upon the ascension of the Mantis Clan daimyo, Yoritomo. He built it to honor his ancestor, and ask for the First Mantis' blessing on the clan. Whether his supplication was heeded or not, the Mantis have indeed been blessed with good harvests, good trade, and few storms since the creation of this shrine.

M4 Tokigogachu: This small Mantis village is famous for only two things: fish and festivals. During most of the year, when the boats aren't sailing and there are no holidays to celebrate, it is an ordinary fishing town, quiet and bland. However, when there is a festival, the city comes to life, with fireworks, celebrations, parades and magnificent parties worthy of the Emperor himself. In fact, both Hantei XXXVII and Hantei XXXVIII are said to have visited the New Year's Day celebration in Tokigogachu on a number of occasions, although in disguise, lest the Emperor be found openly visiting so poor and humble a city.

M5 Maigosera Seido (Shrine of Lost Sailors): A massive bonfire is always lit in the great tower that rises over this shrine, in the hopes that the souls lost at sea will see the light and be able to return home to Rokugan and find peace. The tower looks out over the Mantis Bay of Dark Water and over the wide ocean to the south. Some claim a city of horrible creatures lies at the bottom of the bay, and most of the local sailors throw rice over the side when they cross, so as to avert curses from the creatures below.

M6 Kyuden Ashinagabachi (Wasp Clan Palace): The samurai of the Wasp Clan are the finest archers in Rokugan, and its castle defenses count on its samurai's prowess. The road to the castle cuts through a steep mountain pass, allowing Wasp archers to scythe down advancing armies with impunity. With the recent absorption of the Wasp Clan by the Mantis, this has become a Mantis Clan holding, securely under the control of the Tsuruchi family.

M7 Shaiga: This quiet village is governed by the Tsuruchi family of the Mantis Clan, and houses only heimin (all of whom have been taught to wield weapons such as the tonfa, though they keep such knowledge secret). It accounts for the majority of the Tsuruchi family's food production, and is carefully guarded by the vigilant heimin. Few samurai bother to come here, but if they did, they might discover the village's other secret: a vein of gold that exists nearby, mined only lightly by the Tsuruchi in order to keep its existence quiet — and tax-free.

M8 Tani Senshio (Valley of the Centipede): This secluded valley occupies a small stretch of land between the Treacherous Pass and the sea. It was once home to the Centipede Clan, a small matriarchal clan of shugenja who exclusively worshiped Amaterasu. Their power in fire magic is incredible, but their numbers have always been small. The Centipede have become a family within the Mantis Clan, but the Moshi family retains control of the valley to this day.

THE LANDS OF THE NAGA

Capital: Siksa
Population: Approximately 2,000,000 (99+% currently asleep)
Favored Religion: Unique
Imports: None
Exports: None

AKASHA

LEGACY OF THE NAGA

Female human Ftr6/Mnk4: CR 10; Medium-sized humanoid; HD 6d10+12 plus 4d8+8; hp 66; Init +3; Spd 30 ft.; AC 14 (touch 14, flat-footed 12); Att +12/+7 melee (1d12+3, katana); SQ Class skill — Knowledge (Naga), Monk abilities (Unarmed Strike, stunning attack, evasion, still mind, slow fall); Honor: 2; AL CG; SV Fort +9, Ref +6, Will +6; Str 14,

Dex 14, Con 12, Int 10, Wis 14, Cha 11; Height 5 ft. 1 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Naga), Balance +4, Climb +4, Concentration +5, Diplomacy +4, Jump +4, Knowledge (Arcana) +2, Knowledge (Naga) +6, Move Silently +5, Ride +8, Tumble +4; Cleave, Deflect Arrows, Depths of the Void*, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Void Use*, Way of the Unicorn*.

Possessions: Katana, heavy war-horse, *amulet of natural armor +2, gloves of dexterity +2, horseshoes of speed, furoshiki bag of tricks (rust).*

When the Naga prepared to reenter their great sleep, the Ningyo water-spirits who helped the Chameleon defend the aquatic pearl beds reported an alarming discovery. Inside the remains of a mammoth oyster, they found a single pearl, gigantic in size and with an unnatural golden color. Confused by the pearl, the Naga attempted to present it as their final gift to the Emperor Toturi for all his support. Sadly, their misinterpretation of a courtier's polite refusal led to the withdrawal of the offer and the departure of the delegation from the Imperial Palace.

Journeying rapidly across Rokugan, the Naga offered the pearl to Moto Gaheris, the Champion of the Unicorn Clan, who gladly accepted it. The pearl became a fixture at Shiro Shinjo, a sacred artifact symbolizing the Unicorn's link with the Naga as outsiders in an Empire that did not understand them. The pearl remained thus for many years.

Until the day it hatched.

What emerged from the pearl is unlike anything that has ever before been seen in the Empire. The young woman who stepped from the pearl's empty casing is clearly human, yet in her eyes is the wisdom and experience of the entire Naga race. She is the final gift of the Naga race. She is their living monument, their personification in the world of the humans. She is the Legacy of the Naga.



Ghedai — Guardian of Shimomen Mori

Already Akasha has proven her loyalty and value to the Unicorn Clan, to the family who watched over her for so long. They have accepted her unconditionally, knowing all too well the feeling of being outsiders. With her, they feel a bond with the sleeping Naga. When they awaken once more, whenever that may be, their allies in the Unicorn Clan will be waiting.

GHEDAI, GUARDIAN OF SHIMOMEN MORI

Male Naga Shu8: CR 8; Large-sized humanoid (Naga); HD 8d6+8; hp 32; Init +2; Spd 40 ft.; AC 12 (touch 12, flat-footed 10); Att +4 melee (1d4, *dagger of venom*), +6 ranged (1d6, yumi); SA special abilities; SQ Class skill — Spellcraft (bloodline bonus), Naga racial abilities (Immunity to the Taint), Shugenja abilities (Elemental focus (air), Sense elements); Honor: 0 (Naga); AL CN; SV Fort +2, Ref +2, Wil +6; Str 9, Dex 14, Con 13, Int 14, Wis 13, Cha 17; Height 6 ft. 11 in (plus tail).

Skills and Feats: Speak Language (Naga, Rokugani), Alchemy +8, Bluff +8, Concentration +12, Craft (Goldsmithing) +11, Diplomacy +14, Heal +9, Spellcraft +13; Akasha Use*, Depths of the Akasha*, Innate Ability (*silent image, Benten's touch, searing light*), Master Researcher*.

Spells Known: (6/7/7/6/3; base DC 13 + spell level; Elemental Focus — Air, Naga Jakla School): 0—*commune, create water, cure minor wounds, detect magic, ghost sound, guidance, know direction, purify food and drink, stun the mind;* 1st—*cure light wounds, detect snares and pits, detect taint†, expeditious retreat, silent image, sleep;* 2nd—*Benten's touch*, detect thoughts, minor image, produce flame;* 3rd—*invisibility, gust of wind, searing light;* 4th—*air walk, illusory wall.*

Possessions: Dagger of venom, yumi with 50 arrows.

As the Naga race prepared to reenter their Great Slumber, it was decided that a small number should remain awake to ensure that the devastation that wracked their civilization during their first sleep would not be repeated. Those selected were mainly Asps, for protection, with a small number of Chameleons and Greensnakes, to scout the forest and maintain relations with their human allies. Among those selected was a single member of the Cobra bloodline, a young jakla named Ghedai. The Shashakat had not planned to leave any of the jakla awake, so few were their numbers, but Ghedai requested the duty and was granted permission.

Ghedai, however, is not exactly a selfless servant of the Naga race. He has been of low caste his entire life, and there has been very little opportunity for him to advance his lot in the past several decades. With this mission, he sees an opportunity for advancement.

The humans who dominate the world have an unnatural fixation with certain metals, such as the soft gold that so many Naga trinkets are made of. With the others asleep, Ghedai can gather large quantities of it and use it to bribe the humans. With enough of it, he can pay them to bring him the spell pearls from the bottom of the sea, far to the east of the great forest. When the others finally awaken, they will find that Ghedai is the most powerful Jakla of all.

IMPORTANT SITES

N1 Iyotisha: Iyotisha (the name for the Naga reverence of astrology) is the city of astronomers, once home to the Constrictors and their massive children. The city of Iyotisha did not survive the thousand years of sleep well, but unlike Nirukti, it remained hidden deep within the western valleys of the Shinomen. Its walls, while broken, still whisper the lessons of the Akasha, and the temple of the Vedic priests remains whole. Here the few remaining Constrictors struggled to reawaken the Akasha, so that their purpose could be known. It was in this city that the most powerful Vedics of the Naga race confirmed that the Great Sleep must be reentered.

N2 Vyakarana: Vyakarana, called by some the 'City of Magic', lies deep in the mists of the Shinomen in a valley that is enshrouded on three sides by magnificent waterfalls. There is no wall to the city, and the Cobra who live there say there are no bridges across the three mighty rivers. Even other Naga consider it to be a place filled with ghosts and memories, and some Constrictors whisper that the mists do not come from the waterfalls, but from the Akasha's nearness.

The city is covered in webs of magic that even the Cobra cannot unwrap, hidden by their arts amid a warm, jungle environment. Those few who have visited the site say that the city of Vyakarana never fully awoke from the first Great Sleep. Certainly, the oldest of the Cobra did not awaken, leaving their egg beds cold and their fires low. Those who did, including the great Shashakar, protected the sleepers with their spells — and their lives.

N3 Siksa: The wall surrounding the city of the Asps tells a tale of fire and courage; it is located within the lower portions of the Naga forests, near the lake known as Sunda Mizu Mura. It still stands in golden splendor, though its walls are encased in moss and the mighty plain has turned into a valley within the forest's depths. The Shahadet made his home here, governing the land of the Asp with firmness and ruthless justice. Within Siska's walls lies the source of the River of the Sky, and the place where the great general of the Bloodland Wars was at last captured by the spell of the Cobra Jakla and the betrayal of the Shahadet. During their periods of wakefulness, the Shahadet and his personal legion travel beneath Siska once a year to bathe in the waters at the source of the Holy River. There, they commune with the warriors of the past and face their fears on a vision quest.

N4 Nirukti: These strange ruins were declared blasphemous during the time of the 11th Hantei, and were nearly completely destroyed. The Greensnakes who slept here died with their city, unaware of what was happening. The Naga mourned the loss of their cousins, but have been more concerned with what has happened to the city since. A strange corruption seems to be taking over the Nirukti ruins, preying upon both Naga and humans who dare explore the gloomy burial grounds. The Vedic of the Naga believe that the healing of the Akasha through the Great Sleep will halt this corruption.

N5 The Shadowlands Marshes of the Shinomen: Centuries ago, a sizable force of Shadowlands creatures broke through the Crab's defenses and infiltrated the Shinomen Mori. Their rampage destroyed several clutches of Naga eggs, sending shock-waves through the Akasha and awakening many Asp warriors. Enraged, the Naga descended upon the Shadowlands army and destroyed them completely, their powerful pearl magic destroying their very bodies. What remained was a foul, Tainted marsh hidden deep in the forest and kept in check by Cobra wards.

N6 Candas: The city of the Chameleons lies deep beneath the ocean waves, though Naga magic can fill the city with breathable air. Sometimes, when the sea is still, Candas can be seen through the surface of the water. During the time the Naga were awake, mischievous young Naga would sometimes play tricks on Crab and Mantis sailors passing through the area, turning their ships on false courses or sneaking aboard and tampering with navigational equipment.

Kalpa (no map entry): The greatest of the Naga cities has not survived the great sleep of its people. Somewhere to the far north Kalpa, the city of rebirth, lies buried beneath the rubble of earthquakes and the passage of time. Even after the Naga awakened from the Great Sleep, no word has ever came from the Naga of this city, and the race considers them dead. Many of their souls have joined the Akasha, speaking disjointedly of earthquakes, fire, and war, but no lesson has been brought forth by the Constrictors to explain the loss of Kalpa's lore.

THE LANDS OF THE PHOENIX

Capital: Kyuden Isawa
Population: Approximately 1,620,000 (90,000 samurai)
Favored Religion: Shintao
Imports: Exotic goods
Exports: Silver, lumber

ISAWA NAKAMURO
MASTER OF AIR

Male human Shu11: CR 11; Medium-sized humanoid; HD 11d6; hp 33; Init +1; Spd 30 ft.; AC 14 (touch 14, flat-footed 13); Att +6 melee (1d6, wakizashi); SQ Class skill — Spellcraft (family bonus), Shugenja abilities (Elemental focus (air), sense elements); Honor: 2; AL LN; SV Fort +6, Ref +6, Will +10; Str 10, Dex 12, Con 10, Int 15, Wis 11, Cha 14; Height 5 ft. 7 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Kami), Alchemy +9, Concentration +14, Craft (bonsai) +4, Diplomacy +13, Heal +10, Knowledge (Arcana) +8, Knowledge (Elements) +12, Knowledge (Shintao) +12, Spellcraft +16; Depths of the Void*, Innate Ability* (summon kami, remove disease, air walk), Self No Self*, Void Use*.

Spells Known (6/7/6/6/6/4; base DC 12 + spell level; Elemental Focus — Air, Isawa School): 0—*commune, dancing lights, daze, disrupt undead, flare, ghost sound, guidance, know direction, light, summon*; 1st—*burning hands, change self, endure elements, expeditious retreat, quiescence of air*, shocking grasp*; 2nd—*detect thoughts, flaming sphere, know the shadows†, lesser restoration, levitate, yari of air†*; 3rd—*clairaudience/clairvoyance, fire wings†, major image, remove disease, wind wall*; 4th—*air walk, detect scrying, discern lies, quench*; 5th—*bad kharma*, dimension door, summon nature's ally V.*

Possessions: Wakizashi, *bracers of armor (+3), haori of resistance (+3), wondrous writing set, pearl of power (lesser mists of illusion).*

When Isawa Nakamuro was a young man, he fell deeply in love with a girl named Isawa Yaruko. Yaruko was the daughter of Isawa Taeruko, the Elemental Master of Earth. Unfortunately, Nakamuro had a competitor for Yaruko's affections: the young son of Clan Champion Shiba Tsukune, a samurai

named Shiba Aikune. Although he would certainly lose such a contest against a rival of such social standing, Nakamuro vowed to continue courting Yaruko.

Tragedy intervened. When Hantei XVI kidnapped the children of the Phoenix Clan at the beginning of the War of Spirits, Yaruko was the first to die at his hands. Enraged, Nakamuro and Aikune united in their opposition of the Hantei, eventually aiding in his defeat years later. The ties that bound the two Phoenix quickly evaporated, however, and each blamed the other for failing to save Yaruko's life.

The intervening years have not been kind to Nakamuro. Although he secured a position within the Isawa as an Acolyte of Air, his antagonistic relationship with the high-ranking Aikune and Taeruko seemed to assure that he would never advance any farther. He has nevertheless recently found himself the new Master of Air. His humility makes him an outsider with the rest of the council, who look upon him with great disdain. It matters little to Nakamuro. He has put the past behind him now, and seeks only the serenity of peace of mind. Thus far, it continues to elude him.

SHIBA AIKUNE

PHOENIX BUSHI, SON OF SHIBA TSUKUNE

Male human Sam10: CR 10; Medium-sized humanoid; HD 10d10+20; hp 70; Init +3; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Att +15/+10 melee (1d10+5, +2 katana); SQ Class skill — Knowledge (Arcana) (family bonus), Samurai abilities (Ancestral Daisho); Honor: 2; AL NE; SV Fort +7, Ref +3, Will +7; Str 15, Dex 15, Con 15, Int 12, Wis 8, Cha 10; Height 5 ft. 10 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani), Climb +8, Diplomacy +5, Iaijutsu Focus+ +10, Intimidate +2, Knowledge (Arcana) +8, Jump +9, Ride +11, Sense Motive +9, Spot +4, Swim +3; Alertness, Combat Reflexes, Depths of the Void*, Immortal Spirit (Ancestor: Asako Ingen)*, Improved Initiative, Quick Draw, Void Use*, Weapon Focus (katana).

Possessions: ancestral daisho (+2 katana, +1 wakizashi), masterwork yumi and 50 arrows, masterwork lamellar armor, *ring of protection +2*.

Shiba Aikune has never received the respect he is due. He is the son of one of the greatest Champions the Phoenix have ever known, yet he will never be acknowledged as her heir. He is an accomplished warrior and a skilled duelist who reached the finals in the Test of the Emerald Championship only to have his chance for glory stolen from him by Scorpion treachery. The woman who should have become his wife was taken from him because of the failure of a lesser man, an Isawa shugenja called Nakamuro. The Isawa look upon him with scorn and disapproval because, like his mother, he speaks his mind.

Since his youth, Aikune has realized all of this. He knows that despite his high position within the clan, he is ignored by nearly all his clansmen. As he has grown, so has his anger. He is a bitter, resentful man, angry with his family, angry with his clan, angry with his lot in life. Those who cross him are sure to feel his wrath.

After his failure to win the Test of the Emerald Champion, Aikune has been looking for a means to achieve the respect he feels he deserves. In the Phoenix Clan's war with the Dragon, he feels that he may have at last discovered such means. With the loss of the Elemental Masters and the withdrawal of the Lion Clan to deal with the creatures attacking their home, the Phoenix are not faring well. If he could find a way to push the Dragon back, his clan would at last take notice of his accomplishments. But how can one man turn back an army?

Far away, hidden in a cavern in the Phoenix lands, lies the answer. It is deadly and extremely powerful, with its own cunning mind to guide it. Is he strong enough to control it and use it against the Dragon? Aikune intends to find out very soon.

IMPORTANT SITES

P1 Yobanjin Mura (Barbarian Village): This relatively difficult-to-find village specializes in trade with the foreign barbarians of the north, the Yobanjin tribes. The materials gathered from these tribes are primitive, but often useful to the Phoenix for their spell research. The Phoenix rarely mention this small village, as its existence is a technical breach of Imperial Law against trading with gaijin. The Yobanjin tribes — who look Rokugani and speak a primitive dialect of the Rokugani language — are very much like the early Unicorn, and the Phoenix use this as an excuse for their continued trade.

P2 The Hidden Temple (no map entry): Unknown to the majority of Rokugan, a great pyramid stands in the heart of the Phoenix mountains. This structure is home to the nefarious Kolat. From here, the Ten Masters plot the future of the Empire, and plan the slow but certain destruction of their enemies. The Temple is home to the Oni's Eye — perhaps the most powerful *nemuranai* in existence. The Eye gives the Kolat extraordinary communication and espionage abilities, and is in fact the source of much of their deadly influence. One or more of the Ten Masters of the Kolat is always in residence here.

P3 Seido Jurojin: This shrine to Jurojin, Fortune of Contentment, is cared for by Asako priests and monks of the Brotherhood of Shinsei. A popular shrine, its distance from the heart of the Empire makes pilgrimages rare, and visitors are welcomed as diversions from daily life. A small village has sprung up on the outskirts of the shrine, filled with those who wish to pray to the Fortune for the secrets of eternal life.

P4 Kitamihari (Northern Watch): This watchtower was erected by Isawa during the Age of the Fallen Kami. It originally guarded the passes toward Isawa's City, but that city was destroyed centuries ago, and the tower's purpose now is largely memorial. Nevertheless, the Isawa station troops there and keep constant 'watch' over the surrounding hillsides and mountain passes. Some say that the Isawa desire to know when the Yobanjin tribes are massing for war, and that the troops stationed here guard against the barbarians. Others state that the Isawa are hiding something in their northern mountains; none can say for sure.

P5 Shiro sano Chujitsu and Shinpu (Castle of the Faithful Bride): The Castle of the Faithful Bride was built by an admirer of Matsu Hitomi after her tragic death. The first stone was laid on the first anniversary of her death, and it was completed after 27 years — her age when she died. The samurai lord who loved her was never married, and his line ended with his death.

P6 Doro Owari Mura (Road's End Village): An entirely unremarkable and inhospitable village. Many avoid it.

P7 Reihaido sano Ki-Rin (Shrine of the Ki-Rin): The mysterious creature known as the Ki-Rin has been linked to both the kami Shinjo and the Elemental Dragons. Even the Phoenix are uncertain of its origins, but it has been sighted in this area many times in the past. Always, its arrival is an omen of great things to come. Though the beasts of the Shadowlands boasted that they had slain the Ki-Rin during the War Against

the Shadow, a Ki-Rin foal has been sighted above the shrine many times over the last thirty years. The shrine here is one of the largest in Phoenix lands, richly decorated and lovingly tended by the Brotherhood of Shinsei.

P8 Aojiroi Oku Shiro (Pale Oak Castle): Located on the Aojiroi Oku Heigen (Pale Oak Plain), this magnificent castle is the site of many of the Imperial Winter Courts, and has often hosted Imperial marriages, treaty signings, and other official events. Disregarding tradition, on his deathbed the seventeenth Hantei demanded that he be buried — not cremated — in an empty field near where the woman he loved was born. From his grave, a tall pale oak grew. A castle has been erected about the oak to protect it. Many believe that bark from the tree has healing abilities.

P9 Kyuden Isawa (Phoenix Clan Palace): The castle that houses the Isawa family is located on the shoreline. It is surrounded by sand, making it difficult for an army to move against it. The walls have been enchanted with runes to protect the castle from both magical and physical attack. The Isawa library, housed here, is the greatest repository of knowledge in all of Rokugan, containing the researches of a thousand years of Phoenix shugenja.

P10 Michita Yasumi (Hopeful Rest City): This small city in the center of Phoenix lands is a bustling trade center, filled with commerce from the Dragon, Crane, and northern Phoenix lands. Students who wish to study at the schools of wizardry often come to this city, hoping to find a Phoenix patron to sponsor their entry into these prestigious and exclusive libraries.

P11 Shinsei and Sumai Mura (Holy Home Village): This village was once a pilgrimage destination, back when the followers of Shinsei were not yet an organized order. Several manor houses and the shrine were constructed by Shiba Esade, a Master of Earth. Pilgrims would bring a stone from many miles away which would then be added by the master to a building. The stones fit together perfectly and have lasted many hundreds of years.



Phoenix Elemental Guard

P12 Ukabu Mura (Floating Village): This village has been contested by the Dragon on numerous occasions, but has always remained in Phoenix hands. It rests on the edge of the Drowned Merchant river which then winds into the Lion and Unicorn lands. It is renowned for its geisha houses, where geisha are trained to continue their careers in the Imperial city of Otosan Uchi.

P13 Reihaido Uikku (Uikku Shrine): The area here considered sacred includes not only the shrine but also the large expanse of plain that surrounds it (known as Yogensha Heigen or Prophet Plain). This shrine was erected in honor of the Phoenix shugenja Uikku, whose interpretations and prophecies on the Tao of Shinsei introduced the concept of 'enlightenment.' His words, recorded by the Phoenix, gave humanity its first road to understanding the enigmatic wisdom of Shinsei.

P14 Kyuden Asako (Morning Glory Palace): Also called "Castle of the White Phoenix," it stands atop of an outcrop of black rock, and its white walls are so high that the first rays of sunlight make it a shining beacon to the rest of the land. Once known as Shiro Asako, it was renamed in honor of holding the Emperor's Winter Court nearly fifty years ago. Many Winter Courts have been held here since that time.

P15 Shiro Shiba (Shiba Castle): Located in the far northern reaches of Rokugan, Shiro Shiba is a maze of courtyards, donjons and walls put together in a seemingly haphazard fashion, with the main donjon rising from its center. There are those who say the entire castle is an elaborate puzzle. Crab engineers say it is the result of simple bad planning.

P16 Nikesake: This small city, located on the edge of the Crane lands near Toshi Ranbo, has cemented the Phoenix/Crane alliance for over three hundred years. The Phoenix have been instrumental in defending Toshi Ranbo from constant Lion assault, providing supplies and reinforcements when the Kakita to the south had been cut off by Matsu troops. Because of this, a joint shrine stands outside the city walls, where each of the two clans honor each other. It is said that so long as these two shrines stand, there will always be peace between the Phoenix and the Crane.

P17 Mori Kage Toshi (Forest Shadow City): When a bride from the Dragon Clan was scorned by her Shiba husband, her mother put a curse on Mori Kage. Today, it looks as if the limbs of the forest have reached out to claim the castle. It is completely deserted, save for the ghostly court that walks the castle's halls.

P18 Mamoru Kyotei Toshi (Honored Treaty City): Seven hundred years ago, a great war broke out between the Phoenix and Lion. The war raged many years, ending only when both sides sued for peace. The City of the Honored Treaty is the final repository for the peace treaty between the Lion and Phoenix that ended the bitter struggle. It was here that the current treaty between the Lion and the Phoenix was signed.

P19 Toshi no Omoidoso (City of Remembrance): Matsu Hitomi, an ancient heroine of the Lion Clan, spent her last full day of life within this city. It is not known exactly what she said or did, for after she died the heimin would not divulge her secrets. The enraged Lion daimyo ordered fully three-fourths of the population to be executed for their insolence; he at last relented when not even under the threat of death would the heimin cooperate. Some think that the heimin of Toshi no Omoidoso still remember Matsu Hitomi's secrets. In fact, the city has prospered; people move here hoping to be privy to her last words and actions, but apparently only those

directly related to the villagers who survived ever know the truth.

P20 Zumiki-mihari: This watchtower 'guards' the Otomo family's Imperial lands, sharply defining the boundary between the Isawa and the Otomo. The Isawa have never been allies with the Otomo, and although the tower's purpose is largely ceremonial, the Isawa have refused to remove it or tear it down. They claim that it is a historical relic, and should be maintained well because it is an integral part of Rokugani history; the truth is that they enjoy watching the Otomo troop movements and knowing when their ambassadors and diplomats travel the land.

P21 Kyuden Agasha: Far more opulent than their previous home with the Dragon Clan, Kyuden Agasha is home to the Agasha family. Here, they continue to study the strange alchemical magic that has been their secret practice for centuries.

THE LANDS OF THE SCORPION

Capital: Kyuden Bayushi
Population: Approximately 1,890,000 (105,000 samurai)
Favored Religion: None
Imports: Raw materials
Exports: Information

BAYUSHI PANEKI
DEFENDER OF THE EMPIRE

Male human Scorpion Sam8: CR 8; Medium-size humanoid (human); HD 8d10 + 8; hp 55; Init +8; Spd 30 ft.; AC 20 (touch 14, flat-footed 16); Att +12/+7 melee (1d10+5, +2 katana); SQ Class skill — Bluff (family bonus), Ancestral Daisho; Honor: 0; AL LE; SV Fort +7, Ref +6, Will +8; Str 15, Dex 19, Con 12, Int 18, Wis 15, Cha 16. Height 5 ft. 11 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Naga), Battle* +12, Bluff +15, Diplomacy +16, Gather Information +8, Iaijutsu Focus+ +10, Innuendo +7/+8 (transmit/receive), Intimidate +10, Knowledge (Law) +9, Listen +7, Ride +9, Sense Motive +11, Spot +7; Bayushi's Technique*, Expertise, Improved Disarm, Improved Trip, Pincers and Tail*, Void Use*, Way of the Scorpion*.

Possessions: +2 katana (ancestral daisho), +2 wakizashi (ancestral daisho), +2 partial armor, boots of stealth (as boots of elvenkind), kimono of stealth (as cloak of elvenkind).

Bayushi Paneki is the consummate Scorpion samurai. He is swift, confident, ambitious, deadly, and utterly loyal to the whim of his clan. He is ready to sacrifice his own honor at any time, though he carries a deep understanding of the way of the warrior in his heart. Though not as experienced as many other samurai, he is an accomplished and renowned warrior, and Bayushi Yojiro has come to value his counsel above all others. Paneki is always calm and controlled. His clothing and armor are always clean and well tended, even in the heat of battle. He is not a vain man; quite the opposite. Paneki merely keeps his equipment in the best condition possible so that he will be ready for any eventuality.

Paneki holds the rank of shireikan in the Emerald Legion, a prestigious post which he earned at the height of the War of Spirits. At the time, Paneki was merely a scout, probing the defenses of Hantei XVI. As the forces of the spirit army prepared a savage attack against Shiro Iuchi (utilizing in their ranks many commanders that had once been Unicorn themselves) Paneki slipped through the sentry posts and laced the spirit supplies with a powerful Shosuro narcotic.

The next morning, three hundred spirits ate a final bowl of rice and returned to Yomi.

Though some questioned the honor of Paneki's tactics, none could question the results. With the arrival of the armies of the Ox, Shiro Iuchi was saved. The spirit general Ide Gokun survived the battle and swore that one day he would exact vengeance upon the Scorpion. A few weeks later, Gokun vanished and was never seen again.

When asked whatever became of Gokun, Paneki merely smiles.

BAYUSHI KAUKATSU, DIPLOMAT

Male human Scorpion Crt16: CR 16; Medium-size humanoid (human); HD 16d6; hp 65; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Att +6/+1 melee (1d4-2, tanto); SQ Class skill — Bluff (family bonus), Wealth, Talent, Benten's Blessing, Gossip, The Heart Speaks, Courtier Abilities (The Better Part of Valor, The Eyes Betray the Heart, Weakness is My Strength, Whisper From the Soul, Your Life is Mine); Honor: 1; AL LE; SV Fort +5, Ref +5, Will +15; Str 7, Dex 11, Con 10, Int 19 (25), Wis 17, Cha 20 (26). Height 5 ft. 8 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Naga), Bluff +31, Decipher Script +21, Diplomacy +38, Disable Device +21, Forgery +21, Gather Information +35, Hide +12, Intimidate +33, Knowledge (Etiquette) +26, Knowledge (Law) +21, Knowledge (Nobility and Royalty) +21, Listen +22, Move Silently +12, Perform +18, Ride +6, Sense Motive +29, Spot +19; Cool Head (Ancestor)†, Ichi-Miru (+6 sense)*, Iron Will, Leadership (26), Political Maneuvering*, Skill Focus (Gather Information, Sense Motive), Versatile (Forgery, Disable Device, Move Silently, Hide, Knowledge (Law), Ride), Void Use*.

Possessions: haori of charisma (+6), mask of intellect (+6), periapt of proof against poison, ring of mind shielding.

Depending upon who you ask, Bayushi Kaukatsu is either the most charming, amiable, talented member of the Imperial Court or a horrible ruthless monster willing to stoop to any level to eradicate the foes of his clan.

He is both.

Kaukatsu comes from a proud tradition of Scorpion politics. His father was the legendary Bayushi Goshiu, who kept the court of the Hantei attendant on his whims even after the destruction of the Scorpion Clan. Kaukatsu learned from his father's example, and already has extended his influence into the heart of every ruling family in Rokugan. There is not a single major player in Imperial politics beneath Kaukatsu's attention. Every daimyo, every diplomat, has unknowingly hosted at least one of his spies.

Kaukatsu is an expert extortionist. He gathers information wherever he can, storing it away like precious gold, never exposing his leverage until there is need. When he does strike, he typically feigns fawning politeness, always making it seem as if his foes have some hope, some option to escape, when in fact they do not. It is Kaukatsu's manipulations that have brought the Scorpion to such prominence in today's Imperial court, and undone much of the influence of the once-mighty Crane. He is supremely confident in his own abilities, and his only regret is the absence of true competition in the field of politics. The only individuals outside his own clan whom he

has the slightest respect for are Hantei Naseru and Ide Tadaji, and both men are as often Kaukatsu's allies as enemies. He has recently noticed a young Crane, Doji Tanitsu, who may someday be a worthy opponent. For now, all the rest are merely players in Kaukatsu's game.

IMPORTANT SITES

S1 Pokau: Throughout much of its history, the sleepy little village of Pokau was a quiet farming town, barely aware of the Seven Great Clans except when the Scorpion Clan collected the light taxes that it bothered to levy. Then, about three hundred years ago, Pokau had a rude awakening: the Unicorn returned. The quiet village has become a city, the swiftest and most efficient means for travelers from the southern provinces to reach Shiro Iuchi or the Unicorn palaces to the north. While the passes through the mountains here are not as wide or traversable as those formerly found at Beiden Pass, the Pokau passes are suitable for small caravans or groups of samurai afoot or on horseback.

S2 Shiro no Soshi (Castle of Organization): The castle of the Soshi family overlooks the lands of the Lion. It is here that the shugenja family of the Scorpion would practice their dark rituals of deception. Those who do not know the secret path to the castle can wander the treacherous, twisting mountain passes for days without finding Shiro no Soshi.

S3 Ryoko Owari Toshi (Journey's End City): If you are looking for gambling dens, geisha houses, opium parlors or any other illicit activity, Ryoko Owari is the place to go. Of course, all of this activity occurs behind the city's "legitimate" face, and great deal of legal trade goes on here as well. But behind the closed doors and open faces lurk indulgences of all varieties. Although the Unicorn members of the city's ruling council took over administrative functions after the Scorpion Clan Coup, the daily life of the city barely changed; the new overlords were unsuccessful in their attempts to crack down on the corruption in the city. The Scorpion have since regained control of the city, but the Unicorn Clan contests their claim.

S4 Kakusu Keikai Torid-e (Hidden Watch Keep): High in the mountains, the Hidden Watch Keep overlooks Beiden Pass. The Scorpion always manned the high tower with shugenja, who would send signals back to their clan informing the Bayushi family of all traffic through the Pass. Although at present the keep is manned by Imperial guards in the service of the Emperor, a keen observer might notice that the faces of these 'Imperial Guards' are the same as those of the Scorpion guards of a few years earlier.

S5 Shiro no Shosuro (Castle of Pretending): The Shosuro family of the Scorpion Clan were famous for their herbalist skills and alchemical experiments. Far beneath the entertainment halls, the Shosuro distilled brews both fair and foul. When the Emerald Legions appeared at Shiro no Shosuro shortly after the Scorpion Clan Coup to demand its surrender, the gates stood open and only the castle's servants dwelled within. Many of the Shosuro had committed seppuku; the others had simply vanished. The Imperial Guards left a token garrison, which the "vanished" Shosuro harassed constantly until the Scorpion were reinstated.

S6 Nihai Tower: This great watchtower stands on the only road to Yogo Shiro, and guards a treacherous bit of swamp and cliff walls. From this vantage point, high on the edge of the Spine of the World mountains, a guard can see watch-fires in both the Yogo noble palace and in nearby Shiro no Shosuro. Messages were often been passed from the two families using such methods — though the code was altered frequently, and was never known to have been broken. At present the watch-fires are banked, as there is no need to signal between these two strongholds.

S7 Yogo Shiro (Castle of Learning): What was once the home of the greatest Scorpion shugenja school is isolated from the rest of the Empire in the foothills of the Spine of the World Mountains. Before the Clan War, its head teacher, Yogo Junzo, secretly guarded the first of the Twelve Black Scrolls. Since Junzo's fall to the Shadowlands during the Clan War and the destruction of the Black Scrolls, the Yogo have been hard pressed to find allies anywhere within the Empire.

S8 Beiden: The small city south of Beiden Pass has perhaps seen more of war than any other single site in Rokugan. Previously, when the Scorpion and the Lion would fight, the city of Beiden saw the battle, heard the stories, and healed the wounded. When the Lion or Crab fought the Crane, refugees came here in search of new homes and lands farther north or south. When the Unicorn returned to Rokugan, they marched through Beiden on their way to Otosan Uchi — as did the beasts of the Shadowlands, when they gained strength enough to enter the Empire. The result has been an extremely fortified city, few plains for farming, and an attitude of strength and perseverance.

S9 Ginasutra: This small village 'guards the road' toward the Shrine of Osano-Wo, though it would be more appropriate to say that it stands in order to lighten a traveler's burdens as he journeys toward the holy site. Supplies can be purchased here, as well as incense, cookies and other gifts for the Fortunes, and everything is reasonably priced.

S10 Kyuden Bayushi (Scorpion Clan Palace): The Bayushi family castle is located just south of Beiden Pass, long the cross-roads of the Empire. It was once one of the three most extravagant family palaces in the Empire, in a league with the Doji palace and the Mantis Clan palace. All was lost following the Scorpion Clan Coup, and the palace was razed. The labyrinth beneath the palace survived, and was a staging point for the Scorpion until their reinstatement. Today, Kyuden Bayushi has been restored to its full grandeur and is once again one of the finest palaces in Rokugan. Traitor's Grove, south of the castle, still stands as it ever has. Not even the Imperial Legions dared disturb it after the Coup.

S11 Kagoki: This fertile plains village stands in the center of Bayushi lands, and provides more food and resources than any other settlement in the Scorpion lands. It is said that the only honest Scorpion heimin live in Kagoki, though this saying is often mocked by the Crab and Crane who trade there.

S12 Hotei Seido: The shrine to Hotei, the Fortune of Contentment, is small but luxurious. All manner of arts are practiced by the monks who keep the temple, and those samurai who have artistic talent often choose to retire here in order to spend their retirement in peace and harmony, their hands busy and their minds active. The Scorpion largely ignore the shrine, preferring to turn their attention elsewhere; this may have been why the shrine was spared in the purging of the Scorpion lands that occurred after the Clan War.

S13 Shutai: This rather uninteresting farm village houses ronin and is filled with bandits. It is well known that Shutai is one of the largest bandit gathering places in the Empire, but its location and distance from the Imperial Lands and the wealthy lands of Phoenix and Crane clans keep the Magistrates generally uninterested in the proceedings here.

S14 Shimomura (Frost Village): This village has the

unusual tendency to receive the first frosts of the year below Beiden Pass. Its moderately high altitude (the land here plateaus high above sea level, despite the lack of nearby mountains) keeps the weather cool all year round, and its villagers harvest lumber from the forested regions to the south and east — though never in the Shinomen proper. Even heimin know better than that.

THE LANDS OF THE UNICORN

Capital: Shiro Moto
Population: Approximately 3,780,000 (210,000 samurai)
Favored Religion: Fortunes
Imports: Finished goods
Exports: Exotic goods, horses

HORIUCHI SHEM-ZHE, UNICORN SCHOLAR

Male human Unicorn Shu6: CR 6; Medium-size humanoid (human); HD 6d6 + 12; hp 39; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Att +4 melee (1d6, wakizashi); SQ Class skill — Spellcraft (Family bonus), Sense Elements; Honor: 2; AL LN; SV Fort +4, Ref +4, Will +8; Str 10, Dex 14, Con 14, Int 15, Wis 17, Cha 14; Height 5 ft. 5 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Kami, Mekhem, Naga) Concentration +11, Heal +12, Knowledge (Burning Sands) +9, Knowledge (Elements) +8, Knowledge (Fortunes) +8, Knowledge (Tengoku) +7, Knowledge (Yomi) +7, Knowledge (Yume-do) +7, Spellcraft +11; Gatherer of Winds (Ancestor)*, Meishodo*, Extend Spell, Empower Spell.

Spells Known (6/7/6/4; base DC 15 + spell level; Elemental Focus — Water, Iuchi School); Spells Known: 0—*commune (water only), create water, cure minor wounds, detect magic, know direction, mage hand, purify food and drink, read magic;* 1st — *expeditious retreat, bless, obscuring mist, castle of water*, cure light wounds, sanctuary;* 2nd—*protection from arrows, wisdom and clarity*, levitate;* 3rd—*create food and water, wonderful origami furoshiki*.

Possessions: +1 daisuna, meishodo: empowered cure light wounds, extended bless, extended castle of water, all 0-level shugenja spells except those he already knows

Though Horiuchi Shem-Zhe is still a young shugenja, already he has begun to gain renown among the Unicorn. He is a brilliant scholar as well as a powerful shugenja and master of meishodo. Shem-Zhe defers all praise to his teacher. Though Horiuchi Shoan herself has long since retired to the monasteries of Kyuden Seppun, Shem-Zhe is fervently loyal to his teacher and carries on her name, the title granted her for her heroism in saving the life of the Unicorn Champion. After the Battle of Oblivion's Gate, Shoan adopted many orphaned children of the Unicorn who did not return from the Shadowlands. Shem-Zhe was one of these, as were his seven brothers. All took the Horiuchi name to honor their teacher.

Though Shem-Zhe is a modest and unassuming man, he is eager to prove himself. He knows that he, his wife, his brothers, and his apprentices will need to leave their mark on the world if the Horiuchi name is to survive. To that end, he has offered his services of his small family to Khan Moto Chagatai, serving his lord in whatever means he may require. Of late, they have been occupied in researching the ruined city in the great Seikitsu Crater.

Since Shem-Zhe has begun exploring the crater, his dreams have been filled with nightmares of the city of Volturnum, where his parents died so long ago. The dreams show twisted spirits, walking horrors riddled with the Taint, souls lost forever to Jigoku.

Among them he sees the faces of his parents. They call to him, beckon to him, tell him of the great power he will find in the Shadowlands, if he joins them.

For now, Shem-Zhe ignores the voices, throwing himself into his work with a fury. Each night, however, they go louder, and he fears if he cannot make them cease, he may go mad.

MOTO CHAGATAI, UNICORN KHAN

Male human Unicorn Ber8/Ftr4: CR 12; Medium-size humanoid (human); HD 12d10 + 48; hp 144; Init +2; Spd 40 ft.; AC 19 (touch 12, flat-footed 17); Att +19/+14/+9 melee (2d6+10, +2 *keen greatsword*), when in rage +21/+16/+1 melee (2d6+13, +2 *keen greatsword*); SQ Class skill — Knowledge (Shadowlands Family bonus), Rage 3/day, Uncanny Dodge (Dex bonus to AC, can't be flanked); Honor: 1; AL NE; SV Fort +14, Ref +5, Will +5; Str 17 (19), Dex 14, Con 18, Int 16, Wis 14, Cha 14; Height 5 ft. 8 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Mekhem, Naga), Battle* +17, Climb +16, Handle Animal +9, Intimidate +17, Intuit Direction +10, Jump +16, Knowledge (Shadowlands) +8, Listen +12, Ride +17, Wilderness Lore +15; Exotic Weapon Proficiency (greatsword), Power Attack, Ride-By Attack, Spirited Charge, Trample, Void Use*, Way of the Unicorn*, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +2 keen greatsword, +2 lamellar armor, obi of giant strength +4

Chagatai is to all outward appearances the stereotypical Moto. He seems churlish, crude, and simple. He wields a gaijin sword rather than a respectable katana. He bathes rarely and is fond of crude humor. He claims he has never been beyond the Unicorn provinces, and hasn't heard of anything outside of their lands that interests him. Many believe that Moto Gaheris' heir will amount to nothing, and lead the clan nowhere.

This is untrue. Much of Chagatai's behavior is a facade, to unsettle outsiders. Though he is indeed crude and rough, he possesses a keen intellect, an expansive knowledge of tactics, and boundless ambition. He has indeed never left Unicorn lands, but he has ridden across their great territories outside of Rokugan many times, and has embarked upon many daring raids against unwary gaijin caravans. He is one of the finest, most experienced warriors in Rokugan, and does an excellent job of concealing his reputation from the Empire.

When the time comes, they will know.

When the his grandfather dies, and rulership of the clan falls to him, Chagatai will ride out across the Empire with the three armies of the Moto at his command, crushing all who oppose him. He will teach the Empire the power of the Unicorn. Chagatai does not know who will rule the Empire when the struggle between the Winds has concluded, but he knows one thing for sure. There will be a Unicorn Khan beside the Steel Throne.

Or upon it.

IMPORTANT SITES

U1 Exile's Road: This shrine guards the entrance to the natural mountain pass that leads to the lands far north of Rokugan's northern mountain range. It is called "Sorrow's Path" by the Unicorn who returned from the barbarian lands, and "Exile's Road" by those who stayed in the Empire. Occasionally, a samurai's burden of dishonor will be so great that the Emperor sentences him to permanent banishment through Exile's Road.

U2 Kibukito (Far North Village): This city on the edge of Exile's Road houses a shrine for the souls of those who have been banished, and an active monastery dedicated to the study of Shinsei's Tao.

U3 Exile's Road Watchtower: This watchtower exists for the purpose of maintaining guard over Exile's Road, so that no person sent into the pass can easily return.

U4 Egami Mura: Owned by the Shinjo, this village specializes in breeding tough ponies and horses for the family to ride. Very rarely are visitors allowed to see the barns or training areas, as none but members of the Unicorn Clan may ride these horses.

U5 & U6 Bikami and Akami: Twin villages in the Unicorn lands, these small farming communities work the fields that give the Unicorn their massive production, feeding their armies, horses, and nobles each year from the harvest of only two locations. These fields are not rich, but are wide, and contain a great number of heimin. The population density in these two villages is immense; if any Unicorn daimyo wished to press ashigaru soldiers into service, this is certainly where he would come to do so.

U7 Shiro Shinjo (Far Traveler Castle): It is here the Shinjo family of the Unicorn Clan make their home. The Shinjo palace is not large, but is designed strangely, with high towers and bulbous caps on the buildings. Unicorn architecture draws heavily on elements which the clan encountered during their travels outside the Empire, and nowhere is this unusual style more evident than in the fortress of the Shinjo. Once the center of the Unicorn Clan, Shiro Shinjo now sees little in the way of visitors, as the Shinjo were greatly dishonored by the actions of Shinjo Yokatsu a generation ago.

U8 Yashigi: This small village offers supplies and a place to rest along the journey through the Unicorn Lands toward Shinjo Palace. Beyond that, it is simple, clean, and suffers from frequent earthquakes.

U9 Bugaisha (Outsider Keep): This is where the Unicorn send their dishonored samurai in order to remove them from the courts and activities of the Empire at large. It is considered a great dishonor to be sent here; a samurai thus exiled from his clan may as well shave his head and retire. There is no exit from Bugaisha. Until the destruction of the Dark Moto, this keep also served as the primary dojo for the Moto bushi school. The school has since relocated to Shiro Moto (U27).

U10 Oshindoka Toshi: This city was founded by a Unicorn who loved a Crane. It was his hope that if he could build a city for her, she would see his worth and come to join him in marriage. While he was building the city, however, the Lion attacked the Kakita lands, sacking her village and destroying her family. He spent seventeen years hunting down her murderers, leaving his city in ruins until he returned. The murderers were buried where they fell, but an image of the Kakita maiden graces the high arched gates of the city's main wall.

U11 Shiro Utaku Shojo (Battle Maiden Castle): The home of the Utaku family has an ideal location, affording freedom of movement for defending troops while at the same time inhibiting the movement of advancing armies. It has none of the splendor or grandeur of, for instance, the Crane castles, but it is extremely well-fortified. Once known as the Otaku, the Utaku family changed its name after the Kami Shinjo returned in the year 1132 and purged the Unicorn Clan of its Kolat influence. Ashamed by their failure, the Otaku changed their name to Utaku to reflect their renewed dedication to Lady Shinjo and their oath to never fail her again.



Ronin Shugenja

U12 Kurayami-ha Mura (Dark Edge Village): This village is small, but contains the greatest tournament fields in the Empire. It is considered a great honor for two samurai to duel on these fields; the Unicorn keep them tended with help from the Dragon Clan. The Emperor is said to have held the first duel for the Emerald Championship on these fields. Although that tournament has since moved to Otosan Uchi proper, these fields are still used on many formal Imperial occasions.

U13 Shiroi Kishi Mura (White Shore Village): Just to the west of White Shore Lake is a small village that shares the lake's name.

U14 Mura nisa Kawa Nemui (Village by the Sleeping River): The small village that rests on the shores of the Sleeping River has a small traveler's inn for those walking or riding to the cities of the Unicorn families.

U15 Otaku Scido: This shrine, dedicated to the first Otaku, is a necessary pilgrimage for any young Unicorn maiden on the edge of becoming a Battle Maiden. Young girls of the Utaku house are not allowed to accept their gempukku name until they have spent one night in this shrine, communing with the ancestors and seeking their guidance. This shrine maintains the Otaku name rather than dishonor the first Unicorn Thunder by changing her name.

U16 Daikoku Seido: This shrine, dedicated to the Fortune of Wealth, is opulent and covered in rich gold and jewels. The Unicorn insist on decorating it to their tastes — which tends

to keep common pilgrims away — but it is nevertheless considered to be one of the most sacred places in Rokugan.

U17 Toshi no aida ni Kawa (City between the Rivers): This castle guards the two rivers that flow from the Unicorn lands. Only once has an invasion force tried to move against the Unicorn by moving up-river. It was such a dismal failure that it has never been attempted again.

U18 Mizu Mura (Laketown): Shiroi Kishi Mizu-umi (Location Q) is called "White Shore Lake" because of the white sands on its shores, and the village near its southern border is simply called Mizu Mura for its dedication to the lake. The heimin of this inland fishing village make their living from the lake's waters.

U19 Toshi sano Kanemochi Kaeru (City of the Rich Frog): It is said that a traveling merchant was passing by when he encountered another merchant catching flies. The first merchant asked, "Why are you bothering to catch flies?" The second merchant replied, "These flies are far more valuable than any gold could ever be." The first merchant laughed at such a thought, and before he knew it, the second merchant had changed him into a frog. The second merchant asked him, "How valuable is your gold now?" Once the first merchant changed back into human form, blessed with his newfound wisdom he gave all of his gold to the second merchant, shaved his head and became a monk. The second merchant, who was a frog all along, founded a small village on the site of the encounter, and it soon became a rich and prosperous city. Although very close to Unicorn lands, the City of the Rich Frog is technically outside the clan's borders and therefore the population there is not included in the Unicorn Clan's statistics above.

U20 Duzaki Toshi: This small city on the far side of the Unicorn lands houses the private estates of the Utaku and Shinjo daimyos. Often used for treaties and solitary training, the guards who serve these lords call these lands home.

U21 Shiro Ide (Great Day Castle): An excellent school but a poor fortress, the Ide palace is regarded for its unorthodox magical teachings. The Ide family specializes in spatial magic, although the majority of the family serve as courtiers rather than shugenja.

U22 Shiro Iuchi (Gatherer of Winds Castle): Called the "Gatherer of Winds" castle because of the violent gusts that cut across the plains and mountains, Shiro Iuchi is the home of the Iuchi family. Protected by a mountain pass, any army that wishes to attack Unicorn lands from the south must first pass the well-protected Shiro Iuchi.

U22 Hisatu-Kesu: Built into the foothills, Hisatu-Kesu is a sprawling village that spans many miles in every direction. Although the land is not as fertile as others in the Unicorn lands, the village is sited over great underground springs and vents. The village owes a great deal of its value to the steam beds that attract many visitors every season.

U23 Okuyaki: Built along a less-traveled road and surrounded by rice fields in every direction, the central village of Okuyaki is more a collection of random buildings than a planned settlement. There are eight buildings scattered across a half-mile area, visited from time to time by merchants who come through with carts or wares on their backs and trade with the locals. Not visited often, the farmers that travel from the outlying farms are easily taken by slick-talking salesmen. From time to time, the Unicorn station a samurai here to watch over the disjointed populace. Samurai view it as a punishment to be assigned such a task.

U24 Watchtower: Facing out over the River of the Unexpected Hero, samurai stationed in this watchtower can see for miles on clear days. Fearing onslaughts from the Shadowlands, many more Unicorn samurai are stationed here than at other such fortifications. Heavily armed and armored, they drill and train constantly. For two miles in every direction from the watchtower, the ground is scarred and trampled by the excessive combat maneuvers of the Unicorn regiment stationed here, fondly nicknamed "The Unexpected Legion."

U25 Turo-Kojiri: Just a few days ride from Shiro Ide, the village of Turo-Kojiri is important to the well-being of the Ide family. It extracts ore from the mountains it nestles against, and the fertile valley just below the village provides the Unicorn with over 2,000 koku of rice a year. Although once contested by a greedy Iuchi daimyo over 100 years ago, as his own personal lands, the Ide have had little trouble in managing this fertile and resource-rich landmark. Recently, many ronin with a touch of prosperity have made their way to Turo-Kojiri, enjoying the remote and quiet surroundings.

U26 Shinomen Tower: This watchtower overlooks the lands of the Naga and the city of Iyotisha. This was one of the first locations to treat the Naga's awakening seriously, and it maintains watch over the cities of the Naga — as much as is possible through the thick cover of the Empire's largest forest. The Unicorn stand ready to defend their sleeping allies from any threat that presents itself.

U27 Shiro Moto (Moto Castle): Shortly after his arrival in Rokugan, the Khan of the Moto family, Moto Gaheris, found himself named the Unicorn Clan Champion by the Lady Shinjo herself. Disgusted with the corruption of the Shinjo family, Gaheris commissioned the construction of a new castle for his family. Shiro Moto is a formidable structure, but one that allows many comforts for those who live there and their visitors.

U28 Shinden Horiuchi (Horiuchi Temple): This small temple is home to those few samurai who have sworn oaths of fealty to Horiuchi Shoan, a shugenja of considerable power granted her own family name after saving the lives of Shinjo Yokatsu's children many decades ago. While Shoan herself has retired to a monastery, those who have taken her name continue to serve the Unicorn Clan.

U29 Seikitsu Pass and the Great Crater: Not long after the destruction of Beiden Pass, the Lord Sun Yakamo sent a mighty ball of fire from the heavens to destroy the rubble blocking Seikitsu Pass, a pass closed by Akodo One-Eye in the earliest days of the Empire. The Unicorn have laid claim to the pass, as it lies very close to their lands. Rumors abound that they have discovered something in the rubble of the mountains, something they will fight to protect and study.

THE LAND OF THE UNALIGNED AND THE MINOR CLANS

Capital: Otosan Uchi
Population: Approximately 2,700,000 (150,000 samurai)
Favored Religion: Any
Imports: Various
Exports: Various

HANTEI NASERU, "THE ANVIL"

Male human Imperial Sam1/Crt10/Mst9: CR 20; Medium-size humanoid (human); HD 1d10 + 2 plus 19d6 + 38; hp 146; Init +1; Spd 30 ft.; AC 25 (touch 15, flat-footed 20); Att +14/+9 melee (1d10+4, *+3 keen edge katana*); SQ Class skill — Battle (family bonus), Ancestral Daisho, Wealth, Benten's Blessing, Gossip, Courtier Abilities (The Eyes See the Heart, Your Life is Mine, Whisper From the Heart), Leadership Bonus +8, Improved Cohort, Favors +5, Follower Upgrade; Honor: 2; AL LE; SV Fort +13, Ref +16, Will +24; Str 12, Dex 10, Con 12, Int 18, Wis 17, Cha 22 (28). Height 5 ft. 7 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Naga, Nezumi, Yobanjin), Appraise +8, Battle* +8, Bluff +40, Decipher Script +20, Diplomacy +56, Forgery +16, Games (Go)* +31, Gather Information +40, Iaijutsu Focus+ +20, Innuendo +8/+24 (receive/transmit), Read Lips +10, Intimidate +42, Knowledge (Otosan Uchi) +11, Knowledge (Etiquette) +22, Knowledge (History) +9, Knowledge (Law) +12, Knowledge (Nobility and Royalty) +18, Listen +19, Move Silently +12, Search +12, Sense Motive +34, Spot +20; Ichi-Miru*, Iron Will, Kitsuki's Method*, Leadership (38), Perceived Honor*, Political Maneuvering*, Skill Focus (Sense Motive, Diplomacy), Versatile* (x2, Move Silently, Iaijutsu Focus†, Knowledge (Law), Knowledge(History)), Void Use*.

Possessions: Naseru's fan (unique item; functions as a tessen of agility† +5/+4 Reflex saves, and a circlet of persuasion with double the normal bonus), kimono of charisma +6, +3 keen edge katana, ring of protection +5, haori of resistance +5, bracers of armor +5, courtier's obi†, talisman of see invisibility†, talisman of dispel magic†, talisman of protection from arrows†.

As per the treaty which ended the War of Spirits, Toturi was to allow Hantei XVI to take one of his children as a student, a child of Toturi who would take the Hantei name. Though Toturi did not wish to abandon one of his own children to a tyrant, the Iron Chrysanthemum was adamant. Toturi chose his youngest child, Naseru, hoping that the Iron Chrysanthemum's twisted influence could be lessened by distancing Naseru from the throne.

As a result of his upbringing, Hantei Naseru is a cold, hard, ruthless, Machiavellian individual. His time spent with the Iron Chrysanthemum was not wasted. He is a clever, efficient bureaucrat who makes allies easily and discards those not worthy of his time. Though his influence is primarily apparent among the Scorpion and Crane, he has friends in the court of every clan champion. His network of spies and informants is second only to that of the Scorpion Clan. He misses nothing, and has contingencies for every eventuality.

Though many despise and fear Naseru, his cold-hearted tactics are not without purpose. Naseru dearly loves the Empire, and wishes to see it flourish. He believes that only an Emperor with skill and intellect can rule it properly, and he believes that he is that man. Naseru's claim on the throne may be weaker than his siblings', but many respect the competent courtier and feel that Rokugan would be best served by his ascension.

Naseru's ruthless tactics have earned his share of enemies. He claims that a hundred assassins have attempted to kill him, but none have succeeded. In fact, the only scar Naseru has to show for his brief but colored career is the loss of his right eye, a wound, it is rumored, Naseru suffered while killing Hantei XVI.

The circumstances surrounding the Iron Chrysanthemum's death are vague, and Naseru refuses to discuss his former mentor.

TOTURI SEZARU, "THE WOLF"

Male human Imperial (Phoenix) Shu20: CR 20; Medium-size humanoid (human); HD 20d6 + 40; hp 160; Init +2; Spd 30 ft.; AC 25 (touch 15, flat-footed 23); Att +14/+9 melee (1d4+4, *+3 kuni crystal dagger*); SQ Class skill — Battle (family bonus), Sense Elements; Honor: 1; AL CN; SV Fort +11, Ref +11, Will +18; Str 13, Dex 14, Con 15, Int 19 (25), Wis 16, Cha 14. Height 5 ft. 5 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Kami, Oni, Naga, Nezumi), Alchemy +13, Battle* +10, Concentration +17, Diplomacy +9, Heal +12, Knowledge (Arcana) +23, Knowledge (Chikushudo) +11, Knowledge (Elements) +21, Knowledge (Etiquette) +12, Knowledge (Fortunes) +17, Knowledge (Gakido) +11, Knowledge (Jigoku) +12, Knowledge (Maho) +17, Knowledge (Meido) +11, Knowledge (Nobility and Royalty) +12, Knowledge (Sakkaku) +11, Knowledge (Shintao) +15, Knowledge (Shadowlands) +17, Knowledge (Spirit Realms) +12, Knowledge (Tengoku) +13, Knowledge (Toshigoku) +11, Knowledge (Yomi) +11, Knowledge (Yume-do) +12, Sense Motive +8, Spellcraft +30, Spot +8; Different School (Tamori)*, Elemental Attunement*, Innate Ability (*fire wings, cat's grace, haste, flame strike, greater dispelling, fireball*)*, Ishiken-do*, Ritual Magic*, Superior Element Focus (Fire)*, Void Use*.

Spells Known (6/14/14/8/7/7/7/7/7/6; base DC 17 + spell level; Elemental Focus — Fire): 0—*daze, dancing lights, disrupt undead, flare, light, summon (fire only)*, mending, commune*, mage hand, read magic*; 1st—*burning hands, cause fear, shocking grasp, faerie fire, change self, protection from Taint†*; 2nd—*produce flame, cat's grace, flame blade, heat metal, drawing the void*, resist elements*; 3rd—*searing light, fire wings†, daylight, contemplate the void*, haste*; 4th—*fireball, fire shield, wall of fire, kharmic intent*, holy smite*; 5th—*flame strike, feeblemind, confusion, essence of the void*, transmute rock to mud*; 6th—*fires of purity†, greater glyph of warding, Yakamo's anger†, greater dispelling*; 7th—*fire storm, sunbeam, chain lightning, winds of change*; 8th—*delayed blast fireball, incendiary cloud, power word blind, visage of the void*; 9th—*meteor swarm, elemental swarm (fire only), summon nature's ally IX (fire only), divine the future*.*

Possessions: Sezaru's mask (unique item; functions as a headband of intelligence +6 and a ring of wizardry I and II), +3 Kuni crystal dagger, +5 ashigaru armor of arrow deflection, amulet of natural armor +2, ring of protection +3, haori of resistance +3, kimono of storing.

The life of Toturi Sezaru has been a unusual one, but then Sezaru is an unusual person. He was the only child of Toturi and Kaede to inherit any of his mother's magic, and he seems to have inherited more than his share. Even early in childhood he demonstrated an impressive command of Fire and Void. His gempukku nearly became a tragedy when a group of Bloodspeakers suddenly attacked, summoning an oni to slay Toturi's son. The young Sezaru destroyed the demon single-handedly, and then attended to the maho-tsukai as well.

Sezaru has been formally trained by the Isawa, Agasha, and Tamori families. He spent some time with the Kitsu, learning much of the cosmology of Rokugan. He is cursed with his mother's talent of prophecy, and has frequent glimpses of the future. He tends to be blunt and temperamental, dealing with threats through direct and deadly application of magic. He does not trust easily, and is known to rely only upon his assistant Asako Ryoma (Shu12) and his yojimbo Toturi Koshei (Sam10). Sezaru treats even these men more as servants than friends, and keeps everyone at a distance.

Despite the emotional distance Sezaru keeps with the world, he genuinely loved his parents. He seems himself as

the only member of his family equipped to avenge his father and solve the mystery of his mother's disappearance. He neither desires nor expects the assistance of his siblings. Sezaru does not desire the throne, but he would not deny the honor if it was given him. Many (especially among the shugenja families) have such great respect for Sezaru's power and wisdom that they support him as successor.

Toturi Sezaru is perhaps one of the most powerful men in all of Rokugan, but he walks forever alone.

AKODO KANEKA, "THE BASTARD"

Male human Lion Sam12/Ftr8: CR 20; Medium-size humanoid (human); HD 20d10 + 60; hp 260; Init +7; Spd 30 ft.; AC 27 (touch 18, flat-footed 21); Att +32/+27/+22/+17 melee (1d10+17, *Kaneka's katana*); SQ Class skill — Battle (family bonus), Ancestral Daisho; Honor: 2; AL LN; SV Fort +18, Ref +11, Will +13; Str 20 (26), Dex 17 (23), Con 17, Int 14, Wis 12, Cha 11. Height 5 ft. 9 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Yobanjin), Battle* +22, Climb +20, Diplomacy +5, Handle Animal +5, Iaijutsu Focus+ +23, Intimidate +23, Jump +22, Knowledge (Nobility and Royalty) +8, Ride +21, Sense Motive +23, Akodo's Technique*, Cleave, Death Trance*, Dodge, Expertise, Improved Critical (katana), Improved Initiative, Improved Trip, Mobility, Power Attack, Quick Draw, Spring Attack, Void Use*, Way of the Lion*, Weapon Focus (katana), Weapon Specialization (katana), Whirlwind Attack.

Possessions: Kaneka's katana (unique item — functions as a *+3 keen edge katana of focus+* from ancestral daisho ability, as well as a *belt of giant strength +6* and *gloves of dexterity +6* when wielded or carried), *keen edge wakizashi +3 (ancestral daisho ability), +5 dastana of heavy fortification, haori of resistance +2, ring of protection +3, amulet of natural armor +2*; very rarely wears a suit of masterwork lamellar armor.

Akodo Kaneka is the oldest son of Toturi and the geisha Hatsuko, born shortly after the Scorpion Clan Coup. Though most of Rokugan believed Hatsuko to have been slain by the Scorpion, she was in fact saved by the Dragon of Water for reasons known only to Tengoku.

Kaneka lived much of his life as a ronin. Though he was aware of his heritage, he never sought his father's acceptance. He preferred to make his own way, to become his own man. Even when Toturi discovered the existence of his son, Kaneka made no demands of his father. As an unfortunate result, Kaneka's stubborn act muddied the waters of succession. It is said that when Toturi died he was on his way to meet with Kaneka, to formally recognize him as his heir. Now, the Empire may never know.

Kaneka took the Akodo name shortly after Toturi was informed of his existence. He spent several years under the tutelage of Akodo Ginawa, and in a way considers the grizzled old samurai a surrogate father.

Kaneka is an honorable man, but an uncertain one. He does not wish to disappear into his father's shadow, but he does intend to do what is right for Rokugan. At the moment, he feels that it is best he secure his father's throne. He does not feel it would be right to allow Naseru or Sezaru to control the Empire, as both have motivations corrupted by their own distorted views. He does not believe his sister Tsudao is capable enough to run the Empire.

Kaneka is not certain what sort of Emperor he would become, but he is prepared to find out.

TOTURI TSUDAO, "THE SWORD"

Female human Imperial (Lion) Sam20: CR 20; Medium-size humanoid (human); HD 20d10 + 40; hp 240; Init +7; Spd 30 ft.; AC 25 (touch 16, flat-footed 22); Att +32/+27/+22/+17 melee (1d10+14 +1d6 fire + 2d6 lawful [against chaotic] + 2d6 honorable [against dishonorable], *+5 honorable lawful flaming burst katana*); SQ Class skill — Battle (family bonus), Ancestral Daisho; Honor: 4; AL LG; SV Fort +16, Ref +11, Will +16; Str 18 (22), Dex 16, Con 15, Int 12, Wis 14, Cha 16 (18). Height 5 ft. 6 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani); Battle* +28, Climb +18, Diplomacy +21, Iaijutsu Focus+ +28, Intimidate +19, Jump +19, Knowledge (Etiquette) +7, Knowledge (Law) +17, Knowledge (Nobility and Royalty) +7, Ride +13, Sense Motive +20, Spot +9; Akodo's Technique*, Cleave, Daisho Specialization (katana)*, Death Trance*, Final Lesson*, Improved Initiative, Leadership (29), Matsu's Roar*, Power Attack, Quick Draw, Strength of Purity (x2)*, Way of the Lion (x2)*, Weapon Focus (katana).

Possessions: Amulet of the Sun (unique item — functions as a *stone of good luck* with double the normal bonus, *a ring of major fire resistance*, and has all powers of a *breastplate of command* except the AC bonus), *saya of keen edges, +5 honorable lawful flaming burst katana (ancestral daisho ability)†, +5 keen honorable throwing wakizashi (ancestral daisho ability)†, +5 partial armor of presence and spell resistance (15)†, ring of protection +3, haori of resistance +3, obi of giant strength +4.*

Tsudao is the second eldest of Toturi and Kaede's children, and many consider her the most worthy of respect. She trained among the Lion from an early age, and defeated the greatest sensei of the Lion before her gempukku. Her skill with a sword seemed matched only by her dedication to justice. She enlisted in the Imperial Legions as soon as she could feasibly do so, and was quickly promoted to commander of the 1st Legion. Those who believed her bloodline alone earned her rank were quickly proven wrong, as Tsudao proved herself the most capable leader the Legion has seen in recent memory. She inspires enormous courage and loyalty in those that follow her, and her golden army has become a beacon for all soldiers who fight in the name of Rokugan.

Her followers have named her "The Lady of the Sun," and the name has stuck. The Moshi family believe that she is, in fact, the reincarnation of Lady Amaterasu, and that her ascension to the throne will bring about a golden age for Rokugan.

Privately, Tsudao believes she does not deserve the throne; her place is at the head of the Legions, not trapped in the Emperor's court. Tsudao is uncomfortable in social situations and not accustomed to showing emotion (except, of course, when inspiring her troops). She prefers armor and the battlefield to silk and subtlety any day.

Tsudao loves Sezaru dearly, but pities the madness his power has bestowed upon him. She despises Naseru, and prays to the Fortunes that his like will never succeed to the throne. She has a great deal of respect for Kaneka, and though she doubts he would make an efficient Emperor she is not yet prepared to publicly deny his birthright. In the meantime, Tsudao throws herself into her work, driving the Legions across Rokugan in a desperate attempt to restore order to the rapidly fracturing Empire.

TOKU, MONKEY CLAN CHAMPION

Male human Monkey Com3/Sam7: CR 10; Medium-size humanoid (human); HD 3d4 + 9 plus 7d10 + 21; hp ; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Att +13/+8 melee (1d10+5, +2 *katana*); SQ Class skill — Knowledge (Bushido) (family bonus); Honor: 2; AL NG; SV Fort +9, Ref +5, Will +11; Str 14, Dex 15, Con 16, Int 13, Wis 16, Cha 16; Height 5 ft. 8 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani), Battle* +9, Diplomacy +11, Knowledge (Bushido) +11, Knowledge (Law) +7, Profession (farmer) +11, Handle Animal +9, Ride +4, Sense Motive +12, Spot +9, Use Rope +5; Combat Reflexes, Dodge, Iron Will, Mobility, Skill Focus (Profession: Farmer), Spring Attack, Void Use*, Weapon Focus (katana).

Possessions: +2 *katana (ancestral daisho)*, +2 *wakizashi (ancestral daisho)*, *armor of the monkey clan* (+2 *partial armor* that also functions as a *cloak of resistance* +3), *helm of persuasion*.

The Champion of the Monkey is a humble, unassuming man. His easy smile and careworn face hardly stand out. Since his retirement, he tends to wear drab robes rather than his ancestral armor. It would be easy to walk right past him, never realizing that he is one of the great legends of the Empire.

His life began simply, as a farmer in a tiny village. When bandits attacked, only a handful of ronin stood against them. A fallen Ikoma taught him to fight, to stand up for his honor and never surrender to the wicked. When that ronin died, the boy swore that he would not forget what he learned, that he would become something greater than the world had made him. With only a bandit's sword, a dead samurai's horse, and a weathered copy of Akodo's *Leadership*, young Toku ("Virtue") set out to find his destiny.

He found it in the fledgling armies of Toturi the Black. Toku's boundless energy bolstered the hopes of others when things looked bleakest. Even Toturi was inspired, and Toku quickly ascended through the ranks of the ragtag army. When Fu Leng was defeated and Toturi ascended the throne, he offered Toku a position in the Imperial Guard. Toku declined, confessing that he was no samurai. He thanked Toturi for the chance to be a hero, and respectfully begged for one last honorable act as a samurai — seppuku.

Toturi refused. "You may have been born a peasant," Toturi replied, "but you are a finer samurai than any other. Rise, Toku, Captain of the Imperial Guard, Daimyo of the Monkey Clan."

These days, the legendary Toku only sees himself as a tired old man. He tries to do the best he can in maintaining his clan and in raising his daughter, Miyako. As the Empire begins to turn upon itself, however, Toku's blood has begun to stir. He has seen this before. He knows that soon the Empire will soon need heroes. Toku does not consider himself a hero — he never has — but he knows he cannot ignore the call of destiny.



Ronin Samurai

USAGI OZAKI, HARE CLAN CHAMPION

Male human Hare Sam12/Rog3: CR 15; Medium-size humanoid (human); HD 12d10+36 plus 3d6+9; hp 150; Init +4; Spd 30 ft.; AC 21 (touch 14, flat-footed 17); Att +19/+14/+9 melee (1d10+6, *Kennô*); SQ Class skill — Knowledge (Maho) (family bonus); Honor: 3; AL NG; SV Fort +12, Ref +11, Will +12; Str 15, Dex 18, Con 16, Int 15, Wis 16, Cha 12; Height 5 ft. 6 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Naga), Climb +19, Hide +27, Iaijutsu Focus+ +6, Innuendo +11/+9 (receive/transmit), Intimidate +19, Jump +32, Knowledge (Kolat) +16, Knowledge (Maho) +7, Move Silently +12, Ride +14, Sense Motive +21, Tumble +15; Daredevil (Ancestor)*, Dodge, Expertise, Improved Disarm, Improved Trip, Mobility, Run, Spring Attack, Void Use*, Way of the Hare*, Whirlwind Attack.

Possessions: Kennô (*the Ancestral Sword of the Hare* counts as a +3 *keen edge katana* due to Ozaki's ancestral daisho ability; it also has the effects of *boots of striding and springing* when carried and *gloves of arrow snaring* when drawn — the wielder does not need to have his hands free to deflect incoming missiles), +4 *wakizashi (ancestral daisho)*, *kimono of blending*, +3 *partial armor*.

Ozaki is the greatest daimyo the Hare Clan has ever known. Though he is now in late middle age, he is still fit and healthy. His chiseled features and striking silver hair make him seem much younger than he is, and he still moves as nimbly as any Usagi youth. Ozaki's life has forged him into a man who does not know how to surrender — not even to old age.

When the nefarious Kolat conspired to defame and destroy the Hare over two decades ago, only Ozaki escaped with the clues to what had truly occurred. Though his quest for truth cost him his home, his father, his good name, and his left eye, Ozaki struggled on. With the assistance of a band of adventuring samurai, he exposed the Kolat's sinister plot, rescued his sister Tomoe, and won back the honor of his clan. With the help of an industrious young ronin named Ujina, Ozaki rebuilt the ancestral home of the Hare.

Ozaki is a quiet, thoughtful man who does not trust easily. He knows every Hare by name and face, and is very careful about whom he allows access to Usagi Castle. Ozaki knows that his clan has very dangerous enemies, not the least of which are the Kolat and the Bloodspeakers. He does not hide from them; rather, he seeks them out. When the time comes for action, Ozaki is a swift and deadly fighter, charging at the forefront of the Usagi bushi. He has transformed the Hare into an clan of truth-seekers, dedicated to the destruction of the Bloodspeakers, Kolat, and other villainous secret organizations.

Under his guidance, the Hare are no longer the hunted. They are hunters who ferret out shadows and destroy them.

SATOSHI, RONIN SHUGENJA

Male human ronin Shu7: CR 7; Medium-size humanoid (human); HD 7d6 + 14; hp 45; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Att +3 melee, +5 ranged (1d8, yari); SQ Sense Elements; Honor: 2; AL CN; SV Fort +4, Ref +5, Will +7; Str 11, Dex 14, Con 12, Int 16, Wis 13, Cha 17 (19); Height 5 ft. 7 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Naga, Yobanjin), Alchemy +11, Concentration +9, Diplomacy +13, Gather Information +14, Heal +8, Hide +12, Knowledge (Elements) +7, Knowledge (Shintao) +7, Move Silently +12, Search +11; Innate Ability (cat's grace, invisibility, expeditious retreat)*, Versatile (x2, Hide, Move Silently, Search, Gather Information)*, Void Use*.

Spells Known (6/7/7/5; base DC 14 + spell level; Elemental Focus — Air): 0—*commune, daze, detect magic, ghost sound, guidance, know direction, read magic, summon*; 1st—*change self, cure light wounds, expeditious retreat, obscuring mist, silent image, sleep*; 2nd—*Benten's touch*, cat's grace, detect thoughts, wind wall*; 3rd—*clairaudience / clairvoyance, gust of wind, invisibility*.

Possessions: kimono of charisma +2, ring of protection +1, haori of resistance +1, masterwork ashigaru armor.

Satoshi is eternally grateful that the kami favor him, for he's relatively certain that the Fortunes despise him. His path has been a rugged one. Early in his life the temple where his ronin brotherhood dwelled was destroyed by the Steel Chrysanthemum's armies. Satoshi was the only survivor. Since that day, he has had to survive by his wits and the power of his magic. While this has led him to a fair share of untrustworthy and dishonorable behavior, Satoshi is at heart an honorable man merely doing what he needs to do to survive.

Satoshi often regrets that he was not born during the time of Toturi, when a ronin shugenja with his skill and talent would easily find his place. Instead, he is hated and mistrusted wherever he goes. Satoshi has adopted a policy of treating those who treat him fairly with courtesy and respect. In villages that treat him as ronin scum, however, he swindles fools mercilessly and robs others blind, fleeing invisibly into the night when he has worn out his welcome. While this policy has kept him fed and amused, it also has several magistrates hunting him in Phoenix lands.

So far, Satoshi has managed to keep out of their grasp.

IMPORTANT SITES

A1 Kyuden Miya (Castle of the Miya): The Emperor's heralds and diplomats — the Miya family — dwell further from the Emperor than any other Imperial Family. Their palace is nestled among the Spine of the World Mountains, just north of the Plain of Thunder. Kyuden Miya is famous for its extensive records on the heraldry and personal mon of clans both Great and Minor. Once a year, the Miya fund the Emperor's Blessing, a caravan of builders, artisans, and shugenja who travel to areas of Rokugan in need of assistance, repairing landmarks, building schools, and otherwise doing good deeds.

A2 Shiro Usagi (Hare Clan Stronghold): The Scorpion army leveled the home of the once-proud Hare Clan for some unknown offense shortly before the Scorpion Clan Coup. In a tragic but unrelated twist, the Emperor dissolved the Hare Clan shortly thereafter due to accusations of *maho* practice. The claims were later proven false, however, and the Usagi family rebuilt their home larger than before. Since that time, the Hare have become stronger than ever before, adding a second family, the Ujina, to their clan.

A3 The Castle of the Emerald Champion: For a thousand years, the lands just north of the Imperial Capital have belonged to the Emerald Champion. No army has ever dared threaten its borders, as all daimyo are painfully aware that such an action is an invitation for the other Clans to raise their own armies against the invader.

The castle sits on a high hill surrounded by a wide, empty plain. Any army marching on the sight would be seen days in advance of their arrival. A chrysanthemum — the mon of the Emerald Champion — is proudly displayed at the front gate of the castle.

A4 Kiken and Roka Toshi/Ryu Bannin Toshi (Treacherous Pass City/Dragon's Guard City): A narrow pass through the mountains gave this city its name. It sits in a valley on the sea shore surrounded by high mountains. A famous story teller once said a small child gave a dragon a rice ball at the site of the city, and the dragon promised the child that her family and all of her descendants would know peace for a thousand years. Since that time, the descendants of that little girl have become some of the most prominent fishermen in Rokugan.

A5, A6, A8, A10 (Hub Villages): Otosan Uchi is the heart of the Empire, home of the Emperor and seat of the government. However, invitations are not given lightly. The Hub Villages on the outskirts of Otosan Uchi serve as a base of operations for lesser ambassadors, merchants, and Imperial hangers-on. The Hub Villages are home to the Empire's bureaucracy and taxes are counted here, making the villages extremely wealthy. The Hubs house countless individuals hoping to live in Otosan Uchi itself. Competition to get the attention of those with clout in the Imperial City can be quite fierce.

A5 Mura Kita Chushin (North Hub Village): This village is closest to the lands of the Tortoise. It is thus a great center of trade as merchants scramble for a chance to purchase the exotic wares of the Tortoise Clan sailors before they disappear into the Imperial City.

A6 Mura Higashi Chushin (East Hub Village): This village is a home away from home for mercenaries. Samurai looking for work can expect fair treatment if they have enough koku. The most notable and influential establishment is the House of Green Koi, founded by retired ronin duelist Miya Yuritogen. Yuritogen was once an Imperial Herald, and maintained many connections throughout the Empire. For a small fee, he would act as an agent for a group of samurai who prove themselves honorable. His descendants have continued the family tradition.

A7 Yoake Fusheru (Dawn Tower): This ancient tower guards one-half of the Emperor's Bay, keeping a steady watch against invasions of *gaijin* from the sea. Doubling as a lighthouse, it is manned by Seppun and Tortoise Clan samurai.

A8 Mura Nishi Chushin (West Hub Village): This Hub Village contains more Imperial storehouses than any other Hub, immense warehouses containing rice collected as taxes. In the last two decades, the village has become home to countless moneylenders. While many consider their usury to be dishonorable, the moneylenders make certain that a large share of his profits go towards the maintenance of Hantei Naseru's personal gardens.

A9 Otosan Uchi (Rokugani Capital): Otosan Uchi is the capital of Rokugan, and the greatest testament to the power of the Hantei. The walls guarding the city are so wide that horses can ride along the ramparts. The guards are chosen from Rokugan's finest samurai. The entire capital exists solely to

support the Emperor and his court. Diplomats from all of the Great Clans (and many of the minor ones) reside in the Emperor's palace, plotting, bickering and seeking the favor of the Son of Heaven. Policy for the entire Empire is determined here, and those without an invitation may not pass through the gates.

When the city and palace were built, Crab engineers and Phoenix shugenja worked together to make the palace impossible to infiltrate. Some shugenja say that the walls are enchanted with a powerful spell that renders its streets and passageways an impenetrable maze; only those with Imperial blood may find their way around.

Kyuden Seppun (Castle of the Seppun): This great palace stands between the Imperial City and the northern mountains of the Crane, as ancient and beautiful as Otosan Uchi itself. Kyuden Seppun is the second home of the Emperor, the birthplace of the Brotherhood of Shinsei, and the ancestral home of the Emperor's fanatically loyal Miharu guardsmen. In many regards, Kyuden Seppun is one of the most sacred and holy places in the Empire, and has always been considered sacrosanct during wars between the clans, although the Shadowlands did attack it during the Clan War. (Kyuden Seppun is located just outside location A9.)

A10 Mura Minami Chushin (South Huh Village): This village was once the home of the famed Doji Nio, son of Doji and Kakita. Upon Nio's death, his estates were left "to Rokugan's authors of beauty." Since that time, his large estates have become a communal home for storytellers, poets, painters, and other artists trying to make a name in Otosan Uchi. The estates are beautiful, but there is little privacy and much cutthroat competition among the artists here. Generally, even a poor home in Otosan Uchi is considered a grander accomplishment than a pallet in the lush gardens of Kyuden Nio.

A11 Nichibotsu Fusheru (Sunset Tower): This ancient tower guards half of the Emperor's Bay, keeping a steady watch against invasions of gaijin from the sea. Doubling as a lighthouse, it is manned by Seppun and Tortoise Clan samurai.

A12 Mizen Mura: The small town marks the edge of Imperial lands and the beginning of the Crane provinces. It is manned by Seppun guards, nearly all of whom are related to the Crane in one way or another.

A13 Reihaido Shinsei (Crow Shrine): The one animal most associated with Shinsei is the crow. When he and his Seven Thunders needed a scout, the crow — then a bird with a white chest and beautiful colorful wings — volunteered. By the end of the journey, the crow survived, but he was blackened by the powerful forces that passed between Shinsei's Thunders and Fu Leng. It is now regarded as a bird of omen, a watchful and helpful animal that warns when troubles are ahead. Only those with a pure heart and true devotion can find one of Shinsei's shrines, but it is said that those who do learn the deepest secrets of his teachings from the Kenku spirits of the air.

A14 Shinden Osano-Wo (Temple of Osano-Wo): The Fortune of Fire and Thunder is Osano-Wo, and his greatest temple is here. The monks who keep the temple are known for their rituals of scarring and secret magic. Constant thunderstorms encourage the local vegetation to become green and lush, but the land itself is rocky and difficult to traverse. Moss grows over the rocks, and the area is humid even in the driest seasons.

A15 Koeru Mura: This small village provides rice and grain for the Minor Clans, selling its talents to the highest bidder each year. Every year, the ronin governor of Koeru meets with the surrounding Minor Clans, and sells the past year's harvest to the highest bidder. This is the only means by which this small, independent ronin town survives from year to year.

A16 Shiro Heichi (Boar Clan Stronghold): The ruined castle in these forbidding mountains was home to the Boar Clan until its mysterious disappearance five centuries ago. Now, the mountains are haunted by a restless spirit called the Shakoki Dogu, a terrifying entity that feasts on madness. The Crab and Falcon have made countless efforts to placate or even identify the spirit. All have failed.

A17 Zakyo Toshi (Pleasure City): Five hundred years ago, this city's name might have suited it; now it is simply a decorative name given to one of the busiest commercial cities in the south of Rokugan. Zakyo is a haven for lechery, kept clean only through the constant interference of the Imperial troops stationed here to keep watch on the border of the Scorpion and Minor Clan lands.

A18 Dangai: A small monastery in the center of the unaligned lands, this haven of enlightenment takes advantage of the arid land by constructing rock gardens and libraries, depending on travelers to bring food for the monks who make their homes here.

A19 Daidoji Yukan-se (Valiant Daidoji Tower): At this tower, an ancient battle between the Scorpion and the Daidoji resulted in a Crane victory. Since that day, the tower has held its name, even through the Crane samurai who once inhabited it have been lost to vice. Their family dishonored, these ronin still claim tentative allegiance with the Crane, and are constantly trying to return to their former clan with offers of fealty. Thus far, the family secret (whatever it may have been that caused them to be cast out in the first place) has kept them from succeeding.

A20 Kudo: A small farming village owned by the Hare Clan. It is a frequent destination for traveling ronin, who know that the Hare pay well for information about the other clans.

A21 Meidochi: A small farming village in the lands that belong to the Hare. The Ujina family conducts much of its business here.

A22 Kaia Osho Mura (Humble Priest Village): A quiet Fox Clan village on the edge of the Kitsune forest. This village accounts for the majority of Fox food production, and is well guarded by the vigilant shugenja of that peaceful clan. Often, members of the Unicorn clan can be found here, seeking rest from their travels in the lands of their distant cousins, the Fox.

A23 Kitsune Mori Mura: This village within the forest of the Fox is filled with strange architecture — houses are grown from trees, and sliding screens made of forest leaves rather than rice paper. The Fox Clan makes use of all the forest's bounty, harvesting its acorns, berries and nuts as well as the food grown in Fox villages elsewhere. There is a large shrine to Inari here, the patron Fortune of Rice and friend to the spirit kitsune that inhabit the wild forest groves around the Fox Clan Palace.

A24 Kyuden Kitsune (Fox Clan Palace): When Lady Shinjo left Rokugan eleven hundred years ago, some of her followers remained behind. Some of these remnants became the Fox Clan. While they do not have the same affinity for cavalry as their Unicorn cousins, their skills in hunting, herbalism and woodsmanship are unparalleled in Rokugan.

A25 Kyuden Suzume (Sparrow Clan Palace): The Sparrow Clan is one of the older Minor Clans, formed several

hundred years ago when a number of Crane Clan members interpreted Shinsei's philosophy as calling for a renunciation of wealth. Accordingly, they set themselves apart from their money-conscious Crane brethren and declared themselves the Sparrow Clan, taking a humbler bird as their inspiration. The Sparrow Clan "palace" is spartan and functional, providing a fortified position that the Sparrow and their heimin can defend in time of war.

A26 Koutetsukan (Iron Turtle City): This humble city is the single largest producer of boats and ships within the Empire, creating ships for the Mantis, Crane, Phoenix and Crab fleets as well as for the Seppun. Those samurai who wish to venture into the open ocean would be advised to find a seasoned navigator here, as well, because no one knows the seas as well as the Mantis; no one knows boats like the heimin and samurai of Koutetsukan.

A27 Shiro Morito (Ox Clan Castle): For his valor during the War of Spirits, former Unicorn bushi Morito was awarded a small fief in the northern regions of the Dragon Heart Plain to found his own minor clan. Morito took the nickname given to him by his fellow ronin as the name of his new clan: the Ox Clan. Many former members of the Shinjo family, cast out or dishonored after the revelation of Shinjo Yokatsu as a Kolat Master, joined Morito in hopes of beginning a new life.

A28 Toku Torid-e (Virtuous Keep): One of Toturi's chief lieutenants throughout the Clan War, the samurai known only as Toku was first promoted to captain of the Imperial Guard by Emperor Toturi I, then later given leave to found his own clan to serve the Empire. Toku chose to call his new clan the Monkey Clan and served Toturi until the Emperor's recent death.

A29 Vigilant Keep of the Monkey: The Monkey Clan serves the Empire as magistrates, answering directly to the Emperor himself. With the absence of a clear heir, the Monkey have chosen to support Toturi Tsudao, riding at the side of the Imperial Legions and enforcing justice across the land. The Vigilant Keep has fallen twice in its short history (once to the Shadow and once to the armies of Hantei XVI), but each time it has been quickly rebuilt. This castle is also home to the Fuzake shugenja family. Though the family is small, major shugenja families have begun to take note of them, for the Fuzake have recently begun training at the foot of Grand Master of the Elements Naka Tokei.

The Ruins of Shiro Ichiro (no map entry) (Badger Clan Stronghold): Once a remote and often overlooked clan, the Badger came into prominence when the clan was decimated by an oni attack shortly before the onset of the Clan War. The few surviving members of the Ichiro family gave their support to Toturi during the war and were allowed to keep their name despite their lack of a homeland. To this day, the Ichiro roam the Empire as mercenaries, seeking to gather enough funds to rebuild their home.



Shahai — The Dark Daughter

SHAHAI, THE DARK DAUGHTER

Female human Unicorn Shu7/Tsu11: CR 18; Medium-size humanoid (human); HD 7d6 + 21 plus 8d8 + 24; hp 123; Init +2; Spd 30 ft.; AC 22 (touch 13, flat-footed 19); Att +9/+4 melee (1d4+1, +2 *tanto of wounding*); SQ Class skill — Spellcraft (Family bonus), Sense Elements, Suppress Taint, Blood Conversion, Spell Conversion (has converted all spell levels to Maho), Maho Metamagic; Honor: 0; AL CE; SV Fort +12, Ref +7, Will +11; Str 9, Dex 15, Con 17, Int 15, Wis 17, Cha 15; Taint +6 ; Height 5 ft. 5 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Oni), Bluff +10, Concentration +18, Heal +13, Hide +9, Innuendo +5, Knowledge (Shadowlands) +12, Knowledge (Maho) +23, Knowledge (Arcana) +19, Spellcraft +23, Torture* +13; Blood Sorcerer (ancestor)†, Craft Wondrous Item, Extend Spell, Innate Ability (speak with dead, dispel magic, slay living)*, Maho Focus*, Maximize Spell, Meishodo*, Ritual Magic.

Spells Known (6/8/13/7/7/7/7/6/6/4); base DC 21 + spell level; Elemental Focus — Water, Iuchi School; all spells are considered maho): 0—*commune, create water, cure minor wounds, daze, detect magic, purify food and drink, read magic, summon*; 1st—*blood rite**, *cure light wounds, detect taint, remove fear, rise again!**, *silent image*; 2nd—*cure moderate wounds, detect thoughts, protection from arrows, remove paralysis*; 3rd—*create food and water, dispel magic, speak with dead, wonderful origami furoshiki**; 4th—*arcane eye, cloud of Taint†, heart ripper†, polymorph other*; 5th—*magic jar, nightmare, slay living, unhallow*; 6th—*circle of death, create undead, forbiddance, harm*; 7th—*blasphemy, control undead, finger of death, insanity*; 8th—*create greater undead, greater planar binding, symbol*; 9th—*weird, summon monster IX.*

Possessions: ring of wizardry II, bracelets of armor +6, +2 tanto of wounding, amulet of natural armor +2, ring of protection +2, meishodo: maximized cloud of taint, extended protection from arrows, maximized cure moderate wounds, extended daze.

Once, she was Iuchi Shahai, daughter of Iuchi family daimyo Iuchi Daiyu. Early in the reign of Emperor Toturi, Shahai began to hear a spectral voice. The voice promised great power, and great freedom to do as she pleased with the world. The voice was terribly seductive to young Shahai, who chafed at the boring traditional lifestyle her father imposed upon her. Wandering into the forbidden Forest of Dreamers south of Gatherer of Winds Castle, Shahai discovered a ruined house.

Investigating further, she discovered a battered skeleton and a collection of scrolls. The scrolls contained *maho*, magic so black that it scarred Shahai's soul to look upon it.

The first spell she cast caused the skeleton's head to animate, the kanji "Void" painted upon its forehead in Shahai's own blood. Shahai did not even remember cutting herself, but she recognized the voice that rose from the skull. It introduced itself only as "Grandfather," and instructed her how to go about finding the infamous cult known as the Bloodspeakers.

Shahai followed Grandfather's advice. Shortly thereafter she slew her own father to seal her initiation into the cult, and quickly ascended through the ranks of the Bloodspeakers. Her name is a curse among the Kuni Witch Hunters, who have hunted the trail of corpses she has left behind for over two decades.

Recently, Shahai has offered her services to Daigotsu, Lord of the Shadowlands — not as a servant, but as an equal partner. She has earned the title of the Dark Daughter, and is more dangerous now than ever.

In person, Shahai is remarkably friendly and charming. She is a slender woman; hardly the sort one would suspect to be a mass murderer with nearly godlike power. When angered (or bored) she is a power to be feared. She is utterly merciless and fond of torturing enemies extensively before slaying them.

DAIGOTSU, LORD OF THE SHADOWLANDS

Male outsider Tsu20: CR 25; Medium-size outsider (evil, Shadowlands); HD 20d6 + 100; hp 220; Init ; Spd 30 ft., Fly 30 ft.; AC 36 (touch 32, flat-footed 31); Atk +23/+18 melee (1d10+17+2d6 [against good], *Daigotsu's Obsidian Blade*); SQ Daigotsu Qualities, Akutenshi abilities — Alternate Form, Cloaked Taint (DC 36 to detect), Body of Damned Time (once/hour, assume corporeal form for one round; all viewers must make a Fort save vs. DC 25 or suffer 1d4 permanent Str, Dex, and Con damage and hair turns white), Breath of Taint (gain 6 Taint points, Reflex DC 25 for half) *detect thoughts* (at will), Disrupt Ki (Will DC 23 or use lowest ability modifier on all actions for 18 rounds), *invisibility* (at will), Soul Drinking); Honor: 0; AL LE; SV Fort +15, Ref +14, Will +19; Str 26, Dex 19, Con 20, Int 21, Wis 17, Cha 20; Taint +16; Height 5 ft. 10 in.

Daigotsu Qualities: The Lord of the Shadowlands possesses a number of unique abilities, including the following:

Akutenshi — Daigotsu possesses all abilities of the akutenshi template in *Oriental Adventures*, with the exception of *shapechange*. These are listed above under Special Qualities.

Damage Reduction 30/+3 — applies only to his original body; increases to 50/+5 if Daigotsu's soul is not currently in his body.

Dark Knowledge — All skills are class skills.

Fu Leng's Blessing — Daigotsu gains a deflection bonus to AC equal to his Taint modifier while in his own body.

Improved Saves — If Daigotsu successfully saves against any effect with a "partial" result, the spell does not affect him.

Maho — Daigotsu may cast no spells that are not *maho* spells. His Spells Known have been adjusted accordingly.

Oni Possession — Daigotsu may possess any oni he can see, at will, as a standard action. This is the equivalent of a *magic jar* spell, except for the following: The oni is allowed no save and Daigotsu needs no receptacle (he may transfer his soul directly into the oni). The oni's soul is suppressed, but aware of all actions performed while Daigotsu commands its body. Daigotsu may return to his own body at will, regardless of range, or may shift his soul to another oni within sight as a standard action. Daigotsu is aware of all abilities of his host and may use them. The caster level of any spell like abilities of the host becomes Daigotsu's caster level, but Daigotsu may not cast his own spells or use his own natural abilities (with the exception of this one) while within a host. He may use all of the host's feats as well as his own. He may use the host's attack bonus rather than his own, if he wishes. If Daigotsu's host is killed, Daigotsu's soul returns to its body regardless of range.

Oni Vision — Daigotsu may scry on any oni, at will, as a standard action. The scry attempt is always automatically successful within the boundaries of the Shadowlands.

Outsider — Daigotsu is a native outsider; he may be *banished* but not *dismissed*.

Spell Resistance — 25

Skills and Feats: Speak Language (Rokugani, Bakemono, High Rokugani, Nezumi, Ogre, Oni), Battle* +8, Concentration +22, Diplomacy +14, Intimidate +22, Knowledge (Arcana) +21, Knowledge (Elements) +10, Knowledge (Etiquette) +10, Knowledge (Fortunes) +8, Knowledge (Jigoku) +27, Knowledge (Maho) +22, Knowledge (Meido) +8, Knowledge (Nobility and Royalty) +11, Knowledge (Shadowlands) +28, Knowledge (Shintao) +6, Knowledge (Toshigoku) +8, Knowledge (Yume-do) +10, Knowledge (Gakido) +8, Listen +13, Sense Motive +10, Spellcraft +20, Spot +13; Blood Sorcerer (Ancestor)†, Empower Spell, Fly-By Attack, Improved Initiative, Innate Ability (*circle of death, dark wings, obsidian armor*)*, Maho Focus*, Maximize Spell, Ritual Magic*.

Spells Known (0/10/10/10/10/9/9/9/9/8; base DC 31 + spell level, Iuchi School; all spells are considered maho): 0—None; 1st—*blood and darkness**, *blood rite**, *cobra's breath*†*, *pain**, *rise again**; 2nd—*choking death**, *curse, desecrate, ghoul touch, mists of fear**; 3rd—*animate dead, dark wings**, *hate's heart**, *inflict serious wounds*; 4th—*cloud of Taint*†, *enervation, polymorph self, wall of bones*†; 5th—*cloudkill, obsidian armor**, *slay living, unhallow*; 6th—*circle of death, eyebite, harm, summon greater kansen**; 7th—*acid fog, blasphemy, control undead, destruction*; 8th—*create greater undead, greater planar binding, symbol, tainted aura*†; 9th—*power word, kill, summon monster IX, weird*.

Possessions: Daigotsu's Obsidian Blade (unique item, functions as a +5 *unholy katana* that can produce the effects of the *sword of darkness*† spell at will; unlike the spell, the blade must be wielded and takes advantage of the user's feats, etc.), *rod of thunder and lightning, amulet of natural armor +5, haori of resistance +4*.

Not much is currently known about the new Lord of the Shadowlands. Not much needs to be known. His power and leadership speak for themselves. He is the master of Onisu, leader of the Tainted armies lost at Volturnum, and the new driving force behind the Shadowlands Horde. Daigotsu is charismatic, intelligent, and at times even friendly to his enemies, but his every action is a calculated ploy to extend the domain of corruption even further. For example, Daigotsu may offer an wealth, power, friendship, and acceptance to a ronin seeking a home, with every intent to fulfill his promises. Daigotsu's gifts have a price, however, and those who enter his service will inevitably be twisted into a weapon to be used against the Empire. Behind his facade of charm, Daigotsu is as wholly evil as any other leader of the Shadowlands. He seeks to succeed where Yogo Junzo, Kuni Yori, the Maw, and Oni no Kyoso have failed. He has united the disparate groups of the Shadowlands like no other leader in memory, and those Tainted who defy his commands are

hunted by the savage Onisu. Though he is willing to make compromises to build his power base, he will brook no challenges to his leadership.

Those who defy him are destroyed. No exceptions.

TE'TIK'KIR, CRIPPLED BONE SHAMAN

Male Nezumi Sor7/Nsk10: CR 18; Medium-size humanoid (Nezumi); HD 17d4 + 17; hp 71; Init +3; Spd 80 ft.; AC 17 (touch 11, flat-footed 18); Att +11/+6 melee, +12/+7 ranged (1d6+3, *halfspear* +5); SQ Crippled Bone Nezumi qualities, Ratling Shaman abilities (including mend name, spirit sight, conjure trickster, importune Transcendent, named weapon); Honor: 1; AL CG; SV Fort +9, Ref +11, Will +17; Str 6, Dex 8, Con 13, Int 17, Wis 20, Cha 21 (27); Height 6 ft.

Skills and Feats: Speak Language (Nezumi, Mujina, Oni, Rokugani), Concentration +11, Knowledge (Arcana) +14, Knowledge (Shadowlands) +18, Knowledge (Yume-do) +24, Scry +9, Spellcraft +15; Brew Potion, Craft Rod, Craft Wondrous Item, Empower Spell, Improved Initiative, Spell Focus (Enchantment).

Spells known (6/8/8/8/8/7/7/7/5; base DC 18 + spell level): 0—*dancing lights, daze, detect magic, detect poison, disrupt undead, ghost sound, mending, open/close, read magic*; 1st—*charm person, expeditious retreat, mage armor, magic missile, protection from evil*; 2nd—*bull's strength, cat's grace, detect thoughts, knock, minor image*; 3rd—*cure serious wounds, dispel magic, sleet storm, suggestion*; 4th—*divination, ice storm, lesser geas, scrying*; 5th—*dream, feeblemind, mind fog, true seeing*; 6th—*find the path, greater shadow evocation, mass suggestion*; 7th—*banishment, legend lore.*

Possessions: +5 *halfspear* (named weapon), *cloak of charisma* + 6, *rod of thunder and lightning, amulet of natural armor +2, ring of protection +2, bag of holding* (type 4), *vest of useful items, boots* (leggings) *of speed*, countless magical potions and minor magic items; Te'tik'kir is one of the most powerful Nezumi shamans alive and has access to nearly any item his race can produce.

At fifty-nine years old, Te'tik'kir is the oldest Nezumi alive. Though feeble, his extensive experiences and extraordinary sorcerous might are known even to the most distant tribes. Young shamans frequently hazard trips into the deep Shadowlands to seek this great shaman's advice.

Some would call Te'tik'kir eccentric, but "mad" is closer to the truth. He is a powerful Nametaker, but insists on being referred as a "Nameseeker," one of the lowest of the Nezumi's sorcerous ranks. He claims that he is a creature undeserving of Name, that he has betrayed his people and must seek a new Name before he can take his place among the Transcendent. His claims are, in fact, true. Though he is a powerful shaman, he cannot become a Transcendent. The other Transcendent have told him as much. Early in Te'tik'kir's life he made a terrible mistake — a betrayal that led to the death of his friend Mat'tck, chieftain of the Crippled Bone. Until he atones for this sin, he cannot transcend, and he cannot die. Te'tik'kir remains in the mortal world, growing more ancient with each day.

Some days he wonders if he deserves to be free.

YOEE'TRR, TATTERED EAR ADVENTURER

Male Nezumi Ftr2/Rgr1/Rog5: CR 8; Medium-size humanoid (Nezumi); HD 3d10 + 3 plus 5d6 + 5; hp 50; Init +5; Spd 40 ft.; AC 19 (touch 15, flat-footed 14); Att +8/+3/+8 (1d6+3, twin wakizashi), +14/+9 ranged (1d6+1, *yumi* +1); SA claws — 1d4+3 damage, teeth — 1d4+1 damage, Sneak Attack +3d6 damage; SQ Tattered Ear Nezumi qualities, evasion, uncanny dodge (Dex bonus to AC), favored enemy (goblins), two-weapon fighting; Honor: 1; AL CG; SV Fort +6, Ref +9, Will +1; Str 16, Dex 21, Con 13, Int 15, Wis 10, Cha 9; Height 5 ft.

Skills and Feats: Speak Language (Nezumi, Rokugani), Climb +11, Escape Artist +11, Hide +19, Jump +9, Listen +9, Move Silently +19, Search +7, Sense Motive +7, Spot +12, Tumble +15, Wilderness Lore +8; Track, Scent, Point Blank Shot, Precise Shot, Rapid Fire, Weapon Focus (yumi).

Possessions: 2 mismatched wakizashi (which he uses to fight two-handed), +1 *yumi* (his most prized possession), *studded leather armor +1, bracers of archery, fetish of the eagle* (as *eyes of the eagle*), *dust of illusion* (2 doses).

Yoee'trr ("Foolish Wanderer") is a young Nezumi eager to unlock the mysteries of the world. He left his tribe two years ago, offering to hire out his services as a mercenary to the armies of the Great Clans of the humans. Among creatures as wealthy and powerful as the humans, surely there could be opportunity for one Nezumi, right?

His quest has met with mixed results. Though Yoee'trr has had many exciting adventures, from battling spirits in the heart of the Shinomen to scouting the lines of the Dragon army in the employ of the Unicorn, he has never been truly accepted. More often than not, he's been used as a pawn. A handful of times, his employers have tried to kill him rather than meet their end of the bargain, considering him nothing more than a beast to be exploited. It doesn't help much that Yoee'trr is a light-fingered prankster with no respect for personal property. Most of the time he ends up at odds with his employers.

Yoee'trr doesn't mind; he always has an escape route. Those who turn on him may find one of his trademark blue-feathered arrows lodged in one of their feet. If they're lucky, they may catch a glimpse of Yoee'trr's tail as he vanishes into the undergrowth.

Other Nezumi consider Yoee'trr to be foolhardy and self-destructive. His tales of adventure disrupt the unity of the tribe, encouraging other young Ratlings to be similarly brave and foolish. He has found a cold reception upon his return home, and has slowly begun to accept the fact that he thinks more like a human than a Nezumi. He is seriously considering leaving home permanently, seeking another great adventure. All he needs to do now is to find some humans that look like interesting traveling companions.

MAJOR GEOGRAPHICAL FEATURES

The following location descriptions refer to the locations labeled on the color maps at the front and back of this book.

A. Kanashimi no Komichi (Sorrow's Path): This natural mountain pass leads to the lands far north of Rokugan's northern mountain range. It is called "Sorrow's Path" by the Unicorn who returned from the barbarian lands.

B. Yakeru yoni Atsui (Burning Sands): The Unicorn tell of a people who live in the grassy steppes just beyond the mountains, and beyond them lies a vast desert they call the "Burning Lands."

C. Kyodai and Kabe sano Kita (Great Wall of the

North): These mountains isolate Rokugan from the north. The Unicorn say that there are steppes and a vast desert to the north where barbarians ride on great steeds, killing and pillaging without mercy.

D. Hinanbasho sano Mitsu Shimai (Refuge of the Three Sisters): High in the mountains above the Dragon keeps, Rokugan's only shrine to the Moon Goddess sits at the end of a treacherous path called "The Climb of the Moon." The diligent seekers who discover the hidden path find the shrine occupied by three sisters who have tended it for as long as mortal memory has recorded. Speculation has made the sisters out to be ghosts, but none can say for certain. The three sisters speak in riddles, answering any question put to them. Legends say that any question put to them is answered truthfully, but ruin befalls any who ask.

E. Heigan Ryo Kokoro (Dragon Heart Plain): This high, barren plain overlooks the Dragon fortresses to the southwest and the Shrine of the Ki-Rin to the southeast. Only broken stones and shattered foundations remain to mark the home of the Snake Clan, who were utterly destroyed by the Phoenix Clan seven and a half centuries ago. Occasionally, foolhardy shugenja dig about in the ruins hoping to find some remnants of the Snake's dark magic. The lucky return home disappointed. The unlucky do not return at all.

The far northern reaches of the Dragon Heart Plain have become home to the Ox Clan in recent years (A27).

F. Tani Giza (Jagged Valley): This area of the mountains is largely made up of loose shale, large chunks of which break off of the mountains and slide away into the valleys below. The Phoenix sometimes train samurai in this area, to teach them alertness.

G. Mori Isawa (Phoenix Woodlands): There was a reason the Phoenix settled in this area of Rokugan. The wood of the Isawa forest has a particular quality that is particularly beneficial for their shugenja's scrolls.

H. Nani-aku Heitai Heigen (700 Soldier Plain): It was here that seven hundred soldiers were victorious against an army of seven thousand (at least, that is what the history books say).

I. Mizu-umi Ryo (Dragon Lake): The locals call the lake in the northwest "Dragon Lake" because of the shrine to the Guardian of Water that is on the south side of the lake. Some say the Dragon of Water can be drawn to the shrine by those who are worthy.

[No Map code] Nagashi Naga Toshi (Sunken Naga City): At the bottom of a great lake in the north, there is said to be a city that remains perfectly preserved. Statues suggest it may have once been a city of the Naga, but none but those who visit (with magic, of course) can say for certain. The Naga were strangely silent on the issue while they were awake.

J. River of the Lost Valley (Kenku Home River): Though it is far from any settlements, many bushi risk the journey to this remote river. Its source is rumored to be the home of the wise and often mischievous kenku. Many legendary Rokugani swordsmen are said to have been trained by these swordmasters.

K. Heigen Kori (Ice Plain): Surrounded on three sides by mountains, Heigen Kori is always a plain of snow and ice in the winter and a barren waste in the spring and summer. It is a desolate place, devoid of any life save the sparse grasses that grow each spring, only to be covered with snow when the winter comes.

L. Kyodai and Josho Suru (The Great Climb): These are the foothills that lead to the mountain palaces of the Dragon Clan. They are tight, twisting and confusing and easy to get lost in, eventually reaching impossible heights. There is a single pass that penetrates the mountains, and that is guarded by the Mirumoto family.

M. Kyodai and Taiyo (The Great Fall): Due to heavy volcanic activity, there are many rock slides in this area, making it quite dangerous. The Dragon Clan train new samurai in this area — it keeps them on their toes.

N. Nemui Kaminari Yama (Sleeping Thunder Mountain): The volcano just southeast of the Shrine of the Ki-Rin rumbles from time to time, but has yet to fully erupt.

O. Kanawa Taki (Iron Rings Cascade): Over a thousand years ago, Shinsei stopped at this waterfall and quenched his thirst at the waters. Since that day, the waters have been considered holy and blacksmiths from across Rokugan come to this waterfall to use the pure waters for quenching their steel.

P. Heigen Yuki (Snow Plain): This far north in Rokugan, a great deal of snow drifts down from the mountains into the plains. "Snow Plain" (as it was called by the Unicorn) leads away to lands far to the west, details of which are only known to Unicorn scholars.

Q. Shiroi Kishi Mizu-umi (White Shore Lake): "White Shore Lake" gains its name from the white sands on its shores. It is rumored that ningyo dwell at the lake's bottom. Popular belief holds that eating ningyo flesh will grant immortality, but those that hunt the peaceful mermaids risk the wrath of their protectors — the Naga.

R. Kawa Nemui (Sleeping River): The river that runs down from the Lake of the Sunken City is called the Sleeping River. It is named for the sleeping city from which its waters run. The local peasantry insist that if sand from the bottom of this river is placed in a sake bottle, any who drink from the bottle will fall into a magical slumber.

S. Shiroi Kishi Heigen (White Shore Plain): A great battle was fought here nearly 350 years ago. A force of Scorpion attacked the recently returned Unicorn, but the Unicorn (and a contingent of Lion) fought them off. According to the Unicorn, the Scorpion thought them to be weak, uneducated barbarians, and were swiftly shown the error of their thinking. The Scorpion, when asked about it, concede the point and change the subject.

T. Hae Moete Kawa (Firefly River): Firefly River is important for the Unicorn Clan's commerce with the rest of the Empire. The Unicorn are the least agrarian of the Clans, but it is along this river that all of their farms can be found.

U. Oboreshinu Bockisho Kawa (Drowned Merchant River): Three hundred years ago, a prominent merchant was attacked by bandits near this river. They tortured him and his family, eventually drowning them in the river. Local peasants say that their ghosts wander the bank, looking to bring justice to the bandits who drowned them.

V. Tanima sano Futatsu Taisho (Valley of the Two Generals): It was here that two of the Empire's greatest commanders — Matsu Kijoruko and Daidoji Wasutsubo — fought the Seven Day Battle. In the end, the commanders faced each other on the battlefield, surrounded by the bloody corpses of hundreds of hours of constant combat. Although Kijoruko was the victor, her wounds from the duel overcame her moments later. The battlefield remains a holy site with a shrine dedicated to both generals on the spot where they fell.

W. Seikitsu sano Yama no Oi (Spine of the World Mountains): This is the mountain range that splits Rokugan in two. The Seikitsu mountains contain the tallest peaks in Rokugan (including the legendary Mountain of the Seven Thunders), and the few trails through it are narrow and

fraught with peril. With the destruction of Beiden Pass in the year 1150, the only pass large enough to move an army through is now Seikitsu Pass.

X. Kawa Mitsu Kishi (Three Sides River): Perhaps the most contested body of water in Rokugan is the Three Sides River. Historically, it has provided the heart of trade and commerce for three clans (the Scorpion, the Lion and the Crane) in the center of the Empire.

Y. Kiken Roka (Treacherous Pass): A story tells of a merchant who lost his life in this pass hundreds of years ago, and his ghost still haunts the mountainsides. At night, haunting winds whip through the gorges, making it sound as if the mountains themselves weep. It is a long and dangerous pass, but it is also the shortest route from the Phoenix lands to the lands of the Emerald Champion and the Emperor.

Z. Yama no Kuyami (Mountains of Regret): This range is called Regret because of the many lives lost in the only pass through the mountains. In the red light of the sunset, the snow on the tips turn red, making it look as if the mountains bleed with the setting of the sun.

Sightings of ogres and goblins in this area lead some shugenja to suspect an ancient breeding ground somewhere in the caves, but if it exists, the Phoenix have yet to find it.

AA. Kawa sano Fui no Dansei wo Sasu (River of the Unexpected Hero): Roughly two centuries ago, the Unicorn battled an army of Shadowlands creatures that had moved north far from their homeland. The creatures tried to despoil the Chrysanthemum Petal Lake, but the courage of a farmer proved to be the crucial factor in the battle. He saved the Unicorn army and the river at which the battle was fought has been named in his honor.

BB. Mizu-umi Kiku Hanabira (Chrysanthemum Petal Lake): Hundreds of chrysanthemums line the shores of this lake. Legend holds that the original chrysanthemums were planted by the hand of Hantei XVII to mourn the loss of his son. Indeed, subsequent Emperors have often visited these shores to celebrate the annual Chrysanthemum Festival.

CC. Plum Blossom Pass: It is said that in this pass, the kami Togashi first reached enlightenment, eating a plum to break his fast. Oddly, no plum trees grow here. In fact, the harsh climate seems to forbid the possibility of such a tree ever having grown here.

DD. Yama sano Kaminari (Mountain of the Seven Thunders): The tallest mountain in Rokugan is named after the Seven Thunders who went with Shinsei to face the dark lord Fu Leng on the first Day of Thunder. There is a shrine at the highest peak dedicated to their memory, maintained by the Brotherhood of Shinsei.

EE. Heigen no Otaku (Plains of Battle): This is the heart of Lion country, guarded intensely by Lion samurai. However, the Lion have no protection from the Emerald Champion's taxes. For most of the last five hundred years a Crane has worn the Emerald Armor, and they have taken full advantage of their ability to tax the Lion. Through taxation, the Crane have profited from Lion labor.

FF. Heigen no Hayai Mondai (Plain of Fast Troubles): The plains surrounding Otosan Uchi are known as the "Plain of Fast Troubles" because of its reputation. It is illegal to move armed men through this area. Any who did would find the whole of the Empire moving against them.

GG. Rokugan Yogasha Heigen (Emerald Champion Plain): These rich plains surround a large, well-fortified castle. Both castle and lands are granted to whoever succeeds at the Test of the Emerald Champion. Since the current Emerald Champion, Yasuki Hachi, has his hands full with his duties to the Empire, he has little time to see to these lands. The former Emerald Champion, Kakita Toshiken, dwells here with Hachi's permission as his ill health prevents him from traveling.

HH. Hanto no Yoake (Peninsula of Dawn): Pinched between North Hub Village and the Bay of the Golden Sun, this peninsula is home to the tiny Tortoise Clan. The Emperor typically commands the Tortoise personally, but they are technically a Minor Clan and not an Imperial Family. This small distinction allows the Emperor to separate himself from the dishonorable tasks the Tortoise are forced to execute in his name. With no Emperor currently ruling Rokugan, the Tortoise have come to serve the whim of the Otomo family.

II. Naga Doro Heigen (Naga Road Plain): For many years scholars studied and picked over the ancient Naga ruins in this area. When the Naga awakened, such studies became risky, as the Naga seemed equally willing to either communicate peacefully or attack furiously to avenge their defiled lands. Once relations stabilized, the Naga allowed scholars from the clans to study here once more.

JJ. Heigen no Kaminari (Plain of Thunder): The plain of thunder is dedicated to the Fortune of Thunder, Osano-Wo. It is here that the Test of the Emerald Champion is held, in honor of the Fortune who is the patron of all bushi.

KK. Heigen sano Doji (Doji family lands): The plush lands of the Doji family are dotted with rice farms and merchant caravans, presenting an inviting target for bandits. With the war against the Crab, the Crane have been forced to begin hiring mercenaries to protect their interests here.

LL. Wan sano Kin Taiyo (Bay of the Golden Sun): The harbor of the Imperial City and center of naval commerce is the Bay of the Golden Sun. Fishing boats and pleasure craft intermingle in the deep, calm waters as peasants and nobility alike take in the beauty around them. Every evening, the setting sun filters through the ramparts of Otosan Uchi, lighting the bay brilliant yellow. The Imperial Guard patrol in boats through the bay to discourage smugglers and other riff-raff.

MM. Shinomen Mori (Hidden Forest): The Shinomen Forest is the most expansive and mysterious forest in Rokugan. A story tells that it is enchanted and that all manner of giant creatures (including the dreaded kumo) can be found here. The outer edges have been explored, but there are hundreds of miles within the forest that no man has ever seen.

NN. Kawa no Kin (River of Gold): The River of Gold is a major trade route of the Scorpion Clan, and has increased greatly in strategic importance since the creation of the Seikitsu Pass. Though the Scorpion claim the river as their territory, they permit the Unicorn to send trade ships down the river in return for access to the trade road Sun's Arc Way.

OO. Roka Beiden (Beiden Pass): Beiden Pass was once referred to as the crossroads of the Empire. It was the only pass in the Spine of the World Mountains wide enough to move an army through. The Lion, Scorpion and Crane feuded over control of the pass for centuries. Hundreds of battles have been fought over the right to administer the pass, and even after its destruction the lake to the south is still rumored to be haunted by the spirits of those who died in the countless skirmishes in the pass.

During the War of Spirits, the pass was collapsed upon the spirit armies of Hantei XVI, effectively ending the war and closing the pass permanently.

PP. Mizu-umi no Fuko (Lake of Sorrows): Stories say that this lake is haunted by the souls who died at Beiden Pass and were not properly buried. Small shrines dot the shore line in homage to those whose names are not remembered.

QQ. Osari Plains (The Plains of the Crane Clan): The plains here are lush and rich, but local peasants warn against wandering about after sunset. Hungry ghosts are said to roam free during the night, looking to feed on the blood of the living and drag the wicked screaming to the spirit-realm of Gaki-do.

RR. Kawa sano Okami Jikan (River of the Hour of the Wolf): Named for a battle between the Scorpion and the Lion in which ten thousand samurai died during the Hour of the Wolf, shortly after sunset. The battle took place at Beiden Pass in torch-light, and the dawn was so horrifying that "Hour of the Wolf" was deemed ill-omened. That hour is now referred to as the "Hour of the Dog."

SS. Aka Mizu-umi (Red Lake): The lake that the River of the Hour of the Wolf feeds into is known as the Red Lake. After the battle of the Hour of the Wolf, the blood ran into the river and down into the lake many miles south. For months afterward, the lake remained as red and as thick as blood. On the anniversary of the battle, in the dark hour of the wolf, the lake's waters turn red and blood washes up on its shores.

TT. Kawa sano Zatu Shudoshi (River of the Blind Monk): This river gains its name from an old monk who lives in a small shrine by the riverbed. He will ferry any who can answer a riddle. He has lived in his little shrine for at least two hundred years now, and passengers who ask his age get a knowing smile from the monk and a bath from the river.

UU. Michi ni Mayotta Musume Irie (Lost Daughter Inlet): This is the famous island where the first Hantei found his bride. The most famous telling of this tale was as a play by the famous Lion playwright, Akodo Taberu. Acknowledged as his masterpiece, the play manages to tell the tale in such a way that makes villains of the Crane characters without portraying them as villainous.

VV. Nanatsu hi Otaku Heigen (Seven Day Battle Plain): Three hundred years ago, the ronin who called himself "Usagi" assisted the Emerald Champion to defeat Iuchiban and his Order of Blood Speakers. Usagi was granted a small castle and the lands that surrounded it. The battle with Iuchiban lasted for seven days, thus the name of the plain.

WW. Ronin Chiiki (Ronin Plains): All of these lands are owned by the Three Man Alliance (the Wasp, Sparrow, and Fox Minor Clans: *see A14, A23, and A24*). The Ronin Plains were once heavily guarded because they bordered the Scorpion lands; now they are heavily guarded to discourage the spilling-over of the Lion and Crane hostilities into Minor Clan territory.



Scorpion Clan Butei

XX. Takia Kusa Heigan (Tall Grass Plain): This plain was once a lush farmland. Several decades ago, however, the land suddenly became infertile, and eventually the farmers of the area abandoned it. In time, a massive bamboo forest grew up all across the plain. A small tribe of Nezumi called the 'Tricky Whiskers' now makes its home within the bamboo. Many peasants believe the ratlings to be responsible for despoiling the land in the first place.

YY. Yakamo's Heart: During Amaterasu's reign as Sun Goddess, this area of the ocean was usually quiet and calm. Since Yakamo's ascension, this sea has been uncharacteristically troubled and perilous. Only the most skilled sailors of the Crab and Mantis clans know how to ply its waters safely.

ZZ. Heigen yori ue ni Warui (Plains above Evil): This broad expanse of wilderness remains untouched after a thousand years. Even the wide-ranging Unicorn haven't settled here, and Shadowlands creatures seem to fear the area. Many strange ruins jut up from the plains, built by inhuman hands an incalculable time ago. Rumors abound about the true nature of the ruins, but the most credible attribute them to the Naga who confirm that they could be a failed settlement. It is considered extremely bad luck to even approach the crumbling buildings; most Rokugani refuse to go near them.

AAA. Yugure Yama (Twilight Mountains): Smaller than the mighty Seikitsu mountains, the Yugure range covers the southern half of the ancestral Crab lands. Tough and rocky, the mountains and littered with elaborate Crab defenses against the Shadowlands. There are many passes through the Yugure, but most are either garrisoned or booby-trapped. Wise samurai traveling the mountains first announce their presence to the Crab, and then arrive by the Kaiu pass, one of the few places travelers can move about unmolested.

The northern half of the range supports a large number of tea plantations, and the bulk of the Empire's tea supply comes from Crab lands.

BBB. Mittsu Otoko Rengo Heigen (Three Man Alliance Plain): Nearly forty years ago, Scorpion General Bayushi Tomaru led an army of Scorpions through this plain and was defeated by an alliance of Wasp, Fox, and Sparrow samurai, setting a startling precedent of power and interdependence among the Minor Clans.

CCC. Haka no Iuchiban (Tomb of Iuchiban): 650 years ago, Iuchiban and his Order of Blood Speakers were put down by the Seven Clans. Iuchiban's body was placed in a tomb and his Blood Speakers put to death. Not all the Blood Speakers were captured, however, and so those who entombed Iuchiban set traps all through his tomb to keep his servants from restoring the evil sorcerer to life.

DDD. Heiwa and Kaze Heigen (Quiet Wind Plain): Soft winds from the Shinomen Forest blow across the Quiet Wind plain, and sometimes, haunting music can be heard.

EEE. Mizu-umi no Sakura Yuki (Lake of Cherry Blossom Snow): Cherry trees line this lake, and when the blossoms fall in the autumn, they cover the waters, making the lake look as if it is covered in snow. Many monks and devout samurai come to this lake during the Cherry Blossom Festival. Each of the devout sit under a tree and meditate until the blossoms fall from the tree. Tradition says that he who sits longest (his blossoms fall last) is the one who is most pure.

FFF. Shiroi Kin Kawa (White Gold River): The small river that spills into the Lake of Cherry Blossom Snow is called "white gold" because of the white rocks that line the riverbed and the golden leaves that fall into its waters in the fall. During many festivals, monks and devout samurai can be found on the shores fasting and meditating.

GGG. Shukufuku Suru Iimen Heigen (Blessed Ground Plain): This plain received its name when it was chosen by Shinsei and the Thunders as a place to rest during their journey to the Shadowlands. A monastery and shrine now stand here to mark their historic journey.

HHH. Kin Taiyo Heigen (Golden Sun Plain): This rich, fertile stretch of land has been declared sacrosanct by the Emperor. No farming or cultivation of the land is allowed, and no one dwells here but a few Sparrow bushi whose duty it is to see that the Emperor's holdings remain undisturbed.

III. Kaiu Kabe (Carpenter Wall): It is called the Kaiu Miracle, perhaps the strongest structure built by man. It stands almost one hundred feet high, reinforced by buttresses and garrisoned by the fiercest warriors the Crab Clan can produce. Situated on the northern side of the Last Stand River, it is the Empire's greatest defense against the horrors of Fu Leng.

The wall was built over 450 years ago, through a combination of shugenja magic and Kaiu engineering. A huge Shadowlands army had launched an attack against Rokugan; all looked lost until a young Kuni magician cast a spell upon the river. The waters surged and crested, preventing any from crossing it. For 73 days she held the spell in place, while the forces of the Crab built the wall. Many died during its construction, and more than a few shugenja sacrificed every ounce of energy to speed up construction, but the waters held. By the time the magician finally died from the exhaustion, the Crab were ready, and the wall was enough to repel the invaders. Since then, it has been strengthened and built upon, and entire armies have spent themselves trying to breach its walls. It is a testament to the power and resolve of the Crab Clan, and the Hida family has sworn that it will never surrender it to the Shadowlands. Thus far, no force has been enough to topple it.

JJJ. Kawa sano Saigo no Kamae (River of the Last Stand): For generations, the Crab Clan had lost ground against the steady advance of the Shadowlands. It was at this river that Hida Banuken made his final stand against a great army of unspeakable creatures. For months, a single shugenja, Kuni Osaku, created and maintained a raging torrent to keep the Shadowlands at bay while Banuken and an army of Crab engineers raised the Great Kaiu Wall. When Osaku's will broke, Banuken's wall and army were ready. At the beginning of the battle, he swore he would not take a single step back, and since that day, the Shadowlands have been contained south of the River of the Last Stand.

KKK. Lookout Mountain: A geological anomaly, this singular mountain stands directly in the midst of the plains of the Lion. The Kitsu revere the powerful kami within the mountain, and maintain a temple here. On a clear day, almost the entire territory of the Lion Clan is visible from this mountain.

LLL. The Black Finger River and The River of the Dark Moon: Just to the north of the Crab holdings, the River of the Last Stand forks into two. The eastern fork winds its way through the mountains, splitting again before finally entering the Shadowlands. Its waters become dark and stagnant, twisted by the corrupting magic around it. The two forks have been named The Black Finger and The Dark Moon by the few Rokugani who have seen them. Unwholesome plants grow along their sides, and unspeakable things come down to drink from their impure banks. Beneath their stagnant surfaces, frightening monstrosities have spawned; not even the oni know for certain what dwells within them. No being that has fallen into the rivers — man, beast, or oni — has ever emerged again.

The Black Finger is the furthest into the Shadowlands any Rokugani has ever traveled. Beyond it lie the unknown horrors of Fu Leng's realm.

MMM. Kabi ue no ho ni sa Umi (Wall above the Ocean): The lowest of Rokugan's mountain regions, this area defines the border between the Crab and Crane Clans, which makes it a perpetually disputed piece of territory.

NNN. Bells of the Dead: Over three hundred years ago, twelve shugenja died on this spot while battling a powerful evil spirit. In memory of the shugenja, a shrine was constructed in the lonely mountains. It is said that so long as the bells ring regularly, the ghosts of the shugenja will protect the mountains.

OOO. Kaiu Roka (Carpenter Pass): The Kaiu Pass is the largest passageway through the Twilight Mountains, and the easiest means of moving troops through it. Soldiers coming to man the Kaiu walls always travel through this pass, as do the countless individual samurai hoping to test their mettle against the forces of Fu Leng. The road through the pass is wide and well-maintained; the Crab understand the need for open supply routes. Many merchants, peddlers, and hucksters frequent the road, plying their wares.

The Pass has become an unofficial home for those Yasuki merchants who remained loyal to the Crab rather than their new Crane daimyo. Though there are not many, Crab daimyo Hida Kuroda so greatly values the fierce loyalty they display that he is willing to overlook the occasional outbreak of smuggling or larceny in the area.

PPP. Haikyo sano Kappa (Ruins of the Kappa): Once a strong fortress of the Crab Clan, the Kappa palace fell long ago to the Shadowlands. Now it houses a great goblin city, shabbily rebuilt to ape the style of the original. Dozens of tribes gather here to meet, haggle, debate, and fight in a hideous mockery of human society. The goblins claim that a great king rules all goblin-kind from here, but the highest authority anyone has ever seen are the squabbling tribal warlords.

QQQ. Kuni Areno (Kuni Wastes): Once conquered by the Shadowlands, the Kuni wastes have been retaken by the Crab over centuries of brutal warfare. It is a flat plain of cracked mud and blowing dust where no living thing will grow. The odd Shadowlands creature wanders about, looking for lone travelers to prey upon. The only humans who live here are the mysterious shugenja of the Kuni family, who practice their fell arts in seclusion. They live alone in ram-

shackle huts which dot the landscape, and rarely seek the company of outsiders. Rumors abound about the terrible experiments they conduct on the Oni they manage to capture, and the unnatural screams sometimes heard echoing across the wastes lend credence to such speculation.

RRR. Jinshin Sakana Wan (Earthquake Fish Bay): The bay that separates the Crane and Crab provinces has a portentous history. It is warmer than it should be, due to volcanic activity occurring beneath the waves. When an earthquake occurs, its water becomes so hot that it kills many of the fish in the lake, causing great shoals of dead fish to wash ashore. This has happened only three times in Rokugan's thousand-year history, but each time it has happened, it has been an omen to an event of disastrous portent.

SSS. Kano Suru Ana no Fu Leng (Festering Pit of Fu Leng): When Fu Leng was cut from his father's hand and fell from the heavens, he landed here. The resulting crater stretched deep into the underworld, releasing all manner of foul creatures into the world. The Pit is inhabited by the most powerful oni in the Shadowlands. It is a wretched tear in the fabric of reality, a rotting hole opening directly to hellish Jigoku itself. The only humans in recent memory who have seen the Festering Pit and survived to tell the tale are Daigotsu and Shahai. It is said that if Daigotsu met another who was worthy to join his ranks as an equal, they, too, would be taken to visit the spawning ground of all that is evil.

TTT. Okiwasureru Haka no Fu Leng (Forgotten Tomb of Fu Leng): After his defeat at the hands of Shinsei, Fu Leng was banished beneath the earth. Soon thereafter, the Forgotten Tomb appeared, the representation of Fu Leng's power on earth. It is said that all the creatures which he gave life to — the goblins, the ogres, the oni granted physical form — emerged from the tomb, spreading across the length and breadth of the Shadowlands. A squat structure of ancient stone, it is decorated with hideous symbols and terrifying statues depicting the foretold return of the Dark God. Unlike the Festering Pit, no creature is ever found near the tomb, even after Fu Leng's death.

UUU. Shio Senkyo no Riku (Tidal Landbridge): The Landbridge is a small strip of turf on the entrance to Warm Springs Bay. At low tide, it is nearly a half-mile across, allowing large groups of men to pass from one side to the other. At high tide, it is swallowed beneath the waves. Ships wishing to pass through the strait must wait for the tide to rise, and both the Crab and the Crane regulate the traffic that passes through it. Both clans have squabbled over ownership of the bridge, but the rolling waves have the ultimate authority over its possession.

VVV. Bunya sano Asahina (Fields of the Morning Sun): A great temple to Jurojin has been constructed on the beaches here. All are welcome to come and meditate. Often, prospective doctors and shugenja journey to the temple to learn the healing arts from the resident monks.

WWW. Ruined Keep of Fu Leng: This haunted castle's origins are a mystery. It seems to move about the Shadowlands at will, and has a malevolent intelligence. Once a traveler becomes trapped inside, only solving the Keep's endless riddles and tests of bravery affords the possibility of escape.

XXX. Shima no Koshinryo and Shima no Kinu (Island of Spice and Island of Silk): The islands of Silk and Spice are, obviously, named for the two chief exports of the Mantis Clan. They are heavily guarded by the fleet of the Mantis, the largest standing fleet in Rokugan.

YYY. Wan no Asaguroi Mizu (Bay of Dark Water): Only those who put no stock in superstition cross the Bay of Dark Water. The standard sailor superstition is that a city of horrible creatures lies at the bottom of the bay, and that those who do not throw rice over the side when they cross bring doom and curses on their heads from the creatures below.

BEYOND ROKUGAN

Beyond the Northern Wall Mountains there lies a vast expanse of sun-scorched nothingness known only as the Burning Sands. It is a merciless, lethal place, unlike anything in all of Rokugan. To walk the sands is to risk a horrible death, and it is both feared and respected by the citizens of the Emerald Empire.

Over one thousand years ago, the Ki-Rin Clan disappeared into the Burning Sands. They were not seen or heard from again for nearly eight centuries, leading most in the Empire to believe they had died at the hands of an unknown foe or perhaps to the deadly environment itself. During all that time, the Sands were associated with an uncertain death. Even after the Unicorn Clan returned to Rokugan, the perception of the desert as a place of death remained.

About a generation ago, the Scorpion Clan was banished from Rokugan by Kakita Toshimoko, the Emerald Champion of that era, to prevent their destruction for the alleged kidnapping of Emperor Toturi I. Many of the Scorpions perished on the difficult trek across the sand. Many more died or were enslaved by the forces of the Senpet, strange folk that dwell far across the desert. This banishment was short-lived, however, and the Scorpion successfully crossed the desert a second time to return to Rokugan, their numbers strengthened by many strange and foreign allies who accompanied them.

The Burning Sands played an important role in Rokugan's history a third and final time in the last millennium. During the combined clans' struggle against the Living Shadow at the city of Volturnum deep within the Shadowlands, a great force of Moto nomads from far across the desert rode to the Empire. Uniting with their long-separated kinsmen among the Unicorn Clan, the Moto destroyed the corrupted Dark Moto within the Shadowlands, cleansing their family name once and for all. Tribal leader Moto Gaheris went on to become Unicorn Clan Champion, a title that has remained his for decades.

Many individuals have crossed the expanse of the Burning Sands to make Rokugan their home. Such travelers are often tolerated by the Emperor because they are a curiosity, a singularly unique experience to disrupt the occasionally monotonous duties of the throne. The Mantis, the Scorpion, and the Unicorn have all hosted such guests in their provinces over the centuries.

Despite all of this, the Burning Sands remain an enigma to Rokugan. Even the Unicorn and the Scorpion know only a fraction of the secrets they contain. Dozens of civilizations lie beyond the sands, all foreign to the ways of the Empire and with their own dishonorable sorceries and practices. The only truth that the clans of Rokugan can be certain of is this: the Burning Sands are a treacherous, deadly place where honor means little or nothing. It is no place for samurai.



CHAPTER FIVE:

DEITIES & COSMOLOGY

The people of Rokugan know that they are not alone in the universe. They believe that countless spiritual realms overlay the world that they can touch and feel. Some of these the average person might move through, or touch unconsciously. Those who gain enlightenment are considered to pass into a higher spiritual realm. Their perceptions are broadened by their understanding in the same way that a mountain climber gains a greater view of the land around him. Even yet, such individuals remain within the physical world and can affect it normally.

Some of these realms are so different from the mortal world that they hardly resemble Rokugan at all. These realms have their own populations (collectively known as spirits) that occasionally cross through into Rokugan's world. Many times these creatures are so foreign to the physical world that they cannot be affected by mortal weapons. Some spirits (such as ghosts) can pass through physical objects effortlessly. Such creatures can be terribly dangerous given the proper motivation, and an awareness of the limitations of spirits can come in handy. A spirit can always be harmed by a weapon forged in the realm that spawned it, or by any material that exists in multiple spirit realms simultaneously. Jade and crystal are the only known substances that exist in nearly every spirit realm. Magic also transcends the boundaries of reality, and can usually be relied upon to affect a visitor from another realm.

Certain spirit realms are said to be close to others. This does not imply an actual physical distance (distance means nothing to spirits) but rather a similarity in form or philosophy. Realms that are said to be distant from one another are unlike one another in some dramatic fashion. For those rare spirits able to pass from one reality to another, traveling between close realms is far easier than leaping from one incongruous realm to another. In fact, to attempt to do so is to invite one's own destruction, and only the most foolhardy spirits attempt to travel in such a matter. In fact some realms (such as Jigoku and Tengoku) are entirely closed to one another, forbidding travel between them by any means.

The Toritaka ghosthunters, the foremost experts on the Spirit Realms, have documented over eight million different types of spirits. They have also documented the ten most significant Spirit Realms, though each of these realms actually encompasses countless smaller shades of reality similar enough in nature that they may be grouped together.

TRAVEL THROUGH THE SPIRIT REALMS

Traveling through the spirit realms is difficult, usually requiring powerful magic. For those without such a resource, there are a handful of legendary places where the realms brush against one another more closely than normal. Those who know what they are seeking can take advantage of these passages, stepping from one realm into the other and leaving the mortal world entirely. Of course, the dangers one may find by wandering the Spirit Realms may make travelers wish they had remained at home.



Sword Master

Creatures visiting a spirit realm may gain damage reduction 10/(jade, crystal, or weapon from home realm) at the GM's discretion. For spirit creatures such as oni and ghosts, this damage reduction is already taken into account.

DEATH AND THE SPIRIT REALMS

When mortals die, the Kharmic Wheel redistributes their life essences in whatever manner it sees fit. Many times, this amounts to reincarnation in the mortal realm. Occasionally, this leads to a new existence in one of the other spirit realms.

JEALOUS REALMS

Each of the spirit realms has a life and mentality of its own, and some are said to be jealous. These realms tend to be protective of their inhabitants, and often try to bring outsiders into the fold. Visitors to a jealous realm must be cautious, lest they find themselves unable to return whence they came.

NINGEN-DO

(The Realm of Mortals)

This is the realm which the Rokugani perceive, the land in which humans dwell. To the spirits, this world is alternately as real or ephemeral as any other. Ningen-do is among the most jealous of all realms, and has a particular hunger for the denizens of Tengoku. The original Kami found themselves trapped here when they fell to earth centuries ago, and many animal spirits have become bound to this realm as well. Certain clever spirits such as dragons and tricksters can enter and leave Ningen-do without difficulty.

Like any spiritual realm, Ningen-do has its share of strange creatures. Zokujin, ningyo, kenku, lesser kami, ogres, trolls, and bakemono all seem to have originated in this world. It is an often overlooked fact that Naga and humans are not technically natives of Ningen-do. Humans are offspring of Lady Sun and Lord Moon, so they are actually denizens of the Celestial Heavens trapped in the mortal world. The origin of the Naga also seems to link their race to the Sun and Moon. Neither race gains any special abilities from these divine origins.

Close Realms: Chikushudo, Gaki-do, Meido, Sakkaku, Yomi, Yume-do

Distant Realms: Tengoku, Toshigoku, Meido

CHIKUSHUDO

(The Realm of Animals)

This world is remarkably similar to Ningen-do. All ordinary animals exist in Chikushudo and Ningen-do simultaneously. When a soul is reincarnated as an animal, it begins its path in Chikushudo. Chikushudo is the domain of the greater animal spirits as well as the curious and sometimes destructive hengeyokai. This is also the chosen home of Inari, Fortune of Rice.

Close Realms: Ningen-do, Sakkaku

Distant Realms: Jigoku, Meido

Known Passages From Ningen-do: Kitsune Mori, but one must have the blessing of the fox spirits to find the way.

GAKI-DO

(The Realm of the Hungry Dead)

This is a realm of punishment for those who lived lives consumed with selfishness or dishonor. These spirits are called gaki, and they live to feed, consuming until their hunger is satisfied and they can be promoted to a less painful existence. They are often quite harmless, but a few varieties of malicious gaki exist. Gaki should be treated with utmost caution.

Close Realms: Jigoku, Toshigoku, Ningen-do

Distant Realms: Tengoku, Meido

Known Passages From Ningen-do: Amaterasu's Furnace, deep in the Shadowlands, leads to Gaki-do. However, the path is long and only a truly virtuous heart can survive the flames and enter the land of the Hungry Dead. It is said that Akodo Ginawa's comrade Matsu Hiroru entered this passage seeking to rescue the soul of Doji Shizue. The results of his noble quest are as yet unknown.

JIGOKU

(The Realm of Evil)

Common parlance has caused the name Jigoku to be used as a general reference to all Spirit Realms. Shugenja point out that this is incorrect, and utter a swift prayer to the ancestors asking them not to take offense. Jigoku is a realm of utter corruption. All that exists there is raw, soulless evil. Only souls beyond redemption are cast into Jigoku upon their death. Jigoku is home to oni, kansen, and countless dark things that often escape into Ningen-do through the Shadowlands, where the borders between the two realms are far too thin. Jigoku is the most jealous of all the Spirit Realms, and hates the purity of Ningen-do. The Realm of Evil will not rest until the Realm of Mortals is destroyed.

Jigoku is home only to oni. All other creatures of the Shadowlands are mere corruptions.

Close Realms: Ningen-do, Gaki-do

Distant Realms: Toshigoku, Chikushudo

Closed Against: Tengoku, Meido

Known Passages From Ningen-do: The Festering Pit of Fu Leng leads directly to the heart of Jigoku, though only the truly mad would wish to go there, and only the truly powerful would survive the journey.

MEIDO

(The Realm of the Dead)

This is the realm where spirits go to await reincarnation. It is a domain of waiting — a sad, lonely, gray place. Occasionally, confused spirits slip through the gates to Ningen-do in an attempt to resume their former lives. Though these poor ghosts mean no harm, they can cause much pain and confusion (especially to themselves) if left to wander. This Realm is the home of Emma-O, the Fortune of Death, who protects the souls of the dead and allows them to reincarnate when they are deemed worthy.

Meido is a very jealous realm. Those who set foot in the Realm of the Dead have renounced life and may not leave until Emma-O permits it.

Close Realms: Ningen-do, Yume-do, Toshigoku, Yomi

Distant Realms: Chikushudo, Gaki-do, Sakkaku, Tengoku

Closed Against: Jigoku

Known Passages From Ningen-do: There are no known ways to reach Meido quickly, other than death.

SAKKAKU

(The Realm of Mischief)

This spiritual realm is the home of mujina, orochi, and kappa (though kappa often deny it). Its inhabitants are not as numerous as those of other realms, but they possess a solidarity of purpose that is astounding. To put it simply, mischief spirits enjoy causing trouble. A trickster who confuses an arrogant mortal is a happy trickster.

It should be stressed that spirits of Sakkaku are not evil, merely mischievous. These spirits are indeed unpredictable, but occasionally wise. Those who meet their tricks with equal cunning may be offered friendship. Some Shintao monks revere trickster spirits, considering them great teachers.

Sakkaku is the least jealous of all the realms. Likewise, most other realms have little use for tricksters, and are all too willing to allow the fickle spirits to escape.

Close Realms: Ningen-do, Yume-do, Jigoku, Chikushudo

Distant Realms: Tengoku

Known Passages From Ningen-do: The sheer number of mujina in Crab lands suggests there is a passage somewhere, but the mujina refuse to reveal where.

TENGOKU

(The Celestial Heavens)

This realm is the home of many Fortunes, the Elemental Dragons, the Sun, the Moon, and other divine entities. Tengoku is a realm of exquisite majesty. Mortals are rarely allowed to perceive Tengoku, though it is said the True Emperor can see this realm at will. Like the greater Kami, inhabitants of Tengoku sparkle with the majesty of the heavens, and are thus are attractive additions for any realm. Visitors of Tengoku are particularly vulnerable to being claimed by jealous realms should they stray from home for long.

Close Realms: Yume-do

Distant Realms: Ningen-do, Gaki-do, Sakkaku

Closed Against: Jigoku

Known Passages From Ningen-do: All of the Oracles bear a connection to an Elemental Dragon, and thus can open a passage to Tengoku. If the Oracle's Dragon is not willing, no passage opens. Needless to say, the Oracles do not bestow this honor on the undeserving.

TOSHIGOKU

(The Realm of Slaughter)

When a warrior dies in senseless battle, or perishes consumed by thoughts of revenge, his soul is cast into Toshigoku. Toshigoku is a world of endless battle, where spirits kill other spirits only to rise up and kill again. Fortunately, Toshigoku does not border closely with Ningen-do, for its inhabitants are a cruel and savage lot. Instances of spectral armies destroying entire towns are, in fact, visitations from Toshigoku.

Close Realms: Gaki-do, Meido

Distant Realms: Ningen-do, Jigoku

Known Passages From Ningen-do: Any site where senseless carnage occurred on a grand scale is a possible passage to Toshigoku. Such places should be avoided, lest the spirit armies appear and destroy all foolish enough to stand in their path.

YOMI

(The Realm of the Blessed Ancestors)

Those who have fulfilled their destinies and kharma are allowed to enter into this realm upon their death. Yomi borders very closely upon Ningen-do; the blessed ancestors walk alongside their descendants and guide their every action as shiryo — guardian spirits.

Shiryo are easily identifiable by the healthy golden glow that suffuses them. The armies of spirits that emerged from Oblivion's Gate preceding the recent War of Spirits were, in fact, shiryo.

Close Realms: Ningen-do, Jigoku, Meido

Distant Realms: Sakkaku, Chikushudo

Known Passages From Ningen-do: The Kitsu Hall of Ancestors is more closely linked to Yomi than any other site in Rokugan.



YUME-DO

(The Realm of Dreams)

This is the only realm that ordinary mortals regularly perceive. While sleeping, human minds wander this world. The shiyokai, predatory harbingers of nightmares, and the baku, mysterious but often helpful eaters of dreams, both originate in this realm. The Naga Akasha is believed to exist somewhere in the Realm of Dreams. Ithich, the Nezumi World of Dreams, is also believed to be related to Yume-do.

Close Realms: Ningen-do, Tengoku, Meido, Sakkaku

Distant Realms: Toshigoku

Known Passages From Ningen-do: All one must do to enter Yume-do is to dream.

THE SEVEN FORTUNES

The worship of the Great Fortunes is the oldest facet of Rokugani religion, and was practiced before the fall of the Kami to Ningen-do. This style of worship is thought to have originated in the great, lost city of Gisei Toshi, which was built and maintained by the sorcerer Isawa and his tribe in what would one day become the holdings of the Phoenix Clan. The exact form of worship was actually known as the way of the gods, and referred to the Thousand Fortunes, a name that included the Lady Sun and Lord Moon, the Seven Fortunes, and the myriad of other fortunes that inhabited every rock, river and grove in the Empire.

The Seven Fortunes are the most powerful of the Thousand Fortunes aside from Lord Sun and Lady Moon. They are universally recognized and accepted as the most powerful entities in the Rokugani belief system that still take an active role in the affairs of the mortal world. However, it is also accepted that they transcend the mortal world, intervening extremely rarely and only when it suits them to do so. Worshiping the Seven Fortunes is a show of respect rather than a hope for intercession.

Because of their importance in the Celestial Pattern, the Seven Fortunes are worshiped throughout Rokugan. Cities of any significant size contain temples to the Seven Fortunes, most with monks that maintain and care for the shrine. This is necessary because of the constant stream of worshipers, both peasant and samurai, who pay their respects to the Fortunes on a daily basis. Those villages not fortunate enough to possess an order of monks to maintain the temple must do so themselves. Perhaps surprisingly, there is never a shortage of workers to care for the temple, as it is considered a great show of respect and thus is good luck for the individual in question.

Images of the Seven Fortunes are always drawn in two different styles. When all is well and good fortune abounds, the Rokugani pay homage to images of the Fortunes in their peaceful aspects, reclining upon a pillow or perhaps streaking across the sky in a golden chariot. If there is strife, suffering, or discord, however (such as the prospect of impending doom, the aftermath of an earthquake, or the midst of a period of famine), then the Fortunes are represented in their wrathful aspects. Wrathful Fortunes are typically depicted with black skin and blazing red eyes, often wielding gigantic, deadly weapons.

There is at least one Empire-wide holiday devoted to each of the Seven Fortunes. These celebrations are a part of the Celestial Order, which marks the passing of time and the proper observances of the years. This includes such annual hallmarks as the harvesting and planting of crops and the festivals of blossoming. In areas where a particular Fortune is revered over others, there might be multiple festivals or celebrations held in his honor. Cities throughout the Crane Clan lands, for example, generally hold additional festivals in honor of Benten and Daikoku. The Crab Clan, conversely, considers Bishamon the more important Fortune and worships him accordingly. Farmers and other members of the heimin class, regardless of their location, tend to lavish more attention on Ebisu.

THE SEVEN FORTUNES

Benten is the Fortune of Romantic Love.
Bishamon is the Fortune of Strength.
Daikoku is the Fortune of Wealth.
Ebisu is the Fortune of Honest Work.
Fukurokujin is the Fortune of Longevity.
Hotei is the Fortune of Happiness.
Jurojin is the Fortune of Contentment.

THE LESSER FORTUNES

Ekibyogami is the Fortune of plague and pestilence
Emma-O is the Fortune of death and the judge of the underworld.
Inari is the Fortune of rice.
Isora is the Fortune of the seashore.
Jizo is the Fortune of mercy.
Kaze-no-Kami is the Fortune of the wind.
Kenro-ji-jin is the Fortune of the soil.
Kojin is the Fortune of the kitchen.
Koshin is the Fortune of roads.
Kuroshin is the Fortune of agriculture.
Musubi-no-Kami is the Fortune of marriage.
Osano-Wo is the Fortune of fire and thunder.
Suitengu is the Fortune of the sea.
Tengen is the Fortune of writing and literature.
Toyouke-Omikami is the Fortune of grain.
Uzume is the Fortune of dancing.

THE LESSER FORTUNES

While the Seven Fortunes are considered powerful and celestial beings very much removed from the world, the lesser Fortunes are considered an integral part of that world. Each object or thing in Rokugan, be it a rock, stream, sword, tree, or hill, has a spirit within it, and that spirit is deserving of respect. A farmer who cuts down a tree for firewood gives a prayer of thanks to the spirit of the tree for providing his family with warmth and protection from the winter cold. These lesser nature spirits are known as the mikokami.

The mikokami play a considerable role in the daily lives of the citizens of Rokugan. They are considered much more accessible than the Seven Fortunes, and it is not uncommon for the heimin to make offerings to them in hopes of receiving their favor. In coastal villages, for example, the fishermen leave offerings to Suitengu, the Fortune of the sea, in hopes of a plentiful haul of fish. Villages within the Unicorn Clan hold-

ings, on the other hand, might instead pray to Koshin, the Fortune of roads, for a swift and safe journey. If the event in question is of considerable significance, such as the beginning of the fishing season on a coastal village, then an entire festival might be scheduled.

Festivals in honor of the mikokami tend to be more specialized and local affairs than the national holidays in honor of the Seven Fortunes. They are usually conducted with a specific outcome in mind, such as the hope of a bountiful harvest after a festival in honor of Inari, Fortune of rice. Before the festival begins, a shugenja or monk prepares and blesses a shintai, a statue in the form of the kami, and invites the Fortune to enter it. This allows the mikokami to be present and involved in the festival so that they can see the honor bestowed upon them by their devotees.



Crane Shugenja

There is a difference, although a relatively minor one, between the more powerful mikokami that are considered lesser Fortunes and the nature spirits that inhabit everyday objects. In essence, the lesser Fortunes are more powerful, influential mikokami that have gained greater power over a particular domain. A mikokami might hold power over an entire rice field in a particular village, but Inari, the Fortune of Rice, is in all such fields all throughout the Empire. While a farmer planting his individual field would pray to whatever mikokami inhabits it, a festival for the harvest of all a village's fields would be directed to Inari since there are many fields involved.

THE KAMI, THE SUN, AND THE MOON

The universe began with Nothing, and through fear, desire, and regret Nothing created the world. With the creation of the world came the birth of the Three Gods Whose Names Cannot Be Spoken, who recognized the need to bring order to the world and created Onnotangu (Lord Moon) and Amaterasu (Lady Sun) to do so.

The children of Lady Sun and Lord Moon were the Kami — Hida, Doji, Togashi, Akodo, Shiba, Bayushi, Shinjo, Fu Leng, Hantei, and Ryoshun. Onnotangu feared that his children would grow too powerful and destroy him, so he chose to devour them. Horrified, Amaterasu tricked Lord Moon into eating a stone rather than the young Hantei, and put the mighty god to sleep with drugged tea. Lord Moon slept for many years, and when he awoke he found Hantei, now full-grown and prepared for battle, ready to face him. Hantei cut open his father's stomach, spilling his brothers and sisters to the earth below. Only Ryoshun, who died within his father's stomach, never fell. Lord Moon reached out for young Fu Leng, but Hantei severed his father's hand. As Fu Leng fell, he grabbed Hantei as well, causing all of the surviving children of the Sun and Moon to fall to the world below.

When they touched the earth, the Kami lost much of their divinity, and were unable to return to the Heavens. Instead, the Kami chose to remain in Ningen-do and lead the scattered human tribes they found there. A great contest between the Kami resulted in Hantei's victory, and his coronation as the first Emperor. Fu Leng was not present at the contest, having fallen further than the other Kami, piercing the veils between the spirit realms and landing in Jigoku itself.

As might be expected, all clans pay homage to the Kami that founded the clan. This is closely related to the practice of ancestor worship, described below. Family shrines are typically devoted not only to the founding Kami, but also to legendary members of the family as well. A family shrine in the Akodo lands, for example, might revere not only the great Akodo himself, but also the fallen champion Akodo Arasou and many other heroes of the family's past. This is not considered disrespectful nor a lessening of the shrine's devotion to the Kami. Instead, it is a way to revere the Kami and those who have lived up to their legacy. By praying to the spirit of Akodo Arasou, a Lion samurai also honors Akodo himself.

Beyond the borders of a clan's holdings, the Kami associated with that clan is not often worshiped except by traveling samurai of the clan or by monks. Hida, for example, is not worshiped in the lands of the Scorpion or the Crane, although those clans are very careful never to disrespect the Kami's memory. To do so, even during wartime, is to risk the wrath of the Heavens and is generally considered foolishly arrogant. Hantei, on the other hand, is revered throughout the Empire. Even those who find fault with the Son of Heaven's descendants cannot deny that Rokugan might never have come into existence at all without his wisdom and guidance. There is at least one shrine to the Hantei line in the palace of each clan's ruling family.

In addition to being invoked by their descendants and kinsmen, the Kami are also often invoked by those who wish to succeed in an area where a particular Kami excelled. Artisans, for example, often invoke the name of the lady Doji or, less frequently, Shiba, both of whom were renowned for their appreciation of and skill with the arts. Likewise, Hida might be called on for strength or endurance, or Bayushi for guile.



Ninja

Again, this is most common among members of a given Kami's clan, but not exclusive to it.

Worship of Ryoshun is quite different from worship of the other Kami. Until a few decades ago, during the Battle at Oblivion's Gate, the Rokugani were unaware that Ryoshun existed. For centuries he had protected the Rift — the boundary between Yomi, the realm of honored ancestors, and Jigoku, the hellish realm of corruption. After the gates to Yomi were opened during the struggle between the clans and the Lying Darkness, Ryoshun's spirit moved to Meido, the realm of the dead. Ryoshun is now recognized as the guardian of the afterlife, and many pray to him after the death of a relative that he might take them and guide them to their place in the next world.

FU LENG

Of all the Kami, Fu Leng was arguably the most powerful. The dark powers of Jigoku twisted and corrupted him, but bestowed dark powers upon him which the other Kami could not comprehend. Twice in Rokugan's history, the forces of Fu Leng have come precariously close to overwhelming and destroying the Empire, remaking it into a foul and twisted mockery of its former self. Both times, the dark god was defeated by mortal men, but only by the narrowest of margins. Even now, after his death, his name is hated and feared, and rarely spoken aloud.

It goes without saying that Fu Leng is not openly worshiped as are his brothers and sisters. His power is certainly recognized, and his influence is all too evident in the danger of the Shadowlands to the south of Rokugan. He is cursed by the bold, but most prefer not to speak his name or think of him, fearing his power even beyond death itself.

Fu Leng is, however, still worshiped in Rokugan, albeit covertly. There have always been cults devoted to the dark powers of the Shadowlands throughout the history of the Empire. Some of these possess a full knowledge of their allegiances, such as the maho-tsukai who are essentially priests of Fu Leng, others deny the true scope of their practices, such as the Bloodspeakers.

The Bloodspeakers make use of maho and various dark rituals, but believe that they do so in the name of their master Iuchiban. In the end, however, their actions serve the dark lord of the Shadowlands just as any other maho cult might.

Worship of Fu Leng involves the spilling of blood and the corruption of the spirit. There are few other requirements. Anyone willing to fulfill the wishes of the dark lord and receive a fraction of his power is welcome to call upon him. The kansen spirits that serve Jigoku are willing and able sensei who can teach maho to even the most jaded and foolish individuals.

ANCESTORS

Of all the spiritual and heavenly entities found in the Rokugani belief system, ancestor spirits are by far the least powerful. They are also, however, the most active. The spirit realm of the ancestor spirits lies very close to the mortal world, and it is easy for ancestors to move into the physical realm so long as they have an anchor: their descendants. With their descendants as links to the physical world, ancestor spirits can vicariously experience a hint of the sensations they once knew in life.

Ancestor worship is not remotely an organized religion. While all Rokugani recognize and appreciate the importance and influence of their ancestors, building shrines to them and paying them homage as appropriate, there are no centralized temples, no doctrine, nor even monks solely devoted to them. Instead ancestor worship is a unique and individual practice, with each family honoring its ancestors in its own way. Some choose to honor their ancestors by carrying items sacred to them, such as a lock of hair or the dagger that they carried with them at all times. Others attempt to emulate their ancestors, completing their unfinished business in the mortal world.

All families in Rokugan, regardless of caste, maintain shrines to their ancestors. This is as true for the Emperor as it is for the poorest farmer in all the Empire. Each branch of a large family, such as the Akodo, maintains a separate shrine to its own specific ancestors as well as to the Kami Akodo himself. The Tsume vassal family of the Crane might have a shrine devoted to Tsume Retsu, the family's founder, as well as many

prominent heroes of the Doji, from whom the Tsume are an offshoot. (See page 120 in Chapter 3 for vassal families.)

The Rokugani worship their ancestors not only to receive guidance in their own lives, but also to facilitate their ancestors' journeys through the afterlife. The Rokugani believe that the souls of the dead must first be purified of their sins before moving on to either reincarnation or eternal rest in Yomi, the realm of the ancestors. By praying for them, Rokugani can alleviate their ancestors' suffering and hasten their trip through the underworld. These prayers are often directed at Emma-O, the judge of the underworld, and Jizo, the Fortune of mercy.

SINS

"Do you think these things just happen? No. A ruined crop, an endless storm, or a drought is the vengeance of the Fortunes upon the unworthy."

— Mirumoto Rosanjin

When the universe was new, there was Nothing. Nothing came before even Lady Sun and Lord Moon, and Nothing was all that there was. It is said that from Nothing came the first Three Sins, and they are considered the most basic sins of Rokugan. Nothing was afraid, for it was the only thing in the universe, and it despaired. Fear is a sin because it drives men to do shameful things. All that separates man from creatures is his ability to control his fear.

Soon, Nothing longed for a companion. From Nothing's aching emptiness came the sin of Desire. Desire created half of the universe, made heavy by the pain felt by Nothing, and the form of the world began to appear. Desire is a sin because it inspires samurai to disobey their one duty in life — to serve their lord. A guard who desires more than his simple station will grow lax as he focuses on things other than his duty. A samurai who desires love will defy honor and daimyo to gain what he seeks.

After Nothing saw what its desire wrought, it regretted what it had done, for it was unexpected. The weight of Nothing's regret formed the rest of the universe, and set into motion the events that would create both Sun and Moon. Seeing that it was losing itself to the creation it had caused, Nothing retreated into the blackest recesses of the universe. Regret is a sin both because it leads to the other two sins, and is also the sign of a weak mind. Regret can cause a man to question his lord, to fear for what he has done, or to desire another path. It also leads to doubt, a feeling that has no place in the heart of a samurai.

Alongside the three major sins are two others that are the creation of the Heavens — the Taint and becoming unclean. The Taint is a sin because it is contact with the realm of Fu Leng, and a sign of his influence. Taint is an obvious corruption of the Celestial Order, and even pure souls who have been touched by the Shadowlands are in danger of losing their soul to the fires of Jigoku. There is no known cure for the Taint, though there are ways to cleanse a Tainted soul preparing for death. Seppuku is generally the answer for such an affliction, and the monks of the Brotherhood of Shinsei cleanse the soul for its journey to the afterlife. Many Crabs choose to spend their last moments fighting against the Shadowlands instead of giving up their mortal lives, and those from any clan who choose to do the same are always welcome on the Wall.

Uncleanliness is a major sin, but perhaps the least of the five described here. Those who are of the samurai caste are in a place in the Celestial Order that separates them from dead flesh and other unclean materials. Dead flesh is properly handled by the eta, for that is their place in the Order. If a samurai touches dead flesh, he has violated the Celestial Order, and is unclean. In a society where transgressions such as these go against the gods themselves, being unclean is very serious indeed. However, it is the least of the major sins because it is the easiest to atone for. Certain types of moderately dishonorable conduct can also leave a samurai in a state of uncleanliness, depending on the situation.

PENANCE

"The Heavens do not forget your transgressions. They are eternal, and only forgive those who ask for their limitless mercy."

— Toturi Sezaru

There are hundreds of Fortunes, and countless ways to draw each Fortune's disfavor. Peasants have endless superstitions on how to avoid the wrath of each of the Fortunes, or how to regain their favor once they have been angered. The peasants do not realize that not all Fortunes are watching everyone all the time, and sometimes they couldn't care less about humans' behavior. When they do become angered, their disfavor can be demonstrated by a broken pot — or a sudden plague. While the Fortunes rarely interact with humanity in such a direct manner, most mortals do not want to be the subject of the story a monk tells generations from now, warning of the Fortunes' wrath.

Atoning for a transgression against the Fortunes is simple enough, once the proper ritual is known. The main complication is that each Fortune has different methods by which he or she wishes to be contacted, depending on the suppliant's request. While the Phoenix and the Brotherhood of Shinsei keep detailed texts on these matters, it is not likely that every Phoenix home or Brotherhood temple will have all the answers a samurai seeks. Eventually, the task should be a simple matter of tracking down the correct information (those who have Knowledge (Arcana) or Religion will generally have a good idea of what to do or whom to talk to) and performing the ritual.

In contrast, peasants do not necessarily have access to even the welcoming temples of Shinsei. They therefore have had to invent their own ways of appeasing an angry Fortune. These methods generally run from the nonsensical to the wild, but the important thing to remember is this — as peasants are mostly ignorant of the true workings of the Fortunes, sometimes they lay the blame for a simple bad harvest on their lord. Surely, if he were a pious and correct leader, disasters would not happen! While most peasants simply grumble under their breath about such matters, sometimes these grumblings turn into a full-fledged peasant revolt.

Atoning for sins against the Celestial Order is simple matter — the more common sins have simple rituals and prayers to right the wrongs a samurai may have committed. Often times, simple prayer in a temple or the family shrine is enough to purge the sin from a soul. If the sin bears greater weight, the penance can involve fasting for days, sacrifice of worldly possessions, joining a monastery for life, or even seppuku. Only the most serious sins are answered with the ritual of seppuku, but it is the cleanest way to erase the stain of sin.

Though others may still speak of a transgression after a samurai has performed a ritual of purification, it is considered improper to even speak of a matter that led to seppuku. Those who continue to speak poorly of one who paid the ultimate price for his sin tread upon the line of blasphemy themselves.

DRAGONS

"To see into a Dragon's eye is to see the depth of the cosmos; to hear its words, to hear the limitless wisdom of the Heavens. They are more than simply the embodiment of the primal forces — they are the universe itself."

— *Akodo Kaneka*

There are seven Dragons in the Celestial Heavens, all of which represent part of the universe's foundation. The five Elemental Dragons are the best-known, and they are joined by the Celestial Dragon and the Thunder Dragon to hold the world together. They represent that which is both pure and holy of their element, and are said to be more powerful than the Fortunes themselves.

The Elemental Dragons are tied more closely to Rokugan than are the other two. They were created with the universe, as the primal stuff of creation slowly formed into the five basic elements. These Dragons moved among mortals when the Celestial Heavens was much closer to the earth, and took great interest in them. The Dragon of Fire was taken with how the humans could perform great feats of inner strength and inspiration. Earth and Water talked to each other, speaking of how the mortals were strong in body and spirit, able to tame the land Sun and Moon had given them. Air saw how the kami that surrounded the Empire loved these humans, and did the same. The Dragon of Void stood apart, conferring with his cousin Togashi (the founder of the Dragon Clan) about the mysteries these mortals would unlock with their canny minds and unconquerable souls.

Lady Sun and Lord Moon soon worried that the interference of the Dragons (along with other Celestial figures) would overwhelm the Empire. They decreed that the Heavens would be lifted far away from the earth, and the Celestial Dragon was created to both hold the Heavens aloft, and serve as a messenger between the two realms.

Finally, when Shinsei called forth the mortal champions of the Empire to do battle with Fu Leng, the Dragon of Thunder was first seen in the heavens, and her cry of birth shook all of the land below. The Thunder Dragon represents the strength of a mortal's soul, and the voice of the Heavens calling down to earth. Those favored by the Thunder Dragon are said to be completely without fear and unstoppable in combat.

The Dragons reside in the Celestial Heavens, also called Tengoku. On rare occasions throughout history, the Dragons have guided mortals to their home in the Heavens. Because of this, many refer to this place as the Dragonlands, thinking it is its own realm. Only the Thunder and Celestial Dragons directly interfere in the affairs of mortals very often. 'Often' to a Dragon is once or twice every hundred years: the Dragons sometimes appear to worthy mortals who ask for their guidance, or charge them with a duty from the Celestial Heavens. The Elemental Dragons choose to affect the mortal realm through their Oracles and by sending mortals dreams or visions. For more information on the Dragons and their Oracles, see Chapter Two.

The Dragons themselves are the lords of the Celestial Heavens, just below Sun and Moon. They hold reality together with their very existence, in the pattern Amaterasu (Lady Sun) and Onnotangu (Lord Moon) created so long ago. They usually act and think independently, though they view one another as family. Each Dragon is the embodiment of its Element, though they can appear in any forms they choose.



CHAPTER SIX: HISTORY OF ROKUGAN

In the wake of the destruction of the Ikoma Libraries, Emperor Toturi has commanded that their vast histories be reconstructed for the Empire. Through diligent research on my part and greatly relying on the accounts of Ikoma Hikaze and Kuni Mon, the will of the Emperor has been executed. I have further endeavored to include all dates of more recent history following the destruction of the Libraries in order to restore the complete history of Rokugan to its full splendor. I set my hand during the thirtieth year of the reign of Toturi I, the Splendid Emperor.

— Miya Hatori, The Imperial Histories

PRE-HISTORY

Before the fall of the Kami, before the rise of man, there were others. The oldest civilization known to have existed in the land now called Rokugan was that of the Naga. A race of mystical, pacifist serpent-men, the Naga's great civilization spanned the far western reaches of the modern Empire. Their history was marked by conflict, of course, but following their own struggles for supremacy and a war with the mysterious Ashalan from across the desert, the Naga established a peaceful and philosophical society that reigned for many centuries.

The Naga entered an enchanted slumber so that their dying race would survive to combat an unknown future enemy. In their wake came other civilizations. The greatest may have been that of the Nezumi, known to modern Rokugani as Ratlings. The Nezumi profess to have had a vast empire of their own, one which conquered the kingdom of the ogres that dwelled where the Shadowlands are today. Although many samurai refuse to believe that the abominable ogres that serve Fu Leng might ever have been civilized creatures, there is some evidence to support the Nezumi's assertion. Whatever the truth may be, both the civilization of the Nezumi and that of the ogres was destroyed with Fu Leng's fall from heaven over a millennium ago, although both races exist to this day.

At least one other civilization existed prior to that of mankind's: the trolls. Whether created by or merely corrupted by Fu Leng, the trolls nevertheless forged a considerable kingdom throughout the Shadowlands. This kingdom bowed to the rule of the trolls, survived the reign of the Nezumi, was incorporated into the dominion of Fu Leng, and finally was shattered during the rule of Hida Osano-Wo, child of Hida himself, who led the Crab Clan in a vicious war against the trolls. Remnants of their civilization still exist, however, such as the dark city Volturnum, site of the Battle of Oblivion's Gate.

FIRST CENTURY

(YEARS 1–100 ISAWA CALENDAR, OR "IC")

Fall of the Kami: Established pre-calendar
The fall of the Kami marks the beginning of time and the separation of the Celestial Heavens from the world of Hantei and his siblings.

The early tribes of Rokugan formed before this date, which may seem apocryphal: mortal men formed from the blood of Lord Moon's wounds and the tears Lady Sun shed after their children's fall. However, the ways of divinity are unknowable, and none can truly say how long it took for the Kami to fall.

One note overlooked for many centuries was the death of Ryoshun, the Tenth Kami. Ryoshun never fell as his siblings did, but died within his father's stomach. Ryoshun's spirit passed on to the Rift, an area of existence between all the Spirit Realms. He remained there to guard the spirits of the dead for all eternity.

Early Events
Lost Gisei Toshi, the ancient Phoenix Clan city, is established immediately after the fall of the Kami. This city, now thought destroyed by all but the Phoenix who dwell there behind walls of illusion and misdirection, remains the earliest sign of "cultured" human habitation after the beginning of time. Historians designate this, the earliest event in Rokugan's history which can be assigned a date, as the year "1."

Coronation of Hantei I
Following a tournament between the Kami (excluding Togashi, Fu Leng, and of course Ryoshun) the Hantei is determined to be the most worthy ruler of Rokugan. At the end of the tournament, Togashi speaks words of prophecy: "When the last Akodo falls, so falls the last Hantei."

The War Against Fu Leng and creation of the Shadowlands
Shortly after the fall of the Kami, waves of corruption issue from the Festering Pit (the place where Fu Leng hit, and sank beneath, the earth) and taint the southern lands of Rokugan. The armies of the Lost Brother swarm across Rokugan, destroying all in their path. The servants of the Hantei fight valiantly for decades, but find that they are slowly losing the war.

Kolat Agent



The Tao of Shinsei transcribed: year 42
A strange little man arrives in the court of the Hantei, promising that he can give the Kami victory over the armies of Fu Leng. First, however, he gains audience with the Kami themselves, and speaks to Hantei at length. Shiba copies down the little man's wisdom dutifully; this text later becomes the Tao of Shinsei, the foremost religious text in Rokugan.

The Day of Thunder: year 42
When the war looks bleakest, Shinsei gathers one mortal from each of the Seven Great Clans. Hida Atarasi, Doji Konishiko, Mirumoto, Matsu, Isawa, Shosuro, and Otaku join Shinsei on a journey to the Shadowlands to defeat the fallen god Fu Leng. All of the Thunders die there, save one.

Death of Shiba: year 42
After the defeat of Fu Leng, the Kami Shiba journeys into the Shadowlands in search of Shinsei and the Thunders. Shiba is mortally wounded slaying the First Oni, but ensures that Shosuro returns to the Empire alive.

Shosuro's Return: year 42
The only surviving Thunder, Shosuro, returns from the Shadowlands with the Black Scrolls which the Thunders had used to bind Fu Leng. Shosuro survives her journey only by making a pact with the Lying Darkness, and immediately thereafter casts off the persona of Shosuro to become Soshi, founder of the Scorpion shugenja family.

Shinjo's Exodus: year 45
With the war against Fu Leng now effectively at an end, the Kami Shinjo determines that she must leave the Empire and explore the world to better prepare the Empire for its dangers. Three families of her Ki-Rin Clan — the Otaku, Iuchi, and Ide — choose to follow her. Hantei gives Shinjo one of a pair of magical mirrors created by Shiba and Isawa, which will allow Shinjo to communicate with Hantei even while in distant lands.

Death of Hantei: year 45
Crippled by a lingering injury suffered in the War Against Fu Leng, Hantei spends the last months of life bedridden. Unable to carry the news of victory to the Empire, Hantei charges a boy named Miya with bringing the joyous tidings to all. Shortly afterward, the Son of Heaven closes his eyes and dies, content with what he and his brothers and sisters have done. Many believe that Hantei simply tired of mortal existence and rejoined his mother in the Celestial Heavens.

Crowning of Hantei Genji: year 46
The Emerald Throne stands empty for a brief period of mourning while the Empire recovers from the war and the loss of the Son of Heaven. Hantei Genji, the first son of Hantei, is crowned Hantei II five months after his father's death, thereby setting a precedent for inheritance by the firstborn. Genji, the Shining Prince, is responsible for most social traditions of the modern Empire. Genji's reign lasts over two hundred years, the blood of the Kami Hantei strong in his veins. He marries a Doji woman, beginning the tradition of the Hantei Emperor taking a Crane bride.

Birth of Hida Osano-Wo: circa year 48
Osano-Wo, second son of the Kami Hida and offspring of the Thunder Dragon, was born in this year.

Hida steps down as Champion of the Crab: year 63
Though Hida is a powerful Kami, he recognizes many traits in his son Osano-Wo that he lacks, in particular leadership and charisma. Particularly impressed by his son's great triumphs

against the trolls, Hida steps down as daimyo of the Crab Clan to bestow the mantle upon his son. Hida thereafter frequently leads large groups of specially selected samurai on brutal strikes deep into the Shadowlands, trips which sometimes last up to a year.

The Phoenix Clan find Uikku, the Serene Prophet: circa year 72
Uikku, the prophet of Shinsei's Tao, is a young child cursed with the gift of prophecy. His ravings are alternately inspiring and baffling, but many of them involve the future or interpretations of the Tao. The Phoenix take him into their custody and dutifully transcribe all of his pronouncements. Although Uikku was young and seemed disconnected from the world, his understanding of the Tao was legendary, and his prophecies amaze scholars with their accuracy even today.

Mantis Clan Founded: circa year 80
Osano-Wo chooses to acknowledge his illegitimate son Kenzan as his heir rather than the legitimate Kaimetsu-uo. Though relations between Kenzan and Kaimetsu-uo are not hostile, Kaimetsu-uo leaves Crab lands to pursue his own destiny. He finds it across the seas of Rokugan, on the islands he names the Isles of Spice and Silk. His followers call themselves the Mantis, though they are not yet acknowledged as a clan. (In fact, the very idea of Minor Clans is a precedent that has not yet been established.)

The Crystal Prison created: year 82
The Scorpion Thunder Shosuro, after passing through a dozen different faces and identities, has begun to realize that her mind is no longer her own. Fearing the influence of the darkness within her, she surrenders herself to the Kami Togashi for help. Togashi cannot save her, but he creates a crystal prison deep beneath Kyuden Togashi to contain the danger she represents. Shosuro allows herself to be confined.

Disappearance of Bayushi: year 83
The First Scorpion is said to have left behind his mask and sword for his son, with a note reading "I have lost her forever," before vanishing completely.

Death of Uikku, the Serene Prophet: circa year 90

Fox Clan founded: circa year 90
Some members of the Ki-Rin Clan remained behind when Shinjo led her people out of Rokugan. These, who would become the Fox, are ousted from their ancestral lands by the Lion. They are granted new land in Mori Kitsune, a family name (Kitsune), and a Minor Clan of their own. The Emperor forbids the Great Clans to war upon them, establishing the precedent by which Great Clans may not initiate war with Minor Clans.

Hida Osano-Wo murdered: year 97
The Champion of the Crab is murdered by an unknown assassin. His father, Hida, is missing on a long expedition in the Shadowlands, and with the powers of darkness on the rise Osano-Wo's son Kenzan is reluctant to abandon his post. Instead, he sends a message of distress to his half-brother, who leaps upon the chance to avenge his father. Hunting the traitor to Phoenix lands with a fleet of Mantis sailors beside him, Kaimetsu-uo arrives at the doors of Shiro Shiba itself. When the Phoenix refuse to open the gates, Kaimetsu-uo cries to his father for vengeance. Thunder roars and a stroke of lightning blasts open the gates of Shiro Shiba. The Phoenix quickly back down and agree to assist the samurai who so clearly acts on behalf of the elements themselves. The traitor is released into Kaimetsu-uo's custody and painfully executed.

Shortly thereafter, Phoenix scholars request that the Hantei grant the status of Fortune to the departed Hida Osano-Wo. Osano-Wo is thereafter the Fortune of Fire and Thunder.

Death of Akodo: circa year 99
While surveying the construction of the Hall of Ancestors and the Ikoma Libraries, Akodo One-Eye is caught unawares by beasts of the Shadowlands. The monsters make their way through the Shinomen Forest, preparing to attack the fledgling Empire. Akodo stands against the horde with a hundred of his men, and meets his enemy in what was once the Seikitsu Pass through the Spine of the World Mountains. When the battle seems lost, Akodo calls out to his mother, the Sun Goddess, to witness how brave men died. As the advancing Shadowlands beasts reach him, Akodo's mighty roar collapses the pass, bringing down a mountain upon him and the enemy.

Kuni Nakanu notices Taint on corpses: circa year 100
The Crab Clan began studying the signs and effects of the Shadowlands Taint as early as a century after the Empire's founding. Their scholarly research has saved many lives, and the information they have been able to discover during the thousand years of peace have been truly remarkable.

SECOND CENTURY

(101–200 IC)

Reported Death of Togashi: year 101
When Doji travels to the land of the Dragon clan to visit her brother Togashi, she is turned away at the gate. This was the first news of the death of the Dragon Kami.

Disappearance of Doji: year 102
Lady Doji is wracked with depression after watching the mortal world shift and change as she remains constant. As she has never been close to her sole remaining sibling, Hida, Doji begins to feel alone. Consequently, Lady Doji imparts her final wisdom to her son Nio and walks into the sea, never to be seen again.

Creation of the Badger clan: circa year 110
The Badger Clan, one of the smallest of Rokugan's Minor Clans, is created to guard the northern passes of the Empire.

Book of Sun Tao written: circa year 145
The origins of the ronin known as Sun Tao are open to speculation, but he is generally believed to have written his treatise on warfare during this period. The writings of the ronin general are valued as greatly as the observations of Akodo himself, sometimes even more so. Original copies of his manuscript are among the most greatly prized treasures in Rokugan.

Emerald Magistrates and Emerald Legions founded: year 153
Experienced military officer Doji Hatsu and skilled courtier Soshi Saibankan begin to draft methods by which quality soldiers could be conscripted and magistrates could enforce the law of the Empire. Hatsuo and Saibankan soon devise the framework for the Imperial Legions and the Emerald

Magistrates, respectively. The new system guarantees that the Emperor's legions and magistrates will work closely, with powers that complement one another without being excessive. This system persists without radical change to this day.

The first mention of the Naga: circa year 200
A Crab named Kaiu Sudaro loses his son in the Shinomen forest. The boy is apparently saved by creatures with great snake tails and human bodies, one of which calls itself "Mara." By all accounts, this is the first notation in the Empire of the Naga, who soon become a deeply integrated part of Rokugani myth and legend.

THIRD CENTURY

(201–300 IC)

Disappearance of the Kami Hida: year 210 (traditional date)
In the year 210, the aged Kami of the Crab takes up his tetsubo, announces his intention to seek out his lost son, and departs into the Shadowlands. He is never seen again.

Invention of koku: year 243
The system of exchanging items of worth for goods or services existed long before the Crane Clan's Yasuki Tanaka, but it is he who designs the koku as it is recognized today. The koku's design features the kanji of the Fortunes on one side and the Kami on the other. Though they are simple and recognizable, Tanaka's coins confound most attempts at forgery. When the Emperor inquires as to the nature of the strange little coin (which was, at that point, used exclusively by the Crane) Tanaka gladly provides the Emperor with his dies as a gift.

Death of Hantei Genji: year 247
Like his father, Genji is said to have ascended into the Celestial Heavens upon his death. The latter part of Hantei Genji's rule secures Shinseism and its philosophy of Shintao in the Empire, although it will not become widely popular until later in the history of the Empire.

Death of Isawa Akuma: year 283
This important date correlates directly with the first emergence of the Oni Lord Akuma from the Shadowlands. Oni, the demons of the Shadowlands, gain great power when they steal a name from their summoner. Akuma, one of the most powerful of all Oni, stole his name in this year from an Isawa shugenja who paid the price for ambition.

FOURTH CENTURY

(301–400 IC)

Beginning of Nezumi-Crab Alliance: year 314
This is the first recorded instance of Crab working together with Ratlings (an arrangement which the Crab have only recently admitted openly). Twelve-year-old samurai Hiruma Kazuma has a strange rapport with Ratlings, and forges bonds of trust between man and Nezumi. The Nezumi believe that Kazuma possessed the soul of both human and Nezumi, and became a Transcendent spirit after his death.

Founding of the Snake Clan: year 339
Imperial magistrate Isawa Chuda successfully saves the Emperor's life from the deadly threat of a maho cult. Chuda proclaims himself the Emperor's serpent, "creeping into hidden places and striking down your enemies." In reward for his years of service and valorous actions, the Emperor declares Chuda to be the daimyo of the Snake Clan.

Founding of the Centipede Clan: year 347
Centered around a modest shugenja school, the family of the school's original sensei is granted the lands and title of a Minor Clan. The Lady Sun-worshiping Centipede are given their status mostly due to their isolation from the Phoenix, as several Otomo point out to the Hantei that it would be much simpler to record their events and tax their peasants if they were treated as a separate entity.

Crowning of Hantei Fujiwa: year 371
Hantei V (also known as Hantei Fujiwa) is an exceptional Emperor for many reasons. He believes that his immediate predecessors were too concerned with increasing the quality of life in the Empire for certain areas instead of improving the Empire as a whole. Hantei Fujiwa is also the first Emperor since Hantei himself to engage the Shadowlands in combat, slaying oni with the powerful Sword of the Hantei and leading the Imperial Legions in combat side by side with the Crab.

Upon his return to Otosan Uchi, he waxes wroth against the Lion and Crane, accusing them of weakening the Crab through political attacks and thereby requiring his direct intervention on their behalf. Fujiwa's first wife had died childless while he was in Crab lands, only furthering the Hantei's anger. Late in Fujiwa's reign, his eldest son and heir apparent is kidnapped by a conspiracy of Crane, Phoenix, and Scorpion courtiers calling themselves the Gozoku.

The Yasuki split and the Crane-Crab War: year 387
The great Crab-Crane war is the first large-scale internal war in Rokugan. Caused by the Crab seizing territory along the Crane's southern borders (to feed, the Crab say, their beleaguered troops after a number of major battles against the Shadowlands), and the defection of the Yasuki family from Crane to Crab, the war lasts for over a decade.

Rulership of the Gozoku: years 391–435
After the kidnapping of his heir, Hantei Fujiwa has little choice but to acquiesce to the demands of the Gozoku Alliance. Fujiwa falls ill and dies shortly after capitulating to the Gozoku, leaving his aged uncle, Otomo Tohojatsu, as regent until Hantei Kusada can claim the throne.

Tohojatsu, who had always coveted the Emerald Throne, quickly falls in with the Gozoku. Hantei Kusada (Hantei VI) is destined to serve as nothing more as a figurehead — by the time he comes of age, Otomo Tohojatsu's concessions to the Gozoku have yielded them complete control. The Gozoku themselves encourage the independence of the clans, with the Hantei Emperor providing a "face" for their rule over the clan provinces.

The Gozoku's rule is a prosperous time for Rokugan. They construct a web of roadways and institute new ways of conducting trade and travel so that the clans can stand more apart from each other. Art and culture flourish. Unfortunately, so do

crime and corruption, as it becomes clear that even the Great Clans care nothing for the Emperor's law.

The Cozoku are led by Doji Raigu (son of the Crane Champion and later Champion himself), Shiba Gaijushiko (the Imperial Scribe), and Bayushi Atsuki (the Emperor's spy master and Scorpion Clan Champion).

Coronation of Hantei Kusada: year 397
The crowning of Hantei Fujiwa's son as Hantei VI is held completely under the power of the Gozoku Alliance.

FIFTH CENTURY

(401-500 IC)

End of the Crab-Crane War and Sparrow Clan founded: year 400
During a failed negotiation to end the Crab-Crane war, Crane official Doji Onegano is ousted from the Crane Clan. The Emperor grants Onegano lands east of the Crane holdings, but the lands are harsh, unforgiving, and largely worthless. Onegano retires to a monastery, leaving his son Suzume as daimyo of the new Sparrow Clan.

The Crab-Crane War results in the Yasuki's official confirmation as a Crab family, and an Imperial Edict banning large-scale open warfare among the Seven Clans of the Empire. From that time forward only small battles are permitted, and only with the Emperor's consent, explicit or tacit. The entire massed armies of the Great Clans were not turned against one another from that day until the Scorpion Clan Coup.

Snake Clan corrupted: year 401
Chuda Tamihei, great-grandson of Isawa Chuda, succumbs to the temptation of a spirit and voices a deadly prayer to dark forces, unleashing a dreaded Shuten Doji in the lands of the Snake Clan. The spirit begins extending its influence throughout the tiny Snake Clan, completely assuming control in a month.

The Five Nights of Shame: year 402
Alerted to the presence of the Shuten Doji, the Council of Elemental Masters devote considerable resources to the Snake Clan's destruction. Huge numbers of Shiba bushi are lost in the battle before the Masters discover the proper means to combat the spirit. In the end, however, the Snake Clan is utterly destroyed. No trace remains of the Shuten Doji, or of the Phoenix magistrate sent to discover its ultimate fate.

Hida Tadaka & Matsu Itagi in the Shadowlands: year 412
This is the famous event wherein the arrogant Lion Champion ventures into the Shadowlands, only to be rescued by the Crab Champion. Both Champions die from the wounds they sustain fighting the Shadowlands together.

Hantei Kusada's spies uncovered by the Cozoku: year 428
Though the Gozoku made many contributions to Rokugani culture, few notable advances can be attributed to Hantei Kusada himself — save one. During Kusada's reign, he sponsors religion heavily and is responsible for the creation of over twenty-four temples within the walls of Otosan Uchi alone, places which Shinsei visited or where he had performed some holy act. In the year 428, Kusada hits upon the notion of using the Brotherhood of Shinsei as spies and agents, as no one would suspect a monk of such behavior. The Brotherhood has no choice but to obey the Emperor, the ultimate head of their religion. However, the "spies" are caught, and the Gozoku decides to make an example of the Brotherhood. Historians consider this the Gozoku's first mistake, as it turned attention on the darker side of their control of the Empire. Kusada had several sons and daughters, but his heir would be his first-born, a son who was also controlled by the Cozoku.

The Gozoku ensure that all of Kusada's sons are fostered by the Scorpion, Phoenix, or Crane, enabling the alliance to retain its hold on the Emerald Throne. Kusada's daughters are wed or fostered off to other clans for political alliances, helping the Gozoku gain more and more control over the politics of the Empire.

Gusai family name awarded: year 429
Centuries after the Mantis' informal establishment, Gusai, leader of the Mantis, is invited to Otosan Uchi. During a contest of wits with the Emperor, Gusai demonstrates the strength of steel over words by drawing a blade at the Hantei's throat. Gusai wins his argument with the Emperor, as well as Minor Clan status and the Gusai family name. The Hantei has the last word, however, and proves the strength of words by ordering Gusai's execution.

Hantei Yugozohime fostered to the Lion: year 432
Hantei Kusada's daughter Yugozohime is fostered to the Lion. Rather than marrying her to a courtier and teaching her to be a quiet, respectful woman as the Gozoku intend, the Matsu and Ikoma train her in the tenets of bushido and the wisdom of the Heavens. The Lion, in short, teach Hantei Yugozohime how to be an Empress. When she learns of the true glory of the Hantei Emperors, the young Empress-to-be begins to plan how she will defeat the Gozoku.

Coronation of Hantei Yugozohime: year 435
When Hantei Kusada dies of old age, his heir is brought from Phoenix lands to take the throne (and maintain the Gozoku stranglehold on the power of the Empire). Yugozohime challenges her brother to a duel for the throne, and defeats him. With the support of the Lion and Dragon behind a confident and powerful Hantei Emperor, the strength of the Gozoku is swiftly and suddenly shattered.

Many members of the Cozoku's three clans either quickly retire to monasteries or die in duels within the year. Shiba Gaijushiko assists Yugozohime in dismantling the Cozoku's power base in return for his own pardon. No formal charges are brought against any Gozoku members, though Yugozohime's magistrates arrest them for various criminal dealings. Yugozohime, as Hantei VII, hands many functions of the Imperial Court that the Gozoku used to their advantage over to the Otomo family, forestalling any similar attempts to make a pawn of the Throne.

Gaijin Ambassadors Arrive at Imperial Court: circa year 440
At the behest of the Mantis, a small group of gaijin explorers is allowed admission to the Imperial Court while their fleet docks in Golden Sun Bay. The Emperor opens limited trade and exchange of ideas with the foreign visitors. The gaijin are allowed two years to prove their honor and their respect for the Empire.

Battle of White Stag/Raging Seas: circa year 442
The gaijin are commanded to leave Otosan Uchi; they retaliate with violence. In the ensuing battle, Hantei Yugozohime is tragically slain. The united clans band together to slaughter the gaijin, driving the shattered remnants of their fleet to sea, where many of their number are consumed in a mysterious storm.

Yugozohime's uncle Hantei Muhaki assumes the throne. Shortly thereafter the Emperor bestows Minor Clan status upon Agasha Kasuga and his followers, despite the fact that they have apparently helped gaijin attackers flee to safety. The true reasons behind Muhaki's decision are known only to Kasuga and the Emperor himself. Under these murky circumstances, the Tortoise Clan is born.

Boar Clan founded: year 447
The descendants of a group of Crab explorers thought lost in the Twilight Mountains since the year 383 arrive in Otosan Uchi with three tons of jade and iron. Their leader, Heichi, presents these as a payment of back taxes to the Emperor. Heichi's followers refuse to return to their former clan. Amazed by Heichi's story and intrigued by his knowledge of bushido and law, the Emperor bestows Minor Clan status upon them.

The Emperor's Blessing written: year 472
The Emperor's Blessing, Miya Mai's most critically acclaimed work, tells the tale of the end of the War Against Fu Leng and describes the founding of the Miya household. Mai considered the work "too tame" and only completed it so that the commission promised by her patron would provide enough money for her to survive. The play is widely regarded to be Mai's best, and spawns innumerable imitators.

Coronation of Hantei X: year 487
Hantei X was the first Hantei to give up his personal name, and simply be referred to as "The Hantei." His name has been lost for all time, and in many texts he is referred to as "he who sacrificed his name for the Empire."

Kuni Nakanu's journals discovered: year 499
Otomo Jama, younger brother of the Imperial heir, finds his destiny taking a sudden turn when he happens upon the resting place of Kuni Nakanu's maho texts. With the help of a Dragon and a Crane shugenja, Jama begins to translate the texts and discover the secrets of power. A small cult forms, with Jama at the head.

As leader of this secret society, Otomo Jama takes a new name — Iuchiban.



Phoenix Clan Archer

SIXTH CENTURY

(501–600)

The Anvil of Despair is created: year 501
The sinister Agasha Ryuden, guesting with the Boar Clan within their home in the Twilight Mountains, forges a mighty anvil from the ore formed by the blood of the First Oni. Ryuden sacrifices the entire Boar Clan to the foul creation, resulting in one of the darkest and most powerful nemuranai Rokugan's history. Their tortured spirits combine into the Shakoki Dogu, a vengeful and malicious spirit that haunts the mountains for centuries.

Bloodswords Forged: year 508
Asahina Yajinden uses the Anvil of Despair to forge the dreaded Bloodswords — Ambition, Passion, Judgment, and Revenge — for his dark master Iuchiban. The swords are given to the Scorpion, Crane, Crab, and Lion clan daimyo respectively.

Red Snow Battle: year 509
Akodo Meikuko violently reacts to a Togashi monk's casual statement in the court, mobilizing an army of 20,000 soldiers to attack Togashi Mountain. Only 2000 survive the great winter battle. Meikuko takes her life with the sword given to her by Asahina Yajinden, Revenge. Her name is thereafter synonymous with "mistake" among the Lion.

Death of Hida Tenburo: year 509
Crab daimyo Hida Tenburo suddenly murders his children in their sleep. He thereafter commits suicide with the blade given to him by Asahina Yajinden, Judgment.

Suicide of Doji Tanaka: year 510
Crane daimyo Doji Tanaka confesses his love for an eleven-year-old geisha to his assembled court, and thereafter leaps from the cliffs of Kyuden Doji to his death on the foamy rocks below. He carries Passion, the blade given to him by Asahina Yajinden.

Battle of Stolen Graves: year 510
Scorpion Champion Bayushi Rikoji, who has not yet touched the blade given to him by Asahina Yajinden, suspects foul sorcery after the deaths of the daimyo who wielded the other three blades. Rikoji dispatches Scorpion magistrate and shugenja Soshi Takasho to find the creator of the blade. Together with Legionnaire Akodo Minobe they discover the secret cult of the blood sorceror Iuchiban, who plans to animate the bodies of the Imperial crypts as an army to be used against the Emperor himself. Rousing the armies of the clans, Iuchiban is eventually captured, killed, and entombed within a great structure enchanted to contain his blackened soul. The

architect, Kaiu Gineza, is also entombed therein by Scorpion assassins so the secrets of the tomb will remain safe.

After Iuchiban's defeat, Asahina Yajinden's mind is erased. He becomes a gardener in the Emperor's gardens. The Emperor thereafter issues a formal edict that all corpses of the dead will henceforth be cremated rather than buried, to spare the bodies of honored ancestors the desecration of evil magic.

Mantis family 'Gusai' removed: year 510
The Gusai family name worn by the nobility of the Mantis Clan is revoked only three generations after it was given. Gusai Rioshida, Mantis daimyo, attempts a coup and holds the Emperor's son hostage in the Mantis isles. The prince is returned and the Gusai family destroyed. Because the Mantis Clan chose to betray their Lord and execute his family because of their shame, the Mantis is allowed to retain its clan status.

Battle of Kenson Gakka: year 533
After a failed Scorpion attack on Kyuden Ikoma, the Matsu retaliate and attack Shiro no Meiyo. The Lion make an example of the Scorpion, killing everyone within and renaming the city Kenson Gakka ("Humility's Lesson").

Birth of Hantei XVI: year 569
The birth of the Steel Chrysanthemum, as Hantei XVI would come to be called, occurs under portents so ominous that their like has not been seen since the time of Iuchiban. The Shosuro, Ikoma, and Asahina quietly ignore this fact.

Reign of the Steel Chrysanthemum: years 589–597
Hantei XVI takes the throne when his father retires early at his son's own request. Hantei XV believes his honest, clever, and capable son will usher in a new age of prosperity. Hantei XVI, however, proves to be a very different sort of ruler. Plagued with paranoia since birth, the Steel Chrysanthemum's world is slowly taken over by ghost assassins, traitors in every corner, and enemies in each crowd. Hantei XVI enacts orders to mercilessly crush any threat to his power, real or imagined. Thousands die during his cruel reign. Hantei XVI is finally deposed when he orders Crab Champion Hida Tsuneo to slay the Hantei's mother with his bare hands. Although they are too late to save the Emperor's mother, the Imperial Guard assaults and destroys the Hantei, Tsuneo, and those few loyal to the Steel Chrysanthemum.

Those who follow the Steel Chrysanthemum into death are said at the time to be cursed to follow him forever.

SEVENTH CENTURY

(601–700 IC)

Seppun Hanako writes the *Articles of Heaven*: year 622
Having endured the brutal reign of Hantei XVI during her youth, Hanako eagerly assists the young and inexperienced Hantei XVII in his rule of the Empire. In an attempt to curb the baser tendencies of Rokugani society, she pens the *Articles of Heaven*, a set of legal reforms that touches on virtually all parts of the Empire's legal system. Hantei XVII enacts the *Articles*, and they become the new foundation for law in Rokugan. Among the tenets of the *Articles* are sections that regulate the use of torture, increase the quality of living for the heimin class, and place strict requirements on the treatment of prisoners and hostages

The Kusatte Iru is defeated: year 634
Fearing that none other could possibly defeat the dreaded creature, Kuni Harike sets out to end the threat of the Kusatte Iru, perhaps the largest and most powerful oni ever spawned by the Shadowlands. Armed with his magic and a dark and sinister artifact, Harike sets out accompanied only by his friend and yojimbo, Kuni Ryute. Although Ryute is slain and Harike's soul irrevocably corrupted, the foul beast is placed in a deep slumber from which it may never awaken, ending the threat it poses to the Empire. Harike preserves his friend by encasing him in crystal, which unknown to him prevents Ryute's spirit from entering the afterlife. Perishing after the twin feats of preserving his friend and defeating the oni, Harike's remains are eventually found by monks who found a temple in the shugenja's memory.

Yasuki Fumoki lost at sea: year 671
One of the most prolific pirates of his age, Yasuki Fumoki was responsible for the raiding of innumerable Crane trade vessels, sending their wealth to the coffers of the Crab Clan. In 671, his flagship is attacked by a gigantic sea serpent. Survivors report to the Crab daimyo that Fumoki was last seen burying his blade in the beast's gullet.

After Fumoki's death, Crab Champion Hida Tsuneko dispatches scouts to seek out the survivors of the pirate's rumored Nezumi crew. These Nezumi are offered positions in the Crab navy, as their great agility, adaptability, and cunning make them excellent sailors.

Otomo Madoko writes *The Subtlety of the Court*: year 689
A powerful force in court and a student of the *Book of Sun Tao* written by that renowned ronin general, courtier Otomo Madoko is dared by a Lion diplomat to compare Sun Tao's tactics to the politics of court. Recognizing the parallels between a bushi on the field of battle and a courtier in the midst of court, Madoko pens *The Subtlety of the Court*, an examination of the battlefield that is the courts of Rokugan.

EIGHTH CENTURY

(701–800 IC)

The Dragonfly Clan is founded: year 704
Despite her betrothal to a samurai from the Lion Clan, Phoenix shugenja Isawa Maroko marries her true love, Mirumoto Asijin of the Dragon. Their parent clans, notorious for their tolerant and enigmatic ways, permit the couple to settle in the plains south of the Dragon Clan. Maroko's jilted suitor, Akodo Yokutsu, leads an army of 5,000 Lion against the couple's holdings, only to be halted by two armies, one Dragon and one Phoenix, preventing his attack. Furthermore, a huge force of shugenja prevents his retreat until Yokutsu swears never again to harass Maroko and Asijin. Pleased with the outcome of the Battle of Kyuden Tonbo, the pro-Crane Emperor awards the couple a family name — Tonbo — and Minor Clan status.

The Battle of the Great Climb: year 711
Insulted by an Agasha ambassador in court, the vengeful Lion general Akodo Yokutsu leads an army of Lion against the Dragon Clan, careful to avoid the lands of Mirumoto Asijin and Isawa Maroko lest he violate the oath he swore seven years previously. Laying siege to the Dragon, Yokutsu demands a duel with Asijin to redeem his honor. The Dragon daimyo Togashi Ayoko arranges the duel, in which Asijin is killed. This is part of an agreement between Ayoko and Asijin, one which extends the Dragon Clan's protection to the Dragonfly in exchange for Asijin's sacrifice. The arrogant Yokutsu declares himself the daimyo of the Dragonfly and states his intention to wed Isawa Maroko, but is challenged and killed in a duel by Asijin and Maroko's son, Tonbo Kuyuden. With the threat of violence from the Lion temporarily over, the Dragonfly Clan become the official emissaries of the Dragon.

The Battle of the Tidal Landbridge: year 715
While a sizable diversionary force of Shadowlands creatures attacks the Crab forces in their northern territories, a lone and sparsely defended watchtower near Earthquake Fish Bay is attacked by a cunning Oni no Kinjiro and its minions. Severely outnumbered, the Crab seem doomed despite their commander's prowess. Just when all seems lost, a hunting horn sounds across the bay. Daimyo Daidoji Masashigi and his guardsmen charge across the Tidal Landbridge and attack the foul creatures. The Crane join the Crab and take the brunt of the fighting as the waves rise around them, swallowing samurai and oni alike. The two rearguard Crab samurai who are still alive wait, but no survivors emerge; only Masashigi's battered helmet is ever found. The Crab build a shrine to the valiant hero, and henceforth have close relations with the so-called "iron Crane," the Daidoji family.

Hiruma Castle falls to the Shadowlands: year 716
Caught off guard by a massive Shadowlands army, the samurai of Hiruma Castle are quickly overrun and completely routed. The dark army is the largest seen since the days of the war with Fu Leng. The Hiruma are pushed back all the way to the Hida provinces, where the army is finally stopped by powerful magic from the Kuni family.

The Battle of the Cresting Wave: 716
After the fall of Hiruma Castle, the Crab Clan rallies around the provinces of the Hida. The great army of the oni lord Maw is delayed by a powerful young shugenja named Kuni Osaku, who creates a gigantic wave of water from the Saigo River to keep them at bay while the Crab scramble to create the Great Carpenter Wall. After 73 days, the wall is completed. Osaku, who has aged seventy years in ten weeks powering the wave, collapses and dies, and the armies of the Maw attack the Wall. Despite their numbers, the Shadowlands creatures cannot overwhelm the entrenched Crab, bolstered as they are by hired ronin and samurai of the other Great Clans. The Maw's forces are eventually beaten back into the Shadowlands, where a hidden force of bloodthirsty Hiruma exact a terrible vengeance for the loss of their homeland. The Maw is slain in the battle and his army is shattered, but the Hiruma provinces remain under the control of the Shadowlands for centuries to come.

The Battle of Sleeping River: year 750
Two hundred years after his first defeat, the dreaded sorcerer Iuchiban again rises to threaten the Empire. Armed with the secret of moving his spirit from body to body, Iuchiban has spent the two centuries following his defeat creating a massive cult throughout the Rokugan. The Bloodspeakers, his loyal followers, amass a great army of corpses on the plain near Sleeping River. An ise zumi discovers Iuchiban's spirit and alerts the clans to his treachery. After driving Iuchiban's forces from Ryoko Owari, the united clans converge upon the plains of Sleeping River and destroy the sorcerer's undead army. The ise zumi who first discovered Iuchiban captures his spirit until a suitable tomb can be erected, allowing the Bloodspeaker to finally be imprisoned for good.

Hare Clan founded: year 750
For his brave efforts against the armies of Iuchiban, the ronin Reichin is granted the family name Usagi, and Minor Clan status. The Hare Clan is born.

The death of Hiruma Sokokai: year 755
When Hiruma Sokokai, the last surviving student of the Hiruma bushi school, dies, the advanced techniques of the Hiruma family die with him. With no school or formalized dojo, the Hiruma begin training informally among themselves.

Kitsu Taiko becomes the Master of Fire: year 761
Born of peasant stock, Kitsu Taiko has an instinctive command of the kami. He is discovered by the Kitsu at a young age after a spirit leads them to him, and is quickly inducted into their ranks. Taiko is a dominant force within the Lion Clan during his life, influencing many great battles and making many innovations in the use of fire magic. When he reaches the age of retirement, the Phoenix offer him the position of Elemental Master of Fire, which he accepts. He is the only non-Phoenix to ever hold the position of Elemental Master.

The Oracle of Fire falls to Fu Leng: year 774
A mere decade after having been selected as the new Oracle of Fire, a minor Isawa shugenja reappears in the land of the Phoenix. Seemingly insane, the Oracle goes on a rampage, destroying several small villages and an entire legion of Shiba samurai before disappearing in a massive explosion that completely incinerates a shrine. At the same time, the Crab serving upon the Great Carpenter Wall witness an enormous explosion of fire from deep within the Shadowlands. The Phoenix theorize that the Oracle somehow became exposed to the Taint of the dark lord and was called to the Shadowlands to serve him. It is a grim reminder that no one is immune to corruption.

The fall of Morikage Toshi: year 782
When she is forsaken by her unloving and callous husband Shiba Kojiro, a young bride formerly of the Dragon Clan takes her own life to escape the pain of the dishonor. Mad with grief, the bride's mother lays a powerful curse upon the husband's castle. Soon the vines and trees reach out and reclaim the castle, wrapping it in a thick covering of vegetation that renders it useless. All attempts to magically dispel the curse end in failure, and in the end the Phoenix choose to abandon the castle rather than arouse the ire of the vengeful spirits there. The castle lies vacant for centuries, home only to the restless ghosts that wander the halls.

NINTH CENTURY

(801–900 IC)

The Unicorn Clan returns to Rokugan: year 815
After eight centuries of wandering abroad, the clan once known as the Ki-Rin returns at last to the Emerald Empire. Pursued by the hordes of the Shadowlands, the Unicorn know they cannot afford to take time to peacefully explain their approach to the Crab. Instead, the Unicorn return with a vengeance. Their powerful cavalry smashes through the Crab fortifications and speeds into Rokugan. Confronted by an army of the Scorpion Clan, the Unicorn display bizarre gaijin tactics in another crushing victory at the Battle of White Shore Plain. As the Great Clans debate on whether or not to attack the strangers again, the Unicorn emissaries find allies among the Crane by returning a fan given to the Kami Shinjo by her sister Lady Doji centuries ago. The Emperor decrees that the Ki-Rin have come home and restores their lands to them.

The Naga stir in their sleep: year 815
While the Empire is distracted by the return of the Unicorn, a small force of Shadowlands creatures defeats the Crab's defenses and enters Rokugan. Moving through the Shinomen Mori, the creatures destroy a large clutch of Naga eggs. Many Naga are awakened by the disturbance in the Akasha, and quickly crush all traces of the Shadowlands force. A foul, tainted marsh is all that remains of the creatures' army.

A new Hiruma school established: year 816
After a full century with no formal school in which to train their Hiruma scouts, the Crab begin to realize that the techniques of the Hiruma have begun to atrophy. Nothing remains of their once-great techniques, and plans are launched to build a new school. The Hiruma, however, refuse to accept charity from their kin and will not attend a school housed by another Crab family.

The newly returned Unicorn provide a solution. As a gesture of peace to make amends for their assault on the Crab's defenses, they offer to house and train Hiruma students among the Shinjo family. The Hiruma accept, and in return they assist the Unicorn in constructing their new homes in Rokugan. In a matter of months, the techniques of the Hiruma improve once more with the use of adequate training facilities and the advice of experienced Shinjo scouts.

The Kitsuki family of the Dragon Clan is formed: year 820
Agasha Kitsuki, a brilliant yet lackluster student of the Agasha shugenja school, is accused of murder. Given a single day to prove his innocence, Kitsuki produces both proof and testimony exonerating him. In recognition of his incredible powers of perception, he is given leave by the Dragon Clan to form his own family, the Kitsuki.



The Moto ride to the Shadowlands: year 825
Led by family daimyo Moto Tsume, a large force of Moto warriors from the Unicorn Clan ride to the Shadowlands, thinking to aid the Crab in their struggle against the dark forces there. They do not return.

Battle of the Chrysanthemum Petals: year 827
Moto Tsume returns from the Shadowlands at the head of a great Shadowlands army, brutally attacking the Crab and his former kin in the Unicorn. Though the Crab and Unicorn fight off the invading horde, the surviving Moto are stained by the utter corruption of their daimyo. On that day the White Guard is born, a group of Moto warriors who wear only white — the color of death — and will not rest until the last Dark Moto has been slain.

The Battle of the Broken Daisho: year 827
Faced with a conflict between the Lion and the Crane that might plunge the Empire into general war, Phoenix Champion Shiba Toriiko takes an army of Phoenix and intercedes. The Phoenix warriors obstruct the armies of the other clans from reaching one another, but do not lift a finger in their own defense, dying by the dozen to Lion archers. Perplexed, both Lion and Crane pull back. The Crane general, Kakita Gosano, is incensed and enters a duel with Toriiko despite her obviously superior dueling skills. Toriiko never flinches, and is cut down. Deeply shamed, Gosano sends his forces home and enters a monastery, vowing to work toward the peaceful world Toriiko desired.

The Shimushigaki is defeated: year 830
Twelve shugenja valiantly sacrifice themselves to banish the Shimushigaki, a powerful gaki returned from the spirit realms following its defeat with Iuchiban's armies. A shrine is erected in the shugenja's honor, and the monks there believe that so long as the Bells of the Dead ring regularly, the Shimushigaki cannot return to the mortal world.

Founding of the Falcon Clan: year 834
The Emperor grants the lands of the Toritaka province to the son of an ashigaru spearman who had died saving the life of the Imperial Advisor. Yotogi, the peasant boy, quickly discovers the nature of the assassin — a peasant half-maddened by the possession of an evil spirit. Inspired by their founder's example, the Falcon rapidly become the Empire's foremost authorities on spirits and ghosts. The Crab, who also battle dark forces, have long allied with the Falcon.

TENTH CENTURY

(901–1000 IC)

Naga ruins are discovered: year 925
Shinjo Fujimaka and Ikoma Gohesu, while mapping the outer reaches of the Shinomen Forest on behalf of the Imperial Cartographers, discover ruins believed to have once been a great Naga city. Although ruins had previously been discovered west of the Unicorn lands and near the Plains above Evil, this is the first indication of a major Naga settlement near the Shinomen. Scholars believe that this intrusion of mankind into the Naga's domain began that race's slow awakening.

The Night of Falling Stars: year 960
After a three-week siege of Shiro no Yogin, the Akodo legions seem destined to capture not only the castle, but the Daidoji troops that occupy it. Preferring death to surrender, every man, woman and child occupying Shiro no Yogin leaps from the castle walls to the raging river below. Their torches fall along with them, giving the event its name.

ELEVENTH CENTURY

(1001–1100 IC)

Hantei Jodan is born: year 1078
The infant Hantei Jodan is born to Hantei XXXVII, formerly Hantei Yatoshin. As a child, Jodan proves to be an exceptional student of the court and a wise and compassionate youth. His rule (as Hantei XXXVIII) is expected to be long and prosperous.

The Battle at Kyuden Kitsune: year 1090
Each attempting to expand their holdings, the Hare and the Fox Clans begin a series of border skirmishes that threaten to explode into war. An attempt at mediation by the Crane results in a temporary truce, one which is tragically destroyed by the sudden assassination of many Fox dignitaries. Although the Hare deny involvement, the Fox immediately attack, supported by the Crane. The Fox are victorious, but their daimyo blames the Crane and challenges their emissary, Kakita Toshimoko, to a duel. Toshimoko wins easily. The Emperor decrees that Crane "advisors" will assist both Minor Clans in important diplomatic decisions from now on.

The Battle of Fate's Gorge: year 1100
Following a slight to the Matsu family's generals, Isawa and Matsu forces meet on the field of battle to prove once and for all whether the Imperial shugenja are truly needed by the Emperor. In an attempt to remove the Lion's leadership, Master of Water Isawa Kaiyoko magically teleports eight Shiba bushi into the war tent of the Lion to kill general Matsu Uniri and his wife Yunaki. The Phoenix fail to account for the couple's daughter, however, and ten-year-old Matsu Tsuko saves her mother's life by crushing the throat of the final Phoenix assassin with a wooden practice sword. With Matsu Yunaki leading the Lion troops, the Phoenix are defeated on the field of battle the following day.

TWELFTH CENTURY

(1101 IC TO PRESENT)

Hantei XXXVIII takes the throne: year 1103
At the age of 25, Hantei Jodan is crowned the 38th Emperor of Rokugan. A daring and spirited young man, Hantei XXXVIII finds his vitality slowly crushed over the years by the endless conflicts between the Great Clans.

Hantei Sotorii is born: year 1107
After the death of his third wife, Hantei XXXVIII takes up the company of a Crane concubine. As soon as a boy is born and survives (infant mortality an everpresent danger in Rokugan), the Emperor marries his mother, making her the Empress and Sotorii the heir to the throne. Unfortunately, Sotorii's mother dies to a mysterious fever only three years after his birth.

The Wasp Clan is founded: year 1109
Born of a Scorpion father and a Lion mother, the young man named Tsuruchi survives both clans' treachery, losing both his parents and the castle that is his birthright. With cunning and stealth, he reclaims his home and kills the Lion who took it, his uncle. Tsuruchi presents his dilemma to the Emerald Champion, a Crane who shares his distaste for the Lion and Scorpion, and is given leave to create his own clan. The Wasp Clan is born, and are sworn to serve the cause of the Emerald Champion.

The Yotsu family name granted: year 1111
A mountain-dwelling ronin, the warrior Yotsu discovers that the caravan of Empress Hochiahime (Hantei XXXVIII's fifth wife) has been attacked by a large Bloodspeaker cult. The cultists kill the Empress' infant children and all the Seppun guardsmen attached to the caravan. The Empress Hochiahime and the young heir Sotorii are taken captive, intended for a sacrifice in order to fulfill an ancient prophecy. Yotsu creeps into the camp with the blade of a fallen guardsman. Though he knows he cannot possibly defeat the Bloodspeakers alone, he asks the Empress for permission to die in the Empress' name. The Empress forbids it, instead insisting the ronin rescue the heir Sotorii, passing Yotsu a message for the Hantei to mourn her and the child she would have borne.

With no other options, Yotsu leaves his youngest son in Sotorii's place and leaves. Weeks later, the young heir is reunited with his father, the Emperor. In recognition of Yotsu's sacrifice, the Emperor gives him given the name Yotsu Yatoshin (the name of the Emperor's father) and a small fiefdom in the Mountains of Regret as well as authority over a district in Otosan Uchi. Later explorations by the Imperial Legions find the Bloodspeaker Cult gone, and it is presumed that Empress Hochiahime was sacrificed to their blasphemous rituals.

Sword of Yotsu otokodate formed: year 1116
Yotsu Yatoshin begins swearing ronin outside his family to the Yotsu name and training them in the techniques he devised while living deep in the mountains.

Yoritomo becomes the daimyo of the Mantis Clan: year 1117
Widely known for his anger over the Mantis' station as a Minor Clan, many in the Mantis feel that Yoritomo will lead them to greatness, perhaps paving the way for them to play a greater role in Rokugan.

The Badger Clan daimyo is killed while visiting the Crane lands: year 1118
Although the Badger are a very minor influence in Rokugan, the dishonor of his assassination while in their lands is a great embarrassment to the Crane. There are whispers in court that the assassination is a result of the increasing tension between the Lion and the Crane, but the killer is never caught.

Kitsuki Kaagi disappears: year 1120
Born a member of the Matsu family, Kaagi turned to the magistrates of the Kitsuki after his father died of poisoning. Many years later, Kaagi stumbles into several encounters with the mysterious supernatural force known variously as the Living Shadow, the Living Darkness, or the Lying Darkness. He compiles a journal detailing his experiences and accumulated knowledge and dispatches his eta servant to carry it to the daimyo of the Kitsuki. She is the last person ever to see Kaagi.

Lion Champion Akodo Arasou is killed: year 1120
In an attempt to retake Toshi Ranbo wo Shien Shite Reigisaho, also known as Violence behind Courtliness City and the Castle of the Lion, a large force of Lion samurai attack entrenched Daidoji troops. Despite the valor of Akodo Arasou and his intended bride, Matsu family daimyo Matsu Tsuko, the Lion are unable to retake the city from the Crane Clan. Lion Champion Arasou is killed in the fighting. His younger brother, Akodo Toturi, is recalled from the monastery where he was sent years ago and designated the new Lion Champion. Despite his impressive tactical skills, Toturi is despised by Matsu Tsuko, who compares him to her lost betrothed.

The Three Man Alliance is formed: year 1121
Following a series of minor border squabbles in court, the Scorpion Clan dispatches tactician Bayushi Tomaru to deal with the neighboring Sparrow Clan. Supremely confident that his forces can defeat whatever resistance the tiny Minor Clan can offer, Tomaru is caught completely off-guard when the Sparrow are aided in battle by the archers of the Wasp Clan and the shugenja of the Fox Clan, both of which have holdings near the Sparrow. Tomaru has no choice but to retreat. He is publicly rebuked by Bayushi Shoju for his failure against such minor opponents. The daimyo of the three Minor Clans meet after their unexpected victory and agree to form a permanent alliance against the aggression of the Scorpion Clan.



Crane Kenshinzen

Opium War rages in Ryoko Owari Toshi: year 1122
Manipulated by outside forces, the three criminal opium cartels of the City of Lies turn against one another. For weeks, entire rows of warehouses are burned and many deaths occur under mysterious circumstances. The violence continues until the Emerald Magistrates of the city hunt down the responsible parties and bring the opium war to an abrupt halt.

The Darkfever plague strikes the Phoenix lands: year 1123
A solar eclipse releases Oni no Kuzushi from its prison in the spirit realm after two centuries of confinement. While bound to a forgotten estate deep within the Isawa woodlands, the oni uses its foul powers to unleash a lethal plague that is spread by the use of magic. In the lands of the Phoenix, this proves a deadly curse and many lives are lost before clever magistrates locate and destroy the oni.

Pirates plague the Crane-Mantis trade routes: years 1123–1125
Many important shipments between these two clans are lost at sea to pirates, causing both to question the other's honesty and intentions. Although the losses are light at first, they continue to escalate for two years until magistrates of the Emperor determine that a treacherous Lion, Matsu Shindoku, is the culprit. Shindoku had been attempting to worsen relations between the Crane and the Mantis. This revelation further damages the relationship between the Crane and Lion clans.

The Oracle of Fire prepares to depart the mortal realm: year 1123
After several centuries as Oracle, the man who is known as the Oracle of Fire prepares himself for ascension into the Celestial Heavens. His choice of a successor, however, is discovered by a shocked and outraged Scorpion Clan: the Oracle has chosen an eta girl to replace him. The Scorpion attempt to manipulate the Oracle into declaring one of their own the new Oracle of Fire, but the plan fails and the enraged Oracle destroys a large piece of the Scorpion Clan's countryside. He is eventually appeased by a group of industrious samurai, however, and balance is restored.

The Hare Clan is destroyed: year 1123
After the Scorpion discover that their agent Soshi Yukio was discovered and slain by Hare Clan samurai Usagi Ozaki, a Scorpion army under the command of Bayushi Tomaru arrives at Shiro Usagi. The castle is destroyed and the daimyo, Usagi Oda, is killed. Tomaru takes Oda's daughter Usagi Tomoe captive while Oda's son Ozaki disappears with the Hare ancestral blade. After the castle's destruction, the Emperor disbands the clan upon hearing sworn testimony from four sources of the Hare practicing maho.

The Scorpion Clan Coup: year 1123
The Scorpion Champion Bayushi Shoju discovers an ancient prophecy that indicates that the Hantei Emperor will become possessed by the dark god Fu Leng. Eager to save the Empire and under the thrall of the Bloodsword Ambition, Shoju launches a devious plan to prevent the prophecy by ending the Hantei line. He secretly places his army throughout Otosan Uchi, the massive capital city. Using his friendship with the Emperor to draw close to him, Shoju cuts Hantei XXXVIII down in cold blood, sending his troops throughout the city to suddenly and brutally seize control. Believing both the Emperor and his heir dead, Shoju declares himself

Emperor. Shoju desperately stalls the armies of the clans until the Crab arrive, as he hopes Hida Kisada will ally with the Scorpion. The Crab do not, however, and the Scorpion army is crushed by the combined armies of the clans. Shoju himself is slain in a duel with Akodo Toturi, the Champion of the Lion. Believing the Hantei line to have been exterminated, Toturi declares himself the Emperor of Rokugan to prevent war among the clans.

Hantei Sotorii becomes Hantei XXXIX: year 1123
Having been rescued from the Coup by the Phoenix Clan, the heir to the throne returns to Otosan Uchi after a rushed gempukku ceremony. His first edict upon taking the throne is the dissolution of the Scorpion Clan following their treachery, and the disgrace of Bayushi Shoju by discarding his remains on a communal pyre. Akodo Toturi protests this treatment of an honorable foe, angering the new Emperor. As punishment for his insolence, the Hantei declares Toturi to be ronin and removes the Akodo family name from the Lion Clan. The new Lion Champion Matsu Tsuko quickly decrees that anyone bearing the Akodo name must either swear fealty to the Matsu, Ikoma, or Kitsu, join the Deathseekers, live as ronin, or die (either by seppuku or by her own hand). The revered sensei Akodo Kage is the single exception to this edict. As an afterthought, Hantei XXXIX takes Bayushi Kachiko, Shoju's beautiful young widow, as his bride to end the traitorous Bayushi line forever.

Yogo Junzo opens the first Black Scroll: year 1123
In anguish over the death of Bayushi Shoju and enraged at the audacity of the Emperor to so dishonor such a man of vision by destroying his family and clan, Yogo Junzo violates his clan's ancient duty and opens the first of the twelve Black Scrolls (see the Day of Thunder, year 42). The scroll creates a deadly Wasting Disease that begins to spread across Rokugan, bringing misery and death to all who contract it. The spell also transforms Junzo, corrupting him into one of Fu Leng's undead servants. A short time later, Junzo opens a second Black Scroll to craft his base of operations, an Iron Citadel in the heart of the Shadowlands.

The Naga awaken: year 1124
Although scouts have been awakening and active for nearly two centuries, it is not until now that the Naga begin to awaken in significant numbers. It is still a slow process, and one that will require months to complete, but at last the serpent folk begin to stir from their sleep of ages and move through the world again.

The Lion-Crane conflict erupts into war: year 1124
The constantly worsening conflicts between the Lion and Crane along their shared border explode after a pair of massive battles. The ancient rivalry between the clans is manipulated by Bayushi Sozui and the traitor Kitsu Goden, who instigate the Battle on the Plains of Gaiju Shindai and the Battle of the Forgotten Tide. Both battles are worsened by Goden unleashing the vengeful spirits of Toshigoku to possess the bodies of mortal warriors. Fortunately, a small band of samurai discover, expose, and defeat the two before their foul plan can corrupt all of Rokugan. The Lion and the Crane stand down from their battles for a few short months before eventually escalating once again.

The Hare Clan is reborn: year 1125
Following the heroic efforts of Usagi Ozaki and his companions to clear the Hare clan's soiled reputation, the Emperor reinstates the tiny clan's holdings and family name. Though their castle lies in ruins and many yet look upon the Hare with suspicion, they are a clan once more. The Hare begin the long, painful process of rebuilding.

Preparation for the Clan War begins: year 1126
With the mysterious Wasting Disease raging across Rokugan and apparently affecting even the heirless Emperor, the Great Clans of the Empire prepare for inevitable conflict. The Lion mass for war against their ancient enemies, the Crane. The Crab break their vows by forming a dark alliance with the Shadowlands. Crab Champion Hida Kisada believes that he can use the Shadowlands as a tool to seize control of the Empire for himself, afterwards using his power to crush the Shadowlands once and for all. Late in the winter, the Crab army begins its march north.

The Badger Clan falls: year 1126
When Emerald Magistrate Kaiu Osuki travels to the northern reaches of Rokugan to deliver an Imperial edict, he discovers that the strongholds of the Badger Clan have been destroyed. A monstrous oni, summoned by unknown parties, has slain virtually every living being within the northern mountains. The great beast is eventually destroyed, but at a great cost: the Badger Clan is all but extinct. Due to the Emperor's failing health, the name and Minor Clan status of the Badger are never formally removed.

The Asako Henshin are exposed: year 1126
Manipulated by the dire Kuni Yori, the families of the Phoenix Clan fight amongst themselves while the Empire begins to fall into war around them. Using the insane Asako Oyo as a pawn, Yori demonstrates the secrets of immortality held by the Asako family to the jealous Isawa, ensuring that the two families will spend the next few months completely occupied with their centuries-old rivalry and not the machinations of the Crab Clan.

The Elemental Terrors are created: year 1126
Coming together in an unprecedented meeting, the Dark Oracles of the Shadowlands combine their incredible power to corrupt the very essence of the elements themselves, creating massive elemental creatures of pure Taint: the Elemental Terrors. The Terrors are responsible for the destruction of the territory belonging to the Crippled Bone tribe of Nezumi, sending the creatures north toward the Great Wall where news of the Terrors' creation reaches the Hiruma scouts.



The Battle of Beiden Pass: year 1127
As an enormous force of Crab and their Shadowlands allies moves north through the Empire, it sacks several cities in the Crane and Scorpion lands. Intent on seizing Beiden Pass and crippling the Empire's trade routes, the Crab are surprised to discover a massive army awaiting them. Led by the disgraced ronin Toturi — once Lion Champion Akodo Toturi — the army is comprised of Dragon Clan troops, many ronin, Unicorn cavalry, and a small force of recently awakened Naga scouts. The battle is brutal, but in the end Toturi's superior tactics win the day against Hida Sukune and Hida Yakamo. The Crab are driven south. Toturi pulls his forces away and departs north, leaving the Unicorn to control the Pass. This battle is widely regarded as the true beginning of the Clan War.

The Phoenix open the Black Scrolls: year 1127
After the Master of Earth Isawa Tadaka returns from the Shadowlands with a Black Scroll stolen from Yogo Junzo, the Elemental Masters decide to open all four of the foul artifacts in their possession in hopes of better understanding the threat posed by the Shadowlands. Only Isawa Kaede, the Master of Void, refuses to participate, certain that this course of action could lead only to disaster. With Kaede absent, the remaining Masters open the four Black Scrolls, gaining much knowledge. Unfortunately, the corruption of the spells runs rampant through their bodies and spirits, infecting each of them with the Shadowlands Taint.

The Second Day of Thunder: year 1128
After two years of war throughout the Empire, the clans finally unite against their common foe: Fu Leng. Marshaling their combined forces outside Otosan Uchi, the Great Clans join forces with Yoritomo's Alliance, the Brotherhood of Shinsei, and the Naga to engage the huge armies of Shadowlands creatures surrounding the city. It is an epic battle, larger than any since the dawn of the Empire. Many heroes are lost, but many threats to Rokugan are destroyed forever. Within the city walls, the descendant of Shinsei leads the Seven Thunders to face Fu Leng, who has possessed the body of Hantei XXXIX. The Emperor duels with Dragon Champion Togashi Yokuni, who reveals that he is in fact the Kami Togashi. Fu Leng slays Togashi and then turns to finish off the others who dare face him.

Hida Yakamo, Doji Hoturi, Mirumoto Hitomi, Toturi, Isawa Tadaka, Bayushi Kachiko, and Otaku Kamoko confront Fu Leng. Weakened after his fight with Yokuni, Fu Leng nevertheless mortally wounds Tadaka and Hoturi before he is blinded by a vengeful Bayushi Kachiko. Taking advantage of their foe's blindness, the dying Hoturi slices deep into the dark one's chest while Toturi claims Fu Leng's head with a single strike of his sword. The dark god is at last defeated.

Coronation of Toturi I: year 1129
After a bitter winter attempting to rebuild the Empire, Toturi I is crowned Emperor of Rokugan, Master of the Chrysanthemum, and Lord of the Seven Hills. His coronation is blessed by the appearance of Lady Sun hovering above Otosan Uchi for a full day, which all agree is Amaterasu's support of the new Son of Heaven. The conversations between Toturi and Shinsei's descendant over the winter are transcribed by Isawa Osugi and compiled as the New Tao. Toturi's first edicts as Emperor are to rebuild what was lost during the Clan War, and to detail the duty of each of the clans to the Empire. To symbolize the Empire's defeat of the Dark Lord, a new throne of jade is crafted for Toturi I, and Rokugan becomes known as "The Jade Empire."

Banishment of the Togashi: year 1129
Hitomi, who cast off her Mirumoto family name shortly after the Day of Thunder, appears from the mountains at last. She renames Kyuden Togashi to Kyuden Hitomi, and commands those with the Togashi name to swear fealty to her name. The alternatives are banishment or death. Some Togashi swear fealty to Hitomi, taking her name, but most flee the lands of the Dragon or are executed for treason by their new Champion or her enforcers. Those who escape are given refuge by the Brotherhood of Shinsei, as many of them are already far from Dragon lands working side-by-side with the monks. Among the banished is Togashi Hoshi, son of Togashi. Hoshi uses his long-standing close relations with the Brotherhood to help accommodate the exile of his family, and begins to gather the former Togashi.

Falcon Clan absorbed by the Crab: year 1125
After an unknown maho-tsukai ritual opens a rift to the spirit world, many members of the Falcon Clan are possessed by shuten doji. Although the ritual is reversed, many Falcon and peasants are killed, leaving the clan's lands in disarray. Acting on authorization from an Imperial shikken (one of the Emperor's peacekeepers), the Crab Clan formally absorbs the minor clan with the blessing of the Falcon daimyo. In time, the Falcon become the Toritaka family of the Crab.

Naga at the Wall: year 1129
In the wake of Fu Leng's defeat, the Crab and Naga move to end the threat of the Shadowlands forever. While Kaiu engineers spend most of the year rebuilding the Kaiu Wall (which was severely damaged during the Clan War), the Naga work with Crab generals and sensei to combat the Shadowlands. The Naga leader, the Qamar, pledges that every Naga that is able will strike out against the Shadowlands with their new Crab allies when all are ready. As the Crab had been forced to spend their resources on rebuilding, plans are laid for an assault in the spring of 1130.

Creation of the Monkey Clan and founding of the Fuzake: year 1129
When Toturi offers the position of Captain of the Imperial Guard to his loyal follower Toku, Toku respectfully declines and confesses that he is not a true samurai. He is, in fact, a peasant wielding a katana taken from a dead bandit years ago. The bravery and honor Toku displayed during the Clan War leads Toturi not only to pardon Toku for his crimes and offer the position of Captain of the Imperial Guard a second time, but to bestow Minor Clan status upon the young samurai and his followers.

Shortly thereafter, a remarkable Yasuki named Garou (who had become a loyal follower of Toku during the Clan War) is also granted the Fuzake family name. This is mostly due to the sponsorship of the Doji, who found his tireless efforts to tend the wounded and bring humor to the Empire during the war inspiring. Fuzake Garou swears fealty to Toku and joins the fledgling Monkey Clan.

Opening of the Phoenix Gates: year 1130
After suffering the highest loss of life during the Clan War, the Phoenix clan (led by Clan Champion Shiba Tsukune) struggles throughout the first year of rebuilding due to lack of manpower. The Grand Master of the Elements, Naka Kuro, pledges his aid in helping the clan rebuild, swearing fealty to Lady Tsukune. With Kuro's help, and Tsukune's offer of fealty to any shugenja that proves himself or herself worthy, the Phoenix slowly begin to reclaim their place in the Empire.

Death of Hida Kisada: year 1130
His health failing since being wounded by Fu Leng in the Clan War, Crab Daimyo Hida Kisada finally loses his struggle against death near the end of the winter. Though some see him as a traitor against the Empire for attacking Otosan Uchi during the Clan War, others (including Emperor Toturi) have come to understand his actions. In a funeral led by his son Yakamo, Kisada is given the funeral pyre of an honorable samurai. In thanks for his invaluable aid in planning the assault on Fu Leng's forces on the Second Day of Thunder, Kisada is granted minor Fortune status by Toturi I, and is now and forever the Fortune of Persistence.

Crab assault the Shadowlands: year 1130
Preparations complete, the Crab and Naga combined forces march beyond the Wall into Fu Leng's Realm. Initial combat brings remarkably light casualties for the Crab and Naga, and the beasts of the Shadowlands seem unprepared for such a large invasion party. With the assault underway, the Naga and Crab army forges its way to lost Hiruma Castle to reclaim the ancestral home lost centuries ago.

Disappearance of Toturi I: year 1130
The new peace of the Empire is shattered when the Emperor's chambers are found ruined, with blood staining Toturi's bedclothes. A thorough search of the entire city of Otosan Uchi turns up clues implicating the Scorpion.

In the absence of Emperor Toturi, his lieutenant Takuan assumes the position of chancellor of Rokugan. Bound by the tenets of Imperial Law, he commands Toshimoko to convictthe Scorpion. The Emerald Champion shows mercy, and orders their exile to the Burning Sands instead of their deaths. To ensure that none of the Scorpion's famed ninja will retaliate against the Empire, Toshimoko orders all children of the Scorpion clan under the age of 12 to become the foster children of Crane houses. The Scorpion children become insurance against their clan's disobedience. Shortly after pronouncing his judgment, Kakita Toshimoko pens his final haiku standing upon a cliff near the sea. The Emerald Champion's armor and swords are found on that cliff the next dawn, along with a petition to the Fortunes to forgive him for his failure to his lord. In the absence of both the Emperor and the Emerald Champion, ShinjoShirasu leads the EmeraldMagistrates and attempts to uphold the law of the land.

Having thus faked his death, Toshimoko disguises himself as a ronin and wears a mask at all times as he begins a search for the truth. Toturi's lieutenants Ginawa and Matsu Hiroru also set out in search of their lost master.

The Kazaq visits Kyuden Hitomi: year 1130
Led by a dream, the son of the Qamar leaves the Shinomen and climbs Kyuden Hitomi. The dark lady of the Dragon Clan greets the Naga with open arms, as if he were an expected guest. The Kazaq soon emerges from Kyuden Hitomi with mystic tattoos, severed from the Akasha forever.

Naga abandon the Crab: year 1130
The retaking of Hiruma Castle complete, the banners of the Crab once again fly upon the parapets of Shiro Hiruma. As the Crab forces move to restore order to the ruined castle, a sudden shift in the Naga's attitude is apparent. Some Naga comment that their Akasha has commanded them, and the Naga quickly and silently withdraw from the land. The Crab, unsure exactly what has occurred, can only watch helplessly as their allies abandon them to stand alone, deep in the territory of the Shadowlands. Scouts are quickly dispatched to the Kaiu Wall urgently requesting more soldiers and supplies, but none of the messengers make it to their destination.



Moto Chagatai, Unicorn Clan Khan

Siege of Hiruma Castle: year 1130
The forces of the Shadowlands surround the Crab now deeply entrenched in the ruins of Hiruma Castle. The oni, goblins, and trolls toy with the samurai, knowing that help from the Empire will be a long time in coming. Only the brave Third Whisker Nezumi, who bring food, water, and jade through the tunnels beneath the castle, give the Crab the slightest hope for survival.

Mantis, Scorpion and Crane relations: year 1131
Citing their charter from Emperor Toturi, the Mantis claim the right to tax and rule as regent over "unaligned lands," including the now-empty provinces of the Scorpion. Very few in the Empire know that the Scorpion have bargained with the Mantis Champion, Yoritomo, to protect the Scorpion lands until such time they can reclaim them from their exile. In order to seal the bargain, Bayushi Aramoro, the most respected member ofthe Scorpion next to Bayushi Kachiko, fosters his only son to the daimyo of the Mantis. Bayushi Aramasu, Aramoro's son, arrives in Mantis lands holding Yoritomo's "payment" for the alliance — Scorpion maps of Rokugan, and other secrets the Mantis Champion demanded to further his power in the Empire.

The Mantis are escorted through Crane lands by Crane Champion Doji Kuwanan and his armies. As Yoritomo reaches the Scorpion lands at the head of his army, he turns to thank the Crane for their assistance, but finds Kuwanan has laid his own plans for the Scorpion provinces. Thinking to use the Scorpion children as a way to claim the lands for his own, Kuwanan ambushes Yoritomo's forces once their arrangement (for Kuwanan to guide Yoritomo to the Scorpion lands) has been fulfilled. Yoritomo, caught completely unprepared, is forced to withdraw.

Though he does not realize it at the time, many of Doji Kuwanan's actions are due to poor advice from impersonators dispatched by the Lying Darkness to cause strife and chaos in the Empire. This battle thus marks the start of the "War Against the Shadow."

Naga and Monks attack the Dragon: year 1131
The purpose of the Naga disappearance becomes clear when a massive Naga army lays siege to the lower Dragon provinces. Three minor strongholds are destroyed before the Naga are halted by a sudden emergence of representatives of the Brotherhood of Shinsei. These monks, comprised mostly of former Togashi ise zumi, parley with the Naga in what is thought will be a swift end to the Naga's sudden and confusing attack. However, only days later Togashi Hoshi himself comes to stand beside the Qamar and continue the attack on Dragon lands. It is notable that Mirumoto Daini, Hitomi's own brother, chooses to side with the Naga instead of defending his sister. The war continues, with the Dragon responding slowly due to the lack of organization within the leadership of the clan. It becomes quite clear within weeks of the fighting, however, that like Hitomi, Hoshi has mastered the art of creating ise zumi, bestowing tattoos of power among their followers. Like Hitomi's followers, Hoshi's monk acolytes take his name.

Test of the Jade Champion: year 1131
In an effort to hold together the crumbling peace of the Empire, the Seppun and Otomo call the first Test of the Jade Champion in centuries. The post of the Jade Champion has long since been defunct, as its mandate to regulate spellcraft and hunt maho throughout Rokugan was seen as an affront to the Phoenix clan's power. Each Great Clan sends shugenja to claim the prize. The Championship ends with the defeat of the Unicorn's Iuchi Karasu, called "The Doomseeker," by the Lion Clan's Kitsu Okura. Rumors persist that Okura's power is owed to a dark ally, though the Lion shugenja is awarded the post.

Lion march to the Wall: year 1131
Without explanation, Lion Champion Ikoma Tsanuri gathers a legion of her most loyal soldiers and sets off to the southwest of Lion lands, directly toward the heart of Crab territory. The move surprises those Tsanuri leaves behind, including the newly initiated Jade Champion and Matsu family daimyo Matsu Ketsui. The Unicorn, in an attempt to prevent what appears to be an attack on the weakened Crab, demand an explanation that the remaining Lion cannot give. Combined with the growing reports of maho and other foul activities in Lion lands, ranking Emerald Magistrate Shinjo Shirasu attempts to investigate deep into Lion lands, only to be intercepted and forcibly escorted back to the Lion border.

Defection of the Agasha: year 1131
Outraged by the actions of their Champion, Hitomi, the Agasha argue among themselves until a clear majority emerges: they wish to leave before they are exterminated like the Togashi. Daimyo Agasha Tamori refuses to allow the Agasha to leave the clan. However, Tamori's student Gennai offers to take any who wish to follow him to the Phoenix lands to kneel before the sword of Shiba Tsukune. Within the week, fewer than a dozen Agasha stand with the Dragon clan. Agasha Gennai is rewarded by Naka Kuro with a position on the Elemental Council as Master of Air.

Shinjo Morito leaves Unicorn territory: year 1131
With the objective of carving out a destiny of his own, the ambitious Unicorn Shinjo Morito gathers a group of like-minded bushi and stakes a claim to lands once occupied by the Phoenix. As the Phoenix no longer occupy those lands, Morito holds, they no longer can protect them in the Emperor's name. Thus, by right of his superior ability to maintain and control them, they are his. The Phoenix disagree, but the strong defenses Morito has already constructed lead them to abandon the matter for the moment.

Rescue of Emperor Toturi: year 1132
Toturi I is found shackled and beaten in the ruins of Mori Kage Castle by Unicorn scouts. The forest and the castle are filled with apparitions of ghosts and shadows, which the Naga call The Foul. The truth later becomes apparent: Toturi I was held captive by the Lying Darkness to encourage the Empire to fall into chaos. The Unicorn, led by Otaku Kamoko, bring the weak and sickened Emperor to Otosan Uchi, igniting a small flame of hope in a darkened Empire.

Imperial Edicts: year 1132
Captain of the Imperial Guard Toku is commanded to take the Monkey Clan and end the fighting in the Dragon mountains by attacking the Naga. Toturi then commands the Unicorn magistrates to force the Lion to answer for their crimes in his absence — the rumors of maho have proven correct, and the Jade Champion himself had taken a hand in corrupting the heart of Lion lands. Lastly, Toturi breaks with tradition by naming the Emerald Champion without a tournament. Seppun Toshiken, a prodigy with the blade and illegitimate son of Kakita Toshimoko, is given the swords and armor of the Emerald Champion.

Shortly after his return, Toturi begins a cleansing of the Imperial City, summarily executing anyone he deems to be a "Kolat" on even the loosest evidence. Among the slain is Isawa Osugi, author of the New Tao. The former chancellor, Takuan, is horrified by his lord's actions and commits seppuku in protest.

Storms over Matsu Castle: year 1132
By the command of Toturi I, the Unicorn engage the Lion near Shiro Matsu. The Lion's corruption becomes clear as oni take the field beside Tainted bushi and shugenja under the command of Kitsu Okura, Matsu Ketsui, and Kitsu Motso. The battle is fierce, and the oni that bears Okura's name slaughters a hundred Battle Maidens single-handedly. The Unicorn are defeated, but the Lion's power is severely crippled.

Mantis Siege of Phoenix Lands: year 1132
Once again seeking to expand his power, Yoritomo lays claim to the lands of the Phoenix, claiming they are far too weak to maintain their provinces. The Mantis hope to quickly take the Phoenix under their mercy, but Shiba Tsukune views Yoritomo's movements as an act of war and responds accordingly. Still, the Phoenix are nowhere near as combat-ready as the Mantis, and Yoritomo's forces slowly force their way deeper into Phoenix territory. It is later concluded that Yoritomo's brash actions are the result of advice from shape-shifting minions of the Lying Darkness posing as trusted advisors.

Gift of the Emperor: year 1132
Toturi I holds a contest to win a boon from the Jade Throne. All clans are invited to attend, and the winner of a single-combat tournament will be awarded a favor from the Emperor. The clans, who receive one entry apiece, attempt to use the Emperor's gift as a way to gain an advantage as the whole Empire is engulfed in war. In the end, the winner is revealed to be Bayushi Aramoro in disguise as a ronin, who was able to enter and win through assistance from the Dragon Clan. Aramoro requests that his clan be permitted to retake its lands, and the Scorpion are restored to their place in the Empire.

Crane Civil War: year 1132
Driven by the voice of his ancestor, Daidoji family daimyo Daidoji Uji leads troops away from Clan Champion Doji Kuwanan's command and toward Shiro no Yogin to reclaim it in the name of the Crane. This creates a division in the Crane which turns into outright war as the bushi of the clan are split between their loyalty to the two lords. The fighting continues, and the resultant dishonor and shame eventually causes the Great Sea Spider to wake from its slumber near Golden Sun Bay. Once again, shape-shifters are later blamed for miscommunication between the two Crane leaders.

Death and rebirth of Hida Yakamo: year 1132
After escaping Hiruma Castle in search of reinforcements, Crab Thunder Hida Yakamo is captured and slain by the Shadowlands. Ikoma Tsanuri's Lion forces assist in launching a second assault towards Hiruma Castle, and the combined might of the two clans delivers a quick and easy victory. Hida Yakamo's body is recovered, but is seized by the Naga as they appear from the forests near Crab provinces. The Naga use an ancient artifact to restore life to Hida Yakamo and merge his soul with the Akasha — the Naga oversoul — in order to atone for the damage they caused to the Crab by leaving Hiruma Castle. Though many Crab still consider the Naga unreliable traitors, Yakamo assures his people that only by working alongside the Naga can the Lying Darkness and the Shadowlands be defeated.

War in the Heavens: year 1132
The main force of the Scorpion reaches the Empire on the heels of Bayushi Aramoro's victory in the Emperor's tournament. Leading the Scorpion is the Kami Shinjo herself, freed from imprisonment in the Burning Sands. Shinjo's arrival brings further chaos into the Empire as she personally executes hundreds in her own Unicorn Clan, revealing them as agents of the Kolat. With the aid of the Scorpion, Shinjo also learns of the presence of the Lying Darkness in Rokugan, and its control over Emperor Toturi. Shinjo assembles combined forces from all the clans to assault Otosan Uchi, which has grown bleak and shadowed since the return of Toturi.

At the same time, the Naga reach the base of the mountains where Hitomi's last fortress stands. During the attack, the dark influence of Onnotangu from within the Obsidian Hand leads Hitomi to inadvertently release Shosuro from her crystal prison beneath the castle. Laughing triumphantly as he sees his dark mistress succumb to temptation, the Tainted Dragon Kokujin steals Togashi's daisho. Shosuro also vanishes, leaving Hitomi alone with her failure.

By the time Hitomi realizes what has happened, it is too late. Her mind is now clear of dark influences, and with this clarity comes a realization of how to undo the damage she has wrought. She sees the entire existence of the Lying Darkness laid out before her. She witnesses the day when Onnotangu, Lord Moon, hid the Shadow's existence from his spouse the Sun. She sees the Shadow's subtle influence in the death or downfall of each of the Kami. She sees the slow growth of its power throughout the history of the Empire. She knows that only an enemy of equal power will have the strength to defeat it. She determines to challenge Lord Moon himself, for in doing so she will not only call him to task for his alliance with the Darkness but, if she succeeds, gain the power she needs to defeat the Shadow itself.

Putting her plan into action, Hitomi assembles several powerful artifacts born of the power of the Moon. Calling Onnotangu from the Heavens, she challenges him to personal combat. Eager to crush the upstart Hitomi (and to reclaim the Obsidian Hand from her) the Moon answers Hitomi's challenge. With the powerful artifacts of Onnotangu and the wisdom of Togashi on her side, Hitomi is triumphant, and slays the Moon.

Meanwhile Takao, Acolyte of Fire, faces a champion of the Moon in single combat in Otosan Uchi. Though the duel seems hopeless, Takao reaches enlightenment during the battle, defeats the Champion, and breaks the Shadow's control over the city. Takao thereafter bears the title "Master of Five."

Shortly after this event, Toturi is spirited away to Phoenix lands by Isawa Kaede, now Oracle of the Void.

Twenty-Seven Days of Darkness: year 1132
With the death of Lord Moon, Amaterasu flees from the Celestial Heavens. Angered that the mortal descendants of her children have betrayed her by killing Onnotangu, she takes the Ancestral Swords of the Clans and scatters them to the heavens. Rokugan is shrouded in total shadow, increasing the power of the Lying Darkness tenfold. It soon becomes clear that even Onnotangu himself was only a pawn, and even this was part of the Darkness' plan.

Hitomi begins a great quest, crossing the entirety of Rokugan in 27 days. At the end of the quest, she arrives at the Shrine of the Three Sisters, who help her discover her true destiny. Hitomi ascends into the Celestial Heavens to fill the void left by Onnotangu, and becomes Lady Moon.

At the same time, Amaterasu commits jigai (the seppuku of noble women). Hida Yakamo appears, led to her pain by his link to the Akasha, and becomes her second. He ascends into the heavens as Lord Sun.

Loss of the True Tao: year 1132
The Tao of Shinsei is stolen by the Kolat in an attempt to protect it from the Shadow. Some within the Kolat plan to revise the Tao, but others heartily disagree. Half of the True Tao is given to Daidoji Rekai by a traitor among the Kolat, but the other half is intercepted by the Lying Darkness and presumed lost.

Loss of the Ikoma Histories: 1132
A sudden attack by the Lying Darkness leaves the great histories of the Ikoma family lying in ruin. With the Empire's past lost, the Lion historians can do little but attempt to pick up the pieces.



Reunification of the Dragon Clan: year 1132
Togashi Hoshi claims leadership of the Dragon, restores the Togashi to their rightful place, and brings those who swore fealty to his name into the Dragon Clan. Learning from Hitomi's mistakes, Hoshi begins preparing the Dragon for the coming conflict with the Lying Darkness.

Oblivion's Gate Opens: year 1132
Several reports of the physical incarnation of ancestral spirits arise, pointing to the crumbling of the barrier between Ningen-do (the mortal world) and various other Spirit Realms. In Volturnum, where Oblivion's Gate opens to the Rift between Jigoku and Yomi, Ginawa and Matsu Hiroru find the Tenth Kami, Ryoshun. If his strength should fail, it would allow the Lying Darkness to begin to assault Yomi itself — the Realm of the Blessed Ancestors bleeding the past into Nothing. Despite the hopeless battle, Ryoshun stands alone against the Darkness and its assault upon the Spirit Realms.

Mantis repelled from Phoenix Lands: year 1133
The Mantis, after holding the Phoenix provinces for half a year, are finally broken by the guerrilla attacks of small Phoenix bushi and the magic of their Elemental Guards. Yoritomo is offered the Jade Throne by Shinjo, but the Mantis Champion refuses, claiming that he will never be the pawn of the Kami.


Rattling Bushi

Death of Toturi I: year 1133
In a lucid moment, Toturi breaks free of the control of the Lying Darkness. He realizes that if Darkness were to take the soul of an Emperor, the soul of the Empire itself would be forfeit. In a hasty ceremony, Toturi marries Isawa Kaede. He then commits seppuku — denying the Lying Darkness his soul and leaving as the leader of Rokugan the one person it cannot touch: the Oracle of the Void.

The Battle of Oblivion's Gate: year 1133
Their enemy now plain for all to see, the forces of the Empire marshal under the guidance of Toturi's general, Saigorei. As the Lying Darkness attempts to undo all of creation by turning the land of the dead into a lost memory, the forces of Rokugan assault the armies of the Lying Darkness and the Shadowlands in the ruins of the troll city Volturnum. The battle is fierce, and the boundaries between the Spirit Realms crumble. Spirits from Yomi and Toshigoku emerge in great numbers, and more than one hero from Rokugan's past crosses Oblivion's Gate to battle the enemy. One such man is the Emperor himself, Toturi I — free of the Shadow's grip on his soul. Many die, and the Air Dragon allows itself to be consumed by corruption so that the Master of Fire, Isawa Hochiu, may reach Goju Adorai, the master of the Darkness. With the aid of a Shosuro actor, Hochiu strikes the killing blow and destroys Adorai.

With the loss of Adorai, the Lying Darkness becomes weak enough that it can be named. Lady Moon gives the Darkness the name "Akodo," which not only destroys the Darkness but releases a large number of lost Akodo ronin previously consumed by it (and now amnesiac). The shattered Goju and Ninube minions of the Darkness flee to plan their vengeance.

Moto War: year 1133
While the Clans fight the Living Darkness at Oblivion's Gate, the Moto family of the Unicorn engages in its own war. Shinjo's return brings the nomadic Moto from the Burning Sands, who ride beside their cousins of Rokugan as they meet the Dark Moto of the Shadowlands in combat. The Dark Moto are led by none other than Otaku Kamoko, who has sacrificed her own honor to lead the corrupted Unicorn to destruction. The fierce tactics of Khan Moto Gaheris crush the undead Moto, unifying the line of the Moto once and for all.

Shinjo departs: year 1133
The Kami Shinjo leaves the mortal realm to return to the Celestial Heavens. She places Moto Gaheris in command of the Unicorn Clan, as she does not believe that those who bear her name have disposed of all Kolat influence. Unicorn Thunder Otaku Kamoko is set among the starsby Shinjo. In honor of Kamoko's sacrifice the Otaku family changes its name to Utaku, as a reaffirmation of their vows to Shinjo and so that Kamoko can be the last Battle Maiden to hold the Otaku name.

Rebuilding the Empire: year 1134
After suffering two extended periods of war within ten years, the Empire once again turns to rebuilding as Emperor Toturi reclaims his throne.

Spirits Walk the Earth: year 1134
Before Oblivion's Gate is sealed, countless spirits make their way from the spirit realms into the land of the living. Some are able to adjust to living in an era far beyond their own, but many (particularly those who escaped Toshigoku) attempt to renew old schemes and vendettas.

Gift of the Naga: year 1135
Before the Naga enter their slumber once again, they give a great golden pearl to the Unicorn. In exchange, the Unicorn swear to defend the Shinomen Forest during the Naga's great sleep.

Birth of Toturi Tsudao: year 1136
The first of Toturi's children, Tsudao quickly shows an aptitude for both single combat and large-scale tactics. She memorizes the *Book of Sun Tao* and Akodo's *Leadership* by the age of six.

Fall of the Alliance: year 1137
Since the death of Yoritomo during the Battle of Oblivion's Gate, the Mantis Clan has slowly lost power and influence among the Great Clans. Even with the assimilation of the Wasp and Centipede Clans, the Mantis is not what it once was. With no conflict to unify Yoritomo's former alliance, the other Minor Clans gradually withdraw their support from the Mantis Clan. By this point in time, the Mantis once more stand alone.

Birth of Toturi Sezaru: year 1137
Toturi's second child is born under signs of great fortune. The boy's hair becomes white shortly after birth and his aptitude for magic study surpasses even his mother's at the same age.

The War of Spirits begins: year 1138
After years of preparation and monitoring the political climate of Rokugan, the returned spirit of the Steel Chrysanthemum, Hantei XVI, demands that the Jade Throne be ceded to him. Toturi refuses, stating that the Hantei dynasty is dead, and the blessing of the Heavens is upon himself and his line. With the power of most of the reborn spirits and the assistance of the spirit of Hida Tsuneo (who has followed his Emperor even beyond death), Hantei XVI declares war upon the Empire to claim the throne for himself. Thus begins a long, slow war of attrition between the armies of the living and the dead.

Birth of Toturi Naseru: year 1139
Toturi's second son is born shortly after the beginning of the War of Spirits. Naseru is easily the most intellectual and serious of his children.

Ox Clan founded: year 1145
After proving his valor in combat against Lion spirit armies attacking Shiro Iuchi, Emperor Toturi validates Shinjo Morito's claim to the lands he and his followers have occupied for the last fourteen years. Morito immediately gives several expensive gaijin artifacts to the Phoenix as a gesture of friendship to cushion the loss of their land. Thus the Ox Clan is born.

Phoenix Children kidnapped: year 1150
With the War of Spirits turning decidedly in Toturi's favor, Hantei XVI retreats to Phoenix territory. With the help and advice of the Tainted Dragon Agasha Tamori, Hida Tsuneo kidnaps the children of the Phoenix clan and murders Isawa Tacruko's daughter, Yaruko, as an example. The Phoenix grudgingly agree to assist Hantei XVI.

Devastation of Beiden Pass: year 1150
The end of the War Against the Spirits comes when the majority of the spirit army is led into Beiden Pass. With the assistance of the Phoenix, a cadre of Scorpion shugenja collapses the pass upon the spirits, destroying most of the spirit Hantei's armies.

The Treaty with the Spirits: year 1150
The bulk of his forces gone, Hantei XVI enters into negotiations for peace with Toturi I. Though the Empire could easily crush the remaining spirits, Toturi shows mercy upon them; they may return to Yomi in peace by hurling themselves from what is now called the Leaping Place — a cliff overlooking the sea near Otosan Uchi. As part of Hantei's treaty, Toturi's child Naseru takes the Hantei name and is fostered in Hantei XVI's home in Otosan Uchi. As a further concession, Toturi grants the Tamori name to the descendants of Agasha Tamori, who disappears shortly thereafter.

Creation of the Great Crater: year 1150
With no way left through the Spine of the World Mountains, Lord Sun takes pity upon Rokugan and hurls fire from the sky, creating a passage near the Seikitsu pass: the Great Crater. Though most of the crater is rocky and impassable, the Unicorn soon clear a suitable pass through it. They also discover an underground tunnel leading through the Seikitsu, a tunnel filled with ruins and artifacts from an ancient civilization. This fact they keep to themselves.

The Imperial Bastard is revealed: 1155
Toturi's liaison with the geisha Hatsuko before the Clan War resulted in a child; Toturi did not know of his offspring until Kaneka is announced in Ryoko Owari. His claim is supported by several sources, and the Akodo offer the boy fealty. This causes a disturbance within the courts, as Kaneka is now the Emperor's eldest child. Toturi himself never officially acknowledges Akodo Kaneka as his son.

Death of Toturi I: 1158
On a visit to Scorpion lands (possibly to visit and acknowledge Kaneka in Ryoko Owari), Emperor Toturi I is slain in combat with a force of Shadowlands creatures. The oni responsible for the Emperor's death is of a breed never seen before, and escapes before the Scorpion rout the beasts and recover the Emperor's body. Empress Toturi Kaede disappears shortly after taking the throne, leaving the Empire with no designated heir.



CHAPTER SEVEN: ORGANIZATIONS

The society of the Emerald Empire is a complex web of political organizations and various other social groups. While the Great and Minor Clans are certainly the most powerful organizations in the Empire, they are not the only forces at work. Emerald Magistrates and Imperial Magistrates enforce the Emperor's law, their authority extending across provincial boundaries. The peaceful followers of Shinsei are as widespread as any other political group, and are far more organized than many. From the shadows, groups with more sinister goals, such as the Kolat, the Bloodspeakers, and the ninja watch the progress of the Empire with a jealous eye.

While the NPC statistics provided with each group are mainly for the DM's information, background on these groups may prove useful for the players as well. The Brotherhood of Shinsei, Imperial Legions, Emerald Magistrates, and most Ronin Brotherhoods are ideal organizations for player character membership. An entire party could be created under the umbrella of one of these groups, spawning a number of unique campaign opportunities as the characters work together to achieve the objectives of the organization. Play groups with a taste for more sinister and clandestine adventures may even consider playing a party of Kolat, hiding in plain sight among Rokugani society, perhaps even belonging to one of the more legitimate organizations simultaneously as they carry out their objectives.

The following section gives only a brief overview of these extremely complex groups. The DM is encouraged to use these examples to inspire his own imagination, and even to create brand new organizations appropriate to the campaign.

THE IMPERIAL MAGISTRATES AND EMERALD LEGIONS

In Rokugan, samurai serve their lords. Their lords in turn serve the family, which in turn serves the clan. And the clans all serve one man alone: the Emperor of the Emerald Empire. It could truthfully be said that all samurai of Rokugan serve their Emperor each day of their lives. A privileged few, however, serve the Emperor directly, bypassing all other allegiances and loyalties.

With so much distance between Otosan Uchi and the various cities scattered throughout Rokugan, enforcing the Emperor's laws can be difficult. Early in the Empire's history, the Hantei became angry with the wide variation in interpretation of law and demanded that the situation be resolved. Emerald Champion Doji Hatsuko and renowned Scorpion judge Soshi Saibankan developed a system of law enforcement that depended upon individually selected and trained samurai who were loyal to the Emperor above all others. These samurai, who became known as Imperial Magistrates, were dispersed throughout Rokugan to uniformly enforce the law in the name of the Emperor and the Emerald Champion.

Ever since, the Imperial Magistrates have been some of the most respected and admired samurai in the Empire.

They are selected solely for their courage, skill and valor, and forswear their loyalties to all but the Emperor and his personal champion, the Emerald Champion. This system has worked for centuries. Even after the death of Emerald Champion Doji Satsume during the Scorpion Clan's failed coup over three decades ago, the magistrates managed to keep law and order throughout the Empire for years before the avarice of the Great Clans plunged Rokugan into the Clan War. In modern Rokugan, the magistrates are divided by their loyalties to the Four Winds, but despite such difficulties they continue their mission without fail. It is their duty.

Just as the Imperial Magistrates enforce the Emperor's laws, the Emerald Legions enforce his will. When a magistrate in service to the throne discovers a threat or a foe that cannot be dealt with individually, the Legions are called in. Comprised of the finest warriors from each clan, the Legions are the swift sword of the Emperor, cutting away treason and corruption before it can spread throughout the Empire. The Legions are rarely defeated, although both the Clan War and the War Against the Spirits saw the Legions overwhelmed by numerically superior enemies.

Unlike the Imperial Magistrates, the Legions have little conflict deciding which of Toturi's heirs they shall support. Following the death of the Emperor Toturi, the Legions have come fully under the control of his daughter Toturi Tsudao. An honorable and skilled general, Tsudao is known to many throughout the Empire as the Sword. Although some in Rokugan might view Toturi's death as an opportunity, his daughter stands ready to oppose any who might attempt to exploit the tragedy.

TYPICAL EMERALD MAGISTRATE

Human Sam7/Eme3: CR 10; Medium-size humanoid (human); HD 7d10+14 plus 3d8+6; hp 67; Init +3; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Att: +11/+6 melee (1d10+4, +1 katana), +9/+4 ranged (1d6, yumi); SA Emerald Magistrate abilities (the Emperor's Seal, Strength of Purpose, Saibankan's Method), Samurai abilities (Ancestral Daisho); Honor: 4; AL LG; SV Fort +6, Ref +5, Will +6; Str 15, Dex 15, Con 15, Int 11, Wis 11, Cha 10.

Skills and Feats: Speak Language (Rokugani, High Rokugani), Bluff +2, Diplomacy +10, Gather Information +8, Iaijutsu Focus +2, Intimidation +5, Knowledge (Law) +6, Ride +4, Search +3, Sense Motive +7, Spot +3; Alertness, Dodge, Improved Initiative, Iron Will, Leadership, Void Use, Weapon Focus (katana).

Possessions: Katana, wakizashi, masterwork lamellar armor, yumi with 20 arrows, steed, royal outfit.

THE BLOODSPEAKERS

One of the most subversive and secretive groups in Rokugan, the Bloodspeakers know secrets that would make even the most jaded Scorpion pale in disgust. The fanatical cult of the dreaded sorcerer Iuchiban, the Bloodspeakers value their secrecy above all things, for exposure means swift, merciless death.

The Bloodspeakers were founded centuries ago after the first defeat of Iuchiban. While his spirit wandered the Empire in secret, the sorcerer needed assistance to help him prepare for his return. Along with a few trusted lieutenants, the sorcerer's bodiless essence found angry and disaffected members of society who longed for the power that was eternally beyond their reach. Whispering the dark secrets of maho into their ears, Iuchiban bound these individuals to him with promises of far greater power when he sat upon the throne of the Empire.

Iuchiban's second defeat was a devastating blow to the Bloodspeaker cult. The vast majority of its members were killed in the battle that broke Iuchiban's power (the Battle of Sleeping River), or hunted down shortly thereafter. The few who survived were driven into hiding, many abandoning their quest for power with the loss of their master. Others, however, immediately began preparing for their master's inevitable return. He had escaped imprisonment once before and would surely do so again. Unfortunately for them, he did not, and they could only pass down their dark secrets to a new generation of Bloodspeakers.

Centuries later, the modern Bloodspeakers continue their preparation. Their dark maho rites have been passed down through the generations, each time changing and becoming more sinister and twisted. Although they feel that they serve their master Iuchiban, the blood magic they practice has only one true source of power: Jigoku. Although they pay no homage to the dark powers of the Shadowlands, their activities serve only to corrupt the innocent and increase the foothold of the Taint in Rokugan. The Bloodspeakers embrace a philosophy of personal power, believing that strength comes to those with the courage to grasp it, and that one should not be shackled by the consequences of one's birth. Great or small, peasant or samurai, any man or woman can have great power through the use of *maho*. It is a tantalizing concept to a number of Rokugani, one that has consumed countless foolish souls since the time of Iuchiban.

Cells of the Bloodspeaker cult exist in the lands of all the great clans. Of course, no clan believes that such corruption can exist in its presence without its knowledge, but their confidence is the perfect shield for the cult. A former Unicorn shugenja named Iuchi Shahai was one of the most influential Bloodspeakers in the Empire until recent years, when she changed her allegiance to the Shadowlands and ascended to the unholy position of the Dark Daughter of Fu Leng. This has prompted several cells to follow her lead, abandoning their centuries-long quest to free Iuchiban in order to support Shahai and her allies in their bid to overthrow the Empire.

Those Bloodspeakers who remain loyal to Iuchiban are currently doing exactly what they have spent the last centuries doing: searching the Empire for the hidden tomb of their master. Once the tomb has been located, the cult will have only to locate the keys: a series of large porcelain masks that they know will open the seals upon the tomb's gate. The cultists know that the tomb will be difficult to navigate. Two false tombs were constructed at the same time, and both have proven deadly to those Bloodspeakers who entered. Still, the master must be freed for the cult to take its rightful place at the head of the Empire, and no cost is too great.

TYPICAL BLOODSPEAKER

Human Rog3/CR3: Medium-size humanoid (human); HD 3d6 +3; hp 12; Init +2; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Att: (rogue) +3 melee or ranged (1d4+1 plus poison, tanto), (shugenja) +2 melee, +3 ranged (1d4 plus poison, tanto); Honor: 0; AL LE; SV Fort +1, Ref +3, Will +1; Str 12, Dex 13, Con 13, Int 11, Wis 10, Cha 8.

Skills and Feats: Speak Language (Rokugani, High Rokugani)

Possessions: Masterwork aiguchi, tanto, ashigaru armor, two doses of spider venom (Injury DC 13, 1d2 Con/d4 Con), two doses of dripping poison (Ingested DC 18, 1d4 Str/1d4 Str and 1d4 Con).

RONIN BROTHERHOODS

Cast out by their families and clans or forsaken by the circumstances of their birth, few ronin within the Empire have a home to call their own or even comrades who can be depended upon to guard their backs. It is a lonely, desolate lifestyle that few can endure for long without succumbing to the bleakness of their own existence.

It does not always have to be so. Rokugan's history is full of examples of ronin banding together for survival and mutual benefit. Although many of these groups have been bandits or common mercenaries, there have been many counterexamples of ronin who remember what it means to be samurai. Some of these groups, called otokodate or "manly fellows," have been existence for decades or even centuries and have played subtle, almost invisible roles in many historical events.

The Eyes of Nanashi: One of the oldest ronin brotherhoods, the Eyes of Nanashi are the ronin who defend and protect Nanashi Mura, also known as Anonymous Village. The village is a haven for wave-men, a place where they can find acceptance among their own kind and respite from the scorn of the Empire. The leaders of the village are all too aware of their precarious position, however, and will not shelter the dishonorable from justice. This reputation is all that protects the village from the Great Clans, who would descend upon it with a vengeance if they believed it to be a hiding place for criminals.

The Eyes of Nanashi lent their support to Toturi while he was a ronin during the Clan War. With his ascension to the throne and the army of ronin he led becoming his guardsmen, the status of ronin throughout the Empire improved somewhat during his tenure. Since his coronation, Nanashi Mura has become a more prominent city, one less dependent upon its anonymity for survival. Although rather secretive, the Eyes have no agenda other than the continued advocacy for ronin in the Empire.

The Sword of Yotsu: The Sword of Yotsu may be the most respected ronin band in the Empire. Half a century ago, a man named Yotsu rescued the Emperor's young heir from the deadly Bloodspeaker cult that killed the Empress. In gratitude, the Emperor granted the ronin his own family name and a small fief within the mountains. Before his death, Yotsu and his nine children expanded their holdings; his daughters even became the governors of a sub-district in Otosan Uchi, the capital city of the Empire.

The ronin who swear fealty to the Yotsu are expected at all times to defend the helpless, no matter the situation, no matter the consequence. This is in addition to their duties in defense of the Yatoshin district of Otosan Uchi, over which the Yotsu maintain control to this day. The Yotsu always seek ways to expand their power base, preferably by recruiting suitable individuals. They will never accept a ronin from the clans, however, no one who has borne another name may bear the name Yotsu.

See page 82 in Chapter 1 for the Sword of Yotsu prestige class.

The Unbroken: During the earliest days of the Clan War, the powerful Naga sorcerer the Ashlim discovered a group of ronin hiding within the Shinomen. These ronin had become Tainted through battle with the Shadowlands and had sought shelter within the forest to escape persecution. Fascinated, the Ashlim used powerful Naga magic to transform the ronin, granting them the ability to purge their own Taint by slaying the Tainted. United by their pact to be pure or die in the attempt, the Unbroken set out to destroy the Shadowlands.

This bizarre band of bandaged ronin was quite active throughout the Clan War, although few realized their accomplishments at the time. They harassed the Shadowlands forces that moved through the Crab, Scorpion, and Unicorn lands, using the Shinomen as their base. Many fell in battle, while others were freed of their Taint, and their ranks grew as other ronin were corrupted by the Shadowlands. Upon the conclusion of the Clan War, Emperor Toturi recognized their accomplishments, granting them leave to remain with the Naga and battle the remnants of the Shadowlands horde within the



Ronin Samurai



Empire. In modern Rokugan, the current Unbroken remain within the Shinomen, helping Ghedal (*see page 151 in Chapter 4*) guard the sleeping race that aided them when no others would. They occasionally make forays into the Empire to investigate accounts of Shadowlands creatures or even into the Shadowlands themselves. The Unbroken maintain close ties with both the Kuni Witch Hunters and the Asako Inquisitors.

The Gaze of Sun Tao: The origins of this esoteric band of warriors lie with the renowned ronin general known as Sun Tao. One of the most skilled and insightful strategists the Empire has ever seen, Sun Tao was also an accomplished duelist. Within the pages of his Book of Sun Tao are not only the secrets of battle, but also the secrets of dueling. While the styles of the Dragon and Crane dominate the Great Clans' perception of the duel, certain ronin have taken up the study of Sun Tao's style and seek to perfect their art.

The ronin who study the Gaze of Sun Tao are not a particularly organized or cohesive group. It might be more appropriate to say that they share a philosophy. They seek only the perfection of their art, although many have been known to take on students in order to pass on the wisdom imparted by Sun Tao's teachings. The one goal that does unify and drive the group, however, is to see one of their own take the position of Emerald Champion. This, they feel, will finally gain their style the widespread recognition that it rightly deserves.

TYPICAL RONIN/BROTHERHOOD MEMBER

Human Ftr4/CR4: Medium-size humanoid (human); HD 4d10+8; hp 28; Init +2; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Att: +8 melee (1d10+5, katana); SQ Fighter abilities (Weapon Specialization (choose one)); Honor: 2; AL LN; SV Fort +4, Ref +1, Will +1; Str 14, Dex 12, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Speak Language (Rokugani, High Rokugani), Climb +3, Jump +2, Ride +2, Swim +1, Wilderness Lore +3; Endurance, Improved Initiative, Weapon Focus (choose one).

Possessions: Katana, masterwork ashigaru armor, tanto, any one weapon.

THE KOLAT

When the Kami descended from the Celestial Heavens, not all the human tribes wished to obey their rule. Some opposed them, and died. Others fled, planning for a time when they might return and unmake the unnatural society the Kami had created.

The Kolat are the descendants of this latter group. They are an extremely secretive organization with the goal of slowly undermining the samurai caste and abolishing the idea of a Celestial Order. The Kolat believe that all men are essentially equal, and the samurai class system is an abomination.

While from a certain perspective the Kolat's ends may seem noble, their means are hardly so. The Kolat exist only by secrecy, and expand their influence through espionage, brainwashing, and assassination. They believe that once their goals have been achieved, a new order must be prepared to fill the void left by samurai. The Kolat Masters will be the pinnacle of this order, a ruling class chosen through personal achievement, not accidents of birth.

There are always Ten Masters. The identities of all ten are only known to fellow Masters. The utter secrecy required for the Kolat to operate requires that even the Masters are not privy to the operations of the other Masters. This excessive secrecy can sometimes be troublesome, but in the long run the policy has helped the Kolat survive.

After the Kami Shinjo nearly wiped them out two decades ago, the Kolat have sought a new focus. The new Kolat are torn between their desire to remake the Celestial Order and the more pragmatic desire to ensure the organization's existence. For now, the latter philosophy (championed by Ox Clan daimyo and Kolat Master Morito) seems to be winning out. The modern Kolat are now a highly efficient mercenary organization of killers, spies, and impersonators.

Some day perhaps the Kolat will reinstate their plans to remake the samurai class system, but not today. The simple fact is that the Kolat need to rebuild, and they can make an awful lot of koku hiring themselves out to dishonorable daimyo.

TYPICAL KOLAT AGENT

Human Rog4/Klt3: CR 7; Medium-size humanoid (human); HD 7d6 + 7; hp 35; Init +6; Spd 30 ft.; AC (touch, flat-footed); Att: +6 melee (1d4+1 tanto), +7 ranged (no damage but poison, blowgun); SA Sneak Attack +3d6 damage; SQ Evasion, Uncanny Dodge (Dex bonus to AC) Secret Brotherhood, Poison Use, Tell No Secrets; Honor: 0; AL LE; SV Fort +3, Ref +9, Will +4; Str 12, Dex 14, Con 12, Int 14, Wis 10, Cha 11.

Skills and Feats: Speak Language (Rokugani, High Rokugani, One of choice), Appraise +7, Bluff +6, Diplomacy +12, Disguise +11, Forgery +10, Gather Information +5, Hide +12, Innuendo +5, Listen +8, Move Silently +12, Pick Pocket +12, Read Lips +8, Sense Motive +6, Spot +8; Improved Initiative, Void Use, (Point Blank Shot and Rapid Fire) or (Dodge and Mobility).

Possessions: Masterwork tanto, masterwork ashigaru armor, masterwork blowgun, 20 darts, 5 doses Night Milk poison (DC 18, initial damage 1d2 Con, secondary 1d2 Con).

THE BROTHERHOOD OF SHINSEI

When the Tao of Shinsei was created by recording the conversation between Shinsei and Hantei, a new religion was born. Since the creation of Shintao, the most devout followers of that religion have created temples and wandered the Empire sharing Shinsei's wisdom and insight with those who wish to hear it.

Temples of the Brotherhood can be found nearly anywhere in the Empire, since Shintao is the religion of the Emperor and Rokugan. These holy sites are open to all travelers, and samurai are expected to at least simulate respect for the major temples around them. Shrines are typically located in places that were important to Shinsei's life, or locations easily accessible by the populace. Monks live in these temples and shrines, devoting their lives to the study of Shinsei's wisdom, hoping to reach the enlightened state of mind that the Little Teacher was blessed with.

Monks themselves are a diverse group, as different as the temples they tend. The most common kind of monk is called the inkyo, a retired samurai of age 50 or more. When members of the noble caste reach the age of retirement, they are expected to shave their topknot and contemplate the serene wisdom of Shinsei until their deaths. This is considered a luxury, as the lifestyle of the samurai generally does not allow for old age.

Monastic relations with the clans are usually good, as they are an integral part of the religion of Rokugan. Daimyo who do not at least appear interested in the wisdom of the Brotherhood are frowned upon. The clans of the Dragon and Phoenix tend to have close relations to the Brotherhood, as they are the most spiritually adept of the clans. The Scorpion do not make much effort to hide their scorn of the Tao, though they do not take any action to directly confront the monks.

Today, the Brotherhood of Shinsei has withdrawn from the active role in Rokugani history that it took in the past thirty years. Many monks have chosen to return to their clans of birth, hoping that the wisdom of Shinsei's words will help prevent another tragic war from spreading across Rokugan. Others remain in the temples, studying the New Tao and attempting to find some scrap of its missing half. Their temples remain open to all, however, and the recent assassination of Toturi the First has caused many peasants to seek out the Brotherhood's guidance and comfort.

TYPICAL SHINTAO MONK

Human Ink5/CR4: Medium-size humanoid (human); HD 5d8 + 5; hp 27; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 10); Att: +6 melee (1d8+2, hand to hand or 1d6+3, masterwork bo staff); SA 1d6 unarmed damage; SQ; Honor: 2; AL NG; SV Fort +5, Ref +5, Will +6; Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 11.

Skills and Feats: Speak Language (Rokugani), Concentration +8, Diplomacy +7, Knowledge (Shintao) +7, Perform +7, Tumble +8; Depths of the Void (2), Improved Unarmed Strike, Self, No Self, Soul of the Four Winds, Spirit Strike, Void Use, Weapon Focus (unarmed).

Possessions: Masterwork bo staff.

NINJA

Many children know stories of black-clad demons who creep in the night and slit the throats of the unwary. Ninja are universally despised as foul men and women who are the antithesis of the code of Bushido and everything else the Empire holds dear.

Ninja are more than myth and rumor, and even the defeat of the Living Darkness has not ended the threat of the more mundane ninja. Men who dress in deepest black could be hiding in your closet, around the corner, or right behind you. While the Empire publicly denies the existence of ninja, behind closed doors nearly everyone agrees they are real.

The clan that has the closest relationship with the ninja is the Scorpion. Masters of subterfuge and trickery, the Scorpion created the way of the shadow that would eventually be called ninjutsu. The Scorpion tend to have the most ninjas under their employ, though every clan has at least one daimyo who uses the services of a ninja.

Some ninja are nothing more than spies for their lords, not the merciless assassins and poisoners of ninja legend. Spies are almost always loyal to their masters, as they give up their own honor daily for the sake of their daimyo.

The Living Darkness, once a powerful force, was able to grant terrible and nightmarish powers to its pawns at one time. These were also ninja, molded in appearance after the Scorpion that the Darkness had duped. These ninja had no names, no faces, and no distinction, as the power of the Living Darkness was that it itself was unnamed and unformed. The power of the Darkness was broken at the Battle of Oblivion's Gate, and the ninja of the Darkness lost their power. However, those who witnessed the horrors these ninja were capable of still awaken suddenly in the middle of the night.

TYPICAL NINJA

Human Nin6/CR6: Medium-size humanoid (human); HD 6d6 + 6; hp 28; Init +9; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Att: +10/+5 melee or ranged (1d4+3 plus poison, masterwork aiguchi); SA Sneak Attack +3d6; SQ Uncanny Dodge (Dex bonus to AC, can't be flanked), Ninja Dodge +2, Poison Use; Honor: 0; AL NE; SV Fort +3, Ref +8, Will +3; Str 16, Dex 17, Con 13, Int 14, Wis 10, Cha 10; Shadow Taint +1.

Skills and Feats: Speak Language (Rokugani), Bluff +9, Climb +7, Disguise +7, Escape Artist +10, Hide +12, Listen +6, Move Silently +12, Spot +6, Tumble +12, Improved Initiative, Mobility, Spring Attack, Void Use.

Possessions: Masterwork aiguchi, caltrops, climbing gear, two doses of spider venom (Injury DC 13, 1d2 Con/d4 Con), two doses of dripping poison (Ingested DC 18, 1d4 Str/1d4 Str and 1d4 Con).

APPENDIX ONE: MAGIC ITEMS

The Akodo Daggers of the Lion Clan
These five ornate weapons were forged by the artisans of the Crane clan over a thousand years ago in an attempt to heal the rift between the Lion and Crane clans. One was given to each of Akodo One-Eye's five sons, and they have been passed down from father to first-born ever since that time. Unfortunately, several of the daggers were lost when the Akodo family was dissolved following the Scorpion Clan Coup. Now that the Akodo have returned, only two of the daggers have been accounted for.

An Akodo dagger is a +2 *keen* masterwork tanto. The prestige of bearing such a weapon grants its rightful wielder +1 to Diplomacy checks when it is worn visibly. The Akodo daggers possess the *lawful* enchantment.

Armor of the Emerald Champion
One of the oldest and most recognizable artifacts in the Empire, the armor worn by the Emerald Champion was crafted centuries ago by the finest armorers in all of Rokugan. Countless enchantments upon the armor preserve both it and the samurai who wears it.

The armor of the Emerald Champion is +3 lamellar armor that allows a maximum Dex bonus of +6. Because of the prestige and renown the armor carries, its rightful owner gains a +1 Charisma bonus as well. The numerous enchantments that protect the wearer from harmful magic grant him a +2 on all saves versus spells.

The Brass Gong of Otaku Masero
Awarded to and named after a stable boy who saved the precious Otaku Stables from a terrible fire, the Brass Gong of Otaku Masero is a sacred artifact of the Unicorn Clan. The gong is reserved for use at the most solemn or prestigious occasions; permission to ring the gong or to keep the gong until its next use is a great honor.

When the gong is rung, all who hear it are overcome with a feeling of peace as if they had been the target of a *calm emotions* spell by a cleric of level equal to theirs. In addition, anyone who is meditating when the gong is struck automatically receives all of their Void points back so long as they meditate until the sound of the gong fades completely (approximately 10 minutes). The individual chosen to hold the gong during the ceremony receives a permanent competence +1 bonus to their Concentration skill. This bonus is only granted when the gong is rung during an official ceremony.

Golden Obi of the Sun Goddess
A relic from the early days of the Centipede Clan, the Golden Obi was crafted by the first generation of the Moshi family. The Moshi were devout followers of Lady Amaterasu and worshiped the Sun every day of their lives with a simple devotion and piety that was unrivaled anywhere in the Empire. When the original Isawa Moshi was an extremely old woman, she walked to the cliffs overlooking the sea and used her magic to soar into the sky. No trace of her was ever found save for her obi, which fluttered back to the ground to rest on the precipice from which she had leapt. The Golden Obi of the Sun Goddess remained with the Moshi family for centuries; just recently, the aged Moshi Jukio bestowed it on Toturi Tsudao, who wears it to this day.



Siege Master

The Golden Obi of the Sun Goddess may heal its wearer just as if a *heal* spell had been cast upon him or her by a cleric of the 10th level. This may be done up to three times per day, and is done whenever the wearer wishes it. It takes place immediately. The wearer of the Golden Obi also gains an additional +1d4 damage bonus against any Shadowlands creature.

Katana of Fire
The first of the five Elemental Nemuranai to be crafted, the Katana of Fire is a potent weapon with frightening destructive power. During the Clan War, the katana found its way to Shiba Tsukune, a prominent Phoenix samurai-ko. In her hands, the blade served its purpose well, returning balance between good and evil by claiming the lives of countless Shadowlands spawn during the second Day of Thunder. The katana disappeared from her possession shortly after the Day of Thunder. Its current whereabouts are unknown.

The katana of fire is a +3 *flaming* katana with the *speed* enchantment. In addition, twice per day, the wielder may

spend a Void point to cast *fireball* as if he or she were a wizard of equal level (if the wielder is less than level 3, the wielder casts the spell as a 3rd level wizard).

Meiwaku Fans of the Scorpion Clan
Two centuries ago, young Asahina Meiwaku grew weary of her position as a political bride to Soshi Toraburu, an illustrious shugenja in service to the Scorpion Clan. Determined to prove her loyalty to her new clan, Meiwaku used all of her knowledge of Asahina magic to craft a simple but lovely fan with hidden talents. Upon presenting it to her husband, she simply asked that he present it to her father the next time Toraburu visited the Crane. He agreed. Much to his surprise, he learned a short time later that while Meiwaku's father held the fan, Toraburu could read his thoughts.

Delighted, Toraburu begged his wife to make more fans. She agreed only on the condition that she be fully inducted into the Scorpion Clan. Toraburu readily agreed, and the ceremony was attended by many high-ranking members of the clan. On every anniversary of that ceremony, Meiwaku presented another fan to her husband. There are now 17 fans in the Scorpion's possession.

The Meiwaku Fans appear to be nothing more than simple fans of the type used by courtiers throughout the Empire. However, when presented to another as a gift, the fans have a powerful magic effect. The person who gives the fan may, by spending a Void point, read the thoughts of the person to whom it is given. This effect is exactly like that of the spell *detect thoughts*, and has a maximum duration of a number of minutes equal to the giver's maximum number of Void points.

Mempo of the Void
Created with the dying breath of two mortal shugenja, the Mempo of the Void was the last of the five Elemental Nemuranai crafted at the behest of the Oracles. The purpose of these powerful artifacts was to balance the scales between good and evil after the creation of the Elemental Terrors by the Dark Oracles of the Shadowlands. After being found in the Unicorn lands, the Mempo eventually fell into the hands of the renowned Lion tactician Kitsu Motso. Although unaware of the item's true power, the Mempo did allow Motso to see past his false allegiance to a possessed Emperor and lead half the Lion armies against the Shadowlands, perhaps changing the outcome of the Clan War.

The Mempo of the Void is a helmet that adds a +1 deflection bonus to the AC of the wearer. This bonus is cumulative with whatever other armor the samurai may be wearing. The Mempo confers upon its wearer a +10 Void bonus to all saves against any spells that attempt to control or influence the wearer's thoughts. If the wearer does not already possess the feat Void Use, he gains the feat while wearing the Mempo. The wearer's maximum number of Void points is increased by 2 so long as the Mempo is worn.

The Merchant Coins of the Crane Clan
Crafted by the legendary shugenja and artisan Isawa Asahina, the Merchant Coins were a gift to the Yasuki upon the founding of the Asahina family of the Crane Clan. At that time still among the families of the Crane, the Yasuki made good use of the coins until their defection to the Crab Clan, when many of the 24 golden coins were lost. Twelve of the coins have remained with the Doji family for centuries, only recently having been passed to Yasuki Hachi, the new daimyo of the Yasuki family. Many believe that his possession of the coins confers legitimacy upon Hachi's recent appointment.

The Merchant Coins are two sets of 12 golden coins, 24 in all, each identical in appearance to normal koku save for their brightness and beauty. Each coin bears the symbol of an animal, one of the twelve for which the hours of the day in Rokugan are named. The bearer of one of the coins, during the hour named after the animal represented on the coin, receives a +15 enhancement bonus to all Appraise, Bluff, and Diplomacy checks involved in the sale or purchase of goods.

Shuriken of Serpents
Believed by many to be merely a myth, these insidious weapons have been reported from time to time throughout Rokugan's history. Experts on nemuranai who believe these weapons to exist theorize that they are either the result of some foul maho ritual or originate from an unknown form of gaijin sorcery. Regardless of their origins, these deadly weapons are found only in the hands of the most sinister and dangerous assassins.

A shuriken of serpents is a +3 ranged weapon with a range increment of 20 feet and a damage rating of 2d4 (crit X2). Any creature struck by the shuriken is also subjected to the effects of black adder venom (Injury DC 12, initial damage: 0, secondary damage: 1d6 Strength). The shuriken of serpents possesses the *returning* enchantment.

Twilight Lanterns of the Dragon Clan
Highly valued by adventurous members of the Dragon Clan, the secrets of creating the Twilight Lanterns were nearly lost when the Agasha family defected to the Phoenix Clan. Fortunately, a member of the new Tamori family recreated the process, and now these simple and practical devices are often found in the possession of prominent Dragon travelers.

Twilight lanterns contain a single fire spirit, and therefore require no fuel to produce light. Upon a verbal command, the lantern emits light just as if it had been the target of a *light* spell. The lantern also recognizes verbal commands to brighten, dim, and extinguish. Once per week, the lantern requires a successful Knowledge (Arcana) check versus a DC of 12 or the spirit will leave the lantern, rendering it useless.

Yasuki Hohiro's Bag of Necessity
Yasuki Hohiro is one of the most famous daimyo in the Crab Clan's history. The innumerable tales of his life cannot possibly all be true. The Yasuki family of the Crab insists that the best-known story is indeed true: that Hohiro acquired wealth so expansive during his lifetime that he could neither spend it all nor even store it. Instead, he wandered the land giving it to the poor among the Crab peasantry. The bag that he wore on his hip is said to have been transformed by his good karma into an nemuranai of extreme practicality. It was carried by every Yasuki daimyo after Hohiro until the appointment of Daidoji Hachi as the new daimyo of the family. Thus far, the Crab Clan has refused to relinquish any of the Yasuki birthrights to someone they consider to be a base usurper.

The Bag of Necessity appears to be a normal bag of the usual type, and can hold up to 4 pounds of material. Only when it is empty, however, do its true qualities come to light. At any time the owner of the bag may reach inside and find the exact amount of money he requires for something he needs. Notice that the word is "need" rather than "want." Trying to purchase an expensive kimono or a weapon would not work, but a night's lodging at a pleasant inn or a filling meal would be paid for.

APPENDIX TWO: MONSTERS OF ROKUGAN

KANSEN

Medium-sized Outsider (Incorporeal)
Hit Dice: 2d8 (9 hp)
Initiative: +1 (Dex)
Speed: fly 30 ft. (perfect)
AC: 13 (+1 Dex, +1 deflection)
Attacks: Incorporeal touch +3 melee
Damage: Incorporeal touch 1d6 temporary Wisdom
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Will save drain
Saves: Fort +3, Ref +3, Will +4
Abilities: Str 8, Dex 12, Con 10, Int 11, Wis 12, Cha 13
Skills: Bluff +6, Knowledge (maho) +5, Listen +5, Spot +5
Feats: Weapon Finesse (incorporeal touch)

Climate/Terrain: Any
Organization: Solitary (outside Shadowlands), broods (2–5, Shadowlands)
Challenge Rating: 2
Treasure: None
Honor/Alignment: 0/Chaotic Evil
Advancement: 3–4 HD

The kansen are the corrupted spirits of the Shadowlands. Similar to the kami in many ways, the kansen are a serious threat to any shugenja who attempts to cast spells within the confines of the Shadowlands. Instead of having elemental spirits respond to their call, many shugenja discover that they have instead summoned a brood of kansen.

Incorporeal, the kansen appear as slightly distorted pockets of filthy air. They are not truly composed of air, but rather the essence of the Taint that permeates the Shadowlands. They are all elements and none.

COMBAT

Kansen are malicious but cowardly. They attack the weakest member of a party, attempting to drain their energies until their victims are nothing but empty husks, vessels for the Shadowlands to re-animate as undead abominations in service to the dark lord Fu Leng. If they are losing, however, the kansen quickly flee.

Wisdon Damage (Su): The touch of a kansen deals 1d6 points of temporary Wisdom damage to a living foe. A creature reduced to 0 Wisdom is reduced to helpless catatonia until restored.

Dark Whispers (Su): The kansen know many dark secrets of power, and whisper tempting promises in the ears of all they meet. A kansen may spend a round whispering to a living creature, who must succeed at a Will save (DC 10) or suffer effects exactly as if they had been the target of a *charm person* spell cast by the kansen. Living creatures who succumb to Dark Whispers often become *maho-tsukai* initiates unless an intervention is attempted. This is a supernatural ability.

Incorporeal: Kansen can only be harmed by other incorporeal creatures, nemuranai of +1 or better, or magic. Even magical corporeal weapons have only a 50% chance of damaging a kansen. The spirits can pass through solid objects at will, ignore all armor with their own incorporeal touch, and always move silently.

Maho: Kansen can teach maho to willing students. Any person taught by a kansen who meets all other requirements of the maho-tsukai prestige class may immediately enter that class without fulfilling the requirement of 6 points of the Shadowlands Taint.

FREE OGRE

Large Giant (Shadowlands)
Hit Dice: 8d8+24 (60)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 21 (–1 size, +1 Dex, +7 natural, +4 partial armor)
Attacks: Huge greatclub +13 melee; or Huge yari +6 ranged
Damage: Huge greatclub 2d6 +10; or Huge yari 2d6 +7
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: —
Special Qualities: Damage reduction 5/jade, Scent, Tribal Sense, Immortality
Saves: Fort +9, Ref +3, Will +3
Abilities: Str 24, Dex 12, Con 17, Int 12, Wis 12, Cha 12
Skills: Listen +6, Spot +6, Knowledge (shadowlands) +6
Feats: Power Attack, Cleave, Improved Initiative

Climate Terrain: Any land
Organization: Solitary, gang (2–7), tribe (10–20)
Challenge Rating: 5
Treasure: Standard
Honor/Alignment: 0/Neutral Evil
Advancement: By character class

Since the mortal death of Fu Leng, many ogres who dwell in the Shadowlands have begun to discover a strange phenomenon: they are slowly growing more intelligent. Ogres who have escaped the Shadowlands have known of this for years. As their memory returns, they recall a great empire of ogres that existed long before the fall of the Kami. For years, these free ogres have slowly been organizing themselves for a day when they can rise up against the humans and win back the world that was once theirs.

Free ogres tend to be quicker, smarter, and far more devious than their Shadowlands-bound counterparts. Daigotsu, the new Lord of the Shadowlands has not only noticed this trend, but has embraced it. He has forged an alliance with these ogres, embracing them as allies where Fu Leng once punished them as slaves. The free ogres lead armies of bakemono and lesser oni as well as their own kind, and have started to establish training dojo in the Shadowlands and in the deep mountains of the Scorpion. Ogre bushi are among the most feared warriors in the Shadowlands.

COMBAT

Free ogres are hardly mindless brutes, and tend to rely upon cunning as much as strength. They do not neglect their raw physical might, however, and use their superior size and power to quickly crush human foes. Free ogres rarely fight to

the death, preferring to withdraw and plan to defeat their foes at a later time.

Tribal Sense (Su): Free ogres can unerringly detect the nearest group of five or more ogres, regardless of range. It is this link that allows them to find one another when they begin to recover their self-awareness. This is a supernatural ability.

Immortality (Ex): Free ogres do not die of old age, and are immune to all diseases. Their methods of reproduction are unknown, but are presumed to be very infrequent. This is an extraordinary ability.

FREE OGRE SOCIETY

Ogre mentality is war-like, vengeful, and violent. Ogres have no sense of honor other than loyalty to their own kind. They have an appetite for flesh (though they do not eat other ogres) and prefer to devour their meals alive. Ogres consider humans pathetic creatures useful only as slaves or food. Ogres society is extremely militant; each ogre has an exact rank and station. Promotion comes through a monthly ceremony of ritual unarmed combat, or through seniority. Anything that is not an ogre is an enemy or a slave.

Ogres are only comfortable in a position of command. Free ogres work beside other Shadowlands creatures if it is in their best interest, such as their alliance with Daigotsu. Ogres consider trolls and goblins worthless cannon fodder. Under no conditions will an ogre willingly work with Nezumi, and they slay Ratlings whenever possible. A free ogre will never stoop to eating a Nezumi, as they believe the rat's cowardice will infect their blood.

FREE OGRE CHARACTERS

It is not recommended to make free ogre player characters (this extremely powerful race would require a level equivalent of Class Levels + 9 as per the rules in the *DUNGEON MASTER'S Guide*™). Free ogre NPCs tend to be fighters or berserkers. The occasional free ogre sorcerer is rare in the extreme, and highly prized by the tribe.

MUJINA

Tiny Fey (Spirit)
Hit Dice: 1d6 (3 hp)
Initiative: +9 (+5 Dex, +4 Improved Initiative)
Speed: 20 ft. fly 90 ft. (perfect)
AC: 19 (+2 size, +5 Dex, +2 deflection)
Attacks: throw item +6 ranged
Damage: by thrown item (maximum 1d4–2 damage)
Face/Reach: 2½ ft. by 2½ ft./0 ft.
Special Attacks: Spell-like abilities, throw item
Special Qualities: Incorporeal, Damage Resistance 50/+5, Shadow vulnerability, ward vulnerability, Taint immunity, Improved Evasion
Saves: Fort +0, Ref +7, Will +1
Abilities: Str 6, Dex 20, Con 10, Int 12, Wis 8, Cha 15
Skills: Bluff +6, Disable Device* +9, Hide +13, Knowledge (Sakkaku) +5, Knowledge (shadowlands) +5, Listen +3, Pick Pockets* +13, Spot +3, Tumble +9,
Feats: Improved Initiative, Point Blank Shot

Climate Terrain: Any land
Organization: Solitary, pack (1–4), mob (10–50)
Challenge Rating: 1
Treasure: None
Honor/Alignment: 0/Chaotic Neutral
Advancement: 2–4 HD (Small) 5–8 HD (Large)

Mujina are squat orange humanoids native to Sakkaku, the Realm of Tricksters. They occasionally wander into the mortal world in places where the barrier between the worlds is weakest, mostly in the Shadowlands. They have a mischievous sense of humor and are known to pull embarrassing pranks on humans, especially samurai, whom they feel deserve it for being full of themselves. They have a raw hatred for the inhabitants of the Shadowlands, but are far too cowardly to do anything about it much of the time.

Mujina are friendly toward Nezumi, and usually spare them the brunt of their pranks. They are especially respectful to Ratling Conjurers, to whom they owe their invulnerability to the Taint. The Crab have little tolerance for Mujina, and have developed a number of magical ways to put the annoying creatures to work in their iron mines.

COMBAT

Mujina are cowardly opponents, and avoid direct conflict. They seem to have an aversion to harming living creatures and rarely kill an opponent (at least not intentionally). They prefer to harass and annoy, then wander away once they get bored. If they encounter a foe who can actually harm them, they flee at the first opportunity.

Spell-like Abilities: at will — *detect magic, dimension door* (self only), *ghost sound, invisibility* (self only), *open/close, prestidigitation*. These abilities are as the spells cast by a 5th level sorceror (save DC 12+spell level).

Throw Item (Su): Though naturally incorporeal, mujina can lift and carry any object that weighs five pounds or less, and attack by hurling said item through the air. They tend to favor rotten fruit or fragile valuables. This is a supernatural ability. Items not typically used as thrown weapons have a range increment of 10 feet.

Incorporeal: Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source (also note Damage Resistance). Can pass through solid objects at will. Always moves silently.

Shadow Vulnerability: Any effect which completely removes a mujina's shadow causes it to return to Sakkaku, from whence it cannot return for thirty days. Any effect which controls shadows allows control of the mujina as well (as if *dominate monster* had been cast upon it). The mujina receives a Will save each hour it is controlled. If it succeeds, it regains control of itself and flees. Mujina whose shadows are bound within Kuni crystal (a secret ritual known only to the Crab) are controlled by the bearer of the crystal, so long as it remains intact.

Ward Vulnerability: Any protection spell (evil, good, chaos, or law) completely hedges out mujina and keeps them from attacking the warded area. In addition, they must make a Will save when they look upon any such warded creature (use the caster's appropriate ability modifier and the level of the spell to determine an appropriate save DC) or become frightened, fleeing at the first opportunity.

Taint Immunity (Ex): Mujina are completely immune to the Shadowlands Taint. This is an extraordinary ability. Mujina may not cast maho.

Skills: *Mujina receive a +4 racial bonus to Disable Device and Pick Pockets checks.

APPENDIX THREE: CONVERSION RULES

Converting characters to the *d20 System*™ from the *Legend of the Five Rings Role-Playing Game*™ may seem a daunting process, for the two systems are extremely different. However, with a bit of flexibility and patience nearly any character can be easily transferred from one game to another.

STEP ONE: ABILITY SCORES AND TRAITS

Each trait in *Legend of the Five Rings* RPG can be associated with an ability score in the *d20 System*.™ See Table 7–1.

TABLE 7–1: TRAITS TO ABILITIES

L5R Trait	d20 Ability
Agility	Dexterity
Awareness	Charisma
Intelligence	Intelligence
Perception	Wisdom
Reflexes	Dexterity
Stamina	Constitution
Strength	Strength
Willpower	Wisdom

Converting from L5R RPG to *d20*: Compare the character's Trait with the comparable ability score on Table 7-1. In the case of Wisdom and Dexterity (both of which are determined by two different Traits in L5R) use the lower of the two Traits, and add +1 to the final ability score for every point of difference between the two.

For example, Fred wants to convert Hida Tadashiro to the d20 System. In figuring Tadashiro's new Dexterity, Fred notes that the character has 4 Agility and 2 Reflexes. The lower trait is Reflexes; his 2 converts to 1d6+7. Fred rolls a 5 on the d6, and adds 7 to get 12. Since Tadashiro's Agility trait was 2 points higher than his Reflexes, Fred adds another 2 to Tadashiro's Dexterity, for a final Dexterity of 14.

Converting from *d20* to L5R RPG: Find the range into which the ability score falls in the right-hand column and read the L5R Trait from the left-hand column. If a character has an ability score of 8, 13, or 16 (each of which is duplicated), randomly determine whether the associated Trait falls into the higher or lower category.

TABLE 7–2: TRAIT SCORES TO ABILITY SCORES

L5R Trait	d20 Ability Score
1	3–8 (2+1d6)
2	8–13 (7+1d6)
3	13–16 (12+1d4
4	16–19 (15+1d4)
5	20–21 (19+1d2)
6	21
7	22
8	23
9	24
10	25

Void: All characters translating from L5R to the *d20 System* must take the Void Use feat at 1st level. All characters with more than 3 Void should seriously consider learning the Depths of the Void feat. These feats are not gained for free, but must be purchased normally. If a player does not wish to spend his feats on Depths of the Void, he does not have to, but he should keep in mind his character will have far fewer Void Points if he chooses not to buy the feat.

STEP TWO: CHARACTER LEVEL AND RANK

Converting from L5R RPG to *d20*: The character's Insight (in L5R) corresponds to the character's level (in d20). Use Table 7–3 to determine the character's proportionate level of expertise. Translated characters do not get to raise an ability score for every four levels they have already gained, though after translation they may do so normally as they proceed in level.

Converting from *d20* to L5R RPG: Find the *d20* character's level in the second column and then cross-reference it with the third column (Experience Points). Use this amount of experience points (along with the standard 30 starting Character Points) to build your L5R RPG character.

TABLE 7–3: L5R INSIGHT TO d20 LEVEL

L5R Insight (Rank)	d20 Level	Experience Points
0–120 (1)	1	0
121–135 (1)	2	5
136–150 (1)	3	15
151–159 (2)	4	50
160–167 (2)	5	58
168–175 (2)	6	67
176–184 (3)	7	75
185–192 (3)	8	100
193–200 (3)	9	125
201–209 (4)	10	150
218–225 (4)	12	220
226–234 (5)	13	240
235–242 (5)	14	260
243–250 (5)	15	280
251–263 (6)*	16	300
264–275 (6)*	17	350
276–288 (7)*	18	400
289–300 (7)*	19	465
301+ (8)*	20	525

*Rules for playing characters above Rank 5 can be found in the *Legend of the Five Rings Second Edition Game Master's Guide*.™

STEP THREE: CHARACTER CLASS/SCHOOL

Converting from L5R RPG to *d20*: For many characters the transition between an L5R school and a *d20* character class can be somewhat tricky. L5R schools tend to offer far more general training than a typical *d20* character class, while acquiring levels in multiple classes in the *d20 System*™ is far easier than the process of attending multiple schools in L5R. A character with only one school in L5R may not be most accurately represented by a single class character in the *d20 System*.™

For example, members of the Yasuki family may desire a few levels of rogue to portray their underhanded business acumen. Crane bushi may take a few levels of courtier to emphasize their political skills, and most Shosuro will probably want at least one level of ninja. Above all, emphasize common sense and the spirit of the character when translating. As long as the final version does not receive an experience penalty and the DM approves, recreate the character in the manner you feel is most accurate.

Most bushi schools translate directly as samurai, sometimes as fighters or rangers. Assume that students of any major bushi school are samurai, at least in part. Look to the favored class of the family that sponsors the school as a guideline for the sort of class that best depicts the school. The Shinjo family, for example, favors the ranger class. Thus, it can be presumed that most of their samurai are either rangers or (more likely) multi-class samurai/rangers. Characters who rely upon Full Attack a great deal (such as Matsu and Hida characters) may wish to consider becoming berserkers.

Shugenja always translate as shugenja. Under almost all circumstances, shugenja should not be multi-classed. Some notable exceptions are the Kuni Witch Hunters, Asako Henshin, and Kitsu Sodan-Senzo, which translate more accurately as multi-class shugenja/inkyo. These characters should consider taking the Steady Soul feat so that multi-classing will be easier to bear.

Any character that relies heavily upon social interaction and intrigue translates as a courtier. This includes Yasuki Merchants, Kitsuki Magistrates, Ide Emissaries, Ikoma Omoidasu, and (obviously) any school with "courtier" in the title. Courtier characters nearly always multi-class, so don't be afraid to do so when translating the character.

Monks translate as either monks or inkyo, depending on the style of character. Those with a more martial slant become monks. Those more focused upon the more arcane style of kiho (the various Dragon kiho, Void kiho, etc.) are more likely to become inkyo.

Characters focused on stealth, espionage, sabotage, and assassination become ninja. Obviously, this includes Shosuro assassins, but this category also encompasses a handful of Hiruma and Daidoji characters as well. If the character is merely sneaky, make him a rogue. If the character is specialized in ambush and assassination (whether of other people or Shadowlands monsters) then he should translate as ninja.

Converting from *d20* to *L5R* RPG: Characters who have even one level of shugenja must become shugenja. Berserkers, fighters, and samurai should probably enroll in the bushi school of their clan, or another school with a heavy focus on combat. Monks and inkyo translate as monks, using the rules in Way of Shinsei. Rogues will transfer as scouts, assassins, or possibly magistrates depending on which schools are available to your clan and the style of character you're playing. Courtiers will either transfer to the most politically oriented school of their clan, or must select the Different Schools advantage to attend the Doji or Bayushi Courtier school.

It may be difficult to transfer a multiclass character from *d20* into *L5R*. Common sense and the character's background should rule overall here. Pick a school that best symbolizes whichever class the character had the most levels in, and then select skills that reflect his other abilities.

STEP FOUR: ADVANTAGES/DISADVANTAGES AND FEATS

Unfortunately, a number of Advantages and Disadvantages are lost in translation from *L5R* to *d20* (though this in no way means that you cannot continue to role-play them normally). Likewise, *d20* characters translating to *L5R* may lose access to some of their feats. The best rule to use in this case is, once again, simple common sense.

If you wish to translate an *L5R* advantage into a bonus to a d20 stat (such as turning Benten's Blessing into a +1 Charisma bonus) merely ask the DM's permission before doing so. Note that a number of advantages now have feats of the same name (such as Strength of the Earth and Death Trance). If these feats are available to your character, you should consider learning them.

In translating from *d20* to *L5R*, consider which Advantages and Disadvantages fit your image of your character, and then purchase them accordingly. Keep in mind that many Advantages can be purchased using Experience Points as well as Character Points, but at twice the normal cost.

Some Advantages and Disadvantages that require special consideration:

Ancestors: If you possess an ancestor in *L5R*, you may wish to consider purchasing an Ancestor Feat in *d20*. Not all ancestors are available, but choosing one with a similar ability and changing the name is allowable.

If converting from *d20* to *L5R*, check through the *Way of the Clans*™ books to find the ancestor that matches the one you chose in d20.

Different School: A character with this advantage begins the game with a different clan's school than normal. For example, a Crane who has Different School: Crab may choose Crab feats normally, but has no access to Crane feats. The character need not purchase any feats to emulate this advantage, as it is as much a hindrance as a bonus.

Multiple Schools: The character should purchase the Multiple Schools Feat for the appropriate clan.

Shadowlands Taint: Shadowlands Taint translates very smoothly between systems. The character gains 10 Shadowlands Points for every Rank of Taint he had in L5R, and keeps any extraneous points of Taint as well.

Shadow Points: The Lying Darkness will be covered in more detail in the forthcoming *Creatures of Rokugan*.™ For now, simply use the mechanics presented for the Shadowlands Taint, but keep track of Shadowlands Taint and Shadow Points separately. Shadow Points may be used in all of the same ways as Shadowlands Taint may be used, and increases in the same manner. Advantages gained by the Shadowlands Taint and Shadow Points stack.

Choosing Feats for *L5R* RPG characters: After you have chosen all the necessary feats to emulate your L5R character's abilities, simply choose the rest of your feats as you deem fit. So long as they maintain the spirit of the character, this is fine.

STEP FIVE: CONVERTING SKILLS

Figure out the skill points allotted to a character of your level, or the experience points due to a character of your Insight, then spend them normally. Make sure that the skills your character possessed in the original system are represented in your new character, or come as close as possible.

Table 7–4 lists a large number of skills from the L5R system, along with their *d20* equivalents.



TABLE 7–4: SKILLS

L5R Skills	d20 Skills
Acting	Perform/Disguise
Advanced Medicine	Heal
Animal Husbandry	Handle Animal
Appraisal	Appraise
Artisan	Perform
Astrology	Knowledge (astrology)
Astronomy	Knowledge (astronomy)
Athletics	Climb, Jump, Balance, Tumble
Autopsy	Knowledge (anatomy), Heal
Bard	Perform
Calligraphy	Profession (scribe)
Cipher	Decipher Script
Climbing	Climb
Commerce	Profession (merchant)
Conversation	Diplomacy
Courtier	Diplomacy
Craft	Craft
Diplomacy	Diplomacy
Divination	Scry
Engineering	Knowledge (architecture and engineering)
Escape	Escape Artist
Etiquette	Knowledge (etiquette)
Evasion	Hide
Explosives	Alchemy
Falconry	Handle Animal
Fasting	Concentration
Fletchery	Craft (fletchery)
Forgery	Forgery
Gambling	Bluff, Sense Motive, Profession (gambler)
Goblin Culture	Knowledge (goblin culture)
Gossip	Gather Information
Heraldry	Knowledge (nobility and royalty)
Herbalism	Profession (herbalist)
Hisomu	Hide, Move Silently
History	Knowledge (history)
Horsemanship	Ride
Hunting	Wilderness Lore
Iaijutsu	Iaijutsu Focus *(see Oriental Adventures™)*
Ichi-Miru	Spot, Sense Motive
Intimidation	Intimidate
Investigation	Search, Spot, Sense Motive
Kagaku	Alchemy
Kuenai	Knowledge (criminal underworld)
Law	Knowledge (law)
Locksmith	Craft (locksmith)
Lore	Knowledge
Manipulation	Sense Motive, Bluff
Medicine	Heal
Meditation	Concentration
Mining	Profession (miner)
Moksha	Knowledge (Moksha)
Mountaineer	Climb
Music	Perform
Naga Language	Speak Language (Naga)
Nazodo	Spot, Search, Sense Motive
Obeiesaseru	Intimidate
Omens	Knowledge (omens and folk magic)
Oratory/Rhetoric	Perform
Origami	Craft (origami)
Painting	Profession (painter)
Puppeteering	Perform
Ratling Speech	Speak Language (Nezumi)
Rokugani Language	Speak Language (Rokugani)
Seduction	Bluff, Diplomacy
Shintao	Knowledge (Shintao)
Siege	Knowledge: Architecture and Engineering
Sincerity	Bluff, Diplomacy
Sleight of Hand	Pick Pockets
Spell Research	Spellcraft
Stealth	Hide, Move Silently
Theology	Knowledge (Fortunes)
Traps	Craft (trapmaking)
Tropical Fish	Knowledge (tropical fish)

STEP SIX: FINAL TOUCHES

Honor: Your character's Honor Rank is the same in either system.

Alignment: If you choose to use alignment in your *d20* campaign, then review the alignments (*see pages 63–65*) and determine which best fits your character.

Glory: There are no Glory rules included with *d20 Rokugan*, though you could use those presented in the *Legend of the Five Rings* system with no difficulty. If converting to *L5R*, ask your GM what your Glory Rank is. Use the table on page 80 of the *L5R Game Master's Guide* as a guideline.

Spells and Kiho: Translating spells and kiho may present some challenges. A number of spells and kiho have slightly different effects, or are more or less difficult to access depending on the system. Again, common sense should be the general guideline; select abilities that make sense for your character to have. The abilities you gain should make up for any you might have lost.

Equipment: Your character retains all of the equipment and possessions he owned. The DM may judge that some of your high-quality items are now magical in the *d20 System™*. *See character wealth by level table in the* DUNGEON MASTER'S *Guide*™ for an estimate of character wealth by level. This will help in determining how powerful your character's items should be. As always, common sense should rule. If your character didn't have a flaming sword before, he doesn't have one now. Try to stick to more subtle items (*keen edge* weapons, *i3 armor, haori of resistance, rings of protection*, etc.) that your character could conceivably have owned and used though he never realized their true value.

If converting from *d20* to *L5R*, your character's wealth probably drops dramatically. Divide your current gold by 20 to get koku. Also, *d20* magical weapons are likely to be high quality in the *L5R* RPG, and gain an extra die to hit, or for damage, or both.



APPENDIX FOUR: SUGGESTED READING

For those who wish to know more about Rokugan, this book is only the tip of the iceberg. Alderac Entertainment Group's *Legend of the Five Rings Role-Playing Game*™ goes into an even greater amount of detail on each of the Great Clans. Even for those players who use the d20 rules, each of these supplements holds a wealth of setting, history, character backgrounds, and other information that can be easily used in any rules system.

Here is a brief summary of what you will find in each book.

WAY OF THE CLANS SERIES

Each book in the *Way of the Clans*™ series describes the origins and history of a major faction in Rokugan. They also present a good deal of other information about the Empire itself.

Book One: Way of the Dragon — Dragon philosophy, alchemy, and swordsmanship.

Book Two: Way of the Unicorn — *Caijin* lore and the Unicorn exploration of the lands outside Rokugan.

Book Three: Way of the Crab — The history of Rokugan's war with the Shadowlands.

Book Four: Way of the Crane — Rokugani art and culture.

Book Five: Way of the Scorpion — Espionage, subversion, and general villainy.

Book Six: Way of the Lion — Military ranks and organization. Famous battles.

Book Seven: Way of the Phoenix — Religion, the Fortunes, and shugenja duels.

Book Eight: Way of the Naga — Naga culture and the mysteries of the Akasha.

Book Nine: Way of the Minor Clans — The history of twelve different Minor Clans.

Book Ten: Way of the Wolf — Ronin and Rokugani society. How they fit in, and how they don't.

Book Eleven: Way of Shinsei — Shinseist philosophy and monastic organizations.



Bog Hag

OTHER LEGEND OF THE FIVE RINGS PRODUCTS

The Book of the Shadowlands — The Writings of Kuni Mokuna describe a number of the Shadowlands' strange denizens and their ecology, and hints at their origins.

The Second Book of the Shadowlands: Bearers of Jade — Another look at the Shadowlands.

The Merchant's Guide to Rokugan — The history, goals, and organization of the Kolat.

Unexpected Allies — A wealth of character histories and backgrounds.

Walking the Way — The history of Rokugan's rarest spells. Adventure hooks.

Way of Shadow — Tales of the Lying Darkness and its effect upon the Empire.

Way of the Ratling — Culture and history of the Nezumi race.

Way of the Shadowlands — How to use the Shadowlands Taint as a driving force of the campaign. Using the Taint within a player character party.

Winter Court: Kyuden Asako — Folk magic, superstitions, courtly insults, castle construction, and the Imperial Legions.

Winter Court: Kyuden Kakita — Apprenticeship, training, ghosts, and how the Emperor's law deals with the Taint.

Winter Court: Kyuden Seppun — History of the Otomo and Seppun families. Rokugani etiquette, festivals, and courtly behavior.

City of Lies boxed set — The largest city in Scorpion lands and the people and plots that thrive there.

Otosan Uchi boxed set — The imperial capital, with three books, maps, and the Scorpion Clan Coup.

Tomb of Iuchiban boxed set — A dungeon crawl through the most dangerous piece of architecture in Rokugan.

SAMURAI RESOURCES

The following is a bibliography of books and movies that have influenced the *Legend of the Five Rings* world. For those with the urge to learn more about the real history, myth, and legends of the samurai world we could not recommend the works on this list more highly.

THE ESSENTIALS

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APPENDIX FIVE: GLOSSARY OF ROKUGANI TERMS

Agasha: Formerly of the Dragon Clan, the Agasha defected to the Phoenix nearly three decades ago, taking much of their unique alchemical magic with them.

Akodo: A family of honorable warriors and tacticians, the Akodo serve the Lion Clan.

Asahina: A family of pacifistic shugenja that serve the Crane Clan.

Asako: Perhaps the most mysterious family in Rokugan, the monk-like Henshin of the Asako family serve the Phoenix Clan with their strange ways and methods.

Bayushi: Cunning and deceitful, the Bayushi rule the Scorpion Clan as warriors in battle and in the courts.

bushi: A samurai warrior or soldier. Bushi are trained in the use of weapons and the ways of battle from their childhood.

champion: A position of great authority. Traditionally, the term champion applies to the victor of a prominent tournament, such as the Test of the Emerald Champion or the Test of the Jade Champion. It also applies to the daimyo of the Great Clans, who are often referred to as the Clan Champions.

Chuda: This family of shugenja led the Snake Clan, but were destroyed seven centuries ago by the Phoenix for their practice of maho.

chui: A military rank similar to a lieutenant. A chui command many gunso and the troops under their command. Chui report directly to the taisa who command their divisions.

Daidoji: A family of scouts, spies, and bodyguards that serve as the military arm of the Crane Clan.

daimyo: Any lord with samurai sworn to his service. There are traditionally three levels of the daimyo position. Provincial daimyo govern a single province in the name of their clan. Family daimyo rule over the affairs of a single family within their clan. Clan daimyo, also known as Clan Champions, are the ultimate rulers of their clans and are answerable only to the authority of the Emperor himself.

daisho: The daisho is the name given to the set of swords that are the symbol of status as a samurai. It is treasonous and blasphemous for any but samurai to wear the daisho. The daisho consists of the katana (long sword) and the wakizashi (short sword).

Doji: A family of powerful courtiers that rule the Crane Clan.

doshin: The lowest level of law enforcement in Rokugan. The doshin are the assistants to a yoriki, or a magistrate's deputy. Even heimin can serve as doshin if there are not suitable numbers of samurai in the area.

eta: The lowest social strata within Rokugan's society. The eta are those hinin that must handle dead flesh, which is seen as a disgraceful and loathsome task in the Empire. This includes torturers, leather -workers, and those that handle the bodies of the dead. The eta are pitied by the other classes because their work is so disgraceful that they have no chance of being reincarnated into a higher class. Only gaijin are beneath the eta.

Fuzake: A small family of shugenja in service to the Monkey Clan.

gaijin: Travelers from outside Rokugan. Gaijin are almost universally distrusted and disliked throughout the Empire. While a very few have found a niche with one of the Great Clans, most gaijin are turned away from the Empire or killed.

gempukku: The coming-of-age ceremony that signifies the passage from childhood to adulthood. This is a very somber occasion when a young samurai chooses his adult name and takes his place beside his brothers in defense of his clan. Some gempukku ceremonies have elaborate competitions to give the young men and women an opportunity to display the knowledge they have gained during their training.

gunso: A military rank similar to that of sergeant. A gunso can command up to 200 soldiers. Gunso report directly to their commanding chui.

Hantei: The descendants of the first Emperor, the Hantei ruled the Empire for over a thousand years. Now, they are all but extinct.

hatamoto: The chief aide and advisor to a daimyo. Hatamoto is a position of great respect and influence, as it means the daimyo has chosen them as their most trusted and capable assistant. The hatamoto is often left to run a daimyo's estate while the daimyo travels.

Heichi: The ruling family of the Boar Clan, the Heichi warriors were wiped out by Agasha Ryuden, creator of the dreaded Anvil of Despair.

heimin: The peasant class of Rokugan, also known as "half-people." Farmer, artisan and merchant are all heimin roles, although some in the samurai caste indulge in crafts or trade.

Hida: A family of warriors who emphasize strength and endurance. The Hida rule the Crab Clan.

Hiruma: A family of scouts who serve the Crab Clan.

hinin: The "non-people" of Rokugan. Criminals, entertainers, charlatans, gamblers, and geisha are all hinin. The eta are a subset of the hinin class.

Hitomi: A recently founded family of dark warriors and monks that serve the Dragon Clan.

hohei: A military rank similar to that of private. The hohei are the rank and file of the clan armies. They report to the nikutai who commands their squadron.

Horiuchi: This tiny family of shugenja serves the Unicorn Clan.

Ichiro: The samurai of the Badger Clan, the Ichiro are all but extinct. They wander the Empire aimlessly, desperately seeking a way to rebuild their shattered clan.

Ide: A family of courtiers and ambassadors that serve as the diplomats of the Unicorn Clan.

Ikoma: Bards and historians, the Ikoma family serves the Lion Clan.

Isawa: Unquestionably the most powerful shugenja in the Empire, the Isawa are led by the Council of Elemental Masters. The Isawa serve the Phoenix Clan.

Iuchi: The shugenja of the Unicorn Clan, the Iuchi are experts on gaijin magic.

Kaeru: A family of ronin merchants, the Kaeru rule the City of the Rich Frog, a prosperous city lying between the Unicorn and Lion lands.

Kaiu: A family of the Crab Clan who produce the greatest engineers in all of Rokugan.

Kami: The ten children of the Sun and Moon — Hida, Doji, Togashi, Akodo, Shiba, Bayushi, Shinjo, Hantei, Fu Leng, and Ryoshun.

kami: The spirits that exist in everything. These are the spirits that shugenja communicate with and convince to power their spells. Each kami is aligned with one of the four physical elements: fire, earth, air, or water.

kansen: The dark, evil spirits that exist in the Shadowlands. They are the spirits that power maho (blood magic).



Pennaggolan

Kasuga: Not a proper family, the Kasuga are a conglomeration of samurai who rule the tiny and despised Tortoise Clan.

katana: The longer sword of the daisho and the primary weapon of every samurai warrior. The katana symbolizes both the status of the samurai caste and the soul of the warrior. Katana are handed down from generation to generation. Someone who touches a samurai's blade without his permission faces dire consequences indeed.

Kitsuki: A family of magistrates who perceive justice and investigation much differently than the rest of Rokugan. The Kitsuki serve the Dragon Clan.

Kitsune: One of the oldest Minor Clan families, the Kitsune rule the Fox Clan. They are powerful shugenja with strong ties to Chikushudo, the Realm of Animal Spirits.

Kitsu: A family of mysterious shugenja, the Kitsu serve the Lion Clan with a brand of spirit magic no other family in Rokugan understands.

Kuni: A sinister family of shugenja who serve the Crab Clan.

maho: Blood magic. Maho draws upon the dark powers of Jigoku, and thus is inherently evil. Anyone caught practicing maho is immediately sentenced to death.

Matsu: Brash, aggressive warriors, the Matsu family rules the Lion Clan.

mempo: An armored mask. Mempo are very common on the battlefield, and many members of the Scorpion Clan choose to use them at all times in place of a cloth mask. Mempo are often decorated with images designed to frighten or intimidate a foe.

Mirumoto: A family of warriors who emphasize the style of swordsmanship that uses both blades of the daisho. The Mirumoto serve the Dragon Clan.

Miya: This family of heralds serves the Emperor directly.

Moshi: Formerly the samurai of the Centipede Clan, the matriarchal Moshi family of shugenja have become a house within the Mantis Clan.

Moto: This family of dark and determined warriors rules the Unicorn Clan.

nikutai: A military rank very similar to a corporal. A single nikutai will have a squadron of hohei under his command and will report directly to a gunso.

Otomo: The Emperor's courtiers, the Otomo strive to keep conflict alive in Rokugan so that the Emperor never needs fear another coup.

rikugunshokan: A military rank similar to "general." A rikugunshokan commands an entire army and reports directly to his daimyo.

ronin: Literally, a "wave-man." A samurai who has lost or abandoned his family and clan affiliation, instead relying exclusively upon himself. Ronin are looked down upon by the rest of the samurai class.

seppuku: The act of ritual suicide. Seppuku is a means for a samurai to atone for failure or dishonor. Successful completion of the ceremony removes the stain from the samurai's name and returns him to honorable status, posthumously.

Seppun: This family serves as the bodyguards and protectors of the Emperor.

Shiba: The ruling family of the Phoenix Clan, the Shiba are quiet and contemplative warriors and bodyguards.

Shinjo: Formerly the ruling family of the Unicorn, the Shinjo lost their place as lords for their treachery. Now, they seek to find their place within the clan and the Empire.

shireikan: A military rank similar to that of commander. A shireikan can command up to an entire task force or number of divisions. Shireikan report directly to the rikugunshokan, the general of the clan's armies.

Shosuro: Dark and enigmatic, the Shosuro serve the Scorpion Clan as actors and assassins.

shugenja: A samurai priest or spell caster. Shugenja are the priests of the kami, those rare samurai who have the ability to summon, communicate with, and coerce the kami into doing their will.

Soshi: A mysterious family of the Scorpion Clan, the Soshi possess the secrets of shadow magic.

Suzume: Quiet and introspective, the warriors of the Suzume family rule the Sparrow Clan.

taisa: Military rank; similar to a captain. A taisa will have many chui and their units serving beneath him, and reports directly to a shireikan, who commands the force in which the taisa serves.

Tamori: A family of shugenja formed from the remnants of the Agasha family. The Tamori serve the Dragon Clan.

Togashi: A mysterious family that is more like an order of tattooed monks than a proper family. The Togashi rule the Dragon Clan.



Plague Zombie

Tonbo: Children of the Dragon and Phoenix, the Tonbo family rules the Dragonfly Clan and serves as the emissaries of the Dragon Clan.

Toritaka: Formerly the samurai of the Falcon Clan, the ghost-hunting Toritaka were absorbed into the Crab Clan thirty years ago.

Toturi: The family name founded by the recently deceased Emperor Toturi I, the handful of Toturi in the Empire are mostly his children and their sworn followers.

Tsuruchi: Formerly the samurai of the Wasp Clan, the peerless archers of the Tsuruchi family have become a house within the Mantis Clan.

Ujina: A family in service of the Hare Clan, the Ujina are skilled archers and hunters.

Usagi: The founding family of the Hare Clan, the Usagi are swift warriors who hunt maho-tsukai wherever they are found.

wakizashi: The short sword of a daisho, which symbolizes the honor of the samurai who wields it. A samurai who does not wield a wakizashi is likely to be looked upon with suspicion. Many shugenja who lack martial training wield only a wakizashi as the symbol of both their honor and their status.

Yasuki: A wily and cunning family of merchants. The Yasuki defected from the Crane Clan to the Crab Clan centuries ago, but a Crane has recently been declared the Yasuki daimyo by an Imperial decree.

Yogo: A family of shugenja that serve the Scorpion Clan. The Yogo are cursed, and many have fallen to maho over the centuries.

yojimbo: A bodyguard. Yojimbo are often assigned to valuable members of court, shugenja with little combat training, merchants, or important members of the clan who might be the target of assassination attempts. Generally speaking, yojimbo are trained as bushi. Bushi themselves rarely have yojimbo unless they are high-ranking members of the clan.

yoriki: The deputies of a magistrate. Yoriki are normally samurai, but in unusual circumstances it is not unheard of for peasants to fill this role.

Yoritomo: The ruling family of the Mantis Clan. The Yoritomo family are warriors and sailors who prefer using peasant weapons to the daisho of a samurai.

Yotsu: Established as a reward for saving the Emperor's son, the Yotsu are a family of ronin who have risen to govern over the Yatoshin district of the Imperial Capital, Otosan Uchi.

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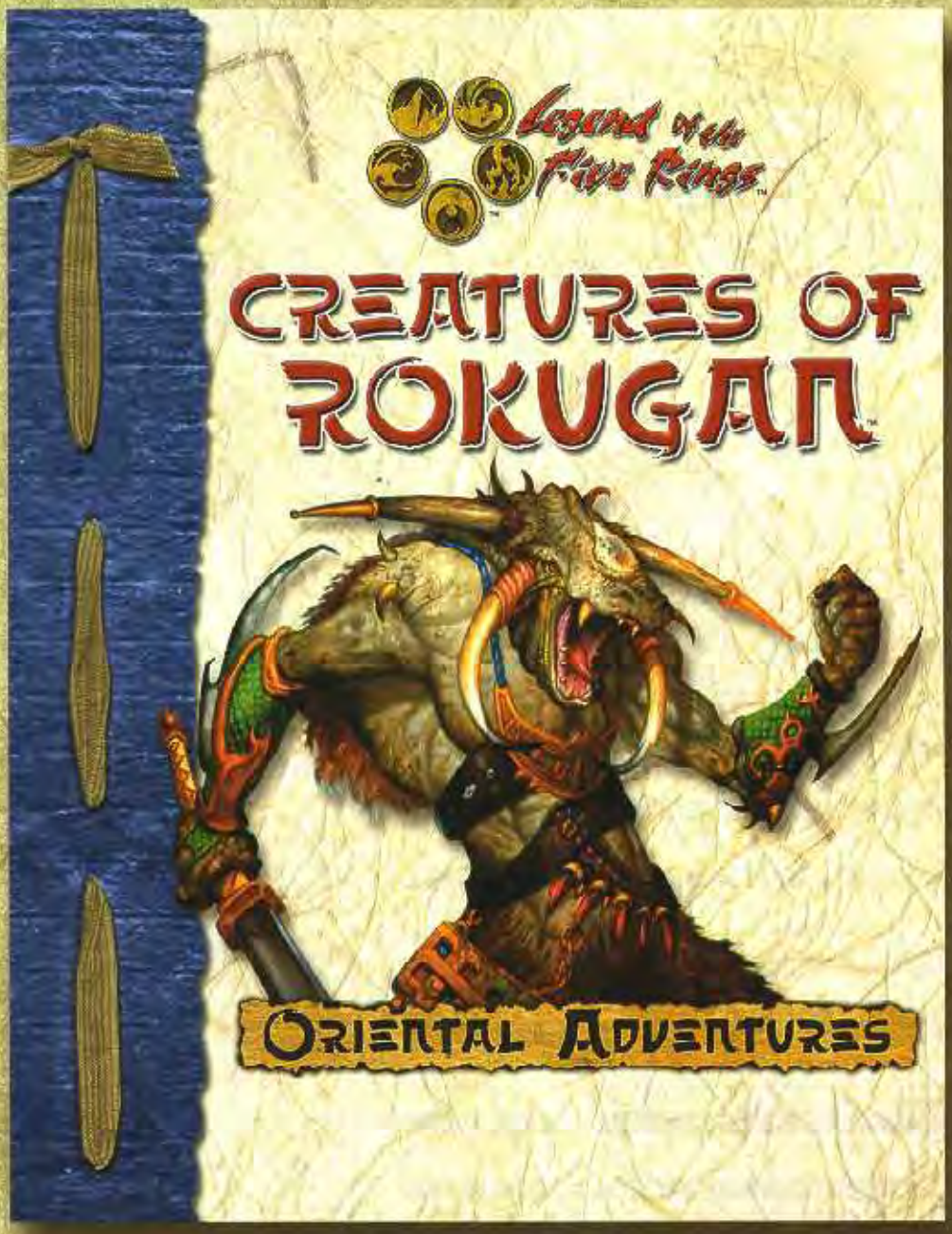
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Legend of the Five Rings — Oriental Adventures

CHARACTER NAME | PLAYER

RACE | CLAN/BLOODLINE/TRIBE | SIZE | GENDER

CLASS | LEVEL | ECL | ALIGNMENT | SPEED

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESISTANCE

HONOR | SHADOWLANDS TAINT POINTS | TAINT MODIFIER

INITIATIVE MODIFIER = TOTAL (DEX MODIFIER + MISC MODIFIER)

BASE ATTACK BONUS

TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | HIT DIE TYPE

HP HIT POINTS

AC ARMOR CLASS = TOTAL 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + MISC MODIFIER

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)						
REFLEX (DEXTERITY)						
WILL (WISDOM)						

CONDITIONAL MODIFIERS

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS						
RANGED ATTACK BONUS						

RANGED: TOTAL = BASE ATTACK BONUS + DEX MODIFIER + SIZE MODIFIER + MISC MODIFIER + TEMPORARY MODIFIER

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES

SKILLS

MAX RANKS /

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER =	ABILITY MODIFIER +	RANKS +	MISC MODIFIER
☐	Alchemy	INT				
☐	Animal Empathy	CHA				
☐	Appraise ■	INT				
☐	Balance ■	DEX*				
☐	Battle	WIS				
☐	Bluff ■	CHA				
☐	Climb ■	STR*				
☐	Concentration ■	CON				
☐	Craft ■ (_____)	INT				
☐	Decipher Script	INT				
☐	Diplomacy ■	CHA				
☐	Disable Device	INT				
☐	Disguise ■	CHA				
☐	Escape Artist ■	DEX*				
☐	Forgery ■	INT				
☐	Gather Information ■	CHA				
☐	Handle Animal	CHA				
☐	Heal ■	WIS				
☐	Hide ■	DEX*				
☐	Iaijutsu Focus ■	CHA				
☐	Innuendo	WIS				
☐	Intimidate ■	CHA				
☐	Intuit Direction	WIS				
☐	Jump ■	STR*				
☐	Knowledge (arcana)	INT				
☐	Knowledge (architecture & engineering)	INT				
☐	Knowledge (geography)	INT				
☐	Knowledge (history)	INT				
☐	Knowledge (local)	INT				
☐	Knowledge (nature)	INT				
☐	Knowledge (nobility & royalty)	INT				
☐	Knowledge (religion)	INT				
☐	Knowledge (shadowlands/spirits)	INT				
☐	Knowledge (Shintao)	INT				
☐	Listen ■	WIS				
☐	Move Silently ■	DEX*				
☐	Open Lock	DEX				
☐	Perform ■ (_____)	CHA				
	(_____)	CHA				
	(_____)	CHA				
☐	Pick Pocket	DEX*				
☐	Profession (_____)	WIS				
☐	Read Lips	INT				
☐	Ride ■ (_____)	DEX				
☐	Scry ■	INT				
☐	Search ■	INT				
☐	Sense Motive ■	WIS				
☐	Spellcraft	INT				
☐	Spot ■	WIS				
☐	Swim ■	STR**				
☐	Tumble	DEX*				
☐	Use Magic Device	CHA				
☐	Use Rope ■	DEX				
☐	Wilderness Lore ■	WIS				
☐	_____	____				
☐	_____	____				
☐	_____	____				
☐	_____	____				

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.
*Mark class skills with ☒. *ARMOR CHECK PENALTY, if any, applies.*
*** –1 per 5 lb. of gear.*

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CAMPAIGN

EXPERIENCE POINTS

GEAR

ITEM	WT.	ITEM	WT.


DRAGON TERRITORY
PHOENIX TERRITORY
UNICORN TERRITORY
LION TERRITORY
CRANE TERRITORY
SCORPION TERRITORY
SHINOMEN FOREST
Seikitsu Pass
Beiden
Rooko Owari
Otosan Uchi
ROKUGAN
Capital
Mountains



Descriptions can be found on pages 139–145.

Map of the Empire of Rokugan.
As supplied to the Divine Emperor Toturi
in the 26 Year of his reign.

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