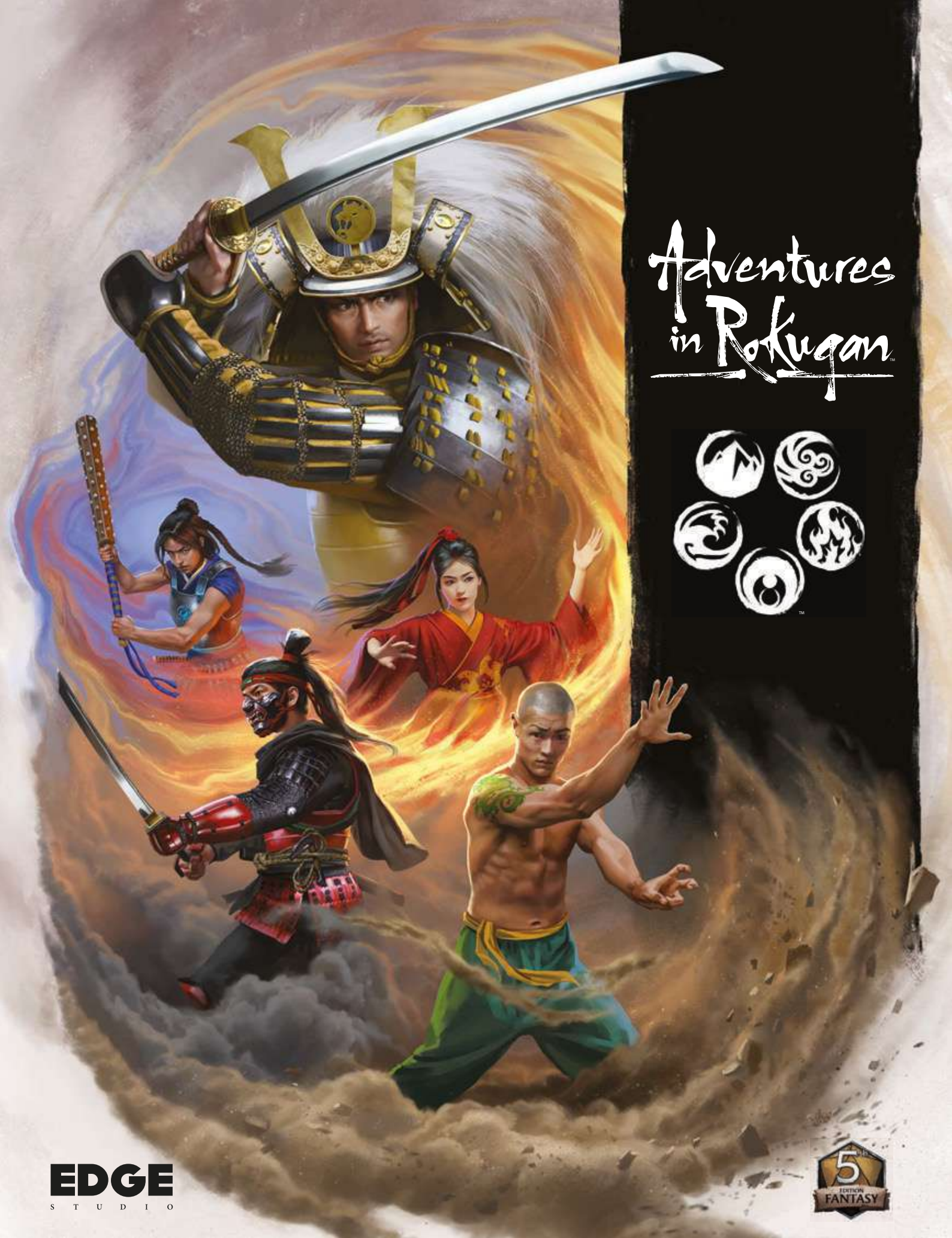

Adventures in Rokugan™
EDGE STUDIO
5 EDITION FANTASY



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For more information about the world of Rokugan and *Legend of the Five Rings*, visit us online at: **edge-studio.net**

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Introduction

Welcome to the Emerald Empire, or Rokugan. This is a land of chivalry, romance, and heroism. ***Adventures in Rokugan*** brings the longstanding setting of *The Legend of the Five Rings* to the world's most famous roleplaying game.

What's in This Book?

Adventures in Rokugan is divided into three sections: **Player Resources**, **Setting Resources**, and **A Grim Inheritance**, the included adventure for characters level three and up.

PLAYER RESOURCES

This section includes everything players need to create and play mythic heroes of the Emerald Empire in their 5e games, providing the following resources:

Species, beginning on page 28, including humans, the serpentine naga, the ratlike nezumi, demonic mazoku, specters lingering in the world, birdlike tengu, and various animal yōkai such as kitsune.

Classes, beginning on page 42. The classes in this book are based on the archetypal characters of *Legends of the Five Rings* stories. These include stalwart bushi who master the art of battle, duelists whose surpassing skill with the blade carves their name into legend, courtiers whose words shape the fate of the Emerald Empire, shinobi who walk unseen in the shadows, ritualists who can invoke the awesome power of the spirits, pilgrims who seek universal truth through inward meditation, and acolytes who are infused with the power of mysterious entities of cosmic power.

Backgrounds, beginning on page 124. These include the samurai and commoners of the Emerald Empire, the people of the neighboring lands such as the Ivory Kingdoms to the southeast and the mountainous land of Yún Fēng Guó to the north, various nonhuman factions that inhabit the same lands, and more.

Equipment, beginning on page 186, including the iconic arms and armor of Rokugan's soldiers, spiritually awakened magic weapons, and empowered charms that grant unique new abilities.

Customization and Feats, beginning on page 220. This includes multiclassing guidance and requirements, as well as new feats thematically tailored to the world of Rokugan.

Motivations, beginning on page 240. Each player selects two motivations from this section for their character, giving both the player and their GM a set of dramatic hooks to pursue as the story develops.

Techniques, beginning on page 248. These include the exceptional martial techniques used by bushi and duelists, as well as the spiritual invocations of ritualists that let them wield the power of the elements, call forth ancestral guardians, and vanquish otherworldly threats.



SETTING RESOURCES

Setting Resources includes key resources for the Game Master to run games in Rokugan. These include:

Adventuring in Rokugan, beginning on page 290. This chapter covers the lives of adventurers in Rokugan and how GMs can structure stories around these characters.

History of Rokugan, beginning on page 302. This covers the history of the setting of ***Adventures in Rokugan***, as well as giving GMs a number of campaign flashpoints to inspire story arcs at different times of upheaval and crisis.

Atlas of Rokugan, beginning on page 314. This chapter covers the lands ruled by the samurai clans of Rokugan and the deadly Shadowlands, including a number of spotlight locations with maps, NPC summaries, and location information needed for adventuring there.

NPC Appendix, beginning on page 386. This chapter includes numerous NPCs, including inhabitants of Rokugan, creatures of the Shadowlands, spirits, and other entities.

A GRIM INHERITANCE

A Grim Inheritance is the included adventure. In it, player characters venture to the lost Daylight Castle in the Shadowlands, facing insidious threats and unraveling mysteries as they search for a lord's lost son.

HOW DO YOU USE THIS BOOK?

Adventures in Rokugan uses the 5e SRD, and can thus be used alongside either the digital document or the 5e core materials.

As a player, the first portion of ***Adventures in Rokugan*** contains most of the material you can reference. It is recommended that you read the **Introduction** for a basic introduction of Rokugan and safety tools, then read all of the player resources to get a sense of the options available, as some are quite different from the options available in the SRD. When creating a character, select a species, background, class, equipment, and two motivations for your character based on your character concept. Talk to your

MAKE YOUR OWN LEGEND

Legend of the Five Rings has had numerous previous roleplaying game iterations. These games have mechanics that strive to capture the essence of a samurai drama in an RPG experience, putting emphasis on political machinations, personal drama, and the ephemerality of life.

The book you hold in your hands, ***Adventures in Rokugan***, has a different mission: to present a version of the *Legend of the Five Rings* setting that brings the best of the 5e experience to Rokugan. It focuses on heroic adventure, mythic battles inspired by folklore, and the larger-than-life exploits of exceptional individuals, all of which are highlighted by the mechanics of the world's most famous roleplaying game. Heroes might be members of the samurai clans iconic to *L5R*, but they might also be commoners, champions from faraway lands, or even members of other species not usually spotlighted in *L5R*.

The only thing that is true of all of the protagonists of ***Adventures in Rokugan*** is that they are adventurers. Whether they fight for ideals, glory, or gold, these heroes are like the characters of Rokugan's folklore come to life, vanquishing monsters, completing quests, assisting those in need, and making a name for themselves that may resound across all of the Emerald Empire for centuries.

For those unfamiliar with *L5R*, this makes ***Adventures in Rokugan*** a self-sufficient starting point, requiring only the knowledge of the setting contained in this book to play. Novels, books from the previous game lines, and other resources can be useful for inspiration, but are not required reading for GMs or players.

For veteran *L5R* players, this means that the details of the setting may be slightly different than what you expect. The Great Clans, the founding of Rokugan, and the main themes are present, but the particulars presented here are designed to make the most of the 5e experience. Think of this as a new adaptation of Rokugan that is meant to be enjoyed alongside its precursors, exploring new story spaces that 5e's mechanics facilitate while preserving the most important elements of the setting. GMs could even make ***Adventures in Rokugan*** part of an ongoing series of *L5R* campaigns, using it to create new myths and folktales of Rokugan that feature in their other stories.



GM about these choices, especially your motivations, and how they might fit into the themes the GM has planned for the campaign. Your GM decides whether character options from the SRD and other 5e books are available to you.

As a GM, the second portion of ***Adventures in Rokugan*** is where you can find most of the information for running the game, but the entire volume contains helpful information. Read the **Introduction** for a basic overview of Rokugan and safety tools, then read all of the player resources, paying special attention to **Motivations**, as these are one way your players can signal the story themes they are interested in exploring. Then read the GM resources, with a focus on **Adventuring in Rokugan** for the paradigm of play and **History of Rokugan** to see if any of the campaign flashpoints are interesting to you and your players. Finally, read through **A Grim Inheritance** if you are looking for a prewritten option to begin your ***Adventures in Rokugan***!

WHAT DO CHARACTERS DO IN ADVENTURES IN ROKUGAN?

Two forms orbit a room, blades drawn and eyes fixed on each other. Their footsteps are light, and in the quiet they prepare for minutes of combat to settle decades of dispute. Onlookers press themselves into the corners of the room to avoid becoming collateral damage. Everyone waits for the first strike, which inevitably comes from the indignant young man wielding two swords in a flurry of steel. The eyes of the small crowd quickly shift from him to the resolute older duelist as she evades each attack with ease. She shifts her weight in a calculated dance, dodging and parrying as her white braids flow behind her like ribbons. The right moment shows itself, and with a single offensive blow, she will irrevocably resolve their disagreement.

At the border of the Shadowlands, an acolyte on night watch crouches behind a boulder to assess their prey. The hulking monster trudges toward the camp where their crew unwittingly slumbers. In the dark, the acolyte is near invisible, yet a faint glow emanates from their skin. Tendrils of purple climb up their arms and neck, marking them as changed by the otherworldly power that undulates through the barren ground. As a thin fog rolls to meet the acolyte, they dissipate and let it carry them and their blade to the vile beast ahead.

A naga stirs from his centuries of rest, high in the canopy of the Shinomen Forest. He uncoils himself from the branches of the tree and slithers to the ground. A disruptive force is felt like a whisper, a promise of peril to come. The shared dream fading from the naga's mind beckons others. He can feel them moving through the forest, alert and ready to quell this new threat. With his hands pressed together, he closes his eyes and channels his magic, calling upon his ancestors to provide guidance and strength. Two translucent guardians climb from the damp ground and flank him. Imbued with ancient wisdom and fresh guile, the ritualist knows this war cannot be won alone.

The Emerald Empire provides a dynamic Japanese-inspired fantasy setting for players to make their own legends. By creating and controlling characters, players can delve into a land brimming with delicate politics, powerful magic and deadly secrets. Whether the destiny awaiting your character is what you planned or something altogether serendipitous, there's only one way to find out where the pull of destiny may lead them and their party. Ready your dice.

Whether you're planning an intricate heist in the Esteemed Palaces of the Crane or journeying south to oust a diabolic scourge from the Shadowlands, your chances of success are greatly elevated with the right accomplices. Everyone has something to contribute, something to gain, and something to lose. How might your character's motivations clash or coincide with those of their fellow adventurers? What lengths are they willing to go to in order to accomplish their goal? While the setting of the game provides context and opportunities for your adventure, the heart of the story is what your characters choose to do with the choices presented to them and how they grow into heroes or villains befitting of their grandest destiny.

Introduction to Rokugan

Rokugan is a majestic landmass that stretches nine hundred miles from the pine valleys and snow-capped peaks of the Great Northern Mountains at one end, to the austere Carpenter Wall standing vigil along the country's desolate southern border. Beyond the Carpenter Wall lies the Shadowlands, a land blighted by the influence of Hell itself, and dangerous for even the most legendary heroes to step foot within. At its widest point, Rokugan measures six hundred miles, from the Sea of the Sun Goddess in the east to the Burning Sands in the west. Within its borders, bountiful plains ripple gold in the sunlight, and primordial forests hide mysterious spirits and treacherous creatures.

The various clans that serve the Emperor are far from monolithic. Even within each clan's specific culture, many families and individuals choose to deviate from the norm. While matters of philosophy and taste are largely inconsistent, one thing is universal in Rokugan: the value of a person's character.

Chivalry is alive and well. Citizens of all genders are taught from a young age to stand up for what is right and protect their homeland until their dying breath. Doing so promises improvement in the circumstances of their next life. Some choose to serve the Emerald Empire by becoming soldiers, engineers, artisans, servants, and the like. Rarer, though not unheard of, are those who choose to make their own way by living the life of an adventurer. Whether this is out of a desire for spiritual enlightenment, exploration, completion of a quest, or perhaps even revenge, adventurers have made substantial contributions to Rokugan's history.

There is great need for heroism throughout the land. With the constant threat of the Shadowlands, many adventurers choose to travel south to conquer unholy menaces. Yet, there are pressing matters to attend to within any clan's land and beyond. Some battles are fought with a quick wit and friends in high places. Quests often require investigative genius to secure important information, save innocents, or foil the nefarious plans of an enemy. Outright war occasionally looms on the horizon with clans clashing and bitterness working its way into the hearts of influential lords. In the direst times, a courageous band of heroes is the only thing standing between the Emerald Empire and catastrophic ruin.

Magic and spiritual power have a substantial impact on Rokugan, even as it goes largely unseen by the masses. Those trained in invoking the spiritual powers are revered throughout Rokugan as the foremost among the land's priests and religious authorities. Although this power is seen as wholesome and divine in origin, the same cannot be said of all such abilities. For those who seek the forbidden power of heretical sorcery have almost brought Rokugan to its knees more than once. The Phoenix Clan has the task of understanding and regulating mystical power within the Emerald Empire. Unsurprisingly, there has been centuries of debate on what types of magic should be acceptable in the Emerald Empire. The Unicorn Clan's return with mysterious magics several centuries ago disrupted this status quo, and while some within the Emerald Empire are intrigued by the possibilities presented by this "way of names," others believe it to be a dangerous threat to the realm's spiritual stability. One thing is certain: magic is as important to Rokugan as any other precious resource and must be cultivated with care.

Folklore and mythology come to life within this world. While details of the origin story of Rokugan are sometimes argued by scholars, most agree that the arrival of Hantei and the other divine siblings was the beginning of what has become one of the most prosperous nations in the world. Legends are told of heroes that fought the odious host of Fu Leng, quelled rebellions led by would-be usurpers, and made impactful discoveries of science and magic. The skilled musicians of Rokugan's courts continue to compose ballads of strife and victory. The Emerald Empire thrives on tales of valiant adventurers and there is always room for another. Destiny belongs to those brave enough to stride into the darkest night and persevere through failure to claim victory over all that dared stand in their way.



ACKNOWLEDGING INSPIRATIONS

This game is as much a love letter to stories of feudal Japan and China as it is a reimagining of these tales. The following are works which ***Adventures in Rokugan*** owes abundant gratitude:

HISTORICAL LITERATURE, TRANSLATED

- *The Art of War* by Sun Tzu
- *The Book of Five Rings* by Musashi Miyamoto
- *Code of the Samurai* by Yuzan Daidōji
- *Hagakure* by Tsunetomo Yamamoto
- *The Life-Giving Sword* by Munenori Yagyu
- *The Pillow Book* of Sei Shōnagon
- *The Tale of Genji* by Murasaki Shikibu
- *The Tale of the Heike*, author unknown
- *Romance of the Three Kingdoms* by Guanzhong Luo



WORKS OF FICTION

- *The Heike Story* by Eiji Yoshikawa
- *Legends of the Condor Heroes* by Jin Yong
- *Musashi* by Eiji Yoshikawa
- The *Moribito* series by Nahoko Uehashi
- *Taiko* by Eiji Yoshikawa
- *Tale of the Shikanoko* quartet by Lian Hearn
- *Tales of the Magatama* series by Noriko Ogiwara
- *Tales of the Otori* series by Lian Hearn
- *The Twelve Kingdoms* series by Fuyumi Ono

ANIMATION, FILM, AND MANGA

- *13 Assassins*
- *47 Ronin*
- *Chūshingura*
- *Crouching Tiger, Hidden Dragon*
- *Empress Ki*
- *Fūshigi Yūgi* by Yuu Watase
- *Gate of Hell*
- *Hero*
- *The Hidden Fortress*
- *Kagemusha*
- *Kwaidan*
- *InuYasha* by Rumiko Takahashi
- *Lone Wolf and Cub* by Kazuo Koike and Goseki Kojima
- *Princess Mononoke*
- *Ran*
- *Rashomon*
- *Samurai Fiction*
- *Sanjuro*
- *Seven Samurai*
- *Throne of Blood*
- *Thunderbolt Fantasy*
- *Usagi Yojimbo* by Stan Sakai
- *Yojimbo*

INSPIRATIONS OF ROKUGAN

Rokugan is a fictional nation in a world of make-believe. Rokugan and its neighbors were inspired by the history, literature, and folklore of Japan, China, Korea, the Middle East, Mongolia, and India (to name just a few). However, these fictional realms deviate extensively from their real-life counterparts and are not meant to represent these real-world countries or their people.

While differences abound, it's important to give credit where credit is due, and ***Adventures in Rokugan*** owes much of its compelling setting to Japan, China, Mongolia, and other Asian nations. Many themes, ideas, elements of material culture, and variations of religious doctrines within are not original to ***Adventures in Rokugan***. Besides historical references, fiction from or inspired by these cultures are also influential in the formation of this setting.

CONTENT NOTICES AND RUNNING THE GAME CONSCIENTIOUSLY

Players of all backgrounds and identities are welcome at the table.

Due to widespread racism and misrepresentation of Asian cultures, we ask that GMs and players make an earnest effort to play ***Adventures in Rokugan*** with respect for accuracy and kindness. Extensive knowledge of Asian history is not required to play, but we encourage players to research harmful stereotypes and their origins so they can be avoided.

As well as showing respect to Asian cultures, we ask that GMs do not include sexual assault or suicide (including ritual suicide/seppuku) in their games. We never know what trauma our fellow players have been through, but the consequences of being insensitive and jovial about such topics can leave lasting wounds far after the conclusion of a game session.

We would like to offer the following tips for safe, inclusive gameplay:

Humanize your Asian characters

It's important to recognize the stereotypes of Asian people that exist, and avoid them in your game. Portraying characters who are unfeeling, consistently stoic, or motivated only by the idea of honor is not a fair representation, limits opportunities in gameplay, and perpetuates harmful stereotypes set by western media.

Please be equally considerate of other cultures presented in this game and do some research into how to interact with them respectfully should they be highlighted in your gameplay.

Don't speak "Asian-sounding" gibberish as a way of pretending to speak a language you do not

This is extremely harmful. Please don't do it. Reference the included pronunciation guide and seek additional online resources if needed when learning to pronounce loan words used in the game. Perfect pronunciation is not expected, but please do your best and treat these languages with respect. On a related note, there is no need to use performative accents. Speaking or signing the common language among those at your table as you normally would is best.

Do not include ritual suicide in your games

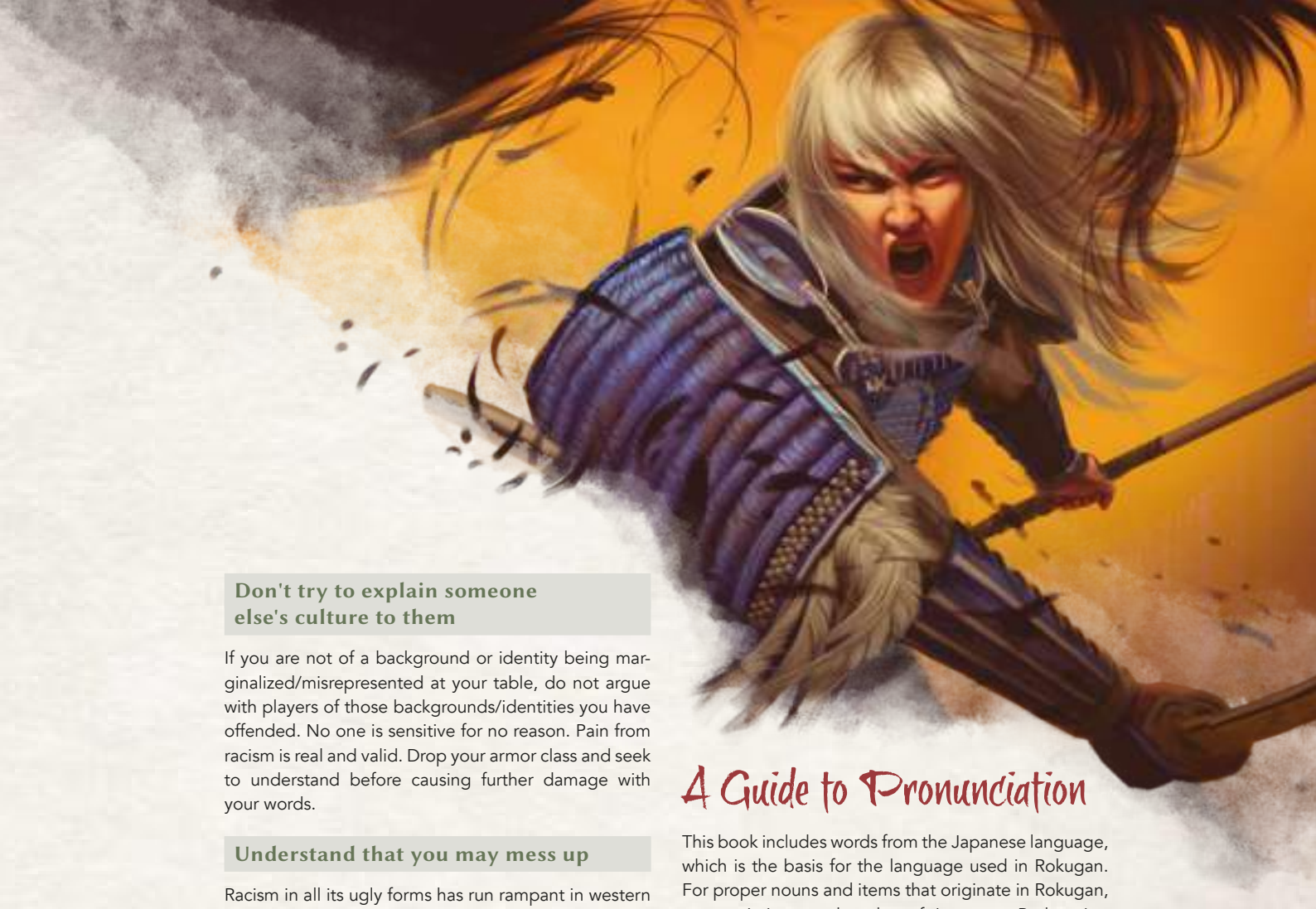
We firmly believe the glorification of suicide as a method for redemption is wrong and can be harmful to players. Rokugan may share many cultural aspects of ancient Japan and other Asian cultures, but it does not mean harmful elements need to be included in this fantasy world.

Be respectful of religious elements

Because inspiration for Rokugan is drawn from real-world sources—particularly Japan and China—many of the concepts and components presented here regarding shrines are similarly drawn from or inspired by Shintoism, Daoism, and Zen Buddhism. GMs and players should remain mindful of this and, during play, try to ensure that they and their characters interact with these concepts in ways that won't cause offense. Remember that even if you or your character do not consider something to be sacred, others do, and it's important to be considerate of how others worship.

Be mindful

Think before you speak. Try to be aware of what others find hurtful. We recommend having a group discussion on mindfulness before the game begins. Topics may include: stereotypes to avoid, what triggers members of the group would like to omit, and how the group would like to address issues during gameplay, should they arise. Taking the time to have this conversation at the beginning and in a refresher capacity whenever needed helps make sure everyone is having a good experience!



Don't try to explain someone else's culture to them

If you are not of a background or identity being marginalized/misrepresented at your table, do not argue with players of those backgrounds/identities you have offended. No one is sensitive for no reason. Pain from racism is real and valid. Drop your armor class and seek to understand before causing further damage with your words.

Understand that you may mess up

Racism in all its ugly forms has run rampant in western society for generations. Much of what we understand to be facts are actually falsehoods concocted with a particular agenda in mind. War-era propaganda and tasteless media continue to impact how Asians are viewed. You may occasionally perpetuate a stereotype without meaning to. When you do and it is brought to your attention, please educate yourself. It is only through this process of internal change that we can slowly crush the formidable foe of systemic racism.

Commit to growth

It's easy to feel embarrassed or even angry about being called out for hurting someone. If you have reflected, understood, apologized, and been forgiven, don't let feelings of guilt drive you away from the game table. Take accountability for your mistake and commit to doing better. This is often all it takes to move forward.

*Though this book has undergone extensive review by Asian contributors, please note that we may have accidentally included harmful elements. Not all marginalized voices share the same perspectives, but all marginalized voices are valid. If you encounter something uncomfortable, please feel free to reach out to us at www.edge-studio.net.

A Guide to Pronunciation

This book includes words from the Japanese language, which is the basis for the language used in Rokugan. For proper nouns and items that originate in Rokugan, pronunciation matches that of Japanese. By learning to pronounce the five vowels of Japanese—"a," "i," "u," "e," and "o"—you can sound out the language of the Emerald Empire:

- "A" is "ah" as in "father"
- "I" is a long "e" sound, such as "fee"
- "U" is "ooh" as in "who"
- "E" is "eh" as in "pen"
- "O" is a long "o" sound, such as "owe"

For example, Rokugan is "roh-koo-gahn," Isawa is "ee-sah-wah," and Utaku is "ooh-tah-koo." When the vowels are next to each other, they merge a little bit, such as Hantei ("hahn-tay") and daimyō ("dye-myoh," not "dah-mee-oh"). The macron, or long bar over a vowel, indicates that the vowel sound is held for a moment longer, as in rōnin, or "ro-oh-neen."

Rokugan's neighboring lands described in later parts of this book are noted as being inspired by other real-world places and cultures, and so the pronunciation of terms originating from those fictional lands should be informed by pronunciation for the related real-world languages.

Map of Rokugan

BASICS OF ROKUGAN

The Emerald Empire is the political power that rules Rokugan, and at the top of it sits the Hantei dynasty. The Empire has withstood war, supernatural turmoil, and chaos, and is still strong over a thousand years after its foundation. The lands of the Emerald Empire are divided between the seven Great Clans: the Crab, the Crane, the Dragon, the Lion, the Phoenix, the Scorpion, and the Unicorn. Each of these clans controls a significant portion of the Empire in the name of the Imperial ruler.

Geography and Early History

Rokugan is one of many countries in a fantasy world that draws some inspiration from our own but diverges from reality. Although other countries exist in this world, ***Adventures in Rokugan*** is, unsurprisingly, focused on Rokugan. The Emerald Empire was established after Hantei and his divine siblings fell into the Mortal Realm and encountered humans in this strange new realm. These people consisted of groups that had inhabited the region for millennia and those who had arrived from surrounding lands more recently.

After the celestial siblings fell from the Heavens, they united the people and organized them into the Great Clans that endure to this day. Fu Leng, the wayward brother who fell all the way through the Mortal Realm to the depths of the underworld, wielded the insidious power of the Shadowlands to launch an attack against his siblings and their followers. Conquering him and his heinous legions forged a bond between the clans that has held fast through the ages. Though interclan tensions continuously ebb and flow over the centuries, in times of great crisis, the Great Clans come together for the good of the realm.

Organization of Government

In Rokugan, it is said that devotion is stronger than steel. While even the finest blade can bend and break under the heat of the forge, the Emerald Empire's society has been folded in the forges of politics and war for more than a thousand years, and it has not yet broken due to the fortitude of its people.

All Imperial authority and patterns of life proceed from the Hantei, the Emperor, who is descended from divinity and sits on the Emerald Throne. History has seen emperors of all genders accompanied by one or more romantic partners of various backgrounds. In official matters, the Emperor is attended primarily by their Emerald Champion and the champions of the Great Clans. There are seven Great Clans and various minor, less prominent clans that have jurisdiction over different regions of the land, though the Imperial Court's laws are enforced everywhere and supersede local legislature. The Clan Champions are masters of the Great Clans, overseeing the many families sworn to each. These families are descended from the heroic mortals who swore fealty to the celestial siblings in ancient times.

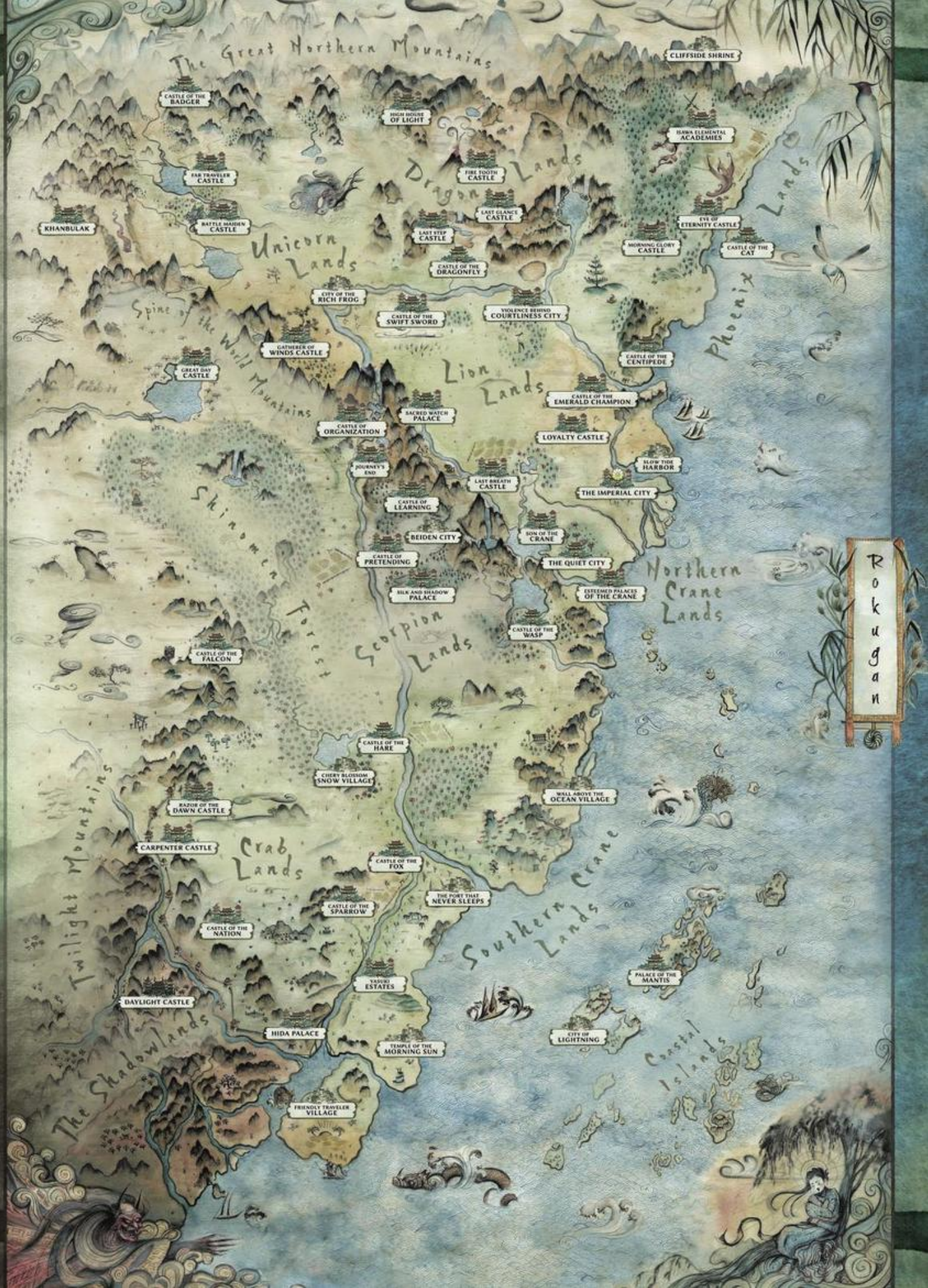
The seven Great Clans are powerful, culturally distinctive entities that preside over each of their portions of the Empire, protecting the natural harmony of the land and the people that dwell there. Shrines and temples dot the landscape, marking places of spiritual power and contemplation. In the shadows of the clan palaces, towns and villages prosper from the efforts of craftspeople and artisans. Beyond the city limits, peasants harvest grain, fish, hunt, and gather the bounty of the forests.

Rokugan is a feudal society: all of the land belongs to the Emperor, who bestows the rights of stewardship on champions and lords within the Great Clans, who in turn pass on the tasks of administration to lesser-ranked samurai. Though some are warriors, "samurai" means "one who serves," and refers to all who rule the Emerald Empire as nobles and lords, as well as their retainers and vassals. Some samurai wield immense power, while others have little save their names.

The various families within the clans are themselves ruled over by *daimyō*, lords of the families, who direct their kin in all manner of endeavors and expect absolute respect. Their individual lands are divided into provinces, the divisions of land in Rokugan, which are ruled over by lesser daimyō—who themselves rule over district and city governors, lords of rich lands and wealthy cities. The clans and their representatives vie for dominance in the courts of these daimyō, prevailing over others with wit, decorum, and strategic offerings.

Citizens of the Emerald Empire

White the Hantei and members of the Imperial Court occupy the most prestigious roles in the Emerald Empire, samurai are also highly regarded by the majority of those under them.


The Great Northern Mountains
CASTLE OF THE BADGER
HIGH HOUSE OF LIGHT
CLIFFSIDE SHRINE
HAWA ELEMENTAL ACADEMIES
FAR TRAVELER CASTLE
FIRE TOOTH CASTLE
Dragon Lands
KHANBULAK
BATTLE MAIDEN CASTLE
LAST GLANCE CASTLE
LAST STEP CASTLE
EYE OF ETERNITY CASTLE
MORNING GLORY CASTLE
CASTLE OF THE CAT
Unicorn Lands
CASTLE OF THE DRAGONFLY
Phoenix Lands
CITY OF THE RICH FROG
CASTLE OF THE SWIFT SWORD
VIOLENCE BEHIND COURTLINESS CITY
Spine of the World Mountains
GATHERER OF WINDS CASTLE
CASTLE OF THE CENTIPEDE
GREAT DAY CASTLE
Lion Lands
CASTLE OF THE EMERALD CHAMPION
SACRED WATCH PALACE
CASTLE OF ORGANIZATION
LOYALTY CASTLE
SLOW TIDE HARBOR
JOURNEY'S END
LAST BREATH CASTLE
THE IMPERIAL CITY
Shinomen Forest
CASTLE OF LEARNING
BEIDEN CITY
SON OF THE CRANE
CASTLE OF PRETENDING
THE QUIET CITY
Northern Crane Lands
SILK AND SHADOW PALACE
ESTEEMED PALACES OF THE CRANE
Rokugan
Scorpion Lands
CASTLE OF THE WASP
CASTLE OF THE FALCON
CASTLE OF THE HARE
CHERY BLOSSOM SNOW VILLAGE
WALL ABOVE THE OCEAN VILLAGE
RAZOR OF THE DAWN CASTLE
Twilight Mountains
CARPENTER CASTLE
Crab Lands
CASTLE OF THE FOX
THE PORT THAT NEVER SLEEPS
CASTLE OF THE SPARROW
Southern Crane Lands
CASTLE OF THE NATION
YASUKI ESTATES
PALACE OF THE MANTIS
DAYLIGHT CASTLE
HIDA PALACE
CITY OF LIGHTNING
TEMPLE OF THE MORNING SUN
Coastal Islands
The Shadowlands
FRIENDLY TRAVELER VILLAGE



Where do Adventurers Fit into Society?

The title of adventurer holds little weight if one's name is not associated with grand deeds. Adventuring is not for the faint of heart. Many set forth to change the world and soon return home with devastating injuries and wounded pride. Those who are able to persevere through the arduous first year of their travels often choose to continue adventuring until they die. Some adventurers are fallen samurai who have failed to act in accordance with their high station and can no longer command trust and respect from their subordinates. Some are samurai who found their occupations unappealing and forsook their advantageous lifestyles in search of something more exciting. Even greater in number are adventurers born of humble beginnings who hope to make a name for themselves or rescue their families from poverty.

Though adventuring has become increasingly popular in recent times, the vast majority of people in Rokugan are peasants who keep the nation running by cultivating the land, crafting tools, weapons, and implements, building homes, temples and palaces, and transporting goods across the Empire by land and sea.

Farmers who grow grains, vegetables and fruit, fishers, and hunters are considered the most important commoners. Below those that feed the Emerald Empire are the craftspeople: carpenters, blacksmiths, brewers, and practitioners of the other skilled trades. Below them all are merchants, not well regarded by all others since they do not actually make anything themselves, but profit off the labor and talents of others.

Seldom permitted to carry weapons (save for peasant military levies acting as armed retainers to samurai), peasants have few defenses, physically and legally. An adventurer might find a commoner calling upon them to advocate for their cause by word or by blade, especially if they have demonstrated their skills or have a reputation for heroism. Of course, enacting violence against the peasant's lord could have disastrous consequences for both the peasant and the interfering adventurer, and so discretion can often be the better part of valor in these situations, and a well-placed word might do more work than a blade ever could.

Crime and Punishment

Rokugan's laws forbid violent acts such as extortion, arson, assault, murder, and treason. Theft, fraud, tax evasion, and smuggling are also considered crimes, as are numerous other proscribed activities.

Some organized crime syndicates are able to operate in secrecy for a time, but the Emerald Champion and their magistrates are vigilant in seeking out these illegal factions and shutting them down. There is not currently an illegitimate force powerful enough to rival any of the Great Clans, although some choose to believe the Great Clan of the Scorpion is nothing more than a glorified band of criminals.

To enforce laws and maintain an orderly society within their borders, provincial daimyō appoint investigators called magistrates. These magistrates are loyal to clan and daimyō, and are assisted by lesser-ranking samurai and armed peasant vassals in tracking and apprehending criminals. Historically, two classes of magistrate attended to Imperial crimes: Emerald Magistrates, appointed by the Emerald Champion, and Jade Magistrates, appointed by the Jade Champion. The former investigates secret societies and crimes crossing clan boundaries or involving national personages. The latter were ritualists tasked with investigating religious cults and heretical sorcery, but the office has not been filled in centuries due to a scandal involving a Jade Champion who was found practicing corrupted magic. It is said the position lends itself to too much temptation given the amount of confiscated magical artifacts and unnatural spellcraft that any person filling the Jade Champion position has access to. Currently, the use of arcane secrets deemed forbidden is reported to Emerald Magistrates, who are tasked with destroying items and apprehending those who practice such sorcery. Of course, the Emerald Magistrates are often ill-equipped to deal with such arcane problems, meaning that adventurers may find themselves asked to intervene when cursed artifacts are suspected or ancient evils run amok.

Crimes committed upward, or against the social order, are taken quite seriously by magistrates. Crimes committed downward, such as a samurai's theft from a commoner, are less seriously investigated unless the commoner has the backing of another samurai or a helpful adventurer. If there is any doubt as to the samurai's guilt, the defendant may challenge the offender to a duel, the winner of which is considered beyond reproach. Since most commoners lack formal education in dueling or combat in general, an adventurer may step in and duel on their behalf if they can find one who is willing. Those with more resources who are caught up in a criminal dispute, such as merchants and artisans, may call upon an esteemed investigator to intervene. If justice proves elusive, they may choose to hire a shinobi to "handle it."

The Celestial Order

Belief and religion are inculcated into most samurai from birth. Spirits and gods are a fact of life, and faith is widespread—faith in the gods, faith in the cycle of reincarnation, and faith in the divine mandate that binds the Empire together.

To many people in Rokugan, the Emperor is a divine being, charged by Lady Sun with overseeing the Mortal Realm. The histories of the Great Clans claim the blood of the divine siblings who founded Rokugan still runs through their veins. From the Emperor to a commoner, all are born with a sacred duty of the soul; the performance of this duty in life determines one's judgment in the Realm of Waiting and potential rebirth into a higher or lower station.

Of course, not everyone ascribes to these beliefs exactly, and scholars of one tradition often differ from practitioners of another. Like any large country, Rokugan's faith has a wide range of interpretations, some of which are more literal and others of which are more abstract.

Factions of Rokugan

The following factions hold sway over the Emerald Empire.

THE IMPERIAL FAMILIES

The Hantei is forever a direct descendant of the original Emperor. This is the divinely appointed way of the Emerald Empire. Disputes of legitimacy are eliminated, and it equalizes the Great Clans with the precedent that none of them can have one of their own sit on the throne and promote their clan's interests above others. Though the Imperial Consort may be of a specific clan, the Hantei are scrupulous in not showing favoritism.

With so many generations of Hantei, innumerable siblings have become spare heirs who are never called upon to ascend the throne. Even within only a few generations, the number of royal heirs born to the Imperial family would require an entire city of palaces, and moreover, none but the Emperor and their immediate kin could use the Hantei family name. To manage this abundance of royals, these other heirs join peripheral Imperial families upon reaching adulthood. They serve as the heralds and bureaucrats of the Empire and the bodyguards and spiritual wardens of the Emperor.

Together, they are sworn to protect the political power of the Emperor and ensure no one clan grows too influential. At the faintest whisper of a coup, the Imperial families and their rumored spies are quick on the heels of usurpers. Conspiracy theories suggest they have even, from time to time, been accused of working with the Scorpion Clan to secretly sabotage clans that become too ambitious as a preventative measure against insurrections.

THE GREAT CLANS

In day-to-day life, the Great Clans are the most prominent political factions of the Emerald Empire. While they all answer to the Hantei Dynasty, the Great Clans handle the majority of governance of Rokugan. There are seven Great Clans, each founded by a divine sibling of the original Hantei during their time in Rokugan. The direct descendants of these celestial beings sit at the helm of their clans as ruling families. A large host of other families, both prominent and less notable, follow the tradition of their ancestors who, as mortals, swore fealty to the celestial champions and aided them in battle. The more prominent families have institutional power within their clans, but never enough to rival that of the divinely descended. Each clan has a military force consisting of thousands of troops.

Like vital organs, each Great Clan has a self-appointed role to play in keeping Rokugan safe, prosperous, and divinely favored. Most of the land in the Emerald Empire is divided among them in large parcels, except for land owned by the Imperial Court and smaller sections in which the Minor Clans reside. It is not uncommon for a samurai to be sent to serve in another organization or clan. Some samurai enjoy the chance to visit new lands and jump at the chance to work alongside people with different upbringings, while others see assignments far away from home as a form of soft political exile to squash their political ambitions.

The Crab Clan

Without the Crab Clan, the horrors of the Shadowlands would spill freely into Rokugan. Often, other clans see the Crab Clan's dutiful warriors as lacking in glamor and refinement, but there is little space for frivolity when grotesque minions of the underworld constantly threaten the safety of Crab families. Large in stature and inelegant in speech, the ingenuity of the Crab is constantly underestimated by outsiders. The Carpenter Wall and siege weapons mounted on it are works of sophisticated engineering that must be upkept and adapted to stave off periodic and devastating waves enemies.

The Crane Clan

Home to masters of philosophy, theory, and artistic expression, the Crane Clan is often referred to as the Left Hand of the Emperor. Known also for their artistry, they boast a heavy influence on culture in Rokugan. The Crane Clan has cultivated the most prestigious poets, tailors, and painters. In addition to their cultural influence, the Crane Clan uses gifts and favors to build allegiances and strengthen key bonds within other organizations to secure the clan's political power. The Crane Clan also boasts the most renowned duelists in Rokugan, giving them the edge in certain disputes resolved through the blade. Those unaffected by the magnetic allure of the Crane may view them as arrogant social climbers, but those who fail to recognize the clan's subtle skill are sure to regret it.

The Dragon Clan

For a thousand years, the Dragon Clan has watched over the others, recording the history of Rokugan with neutrality. Aloof and enigmatic, members of the Dragon Clan dedicate their lives to meditation and rigorous study. The armies of the Dragon rarely emerge from their mountain sanctuary, but occasionally have been known to intervene in conflicts between other clans for seemingly inscrutable reasons. From the enigmatic and powerful Togashi Tattooed Order to the investigators who challenge the system of justice in the Empire, the Dragon seek to ensure the Empire does not become too self-centered and solipsistic.

The Lion Clan

For centuries, the Lion have dominated the military tactics and strategies of the Empire, pioneering new techniques and battle methods that other clans take years to adopt. If the Crane Clan is the Emperor's Left Hand wielding cultural influence, the Lion Clan is the Right Hand wielding the military prowess to maintain a vast domain for centuries. Lion samurai seek to apply the wisdom of their ancestors to the trials of the modern era. Obedience and humility are essential in the Lion order. Nothing is done without a carefully configured plan, though at times, the mighty armies of the Lion Clan are said to have an appetence for bloodshed, mobilizing out of desire to prove themselves or demonstrate their skill instead of strict necessity.



The Phoenix Clan

The dealings of the Phoenix Clan transcend the Mortal Realm. As advocates of spirituality, they endorse various belief systems without a definitive preference. Many are scholars of Shinsei as well as servants of spirits, though not all choose these paths. Due to their great wisdom and revered connection to the divine, many in the Emerald Empire look to the Phoenix Clan for religious guidance. The Phoenix Clan also sees the protection of Rokugan from spiritual threats as part of its remit. To some members of the clan, this means learning as much as they can about new sources of spiritual power and unknown traditions, and sharing this knowledge for the betterment of the Empire. To others, this means sequestering dangerous arcane secrets at any cost and maintaining tight control over what magics can be practiced within Rokugan.

The Scorpion Clan

Historically seen as sinister by many members of the other Great Clans, the Scorpion Clan's task is to do what must be done for the Emerald Empire to flourish—no matter the cost. Whether this means sabotaging members of the other Great Clans whose ambitions grow too great, going undercover to eliminate secretive threats to the Hantei Dynasty, or sacrificing personal ideals to protect society, the clan's core philosophy weighs everything as a means to an end. Loyalty is at the heart of the Scorpion Clan. Of course, not every member of the clan lives up to this ideal of putting the wellbeing of the Emerald Empire above life, limb, and their own aspirations. Some members of the Scorpion Clan use their position, connections, and clandestine tactics to pursue their own ends—though such individuals must always watch their backs carefully, lest members of their own house deem such corruption intolerable to the Empire's future.

The Unicorn Clan

Having journeyed beyond the borders of the Emerald Empire for centuries, the Unicorn Clan is uniquely aware of neighboring and remote nations. Seen as foreigners in their own land upon returning from their extensive travels by some, the Unicorn are often regarded with curiosity. Many among their ranks are mixed race and speak multiple languages. They are distinctive in their manner of dress, weaponry, variety of magic, and impressive cavalry. Acting as ambassadors for Rokugan, the Unicorn Clan works to reach new lands, find allies in the wider world, bring new information the Empire, spread cultural awareness, and promote understanding.

The Minor Clans

Though the Great Clans are the most influential and dominant, the Minor Clans serve to fill meaningful gaps in what the Great Clans can offer Rokugan. Despite the disparity in their socioeconomic reach, the Minor Clans and Great Clans usually manage to coexist in harmony. Certain Minor Clans are offshoots of Great Clans, others are appointed by the Imperial Court to assume responsibility for a particular location, task, or secret, and some start as bands of retired adventurers looking to form their own Minor Clan.

SECRET SOCIETIES

Throughout history, secret societies and cults have influenced the destiny of Rokugan. Some cults are religious or philosophical in nature, while others are focused on the practice of heretical sorcery. Moon cults worship Lord Moon and often revel in chaos, but are legally tolerated in many places due to Lord Moon's divinity. On the other hand, sects of necromancers and blood sorcerers and others who wield vile magic are pursued by the Emerald Magistrates and the Phoenix Clan for the terrible danger they pose to the citizenry of Rokugan.

OTHER INHABITANTS

Rokugan is home to many species besides the humans that dwell therein. Among the most prominent are naga, nezumi, tengu, and yōkai. Some humans, who live their entire lives within their clan's cities and villages, incorrectly assume these species are myth alone, but others, especially adventurers, are privy to their existence. Adventurers tend to treat these ethereal beings with respect and awe. Few humans are privileged to establish familiarity with them and if affronted, these beings become formidable foes.

FACTIONS BEYOND

Rokugan is not the only nation born to the world it resides in. Though it is relatively introverted, the Emerald Empire conducts trade with neighboring lands and makes an effort to foster fellowship with its peers. Neighboring regions and nations include Yún Fēng Guó, Saebyuksan, the Plains of Wind and Stone, the Ivory Kingdoms, and the Qamarist Caliphate. Currently, Rokugan is not at war with any of these nations and is closely cooperative with the Ujik and the Ivory Kingdoms by way of the Unicorn and Crab Clans, respectively.

Foreign travelers pass through Rokugan for a variety of reasons and are generally well-received by the people of the Emerald Empire. International relations are typically managed by the Unicorn Clan, but the Imperial Court always makes its will known in matters it deems especially important. Powerful alliances can be made and lost under difficult circumstances, and the Unicorn Clan is dedicated to securing strong partnerships near and far.

Cosmology of Rokugan

Rokugan exists in a world of magic and cosmic power, but also of myth and interpretation. This section covers the basics of the cosmos as the people of Rokugan understand it.

THE FOUNDING MYTH

Since the beginning of time, Lord Moon has chased Lady Sun around the world. One day, he caught her, and as her light faded, the curtain fell on the age of the ancient species. Over the course of countless seasons, Lady Sun gave birth to nine children: Hida, Doji, Shinjo, Togashi, Akodo, Shiba, Bayushi, Fu Leng, and Hantei. Lord Moon knew that any children whose veins carried both elements of Sun and Moon would grow to be greater than he, and so he swallowed the children, one by one, until only the youngest remained. Lady Sun, in an act of desperation, fled with her remaining child, Hantei. She wept heavily for the loss of eight of her children, and her tears fell down from the Heavens. Lady Sun trained Hantei in the martial arts so that one day, he could confront his jealous father.

When Hantei and Lord Moon finally battled, Hantei sliced open his father's belly, and his siblings tumbled out unharmed. Then, they fell from the sky safely to the Mortal Realm, save for one. Fu Leng plunged all the way through the Mortal Realm to the Realm of Torment, Hell itself, where he was lost. The blood from Lord Moon's wound dripped down to the Mortal Realm. In some places, the blood of Lord Moon mixed with Lady Sun's tears, and from that mingling came the first humans. The siblings wept for their brother who had fallen, but most of them quickly shifted their focus to what they saw as more pressing matters.

No longer immortal, they shared the Mortal Realm with humans. The divine siblings resolved to teach and guide these humans, and they held a great tournament to see who would lead those who lived in this land they dubbed Rokugan. All of the siblings, save for Togashi—who could foresee the outcome—competed against one another in a test of cleverness, grace, speed, wisdom, and combat. Hantei emerged victorious and became the first Emperor. The rest founded clans to serve Hantei and recruited humans to organize under them.

The influence of Jigoku had slowly spread from the fissure in the Mortal Realm opened by Fu Leng's fall from the Heavens, and through the very place he descended, he climbed back into the world where his siblings had made themselves rulers. Demons followed in his shadow and he welcomed them. Outraged upon


The Elemental River
Above
Above
The Heavens of Tengoku
Yomi
The Realm of Blessed Ancestors
The Realm of Mortals
Ningen-dō
Yume-dō
The Realm of Dreams
Beside
Beside
The Realm of Hungry Ghosts
The Realms of Animals and Mischief
Gaki-dō
Meido
The Realm of Waiting
The Vile Pits of Jigoku
Tōshigoku
The Realm of Slaughter
Below
Below
The Celestial Realms

discovering no search had been conducted to rescue him, he assumed it was because Hantei was worried he might have bested him in the tournament for Emperor. Fu Leng challenged him to a duel for the throne. Hantei accepted and named Togashi as his champion. Knowing the result of the duel would have a profound impact on the mortals under their custodianship, Togashi chose all of Rokugan as his weapon, that the noble souls of their land might fight for their own destiny. Fate, he said, favors mortal hands. Fu Leng, in his twisted anger, raised the legions of Hell to meet the armies of Rokugan, and so began the War against Fu Leng. The Seven Thunders, one mortal hailing from each clan, became the heroes that conquered Fu Leng's horde of evil and saved Rokugan from a devastating fate. Many adventurers revere the bravery and might of the Seven Thunders and zealously seek to become like them.

The Founding Myth is just that, a myth. It is shrouded in the ages of the past, and though it is believed by many with fervor, certain details lead others to believe it may not be entirely factual. For instance, mortals of various species, including some humans, have recorded histories that pre-date the arrival of the divine siblings in Rokugan.

THE REALMS OF THE COSMOS

These realms play a major role in the cosmology of Rokugan. They might not be the only realms to exist, but they are the ones that play the most prominent role in this setting.

Ningen-dō: The Mortal Realm

The so-called mundane world, the Mortal Realm is where many souls attempt to fulfill their higher purpose. Souls either reincarnate in Mortal Realm if they haven't completed their soul's mission, or are sentenced to go elsewhere. Mortals are native inhabitants of Ningen-dō, but so too are other sentient species like naga, nezumi, and tengu, various elemental spirits that exist as manifestations of the natural world, and other entities that are far from mundane.

The Celestial Realms Above

These realms float above the Mortal Realm and are the domain of deities and celestial beings. Sky ladders, mountaintops, and moon bridges across the sea can all be ways of passage between the Mortal Realm and the realms of the sky.

Tengoku, the Celestial Court. Here in the Heavens dwell most of the Fortunes, Lady Sun and Lord Moon, the Elemental Dragons, and some of the divine siblings. From the Celestial Court, the Elemental Dragons track their winding paths across the sky to regulate the cycles of the seasons and weather, while the Celestial Court's other denizens, the *shinzoku*, tend to the tasks of leading all sentient beings toward wisdom and their ultimate destinies and of generally keeping the cosmos in working order.

Yomi, the Realm of Blessed Ancestors. Set just below the Celestial Court, but still within its bounds, is the Realm of Blessed Ancestors. Souls who have reincarnated countless times and ultimately achieved their destinies are permitted into the paradise of the Realm of Blessed Ancestors, from which they can watch over their descendants in the Mortal Realm and guide the mortals who dwell there.

The Enigmatic Realms Beside

These realms exist parallel to the Mortal Realm, overlapping in places with the world in which humans walk. Pathways into these realms can be found in ancient wilds, forgotten ruins, and even hidden back-alleys in cities that one can only find on moonless nights.

Senkyō, the Enchanted Country. Overlapping with the Mortal Realm is a place of sentient animals and shapeshifting tricksters. This realm is divided into two courts: Chikushō-dō, the Animals' Path, is the philosophy animals should seek a reincarnation further up the Celestial Order, and Sakkaku, the Path of mischief (or Illusion), is the domain of those who embrace the form of animals and play jokes and tricks on other mortals while seeking the power to break the cycle of rebirth, so that they may remain as animals forever.

Yume-dō, the Realm of Dreams. The Realm of Dreams is a place of fantasy and hidden truth, of what was and what may yet be. Its connection to the Mortal Realm is poorly understood, but one cannot exist without the other. Mortals visit the Realm of Dreams in their sleep, and some can travel there with talent or training. Noble ancestors of various species, especially the nezumi, retire to this realm after their final death and guide their descendants through dreams.

The Underworld Realms Below

The underworld realms exist below Rokugan. Wanderers might stumble into these realms in caverns, deep ravines, or in places marked by violence or outpourings of negative emotions. In the underworld realms, spiritual overseers such as the Fortune of Death maintain cosmic order and purify wicked mortal souls of their misdeeds. These deities work with the help of mazoku, demonic bureaucrats who are sometimes sent to the

Mortal Realm to return wayward souls to their rightful place. However, the underworld realms are also gripped by conflict. Fu Leng's fall into the Realm of Torment twisted his anguish into a terrible animating force, and many mazoku and other underworld spirits sided with him to challenge the Judgment Overlord.

The Realm of Waiting. The Realm of Waiting is where all beings go when they die. Souls are judged in the Realm of Waiting and then reincarnate or are sent to another realm. Countless mazoku organize and process the cosmic paperwork needed for souls to be reincarnated into another realm.

The Realm of the Hungry Dead. This is a realm of punishment for souls who could not be satisfied in life: the greedy, the lustful, the gluttonous, and the power hungry. Their fixation on conquest caused them to neglect their soul's destiny, their desires growing until they could not be sated, and so they have been relegated to this realm where nothing satisfies.

The Realm of Slaughter. This is the realm of punishment intended for the violent and the cruel. The Realm of Slaughter is a never-ending battlefield where punished souls fight in unending wars, dying and rising again and again. It is filled with the souls of those who killed recklessly and reveled in slaying, and those who succumbed to their rage and hate and therefore did not tend to their soul's destiny.

The Realm of Torment. Comprising torturous strata of unending terrors, it was once a realm of punishment, but is now controlled mostly by the Ninth, Fu Leng, and his hordes of demonic minions. Oni, mazoku, and other spirits twisted by ambition and evil fight against the Judgment Overlord's servants.

DIVINITIES

The most fundamental of religious observances in Rokugan revolves around the worship of one's own ancestors. Spirits of one's forebears watch over their descendants, receiving prayer for guidance, aid, and good fortune. Nearly every house in Rokugan contains an ancestral shrine where family members offer prayer and dedication to stone statues of kin, asking for blessings, protection, and intercession.

Beyond the spirits of their own, the people of Rokugan revere and appease the elemental spirits of nature, agriculture, and other domains. This worship of the immortals who dwell in the Celestial Court and the myriad lesser spirits dwelling in the Mortal Realm is known as Fortunism. Temples and shrines to the Lesser Fortunes exist in the hundreds, and the sanctuaries celebrating the Eight Great Fortunes dominate the skylines of the Empire's greatest cities.

THE FORTUNES OF ROKUGAN

Many powerful Fortunes, or gods, exist. The Judgment Overlord reigns supreme over the Realm of Waiting in his role as Fortune of Death and Judge of the Dead, while the Fortune of Heroic Guidance often appears to aid novice adventurers throughout the Empire. Some theologians believe that all of the Fortunes were originally mortals whose deeds were cause for veneration, and that path is still attainable today. Whether through proving oneself a true paragon or treading other, secret paths, new gods can ascend to the Heavens. Eight particularly prominent Fortunes have many shrines across Rokugan. These Eight Great Fortunes include:

- **The Fortune of Strength:** Protector of those who fight and those who serve
- **The Fortune of Wisdom and Mercy:** Teacher of the world and comforter of those who suffer
- **The Fortune of Happiness, Fertility, and Beauty:** Protector of children, caregivers, and healers
- **The Fortune of Honest Work:** Guide of laborers, bureaucrats, and others who toil
- **The Fortune of Wealth:** Patron of merchants, traders, and explorers
- **The Fortune of Arts and Romantic Love:** Muse of artists, diplomats, and those who yearn with love
- **The Fortune of Contentment:** Protector of the humble joys of life
- **The Fortune of Longevity:** Mentor of doctors, naturalists, and apothecaries



MORTAL INTERMEDIARIES

When a person manifests a knack for communicating with the spirits, they are often given the specialized, secretive training to become a ritualist, a priest who wields miraculous power. Under the tutelage of other ritualists, they learn invocations designed to entreat the assistance of gods and spirits, sometimes in spectacular and sometimes in subtle ways. Titanic fireballs, weaving beautiful illusory displays, creating great fissures in rock, or washing away the despair of battle—with the proper prayers, such incredible acts are possible.

FOREIGN RELIGIONS

Inhabitants of faraway lands have their own religious beliefs, origin stories, and practices. Some contradict and some coincide with the teachings found in Rokugan. Many religious scholars of the Emerald Empire enjoy learning about foreign cosmologies when possible, and often find further inspiration in doing so. Others are more resistant to new ideologies and believe they should be restricted in their spread.

Themes of Adventures in Rokugan

"Good versus evil" is a theme so instinctual and profound that it continues to dominate the world of storytelling. However, focusing on this theme alone can sometimes leave campaigns feeling flat and predictable. Nuance and variation make any narrative more compelling. The following are common themes in ***Adventures in Rokugan*** that can be incorporated into campaigns to create more texture and depth.

Choosing one or multiple themes to enhance a campaign or individual character arc is essential in providing meaning and tension. Themes influence everything in a story. Paying special attention to the role of themes can help GMs and players identify what types of campaigns they would like to play.

Love

Familial love, platonic love, romantic love, there are endless possibilities for how love changes and strengthens characters. Defying logic and self-interest, love is a powerful motivator that can drive someone to do just about anything they would never typically do. On the contrary, exploring how the lack of love can change a person is a poignant but meaningful route to pursue.

Heroism

Choices must be made, often between an easy and morally devoid path or a difficult and upright path leading to greatness. To become a legend, one must be willing to lose everything they hold dear and be transformed by the heat of the forge. Their mission is simple: spare the innocent and punish the servants of evil, yet the nearly insurmountable odds require them to search deep within themselves for strength and resolve.

Devotion

Loyalty and service to the gods and to one's sovereign leader gives life a profound sense of purpose. What is a character willing to sacrifice for the greater good? How strong is their commitment? How deep is their faith? What happens when a truth is revealed that doesn't align with what they believe? Do they continue on with blind trust or question everything and pivot their goals?

Exploration

Whether it involves entering uncharted lands, mingling with majestic species, or visiting impressive landmarks, explorers thrive on pursuing new opportunities. Some adventurers set out to achieve a specific end, others leave what they know for the journey itself.

Self-Discovery

Identity is complex and takes time to establish. Characters who don't feel they fit in where they are might feel inclined to leave their home and become better acquainted with themselves out in the open world. Coming of age stories centered around adolescents are popular, but a turning point in self-discovery can occur at any age, even moments before old age has claimed one's mortal body. Particularly important is the determination of one's ultimate destiny of their soul, which can take many lifetimes to discern. Accomplishing this personal duty leads to the transcendence of the soul and the triumphant end to their cycle of reincarnation.

Impermanence

The cycle of life, death, and rebirth is inevitable for almost all souls. Nothing in the Mortal Realm lasts forever. Being able to move through changes with grace and resilience is a learned skill. Letting go is a necessary step in preparation for greater things.

Ambition

One cannot control the circumstances they are born into, but they can, in most cases, force the hand of fate in their favor. For some, there are limits to how much they can rise. For others, the possibilities are endless. Does a character choose to labor and toil for a better future, or manipulate others to create opportunities for themself? Is ambition their rise to fame, fall from grace, or perhaps, both?

Flawed Belief

Everyone has an inner obstacle that stems from a misbelief about themselves or the world around them. How does this misbelief change the way a character interacts with others? What do they have to unlearn in order to prosper and find true happiness? What made them believe this in the first place? Overcoming a flawed belief leads characters to grow into who they are meant to be. This deep introspection is typically achieved in times of great danger, when a character must dissolve their misunderstanding of themselves or the world in order to save a friend or defeat a foe.

Survival

Grimmer yet are tales of survival. In a brutal world where the odds are immensely stacked against a person or group of people, there is no guarantee of living to see another day. Poverty, natural disasters, and oppression can threaten a character to the point of desperation. How do they survive? Who do they need to convince to help them? Is more than death itself at stake?

IDEALS OF ROKUGAN

The social fabric of Rokugan is woven with values as fine as silk, but the exercise of such is not without imperfections. *The Code of Akodo* and *Teachings of Shinsei* are prominent ancient texts containing philosophies many citizens of Rokugan strive to emulate. For the spiritually inclined, Fortunism and the guidance of watchful ancestors assist in finding inner peace and power. Many seek a deep connection with nature and its teachings through The Way of the Five Rings. Devotion to these schools of thought varies widely. Some adhere to their belief systems strictly while others leave more room for interpretation. Each clan has a unique culture unto itself, and the popularity of these fundamental belief systems ebbs and flows from person to person.

The Code of Akodo

Akodo was the founder of the Lion Clan and the most celebrated war hero in all of Rokugan's recorded history. While his methods weren't always beyond reproach, Akodo's skill on the battlefield and strategic genius were nothing short of legendary.

There is perhaps no text with a greater influence on Rokugan than Akodo's *Leadership*. Written after the War against Fu Leng, *Leadership* collects Akodo's thoughts and experience, both tactical and spiritual, into a single volume. Akodo codified his views on the warrior spirit and presented it as something more than a simple code of ethics, but an entire way of life. Over time, *Leadership* established how members of Rokugan's ruling class perceived themselves and the world around them. As the culture of Rokugan evolved, so did *Leadership*. There have been too many abridgements and additions to count, but the heart of the text remains true to the spirit of Akodo.

While the Code of Akodo as outlined in *Leadership* was designed with samurai in mind, much of the wisdom within is widely applicable. When contradictions occur within it, samurai must choose how best to preserve their values given the circumstances.

Many non-samurai citizens and adventures subscribe to an expanded set of tenets laid out in a famous commentary on *Leadership* by distinguished adventurer Kitsuki Emika, who highlighted such societal values as Filial Piety, Accountability, Justice, Faithful Friendship, Wisdom, and Ritual Propriety as standing alongside Akodo's virtues of Compassion, Courage, Loyalty, and Sincerity in importance.

Compassion

Learning compassion is essential for the progression of a soul. The practice of brotherly love lends support to strangers, neighbors and sometimes, even sworn enemies. True compassion is a gift given without the expectation of reciprocation.

Courage

Courage is seen as both initiative and restraint. Knowing when to take action and having the conviction to do so is a useful trait in anyone, especially adventurers. Sometimes, getting involved in certain unfavorable situations might only make them worse. Courage is accepting a duel to clear the name of a friend, but sometimes, it is declining a duel with a deceitful enemy lord knowing mockery may follow.

Filial Piety

Each family has unique challenges, expectations, duties, and desires. Adventuring samurai who serve outside of their families must learn to prioritize the will of their lords. Adventurers who are not sworn to a lord may freely pursue the interests of their own families. Choosing a path one's family deems unsuitable does not make someone a bad person, though it can cause grief for everyone involved. Becoming an adventurer creates barriers to fulfilling familial responsibilities, but it is expected that adventurers do their best to make sure their families are well while they are away. This can mean making contributions by sending money home or returning home when someone is ill or in a dangerous situation.

Courtesy

Upholding tradition and incorporating manners into daily interactions communicates depth of character in Rokugan. Especially in court, there are unspoken rules that determine acceptable behavior. A small misstep could have lasting consequences among nobility. To be successful in the art of persuasion, one must understand how to play the game and play it well. Insults are often veiled, and praise is inflated to disarm others.

Loyalty

Loyalty to the Empire, Emperor, and one's lord, if applicable, is seen as one of the most fundamental qualities in a citizen of Rokugan. To betray such loyalty is punishable by death or banishment. Many adventurers aren't under the commission of a lord, but are still bound to clan and Empire obligations. Whether loyalty should be sacrificed to do what is right, if one must take priority, is a controversial topic. While most believe doing what is right is the correct path, the Scorpion Clan vows unfailing loyalty to the Empire regardless of the confines of conscience.

Accountability

Humility in accepting one's own mistakes clears the way for personal growth and improvement. Punishment tends to be less severe with a personal confession rather than denial paired with damning evidence. Through the act of confession, it is expected a fair amount of internal punishment takes place as a person reflects on their misdeeds. Such introspection is seen as greater than authoritative punishment because it is more likely to create lasting change in a person.

Justice

Justice is subjective by nature, but the need for it is unequivocal. While there are standardized laws in Rokugan, the way each clan and lord enforce those laws may vary. Anyone who has pledged fealty to a lord is expected to subscribe to individual restrictions and duties their lord sets forth. Failure to do so often results in extreme punishment decided by the lord. Emerald Magistrates and justiciars keep the peace within Rokugan and mete out fines and sentences to those who steal, assault, kill, or otherwise break the law. These officials tend to be more objective and fairer than lords, as they are commissioned by a wise and altruistic Emerald Champion.

Sincerity

One's word is taken extremely seriously. Written agreements are not typically seen as necessary in Rokugan because it's rare for someone to go back on a promise. Courtiers are skilled in the arts of omission and deflection to deceive without being directly dishonest. This kind of verbal parrying is seen as clever and strategic within court, but is not generally appreciated elsewhere.

Faithful Friendship

Friendship is especially important for adventurers. The transient lifestyle lends itself to loneliness and unnecessary risk if one does not seek out good company. Trading off for night watches is essential while exploring hostile environments, and a friend's encouragement can sway the outcome of important duels. Friendships are rarely without imperfections, but learning to work together and trust one another is invaluable.

Wisdom

Knowledge comes in many forms, and all are useful to an adventurer. Although some adventurers study their craft at colleges and academies, many set off without a formal education and learn as they go. Whether through study or experience, the pursuit of knowledge is a lifelong quest that leads one closer to eventual Enlightenment of their soul.

Ritual Propriety

Rituals are an important part of life for many people in Rokugan. Even if one does not participate in the rituals themselves, they can support others in their religious

and cultural traditions. Those sensitive to the spirits often take a strong interest in rituals. It is important to perform them in a correct manner. For example, one should not enter a temple before cleansing themselves. Worship at shrines can do much for the body and soul, even in dire times. Many adventurers don't fully understand the Fortunes and elemental spirits, but still take time to ask them for protection.

The Teachings of Shinsei

Shinsei, or "the Little Teacher,'' lived during the time of the divine siblings in the Emerald Empire. He shared his teachings with the first Emperor, and they were recorded in full to create the *Teachings of Shinsei*. Following the *Teachings of Shinsei* means acting in accordance with virtue and the harmony of the universe, which itself leads to order and the furtherance of good over evil. The *Teachings of Shinsei* is studied and debated by the Brotherhood of Shinsei, a vast collection of monastic orders, each with an individual approach to study and practice. While fanaticism exists within Shinseism, most people who practice it live its principles with stability.

THE WAY OF THE FIVE RINGS

Perhaps the most profound of Shinsei's teachings is The Way of the Five Rings. Shinsei determined that the world was composed of the five elements: Air, Earth, Fire, Water, and the Void that holds the other elements together. These elements, also called rings, were represented in the sacred spirits of the land and the natural world, but also in society and in one's psyche. Air is the weather and the wind, the invisible and the innuendo, and the swiftness of a bird of prey. Earth is stone, wood, and metal, as well as a donkey's stubbornness and a tortoise's patience. Fire is the gentle warmth of the sun or the rage of a wildfire, but also the spark of innovation, the passion of devotion, and the ferocity of a wildcat. Water is an octopus's adaptability and flexibility; it takes the shape of its container, be it a puddle, river, or endless sea. Void is the emptiness of the night sky or nirvana, at once present and transcendent.

Many adventurers seek to hone these elemental qualities within themselves. They act as a reminder of the importance of balance and connection, two aspects that don't come easily with a transient lifestyle. Learning to embody the elements requires intentional practice of their principles and meditation to internalize them.

Transience

All the universe comes from the Void, and all eventually return to it. The most important part of life is growth, as change is inevitable, and it might as well be positive transformation. Beauty and truth morph and must be admired in their many forms. Amidst the revolution, one can only find tranquility in being present. Becoming overly attached to anything leads to inexorable pain, and becoming mired in regret makes one lose sight of purpose and progression. Therefore, it is essential to live in the moment and ever consider the transitory nature of mortality.

Eternality

Embracing the oneness of the five elements, or rings, and living in accordance with the principles of an ordered society could, according to Shinseism, enable one to transcend the cycle of rebirth and attain Enlightenment. Without Enlightenment, souls become trapped in the cyclical cosmos and continue to suffer mortal frailties. Over multiple lifetimes, many souls begin to seek a higher purpose and reach towards the Enlightenment necessary to shepherd them into ascension.

Fortune Favors Mortal Hands

Despite the vast power of celestial beings, the fate of the Emerald Empire largely rests with its mortal inhabitants. This is the belief that inspired Togashi, founder of the Dragon Clan, to choose a mortal army as his weapon against Fu Leng. Mortals must chase their own destinies, and although supernatural guardians may sometimes offer assistance, history is clay in the hands of those who die and are reborn, not those who persist relatively unscathed.

FORTUNISM

In Rokugan, the veneration of ancestral and nature spirits is known as Fortunism. Those who practice look to the Great Fortunes for safety and prosperity and also show reverence for gods of societal institutions and other beings of cosmic importance. Much of these teachings are in accordance with Shinseism.

The wearing of charms is an important tradition of the Rokugani people, especially adventurers. On rare occasions, powerful spirits have even been known to bestow legendary charms upon those who serve them by accomplishing a specific task. These charms are individualized to the receiver.





Book 1: Player Resources



CHAPTER

1

Species of Rokugan

Rokugan is filled with many different entities. Some of them are familiar to everyday life—plants, animals, humans. Others are fantastical creatures, such as spirits, demons, ghosts, and other sentient species of the Mortal Realm. This chapter covers the species options available for player characters in ***Adventures in Rokugan***.

The names of the species and their rules content are designated as Open Game Content. The background descriptions are designated as closed content.

Choosing a Species

There are numerous sapient creatures in the world of Rokugan that function as races (henceforth "species") within the mechanical framework of 5e. When creating a character in ***Adventures in Rokugan***, a player can choose from the following species. Other species that appear in 5e settings are not assumed to exist in Rokugan's world by default, though GMs can incorporate them (and allow their players to use them) if desired. Species selection differs slightly from the SRD, as described below.

SPECIES AND BACKGROUND

A character's physical characteristics are distinct from their culture, which is reflected through the selection of a background later in character creation (see page 124).

SPECIES AND ALIGNMENTS

Adventures in Rokugan doesn't include alignments by species (or background) for PCs, as players should determine the moral fiber and beliefs of their characters. Motivations are the primary mechanic with which a player can express their character's relationship with ideals, philosophies, and desires (see page 240).

SPECIES AND LANGUAGE

Languages are learned rather than innate, so language options are provided by background rather than species. Because the game is set in Rokugan and characters need to be able to communicate, characters of all backgrounds are presumed to be at least conversant in Rokugani, the most common language of the region. Unless their player desires otherwise, this includes fluency in Rokugani's spoken, written, and signed forms.

If a GM decides to allow species from other 5e materials in an ***Adventures in Rokugan*** campaign, they can treat any instances of "Common" as "Rokugani." If a GM decides to use these species with backgrounds from other 5e materials that do not include languages, add "Rokugani (or Common) and one other language of your choice" to each species.

NONHUMAN SPECIES IN ROKUGAN

Sentient nonhuman beings are an unusual sight in most human habitations in Rokugan, but that does not mean they should be reviled or feared by most humans they meet in your story. An individual human might have a negative reaction to such an encounter, but most people are not inclined to mistreat nonhuman beings. Nonhuman entities feature heavily in Rokugani folktales, plays, and literature, so despite their relative rarity, most people are not entirely at a loss for how to deal with them graciously. And in the stories, the risks of upsetting a trickster spirit or judge of the dead are considerable. Thus, even powerful lords tread cautiously around supernatural beings. With that said, expedience on a quest often dictates an adventurer passing through town unnoticed or asking questions innocuously without raising too many of their own, so many nonhuman beings use their spiritual powers to project a human guise.

If a player and the GM decide that a character's hidden identity is part of the drama surrounding the PC (as it often is in ***Adventures in Rokugan***'s folkloric inspirations), that is something they could choose to explore together, but that could also be true of a human PC who has some reason to hide their identity. Importantly, a player choosing a nonhuman species does not mean the GM should assume hostility on the part of society to that character unless that is explicitly a theme the GM and all players want to explore, taking the care needed to help everyone at the table feel comfortable.





HUMAN

Humans are by far the most prevalent sentient species in Rokugan. From a rules perspective, the humans of Rokugan and its neighboring countries are just that: humans. As such, when making a human character, you can choose to use either the default rules for humans (reprinted here) or any variant rules presented in 5e materials that your GM deems appropriate.

To learn more about how the humans of this fantasy world live, organize themselves, name themselves, and think about their cultural identities, see **Backgrounds** on page 124. Selecting a background determines the cultural details of your character.

Human Traits

As a human, you benefit from the following:

Ability Score Increase. Your ability scores each increase by 1. Alternately, you can choose two different ability scores to increase by 1 and select one feat. Many backgrounds have recommended starting feats if you need a place to begin.

Age. Humans reach adulthood in their late teens, which Rokugani samurai denote with a coming-of-age ceremony. Most humans live less than a century, but some ascetics have been known to live significantly longer.

Size. Adult humans vary widely in height and build. Many are around five to six feet tall, but plenty of people are significantly taller or shorter. Whatever your height and build, your size is Medium.

Speed. Your base walking speed is 30 feet.

Language. See **Backgrounds** on page 124.

NAGA

Scaled, serpentine beings with innate psychic abilities, naga are very physically different from humans. They move by slithering on their massive snake tails, which account for their bodies from the waist down. The typical naga is roughly fifteen feet from head to tail, rising to about eight when balancing themselves upright.

Naga Physiology

For all appearances half-human and half-serpent, the naga share many aspects with snakes and serpents. They are human-looking from the waist up, albeit covered in thin snakeskin and plated scutes, and have other serpentine traits as well. Among these is a far higher sense of smell than human beings, and the ability to "taste" the air with their forked tongues. Their eyes can perceive the glow of a living being's natural heat in the dark, and they can sense the vibrations caused by movement on the ground or in the water. Like snakes, they can unhinge their jaws and unfurl long fangs. They are also natural swimmers, capable of breathing through their skin while submerged. Due to their cold blood, naga tend to hibernate during the cold season.

The Unity

In addition to their heightened senses, the naga's apparent sixth sense allows them to speak to one another through their own thoughts, even across long distances, by entering into a trancelike state. This ability is normally very weak, but it can be trained over time, built up like a muscle. Masters of this sixth sense are able to communicate over vast distances, project a sort of etheric image of themselves, or even directly transfer constructed memories.

Masters can spend hours in the trance state, communing with one another in a spiritual union of their minds. Their thoughts can sometimes become tangled when this occurs, a state referred to as the Council. The Council is not a separate being, but an amalgamation of thought that possesses the collective perspectives of all participants, speaking on behalf of all.

Naga in Human Guise

Those who believe historical naga sightings and recognize them from tales of the Ivory Kingdoms are also likely to believe that Rokugani naga have never ventured beyond the Shinomen. They would be mistaken, as naga possess an innate ability to disguise themselves.

The naga disguise is a projected image, constructed from a combination of pheromones and dream magic, bending light and befuddling the senses to appear as an ordinary human being. Naga refer to this as "charming." The illusion can be as complex as the naga desires, though each disguise takes extensive practice; most naga only ever learn to create and maintain one or two illusory identities.

Naga Traits

As a naga, you benefit from the following:

Ability Score Increase. Choose two different ability scores to increase by 1.

Age. Naga can live for thousands of years, and often slumber for centuries. As such, they do not measure their age in seasons or years but in moltings. Like snakes, as they age, naga molt their skins; the first molting is an important event in a naga's life, and the shed skin is often cured and kept as a memento from one's youth. The ninth molting is equally important, because it marks the beginning of adulthood and one's path through life. Though these moltings can take place essentially at any time, most naga who are nine moltings old have lived at least a century.

Size. You are fifteen feet or longer from head to tail and tower over most humans, but you are also quite lithe. As such, despite your length, you are Medium.

Speed. Your base walking speed is 35 feet. You also have a swimming speed of 35 feet.

Amphibious. If you are in clean fresh water, you can breathe while submerged.

Cold-Blooded. You have disadvantage on checks and saving throws to resist the effects of extreme cold, and are vulnerable to cold damage.

Expanded Senses. You have advantage on Wisdom (Perception) checks that rely on smell. Further, you can see sources of heat within 30 feet of you, which appear as silhouettes that range from yellow (cool) to bright red (very hot). Additionally, you can feel vibrations at a range of 30 feet, allowing you to sense movement within this range if you share a contact surface with the moving creature or object. This grants you advantage on your passive Perception (a +5 bonus) when it involves detecting a creature approaching you stealthily. This does not apply to flying or incorporeal creatures.

Serpentine Charming. You can passively maintain an illusory identity that allows you to walk among other species without notice. To onlookers, you seem to be a member of another species of your choice, perhaps riding a mount or flanked by attendants to account for your size. Most creatures accept this illusion unless they are given reason to question it. To pierce through this illusion, a creature who suspects you must make an Intelligence (Investigation) or Wisdom (Perception) check with DC equal to 12 plus your proficiency bonus. You can change the details of this identity after you complete a long rest.

The Unity. During a short or long rest, instead of gaining the benefits of resting, you can send a telepathic message to one creature that you know at any distance. The target (and only the target) hears the message, but cannot reply unless it also has this ability.

Language. See **Backgrounds** on page 124.





NEZUMI

The nezumi are humanoid beings who bear a resemblance to rodents and have fur, hairless tails, and dexterous paws. Many nezumi lived in the lands to the south of what would be Rokugan, prior to the foundation of the Emerald Empire. However, when Fu Leng's fall scorched the sky and shattered the earth, their civilization was devastated. And when Fu Leng's anguish twisted the oni of the deepest pits of the underworld, unthinkable monsters spread forth from the howling wound in the Mortal Realm to sow chaos and destruction.

Some nezumi fled north, settling in the Shinomen Forest, while others remained in their ancient homeland even as it transformed into the seething wastes called the Shadowlands, proving very resilient in the face of this horror. Nezumi are almost entirely immune to becoming subsumed by Fu Leng's dominating will while alive, nor do their dead rise as monstrosities if left buried in the Shadowlands. They can eat the twisted plants and animals that grow in the Shadowlands, and drink the brackish, defiled water. Monsters may stalk the land and vile spirits haunt the wastes, but the nezumi are courageous and cunning. And so the nezumi have persisted for millennia in a realm that can destroy an incautious human in a matter of hours.

Nezumi Physiology

Furred, with clawed feet and hands, ratlike noses, and long tails, nezumi are smaller than most humans but quick and perceptive. They average roughly four feet in height, but this varies between individuals, as does fur color, whisker length, and whether the individual prefers to walk on two or four feet. Their senses of smell and hearing are quite sharp compared to those of most humans, and most can react to danger as quickly as a trained human soldier, thanks in part to their sensitive whiskers.

Many nezumi live only three or four years, though some have been known to live quite a bit longer, with the most venerable nezumi known reaching the ages of twelve to fifteen years. Their impressive rate of reproduction keeps up their numbers, but given the short time between generations, nezumi must work hard to maintain their traditions and culture over even a relatively short span of years.

Yesterday Remembered

The nezumi Rememberers are their sages, capable of using the magic of the Realm of Dreams to preserve visions of the past for future generations. They tell of a golden age, when the nezumi were united in a single kingdom that was renowned even in faraway lands. Its warriors were respected and their scholars praised, and they sent envoys to faraway lands in the icy mountains to the far north and the many islands to the south. Then, a falling mountain crashed through their capital, sending it forever into the Realm of Dreams. In an instant, untold nezumi perished. Evil leaked into the world, and corruption spread across their lands, withering fields and transforming beings into vile beasts—all except the nezumi, who alone proved resilient. At least, this is the tale Rememberers of the nezumi tell.

Nezumi Traits

As a nezumi, you benefit from the following:

Ability Score Increase. Choose one ability score to increase by 2, and another to increase by 1.

Age. Most nezumi live only a few years, though some individuals have been known to live more than a decade.

Size. Nezumi are on average short and slight compared with humans, ranging from three to five feet tall in most cases. You are Small.

Speed. Your base walking speed is 25 feet.

Adapted to the Shadowlands. You are able to eat the food and water of the Shadowlands without risk, have advantage on saving throws against the powers and abilities of Lost creatures, and do not suffer the usual penalties for undertaking a long rest in the Shadowlands (see **Provisions and Resting in the Shadowlands** on page 360).

Evade by a Whisker. Your whiskers can detect airflow changes, letting you sidestep attacks seemingly before they are thrown. Increase your AC against opportunity attacks by +2.

Sharp Senses. You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Skitter. You can run on all fours at impressive speeds. By spending a bonus action, you can drop onto all fours to skitter. You can wield only a single one-handed weapon, and your base walking speed becomes 40 feet. You also gain a climb speed of 40 feet. You can stop skittering by spending a bonus action to stand back up onto your hind legs.

Language. See **Backgrounds** on page 124.



MAZOKU

Judging the souls of the dead is a massive undertaking, even for a Fortune such as the Overlord of Judgment. To aid him in his duty, the Fortune of Death maintains a large staff, including servants, judges, scribes, guards, bailiffs, and all manner of administrators. Most of the mazoku servants and administrators hope to earn a better reincarnation by serving the Fortune of Death loyally, though there are some who revel in holding such power over others.

Mazoku Physiology

Mazoku are dreadful beings that seem to tower over others in their presence, even if they happen to be physically shorter. In their true form, most are humanoid in shape, and they range in size from a few feet tall to well over ten feet. Many have brilliant blue or red skin, fangs, claws, and terrifying eyes. Each mazoku is relatively unique. When traveling in the Mortal Realm, however, mazoku are required by various celestial ordnances to take on mortal guise, meaning that their body is effectively human. They usually maintain one or more of their startling features in this form such as especially fearsome eyes, unusually sharp teeth, imposing eyebrows, or hair that tends to settle into a hornlike pattern. They can temporarily revert to their true form, but doing so takes a toll on their mortal shell. Perhaps more importantly, revealing themselves in front of mortals requires tremendous amounts of paperwork upon their return to the afterlife, so most mazoku try to avoid it at all costs.

Cosmic Bureaucrats

Mazoku are beings whose cosmic role is to mete out judgment and punishment to mortal souls. They inhabit the lower realms of the afterlife: the Realm of Waiting, the Realm of Hunger, the Realm of Slaughter, and parts of the deepest hell, the Realm of Torment, that have not been overrun by corrupted oni. Mazoku rarely come to the Mortal Realm, but when they do, it is usually in search of souls that have proved especially tricky to dislodge—those that even the loyal priests of the Fortune of Death have been unable to cast into the afterlife. Some mazoku view such assignments to the Mortal Realm as a welcome break, while others find it an insufferable punishment.

Mazoku Traits

As a mazoku, you benefit from the following:

Ability Score Increase. Choose one ability score to increase by 2, and another to increase by 1.

Age. Age has little meaning in the afterlife, but most mazoku are hundreds or thousands of years old.

Size. Your mortal guise is of Medium size. Your true form is also of Medium size unless you select a Demonic True Form feature that changes it.

Speed. Your base walking speed is 30 feet.

Darkvision. Mazoku need to be able to see even amidst the dark fires of the Realm of Torment, and so their eyesight is especially sharp in darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Demonic True Form. You can transform into your terrifying true form by spending a bonus action. When you are in your demonic form, you gain several beneficial features (see **Demonic True Form Features**) and your creature type is fiend instead of humanoid. After a number of rounds equal to your proficiency bonus, you transform back. After you transform back, you cannot use this feature again until you complete a long rest. In any afterlife realm, you can transform to and from your true form at any time by spending a bonus action, and there is no limitation on how long you can stay in that form.

Queue of the Dead. You are not alive, so you cannot die in the traditional sense. However, if you are killed (in any of the usual manners a PC could be), you vanish back to the Realm of Waiting, leaving only your items behind. There, you must wait until you get another assignment to visit the Mortal Realm (which can also take hundreds of years), and fill out any paperwork you incurred while in the Mortal Realm (which can take even longer). Barring exceptional circumstances, being killed removes you from the campaign just as it would any other PC.

Language. See **Backgrounds** on page 124.

Demonic True Form Features

Select three different features from the list below. You benefit from these features only when you are in your demonic form. You cannot select a single feature more than once.

Inured to an Element. When you select this feature, choose one of the following damage types: acid, bludgeoning, cold, fire, force, lightning, or thunder. You have resistance to the chosen damage type.



Natural Weapons. You have horns, claws, a tail, or fangs that are capable of rending flesh as easily as a sword. When you select this feature, choose bludgeoning, piercing, or slashing damage. Your unarmed strike profile uses a d8, deals the chosen damage type, and counts as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

Inverted Weight. The world pulls on you differently, allowing you to leap great distances and walk on walls and even ceilings. Triple your jump distance. You can move up, down, and across vertical surfaces and upside down along ceilings while leaving your hands free. You gain a climbing speed equal to your walking speed.

Shroud of Souls. You are surrounded by buzzing insects, wailing spirits, or screeching bats. You have half cover even when standing in open ground, three-quarters cover when you would normally have half cover, and total cover when you would normally have three-quarters cover.

Spiritual Force. You can invoke your authority over spirits of the dead, wielding their power as your own. When you transform into your demonic form, you immediately gain favor equal to your proficiency bonus. You can perform each of the following invocations once: *commune with the spirits* (see page 268), *divine the omens* (see page 269), *threshold barrier* (see page 268). You cannot perform these invocations again this way until you complete a long rest. When you return to your mortal form, any unspent favor you gained this way is lost.

Strange Physiology. You are much larger or smaller than your mortal form, and gain certain benefit from this shift in size. When you select this feature, choose Small or Large. You are the chosen size. If you choose Small, you gain a fly (hover) speed of 20 feet. If you choose Large, you have advantage on Strength checks and saving throws.

Swiftness of Death. In a blistering instant, you bear down upon your foe. When you transform into your demonic form, roll 1d8 and add your proficiency bonus. Starting the next round, your initiative value for the encounter is increased by this amount. When you return to your mortal form, your initiative returns to its original value.

Terrifying Visage. Your countenance is extremely startling, especially to those who defy the Celestial Order. The first time each creature within 10 feet sees you in your demonic form each encounter, it must make a Wisdom saving throw with DC equal to 10 plus your proficiency bonus. On failure, it becomes frightened of you. Undead creatures have disadvantage on this saving throw, and must make it even if they have immunity to being frightened.

Thick Hide. You are covered in scales, tough fur, or scarred hide. You gain resistance to slashing and piercing damage from nonmagical sources.

Tireless Certainty. Your arrival is as certain as death, taxes, or paperwork. You do not suffer the negative effects of exhaustion and have advantage on Constitution checks and saving throws. Additionally, when you transform into your demonic form, you immediately gain temporary hit points equal to 2d6 plus your proficiency bonus.

SPECTER

While the cosmic order dictates that the spirits of the dead are meant to travel to the afterlife, wherein they are judged and eventually reincarnated, some choose not to pass on. Whether they are benevolent spirits attempting to aid their comrades or fulfill some great purpose, malevolent specters hell-bent on punishing those who wronged them, or morally neutral ghosts with their own earthly attachments, specters are the subject of many folk tales in Rokugan. Sometimes, a swell of sentiment can even cause a living being to create a specter to pursue their repressed desires or try to fulfill dreams that the owner cannot.

Physiology

Specters are supernatural beings, but they appear to be living humans most of the time. However, there are certain telltale signs that a person might in fact be a specter. Failure to breathe for long periods of time, tendency to vanish and reappear at odd moments, and conspicuous lack of feet are all signs that more superstitious folk in Rokugan look for when considering whether someone is a specter.

Specters can dispense with their corporeal form at will, fading into a mist, a gust of snow-flecked wind, or pale motes of fire before vanishing. However, doing so draws the specter further from the mortal coil, and returning from the brink can be difficult. Additionally, flagrant use of such powers is likely to attract the attention of the underworld bureaucrats responsible for the shepherding of souls—mazoku.

Ghostly Pursuits

Each spirit has its own reasons for existing, whether it desires to pass on but is trapped by its sentiments or persists so that it can achieve some goal. These goals are likely the key to the specter achieving the sense of fulfillment they need to move on to the afterlife.

Specter Traits

As a specter, you benefit from the following:

Ability Score Increase. Choose two ability scores to increase by 1.

Age. You might have died recently, or you might have lingered in the afterlife or the Mortal Realm for centuries.

Size. You are roughly the size you were in life, which is Medium.

Speed. Your base walking speed is 30 feet.

Ghostly Dispersal. When you are hit by an attack, you can spend your reaction to disperse your corporeal form, granting you resistance against that attack's damage then causing you to fade into mist or motes of pale flame before vanishing entirely along with all items on your person. You can also spend your action to disperse. When dispersed, your creature type is undead instead of humanoid, you are invisible, and have immunity to all non-psychic damage and all conditions. If you were previously suffering a condition, you can remove it until you reincorporate. You cannot act directly upon your surroundings. You observe the world as if through a supernatural haze, which imposes disadvantage on your checks to perceive your surroundings may cause you to miss key details at the GM's discretion. You still occupy your previous position, but cannot be perceived by by mundane senses. You can be seen with truesight or other abilities that can see through invisibility, and your presence in the general vicinity can be felt by the spiritually attuned, such as with a DC 14 Intelligence (Religion) check. Your only



method of movement is a flying speed of 10 feet. You can move through solid objects of 1 inch or thinner, provided they are not warded against the passing of spirits, but if you end your turn inside of an object, you suffer 1d6 psychic damage. You cannot attack, perform invocations, or take any action other than to reincorporate yourself, returning to your physical form along with all of your items. Once you have dispersed and reincorporated, you cannot disperse again until you complete a short rest.

Pull of the Afterlife. Being dispersed pulls you closer to the afterlife, and you start to slip from the mortal realm if dispersed too long. At the end of each of your turns, if you began the turn dispersed, you must use your action to reincorporate unless you choose to suffer 1d6 psychic damage, plus 1d6 additional psychic damage for each round you have delayed rematerializing beyond the first. If you are dispersed outside of a combat encounter, you suffer this increasing damage every minute you are dispersed instead. If your hit points are reduced to 0 this way, you count as being killed (see **Queue of the Dead**).

Queue of the Dead. You are not alive, so you cannot die in the traditional sense. However, if you are killed (in any of the usual manners a PC could be), you vanish back to the Realm of Waiting, leaving only your items behind. There, you must wait until your soul is judged and processed (which can take hundreds of years), or until you get another chance to escape (which can also take hundreds of years). Barring exceptional circumstances, being killed removes you from the campaign just as it would any other PC.

Spiritual Anchor. During a long rest, you can form a spiritual bond with one willing living creature (such as another PC in your party, provided they are not also a mazoku or specter), designating that creature as your spiritual anchor. If you are within 30 feet of your spiritual anchor, you ignore your Pull of the Afterlife feature. Additionally, even while you are invisible due to being dispersed, your spiritual anchor can perceive you. You can have only one spiritual anchor at a time.

Watchful Presence. If you are within 30 feet of your spiritual anchor, you can choose to disperse and remain dispersed during a long rest. Instead of sleeping, you remain conscious, watching over your allies, and you can wake your spiritual anchor or return to your physical form at will. As long as your spiritual anchor completes that long rest, you count as completing a long rest.

Language. See **Backgrounds** on page 124.

TENGU

In Rokugan's folklore, tengu are believed to be celestial messengers who deliver missives for the gods and guard divine passageways into the heavenly realms. While some tengu may serve in these functions, the truth is that they are a species with individuals as varied as humans. Tengu inhabit the distant peaks of the northern mountains in larger numbers than anywhere else in Rokugan, but they are quite rare in all parts of the Emerald Empire. Few humans in Rokugan ever consciously glimpse a tengu, for a single fleeting sight of one flying high in the sky might easily be mistaken for the tengu's smaller cousins, the birds.

Physiology

Tengu are feathered, tall hominids with great wings, taloned hands, and the heads of birds. They usually range in height from five to six feet, though some are much larger and others are much taller. Because of their feathers and hollow bones, they tend to be lighter than most humans of comparable height. They are capable of both gliding on their physiology alone, but their natural kinship with air spirits is what allows them to gain lift when it might otherwise be impossible.

In terms of plumage, tengu range in hue and feather pattern as widely as their smaller avian counterparts. Some have striking feathers like peafowl and pheasants, while others have plumage of more muted colors, evoking crows, ravens, and other corvids. Tengu speech is generally birdlike, and ranges from the sonorous chirping of a songbird to the croaking register of a crow depending on the individual.

Illusory Powers

Illusory glamours, often called Masks of Air, allow tengu to walk among the people of Rokugan unnoticed. In order to assume human form, one must recite an ancient incantation while donning a particular piece of human clothing; the resultant illusion casts a veil over the reciter that makes them appear and sound like a member of another species. The illusion fades when the specific piece of clothing is removed. While transformed, a tengu's native physical appearance transliterates to their illusory human form: scars, features, and distinctive marks on a tengu body persist in their human body. The harsh tengu voice softens to accommodate human speech, and the glamoured tengu feels human to the touch.



Tengu Traits

As a tengu, you benefit from the following:

Ability Score Increase. Choose two ability scores to increase by 1.

Age. Tengu are physically mature in their late teenage years, and most live less than a century. However, tengu can in theory live considerably longer, with some individuals living centuries.

Size. Tengu stand about the same height as an adult human, with most falling in the range of five to over six feet tall. You are Medium.

Speed. Your base walking speed is 30 feet. You can also glide using your wings, giving you a flying speed of 60 feet that cannot be used to ascend unless you have access to an upward air current, such as the one created by the *surge of air* invocation.

Grace of Winds. You can spend your bonus action to call upon the air spirits to perform the *surge of air* invocation (see page 284), gaining 3 bonus favor to spend on its empowerments. This favor is lost if it is not spent. Once you use this feature, you cannot use it again until you complete a long rest.

Mask of Air. After you complete a long or short rest, you can disguise yourself to appear as a member of another Medium size species (such as a human). This guise maintains various distinguishing features of your tengu form and voice, but appears to be the chosen species for all intents and purposes. You must have a piece of clothing commonly worn by members of that species to perform this illusion, and the clothing becomes part of your outfit. When you use your flight speed or **Grace of Winds** feature, your disguising glamour immediately vanishes. To see through this illusion, a creature must make an Intelligence (Investigation) or Wisdom (Perception) check with DC equal to 12 + your proficiency bonus.

Language. See **Backgrounds** on page 124.

ANIMAL YŌKAI

Yōkai is a term that covers countless different supernatural beings of Rokugan, from wayfaring fox spirits who guide (or deceive) lost travelers to carnivorous umbrellas, and everything in between. The yōkai broadly termed "animal yōkai" tend to take the form of sentient animals with paranormal abilities. Folk belief in Rokugan holds that when animals reach a certain age, or encounter a certain natural phenomena, they become yōkai. In contrast, Rokugani scholars attest that animal yōkai originate from the Realm of Animals in the "enchanted country" of Senkyō, where they serve the competing courts of Chikushudō and Sakkaku. When asked directly, animal yōkai have been known to confirm both of these accounts, neither, or spin more spectacular origins still. Animal yōkai generally possess a true animal form and a human guise, and have powers that humans find strange and difficult to understand.

Yōkai and Humans

From the point of view of a human, animal yōkai are believed to be friendly as often they are to be malicious or purely indifferent to human struggles. Animals such as foxes (kitsune) and river otters (kawauso) are known to bewitch and play tricks on unwitting travelers, but also to come to the aid of the lost or desperate. Bat spirits (kōmori), on the other hand, are viewed by many people in Rokugan as good omens and helpful guides. Of course, individual yōkai have their own agendas and views of humans. Some actively try to hinder those they interpret as invaders in the wilds of Rokugan, while others may simply be curious and wish to observe human behavior. A yōkai's player is free to determine their particular motives, which might be ideological or whimsical, petty or profound.

Yōkai Taxonomy

Rokugani scholars have attempted to classify wild yōkai throughout the years, but as befitting such unpredictable beings, they tend to defy classification. What even qualifies as a "yōkai" is a matter of debate among folklorists, philosophers, and scholars. One school of thought divides yōkai by their origins, sorting them between "Transformed Beings," "Nature Beings," and "Tricksters" hailing from the Realm of Animals. Another classification categorizes yōkai by their specific habitat or element. Yōkai themselves rarely bother with such distinctions; the need to endlessly compartmentalize and classify is a human trait, and not one most yōkai share.

Animal Yōkai Traits

As a animal yōkai, you benefit from the following:

Ability Score Increase. Choose one ability score to increase by 2, and another to increase by 1.

Age. Yōkai are generally considered mature in their late teens, though the different passage of time in various spiritual realms can mean that this appears to happen much more quickly or slowly from the perspective of someone in the Mortal Realm. Yōkai can live hundreds or potentially thousands of years.



Size. Your size varies based on the form you take. See Innate Shapeshifting.

Speed. Your base walking speed is 30 feet.

Innate Shapeshifting. You have two forms: your mortal form and your yōkai form. After you complete a short rest, you can switch between these forms. Your mortal form appears to be human (or, with the GM's permission, another species of your choice) in all anatomical ways, save for the occasional tail poking out from a robe that quickly vanishes when inspected more closely. In mortal form, your size is that of the species you chose.

Your yōkai form is determined by your lineage: choose bat (kōmori), fox (kitsune), or otter (kawauso), below. When you transform into your yōkai form, you can choose for any or all of your items to be safely stored within Senkyō, returning to you when you change back into your mortal form.

Language. See **Backgrounds** on page 124.

Bat Yōkai (kōmori)

The shapeshifting bat yōkai known as kōmori are more common in the Twilight Mountains of western Rokugan, as well as the isles off the coast, among the people who inhabit that region. Kōmori also exist in significant numbers within the Shinomen Forest, if local folklore is to be believed. While they come from the domain of Senkyō like other animal spirits, bat spirits are associated with Yume-dō, the Realm of Dreams, and they have the power to traverse that ever-shifting realm.

Dreamwalker. When you take a long rest, you can journey into the Realm of Dreams to gain hints of what is to be, performing *divine the omens* invocation (see page 269) on the completion of the rest. You gain additional favor to spend on this invocation's empowerments equal to your proficiency bonus.

True Form (Bat). Your true form is a bat spirit. Each time you transform into your true form, you become a beast that is a Tiny or Small (your choice). Your walking speed becomes 5 feet, and you gain a flying speed of 40 feet. You have advantage on Wisdom (Perception) checks that rely on hearing and blindsight (60 ft) as long as you can hear. Your unarmed strike profile becomes a bite that deals 1d4 piercing damage.

Fox (Kitsune)

Kitsune are fox spirits from Senkyō, the Realm of Animals. Some like to travel in the Mortal Realm, aiding or deceiving mortals as their particular personality and beliefs dictate or even take up permanent residence there, for mortal company can be a pleasant change from the rivalries of courts of Chikushudō and Sakkaku. These kitsune sometimes marry or fall in love with mortals, and some descendants of such unions favor their spiritual heritage, possessing their fox ancestors' abilities. Potentially revealing of a kitsune's guise are their tails, which sometimes reappear even when the kitsune takes human form. Kitsune gain additional tails throughout their lives, and the oldest and most powerful kitsune have nine tails.

Illusory Tricks. You can perform the *token of memory* invocation (see page 286) without spending favor. When you perform this invocation this way, if you are in your true form, you gain bonus favor to spend on its empowerments equal to your proficiency bonus. Once you have done so, you can't perform this invocation this way again until you complete a long rest or visit Senkyō (the Realm of Animals) for at least 1 hour.

True Form (Fox). Your true form is a fox spirit. Each time you transform into your true form, you become a beast that is Small or Medium (your choice). Your walking speed becomes 35 feet. You have advantage on Wisdom (Perception) checks that rely on hearing or smell. You cannot wield weapons in this form, and your unarmed strike profile becomes a bite that deals 1d4 piercing damage.

Otter (Kawauso)

On occasion, when approaching a stream or pond, an exceptionally attractive rafter may offer to ford a traveler across the waters. Upon reaching the maximum depth, both raft and ferryperson inevitably vanish, leaving one soaked, tinny laughter echoing off the trees. This is but one of the tricks the kawauso are said to play; shapeshifting otters that are fascinated by human beings, and seemingly live to test the limits of their patience.

True Form (Otter). Your true form is an otter spirit. Each time you transform into your true form, you become a beast that is Small or Medium (your choice). Your walking speed becomes 20 feet, and you gain a swimming speed of 30 feet. While swimming, you do not provoke opportunity attacks when you move out of an enemy's reach. You cannot wield weapons in this form, and your unarmed strike profile becomes a bite that deals 1d4 piercing damage.

Watery Wayfarer. You can perform the *dominion of water* invocation (see page 270) without spending favor. When you perform this invocation this way, if you are in your true form, you gain bonus favor to spend on its empowerments equal to your proficiency bonus. Once you have done so, you cannot perform this invocation again this way until you complete a long rest or spend at least 1 hour swimming in the ocean.

UNIQUE EXISTENCE

You might be a lost royal from a lunar kingdom, washed upon the shore after falling from a moonship as it crossed the sky. You could be the spirit of an ancient mountain, walking the land clad in mortal flesh to see it through human eyes. Or you might be a painting so achingly beautiful you stepped from the canvas as your creator finished your last stroke. Whatever you are, nobody in Rokugan has seen anything else like you, at least not for a very long time.

One of a Kind

This is a species that plays up the mythic themes of ***Adventures in Rokugan***: a being not easily defined or categorized, or one so rare in Rokugan as to be effectively unique. It is excellent for creating characters who evoke mythological characters. Celestial dragons traveling in mortal guise, lost siblings of the founders of Rokugan, and beings of other realms not reflected earlier in this chapter can all be created this way. The GM is the final arbiter if a concept is viable for a particular campaign.

Distinguishing Features

Though your body appears mortal enough to most onlookers (human, or another species of your choice with the GM's permission), you might have unusual visual traits that mark you as somewhat otherworldly. Your eyes might be unusually bright or your voice exceptionally sonorous. Perhaps you have a strange scar or birthmark that catches people's attention. To the spiritually attentive, your supernatural air is noticeable.

Unique Existence Traits

As something truly unique, you benefit from the following:

Ability Score Increase. Choose one ability score to increase by 2, and another to increase by 1.

Age. You could have existed only for mere moments or be as ancient as time itself. Discuss this with your GM.

Size. Your size is that of the species you choose.

Speed. Your base walking speed is 30 feet.

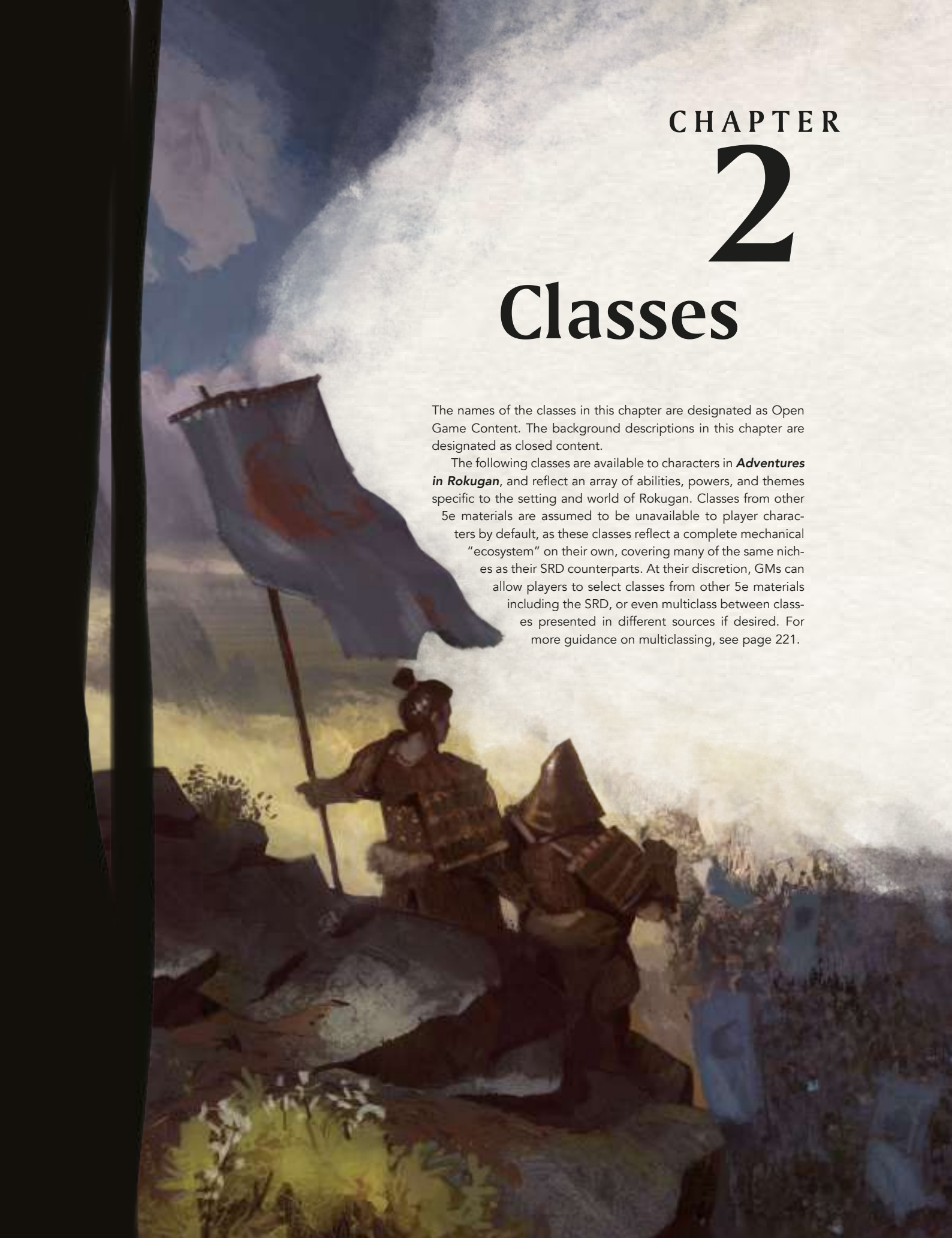
Being of Myth. When it comes to a particular art or skill, you do not just excel at it—you embody it without effort. Choose one skill. You gain proficiency in this skill. Once per long rest, when you make a skill check with that skill, if the result is 5 or lower, you can reroll the die and must use the result, even if the new roll is a 5 or lower.

Unbound Potential. Through effort, you can surpass normal mortal limits in your abilities. At 7th level or higher, the ability score associated with the skill you chose for your Being of Myth feature can increase above the normal limit of 20, to a maximum of 22. You must still use an Ability Score Increase or other means of raising your ability score to accomplish this increase.

Unmistakable Presence. You attract the attention of others, though this can be a blessing or a curse. You gain proficiency in the Intimidation skill. However, you have disadvantage on checks to disguise yourself or pass yourself off as unremarkable.

Language. See **Backgrounds** on page 124.





CHAPTER

2

Classes

The names of the classes in this chapter are designated as Open Game Content. The background descriptions in this chapter are designated as closed content.

The following classes are available to characters in ***Adventures in Rokugan***, and reflect an array of abilities, powers, and themes specific to the setting and world of Rokugan. Classes from other 5e materials are assumed to be unavailable to player characters by default, as these classes reflect a complete mechanical "ecosystem" on their own, covering many of the same niches as their SRD counterparts. At their discretion, GMs can allow players to select classes from other 5e materials including the SRD, or even multiclass between classes presented in different sources if desired. For more guidance on multiclassing, see page 221.

Introduction

Rokugan and its neighboring lands have a great many academic, martial, and practical traditions that produce characters suitable to the life of an adventurer. Some characters might have formalized training, studying under a mentor or even at an academy with many students. Rokugan's great families maintain traditions that teach duelists, commanders, scholars, and sages of all sorts, and similar scholastic institutions exist in lands beyond. Other characters may have learned their adventuring skills out in the world, contending with dangerous creatures that menace their village, serving in an army, or making their way in a bustling and chaotic city. When choosing your character's class, consider the circumstances under which they acquired these skills that make them uniquely suited to becoming a legend of Rokugan. The classes available in this section are listed below with a brief summary.

Bushi (see page 44). Bushi are hardy front-line combatants who dedicate themselves to battle. Their skills have often been honed in the periodic warfare between the samurai clans of Rokugan, and most bushi have a keen survival instinct and an eye for tactics as a result. Bushi can wear medium armor, wield all weapons, and usually know the right tool or tactic for the job.

Duelist (see page 54). Duelists are masters of the blade, spear, or bow, martial artists who excel at single combat and small engagements, or at picking out a single foe on the battlefield to eliminate. In Rokugan's courts, duelists often serve as the deadly threat to back up a courtier's words, thus many duelists are capable political players as well. Duelists wear no armor, relying on their reflexes for evasion, and generally specialize in a particular weapon based on their archetype.

Courtier (see page 64). Courtiers train in the arts of diplomacy, negotiation, and investigation. They often represent their lords at distant courts or undertake key missions. Some underestimate courtiers' battlefield skills, but their knowledge of the strengths of allies and weaknesses of foes and overpowering charisma can make them extremely effective combatants. Courtiers wear no armor and can wield simple weapons.

Shinobi (see page 76). Shinobi are spies, assassins, and thieves, skilled in the clandestine arts of ninjutsu and infiltration. Some serve the Great Clans of Rokugan, while others are mysterious mercenaries, fighting for those who offer the right incentives. Shinobi wear light armor and wield ninja tools and weapons.

Ritualist (see page 86). Ritualists are spiritual experts who invoke the powers of the many spirits and gods of Rokugan. These beings range from elemental spirits of the land to ancestral figures to Great Fortunes worshipped in vast shrines and temples across the land. Many ritualists are trained in secretive traditions by samurai families and use their powers to advise and protect the great lords of their clan, but others are shrine keepers, local soothsayers, and reclusive sages. Ritualists wear no armor and wield simple weapons, but their true power is in the invocations they alone can master (see page 260).

Pilgrim (see page 96). Pilgrims are seekers of Enlightenment who learn to master the yin and yang energies within themselves, balancing this light and dark ki to perform exceptional feats. Most pilgrims are members of monastic orders, hermits, or itinerant heroes who fight for the people. Pilgrims fight unarmored and wield simple weapons.

Acolyte (see page 112). Acolytes are mortals who are bound to a supernatural force by destiny or choice, and carry the mark of this power within their bodies. There are only a few acolytes in Rokugan at any given time, such as the members of the Togashi Tattooed Order and the Shadow Brand agents who serve the Scorpion Clan. Acolytes straddle the line between mortality and power beyond mortal ken, becoming something more than either in the process. Acolytes wear light armor and can use all weapons.

Bushi



Many members of the samurai class of Rokugan are trained from birth in the arts of combat, tactics, and command. Commoners usually become bushi by circumstance, having been levied into service in wartime or trained by experience fighting marauders and wild creatures that threaten their home. A bushi might serve in a variety of roles over the course of their life: as a front-line combatant in the clan's armies, a field commander, a guard captain at a castle or fortification, or an instructor to the next generation.

CLAN TRADITIONS

Each samurai clan of Rokugan has unique traditions for its bushi, passed down through the generations or developed to combat the unique challenges it faces.

Crab Clan Traditions. Of the Great Clans of Rokugan, only the Crab Clan exists in a state of constant war, protecting the Emerald Empire against the ever-present threat of the otherworldly monsters that spill forth from the Shadowlands. As such, the Crab Clan teaches its disciples fortitude, courage, and practicality in equal measure. Horrors, demons, and the unliving are merciless foes, and bushi of the Crab Clan can't afford to behave as though the fight against these creatures is going to be fair or chivalrous. Bushi trained in the Hida Defender tradition wear heavily plated armor and practice techniques for shattering iron hides with mighty hammer blows, while Hiruma Scouts are trained to observe and get out, only striking when the reward exceeds the risk. They are masters of survival and mobility, and use traps, ambushes, and poisons to even the odds against inhuman monstrosities. The Kaiu dōjō is not only a warrior college, but also the foremost engineering school in the Empire. Its engineers support the foot soldiers of the Crab by building bridges over inhospitable terrain, crafting armor strong enough to withstand even an oni's blow, and designing and operating crossbows, ballistae, and other deadly war machines that let mere mortals triumph over massive foes. Even the Crab Clan's secretive priests, the Kuni Purifiers, often train in warrior arts alongside their ritualist training, wielding blades alongside powerful invocations as they hunt down and scourge evil wherever it festers. The Crab Clan also uses peasant levies in battle far more regularly than other clans, and many villagers along the Kaiu Wall have been called to hold a spear in rank or aim a crossbow from atop the wall during times of crisis.

Crane Clan Traditions. The Crane Clan's diplomats generally prefer to avert war than fight it, but this does not mean its bushi are any less dedicated to mastery of battle than those of the other clans. The bushi from the Daidoji Iron Warrior dōjō form the core of their clan's small standing army. They are highly trained heavy infantry who can hold the line and delay the advance of any foe. Many enemies have broken on the unwavering spears and iron discipline of the Daidoji Iron Warriors. When there are no wars for the Crane Clan to fight, many are assigned as protectors of Crane castles or as bodyguards to traveling Crane courtiers.

Dragon Clan Traditions. The Dragon Clan almost never marches to war, and invasions of its lands have been even more infrequent across the centuries. Any protracted strike on the Dragon Clan's mountainous domain has invariably stagnated into a brutal campaign of guerilla warfare, with its deadly Mirumoto-trained swordmasters harrying scouts or trapping their foes in narrow mountain passes to gain the edge against superior numbers. The Agasha family's warrior-mystics are also deadly, as capable in hand-to-hand combat as they are at invoking the power of mountain spirits to collapse upon their foes. When acting outside of its own domain, the Dragon Clan's bushi tend to be elite infantry who strike hard and fast to secure their objectives, withdrawing before the enemy responds in force.

Lion Clan Traditions. The Lion Clan's original mandate was in the creation of an empire, and it is still the primary protector of Rokugan against military threats foreign and internal to this day. The Akodo War College trains the finest strategic thinkers in the Emerald Empire, and members of other clans often study there. Its curriculum is focused on control: of one's weapons, of the battlefield, over the flow of conflict, and ultimately, over oneself. Their goal is to achieve the pinnacle of the art of war: to minimize losses while achieving

Table 2–1: The Bushi

LEVEL	PROFICIENCY BONUS	FEATURES	FOCUS MAXIMUM	MARTIAL TECHNIQUES
1st	+2	Focus Points, Martial Techniques	4	1
2nd	+2	Combat Stance, Sudden Clarity	4	2
3rd	+2	Martial Archetype	4	2
4th	+2	Ability Score Improvement	5	2
5th	+3	Extra Attack, Martial Archetype Feature	5	3
6th	+3	Veteran's Instincts	5	3
7th	+3	Martial Archetype Feature	6	3
8th	+3	Ability Score Improvement	6	3
9th	+4	Sudden Clarity (Improved)	6	4
10th	+4	Martial Archetype feature, Additional Combat stance	7	4
11th	+4	Extra Attack (2)	7	5
12th	+4	Ability Score Improvement	7	5
13th	+5	Martial Archetype feature	8	5
14th	+5	Ability Score Improvement	8	5
15th	+5	Veteran's Instincts (two uses)	8	6
16th	+5	Ability Score Improvement	9	6
17th	+6	Sudden Clarity (Improved)	9	6
18th	+6	Martial Archetype Feature	9	7
19th	+6	Ability Score Improvement	9	7
20th	+6	Extra Attack (3)	10	8

their objectives. On the other hand, the Matsu family trains the bushi who serve as the main strength of the Lion armies. The Matsu family dōjō teaches the primacy of offense and the necessity of seizing the initiative in all things.

Phoenix Clan Traditions. The Isawa family's authority is derived from spiritual knowledge rather than martial prowess, and their ritualists rarely take the battlefield. Therefore, in both wartime and peacetime, the Shiba family takes the lead on such matters. As Shiba swore to protect Isawa, so the Shiba Guardian School emphasizes the defense of and cooperation with the Isawa; its members complement and protect ritualists. The Shiba Guardians are broadly trained, often as much scholars and peacemakers as warriors.

Scorpion Clan Traditions. The Scorpion Clan projects military power in traditional ways, and some among the Bayushi family are trained as commanders and warriors in addition to their education as courtiers and magistrates. Perhaps the finest bushi of the Scorpion Clan are the warrior monks of the Yogo Penitent sect, renowned for their use of the halberd and cold calm in battle. However, the Scorpion Clan's most noteworthy military assets are its clandestine ones.

Unicorn Clan Traditions. The core of the Unicorn military, the Shinjo Outrider tradition emphasizes speed and flexibility. All Shinjo Outriders learn the art of reconnaissance and how to get the most out of their horses. Their preferred weapon is the Shinjo horsebow, which they use with great accuracy even while riding at a gallop. In Unicorn battle plans, they are often the bait in a feigned retreat. The Moto tradition's heavy cavalry serves as the hammer in these strategies, coupling speed with power to close the trap on enemy forces. To break the most difficult formations or hold the most desperate defenses, the Unicorn Clan deploys its most elite heavy cavalry, the Utaku Battle Maidens. The Utaku dōjō only accepts students who meet stringent standards of prowess and integrity, including taming a sacred Utaku steed.

FIELD TRAINING

Many of the line troops in the Great Clans' armies are commoners—levies from local communities, or volunteers seeking their chance at wealth or glory. Unlike the members of Rokugan's formal warrior caste, the samurai, some of these characters might behave more like soldiers who serve vocationally. Nonetheless, the bushi class could be used to create a battle-weary campaigner who just wants to return to their home village, a fresh-faced youth who has not yet seen the harsh realities of warfare that await them, or a farmer whose skills have been developed protecting their village from wild animals and marauders. Bandits, town guards, criminal toughs, nameless wayfarers, champions from far-flung lands—any of these could also be represented by the bushi class.





QUICK BUILDS

Generally, make either your Strength or Dexterity your highest ability score, focusing secondarily on Constitution. If you intend to choose the Vanguard archetype, Charisma can also be helpful. Several iconic bushi of Rokugan can be found in the more detailed quick builds provided in the **Backgrounds** section, such as the Hida Defender (page 129), Daidoji Iron Warrior (page 134), and Moto Ranger (page 154).

CLASS FEATURES

As a bushi, you gain the following class features.

Hit Points

Hit Dice: 1d12 per bushi level
Hit Points at 1st Level: 12 + your Constitution modifier
Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per bushi level after the 1st

Proficiencies

Armor: Light and medium armor
Weapons: Simple weapons, martial weapons
Tools: None
Saving Throws: Constitution, Wisdom
Skills: Choose two skills from Acrobatics, Athletics, History, Intimidation, Medicine, Nature, Persuasion, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted to you by your background:

- *(a)* field gear and any one martial weapon or *(b)* animal-hide armor and any one martial weapon or *(c)* silk armor, a longbow, 20 willow-leaf arrows, 1 armor-piercing arrow, and 1 humming-bulb arrow.
- *(a)* any one simple melee weapon or *(b)* any one simple ranged weapon or *(c)* two daggers.

Focus Points

By understanding the rhythm of battle, you can find the exact right moment to begin pressing an attack, defend, or launch a finishing strike. This clarity in combat grants you access to the focus points that fuel your martial techniques. Your bushi level determines the maximum amount of focus points you can have, as shown in the Focus Maximum column of the Bushi table. Additionally:

- You start each encounter with 0 focus points.
- You gain 1 focus point at the end of each of your turns.
- When you unlock combat stances at 2nd level, you accrue additional focus points at the end of your turn based on your combat stance (see page 49).
- At the end of an encounter, unspent focus points are lost.
- You can't gain focus points while unconscious.

Martial Techniques

Martial techniques represent exceptional feats of martial prowess that you can perform in place of default combat actions, standard attacks, and reactions. At 1st level, you know the *weave through the storm* martial technique, detailed below.

WEAVE THROUGH THE STORM

As a foe lunges toward you, you sidestep, bracing your weapon against the exposed side of your arm or body to deflect any strike that catches you away from your center of mass. If executed properly, this defense can leave your foe unbalanced, giving you a chance to slip back or move in for a finishing blow.
Activation Time: 1 reaction
Focus Cost: 1+ (you must spend at least 1 focus point, and can optionally spend any amount of additional focus points from among those you have available)
Range: Self
Mandatory Movement: None
Weapon Used: You must be wielding a weapon to use this technique
Effect: After a creature chooses you as a target for an attack, but before it rolls its attack die, you can spend your reaction to increase your AC against that attack by 1 per focus point you spent. Additionally, if the attack hits, the damage you take is reduced by that amount as well.
Bonus Effects: If you cause the attack to miss or reduce its damage to 0, the attacker suffers the disoriented condition (it can't make opportunity attacks) until the end of your next turn.

At higher levels, you gain access to additional martial techniques chosen from the list beginning on page 253. The number of martial techniques you know increases with your bushi level, as shown in the Martial Techniques column of the Bushi table. You can't use the same martial technique more than once per turn.

Each time you gain a bushi level, you can exchange up to 2 martial techniques you know for other options from the list beginning on page 253. You cannot exchange specific martial techniques granted to you by your class or archetype features this way (such as *weave through the storm*).

Combat Stance

Starting at 2nd level, your combat experience has taught you several different stances you can adopt. Each stance has different strengths and gives you a specific bonus along with an additional way to gain focus points. You can have only one combat stance active at a time.

When you roll initiative, you choose a stance to adopt, and you can switch between stances by spending your full movement or an action. Stances can only be used during combat encounters. Choose two stances you have mastered from the following list:

Ember Stance

You adopt a menacing stance that makes your foes think twice about approaching you.

Stance Effects: When a hostile creature that you can perceive ends its movement within 10 feet of you, you can spend your reaction to have it suffer the marked for death condition (your next successful melee attack against it deals an additional 1d8 force damage) for 1 minute.
Focus Generation: At the end of your turn, gain 3 additional focus points if you reduced at least one hostile creature to 0 hit points since the end of your last turn.

Mountain Stance

You set your stance to protect against foes from multiple directions, using the fray of battle to guard the angles you must leave vulnerable.

Stance Effects: When there is at least one hostile creature within 5 feet of you, you benefit from half-cover (+2 bonus to AC and Dexterity saving throws) against other hostile creatures' attacks, invocations, spells, and other negative effects.
Focus Generation: At the end of your turn, gain 1 additional focus point for each hostile creature within 5 feet of you.

River Stance

You keep mobile, swirling past your foes with a flowing stance.

Stance Effects: Your movement speed is increased by +5 feet. Additionally, on your turn, you can spend a bonus action to perform a Dash, Disengage, Help, or Search action.
Focus Generation: At the end of your turn, gain 1 additional focus point for each of the following actions that you performed: Dash, Disengage, Help, or Search.

Willow Stance

You maintain a loose stance that lets you throw sudden, unexpected strikes to catch your foes off-balance.

Stance Effects: During your turn, you can spend your bonus action to grapple or shove one creature within 5 feet of you. You can use Dexterity (Acrobatics)

instead of Strength (Athletics) for any contested checks you make as part of this action,

Focus Generation: At the end of your turn, gain 1 additional focus point for each contested check and each standard unarmed attack you made this turn.

Sudden Clarity

Starting at 2nd level, you can center yourself quickly on the battlefield, taking note of the opportunities and risks before you. At the start of your turn as a free action, you can use this feature to gain 1 focus point for each hostile creature you can perceive within 10 feet of you. Once you use this feature, you must complete a short or long rest before you can use it again.

Starting at 9th level, when you use this feature, you also gain 3d6 temporary hit points. At 17th level, when you use this feature, you gain 3d12 temporary hit points instead of 3d6.

Bushi Archetype

At 3rd level, you choose an archetype that reflects your way of making war. Choose Protector or Vanguard, detailed at the end of this class description. The archetype you choose grants you features at 3rd level, and again at 5th, 7th, 13th, and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level, and increases to four at 20th level.

Veteran's Instincts

Starting at 6th level, you become adept at steeling yourself against harm you have faced before. When you use your *weave through the storm* martial technique, you can use this feature to gain resistance to all damage types the attack deals for 1 minute. This is applied to that attack before the damage reduction of *weave through the storm*.

Once you use this feature, you must finish a short or long rest before you can use it again. At 15th level, you can use this feature one additional time before finishing a short or long rest.

Additional Combat Stance

Starting at 10th level, you master one additional combat stance of your choice from the bushi list.

Bushi Archetypes

There are countless different ways of pursuing the bushi's art, two of which are detailed here. The Protector archetype focuses on defense and survival, gaining access to heavy armor to assist in its goal. The Vanguard archetype is focused around flexible combat, picking the right tool for the job, and leading from the front as the tip of the spear.

SAMURAI ARMSMASTER

While the various samurai clans of Rokugan each have their own training methods for the martially inclined among their ranks, a core curriculum of training established by Akodo and improved over the centuries does exist. For samurai who serve as battlefield leaders, this subclass represents the most iconic option, focused on mastering the traditional weapons of Rokugan's bushi class.

Defensive Proficiency

At 3rd level, you have been trained in wearing the lacquered armor used by many of Rokugan's samurai. Gain proficiency in lacquered armor (see page 189) and Dexterity saving throws.

The Six Great Weapons of Akodo

At 3rd level, your technique is flawless when wielding the six traditional weapons of Rokugani warfare: the spear, the bow, the long and short swords, the knife, and unarmed strikes. You gain proficiency in unarmed strikes, and your unarmed damage die becomes a d4. Additionally, your weapon attacks score a critical hit on a result of 19 or 20 whenever you make an attack with any of the following weapons: dagger, greatbow, katana, longbow, spear, wakizashi, warspear.

Heroic Presence

At 5th level, you become adept at inspiring others to follow you on the field through your courageous deeds. When you reduce a creature to 0 hit points with a weapon attack, you can have each friendly character who can perceive you gain temporary hit points equal to the creature's number of hit dice plus your Charisma modifier. Once you use this feature, you cannot use it again until you complete a long rest.

Martial Regimen

At 7th level, you have honed your body and mind to peak fighting condition. You become proficient in animal handling, athletics, and history, and double your proficiency bonus for these skills.

Honed Senses

At 10th level, your training lets you react to danger instinctively. At the start of any combat encounter, before the first character acts, you can perform a Dodge action. You can do this even if you are surprised.

Commander's Call

At 13th level, you become skilled at giving orders while even as you strike down your foes. During your turn, you can perform the Help action as a bonus action. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Akodo's Final Lesson

At 18th level, you learn when to be unyielding and when to be flexible, just as Lord Akodo once learned to temper might with patience. When you use a martial technique that includes an attack roll or multitarget attack roll, if you do not hit any of the targets, you recover half the focus points you spent, rounded down.

PROTECTOR

Protectors are bushi who focus on defense: self-defense and the defense of others. Whether they use heavy armor, melee weapons with reach to keep foes at bay, or knowledge of tactics to control the battlefield, Protectors often serve as honor guards, battlefield bodyguards, and heavy infantry or cavalry units. Protectors use space and the flow of battle to keep themselves and their allies alive to fight another day.

Heavy Armor Proficiency

Starting at 3rd level, you gain proficiency in heavy armor.

Oak Stance

Starting at 3rd level, you master a new stance, described below.

Oak Stance

You keep a wide stance that reduces your mobility but lets you shield yourself and your comrades.

Stance Effects: You and each other friendly creature within 10 feet gain a +1 bonus to Armor Class. A creature can't benefit from multiple increases to its AC from multiple instances of this ability. Additionally, your movement speed is halved.
Focus Generation: At the end of your turn, gain 2 additional focus points if your current hit points are lower than or equal to half of your maximum hit points, or 1d4+1 additional focus points if your current hit points are lower than or equal to a quarter of your maximum hit points.

Swift Intercession

Starting at 5th level, you become adept at putting yourself between your allies and harm. You gain the *swift intercession* martial technique, below.

SWIFT INTERCESSION

Seeing an ally in peril, you heroically leap forward to take the blow on their behalf.
Activation Time: 1 reaction
Focus Cost: 1+ (you must spend at least 1 focus point, and can optionally spend any amount of additional focus points from among those you have available)
Range: 10 feet
Mandatory Movement: None
Weapon Used: You must be wielding a weapon to use this technique
Effect: When a friendly creature within 10 feet is hit by an attack, you can spend your reaction to move up to 10 feet. If you end within 5 feet of the friendly creature, you take the damage and any other effects of the attack in the friendly creature's place.
Bonus Effects: If you spent at least 2 focus points, increase the range and distance you can move by 5 feet per focus point you spent beyond the first.

After the attack is resolved, if the attack would not have hit your Armor Class, you gain 3 focus points.

Vengeful Guardian

Starting at 7th level, you deliver doom to those who harm your allies. When you enter Mountain stance or use your *swift intercession* martial technique, you can designate a friendly creature within 10 feet as protected by you. You can have only one creature designated as protected by you at a time. Whenever a creature protected by you is hit by an attack made by a hostile creature you can perceive, the attacker suffers the marked for death condition (your next successful melee attack against it deals an additional 1d8 force damage) for 1 minute.

Hard to Ignore

Starting at 10th level, your battlefield presence demands attention. When you use your *swift intercession* martial technique, you inflict the provoked condition (disadvantage on attack rolls targeting creatures other than you) until the end of its next turn.

Trampling Charge

Starting at 13th level, you are adept at moving in heavy wargear and throwing your weight around. When you take the Dash action or a use martial technique that causes you to move, if you are wearing heavy armor or wielding a heavy weapon, you overrun each creature that makes an opportunity attack against you. Immediately after it attacks you, a creature you overrun this way suffers 2d4 bludgeoning damage. Each Small or Medium creature that suffers damage greater than or equal to its Strength modifier this way is also knocked prone. Each creature can be overrun a maximum of one time per turn.

Legendary Determination

Starting at 18th level, your combat instincts and grit kick in when your life is in peril. When you succeed on a death saving throw or suffer a critical hit, you can spend any number of Hit Dice. Roll those Hit Dice and immediately regain hit points equal to their total result. Then you gain focus points equal to the highest result among the Hit Dice rolled this way. Once you use this feature, you must finish a long rest before you can use it again.

VANGUARD

The sword may be the iconic weapon of the samurai, but Vanguards are bushi who seek mastery of numerous styles of weapon. Each weapon has a specialized role: the bow to strike at range, the spear as range closes, the sword when the foe moves within the range of the spear, the knife when too close to use the sword, and unarmed blows for the closest fighting. Vanguards take full advantage of each weapon's strengths rather than focusing on mastery of only one, ensuring they always have the right tool for the job.

Thicket Stance

Starting at 3rd level, you master a new stance, described below.

Thicket Stance

You set a stance that lets you quickly switch between weapons and foes, presenting threats in all directions.

Stance Effects: When you perform the Attack action or use a martial technique, you can use your bonus action make an attack against a creature you did not target as part of that Attack action. You gain a +2 bonus to hit with this attack.

Focus Generation: At the end of your turn, gain 1 additional focus point for every different creature against which you made a standard attack since the end of your last turn.

Saving Throw Proficiency

At 3rd level, you gain proficiency in Dexterity saving throws.

Versatility of Form

At 5th level, when you hit with a standard attack using a weapon that deals damage of a particular type (bludgeoning, piercing, or slashing), you can inflict a condition on a target of the attack:

- **Devastating Force (Bludgeoning):** The creature suffers the distracted condition (–2 AC, removed after it is hit by an attack) until the end of your next turn.
- **Puncturing Thrust (Piercing):** The creature suffers the maimed condition (–10 ft. speed and disadvantage on Dexterity saving throws, removed after it regains HP) until the end of your next turn.
- **Ruinous Cut (Slashing):** The creature suffers the bleeding condition (1d4 piercing damage at the start of each of its turns, removed after it regains HP) until the end of your next turn.

You can inflict each condition a maximum of once per turn using this feature.

Coiling Serpent Grasp

Starting at 7th level, you can swiftly and fluidly take control of weapons in battle. You gain the *coiling serpent grasp* martial technique, below.

COILING SERPENT GRASP

With deft handwork, you quickly seize control of a weapon and make an unexpected strike with it.

Activation Time: 1 bonus action or 1 reaction

Focus Cost: 2+ (you must spend at least 2 focus points, and can optionally spend any amount of additional focus points from among those you have available)

Range: 5 feet

Mandatory Movement: None

Weapon Used: When you use this technique, you must ready a weapon that no creature is wielding within 5 feet of you and use it for the technique

Effect: You can use this technique as a bonus action, or as a reaction after another creature within range drops its weapon or is reduced to 0 hit points. You seize control of one weapon within range that no creature is wielding, readying that weapon and making a standard attack against a creature within the weapon's range. You can't use this technique on weapons that are part of a creature's body. If this attack hits, you gain a bonus to the damage roll equal to your proficiency modifier.

Bonus Effects: If you spend at least 4 focus points, you have advantage on the attack roll.

Whirlwind Onslaught

At 10th level, you attack with an impressive fervor, spotting weaknesses to dispatch several foes in quick succession. At the end of your turn, you can use this feature to have each creature you attacked this turn suffer the marked for death condition (your next successful melee attack against it deals an additional 1d8 force damage) for 1 minute.

Once you use this feature, you can't use it again until you finish a short or long rest.

Stance Mastery

Starting at 13th level, you master one additional combat stance from the bushi list.

Additionally, at the start of your turn, you can assume a new stance as a free action. After you assume a new stance this way, you cannot do so again until you have completed a short or long rest.

Lead by Example

Starting at 18th level, you call targets with expert precision for your allies to fell. When a friendly creature who can perceive you hits a creature you have marked for death, the target takes 1d8 additional force damage. This does not remove your marked for death condition.



Duelist



The duel—a battle between two champions with no interference by outsiders—is an ancient tradition of Rokugan dating back to the tournament that decided Hantei's rule over the newly founded Emerald Empire. As such, since the foundation of Rokugan, duelists have held an important place in Rokugani society. On the battlefield, duelists often take the stage first, or seek out other champions and cut them down even amidst the fray. At court, many courtiers have duelists as bodyguards, not only to protect them from assassins, but also to stand as their champion should a political rival challenge them over some insult.

TRIALS BY COMBAT

Members of the samurai class are permitted to duel (or appoint champions to fight for them) should a grievance between two families or individuals grow sufficiently bitter. As a result, any samurai may need to be ready to defend themself or have access to someone who can draw steel to protect their reputation. Duels are also used for certain ceremonies and contests, including the selection of the Emerald Champion, the chief enforcer of law and Imperial decree in the Emerald Empire. As such, training as a duelist may be helpful to certain political aspirations. Many famous commanders are also accomplished duelists, to ensure that if they are intercepted by an assassin or called out to fight by a rival champion on the battlefield, they can vanquish their foe in single combat. See page 296 for more on the rules for duels.

CLAN TRADITIONS

Dueling customs vary by land, and even within the lands of an individual clan. This section presents some of the ways duels are typically fought in certain regions, and how those who specialize in dueling are trained.

Crab Clan Traditions. The Crab Clan's practical ethos of battle generally dictates that duels to the death are a waste of valuable soldiers. However, many members of the Crab Clan nonetheless train in single combat techniques, from wrestling moves to battlefield challenges. The Yasuki family does train more traditional duelists, who are known for guarding merchant caravans and Crab Clan emissaries.

Crane Clan Traditions. In Crane lands, legal duels are often fought with swords. As such, the Kakita Duelist Academy emphasizes "one strike, one kill," seeking for its students to master the one perfect strike, or draw-cut. For this tradition, winning with the most elegant, efficient use of motion is the pinnacle of martial skills, as exemplified in winning a duel with a strike as one unsheathes their blade. The most legendary of living duelists in all of Rokugan, the *kenshinzen*, are an order within the Kakita Duelist tradition who have achieved a rank of mastery over the draw-cut that few can even conceive, drawing their swords with a fluid speed the swiftest eye can hardly track. These artists of the sword are highly sought-after as bodyguards, advisors, and generals, and the only way to join this elite order is by defeating a kenshinzen in battle in the presence of two other kenshinzen standing as witnesses.

Dragon Clan Traditions. The Dragon Clan's Mirumoto family trains its adepts in the niten, or "Two Heavens" tradition created by the family's founder, wielding paired weapons such as the katana with the wakizashi or tiger hook swords. This school of swordsmanship emphasizes creativity and flexibility in combat rather than focusing on any single technique, using the terrain and even improvised weapons to full effect to take the day. Some students of the Kitsuki Investigator School also train in the duel as part of their curriculum, seeking insight into the human mind and heart through the clash of blades.

Table 2–2: The Duelist

Level	Proficiency Bonus	Features	Focus Maximum	Martial Techniques
1st	+2	Evasive Footwork, Focus Points, Martial Techniques	4	1
2nd	+2	Combat Stances, Lethal Instinct	4	2
3rd	+2	Duelist Archetype, Challenge of Steel	4	2
4th	+2	Ability Score Improvement	5	2
5th	+3	Extra Attack, Duelist Archetype feature	5	3
6th	+3	Decisive Blade	5	3
7th	+3	Duelist Archetype feature	6	3
8th	+3	Ability Score Improvement	6	3
9th	+4	Swift Evasion	6	4
10th	+4	Ability Score Improvement, Additional Combat Stance	7	4
11th	+4	Duelist Archetype feature	7	5
12th	+4	Ability Score Improvement	7	5
13th	+5	Extra Attack (2)	8	5
14th	+5	Decisive Blade (Improved)	8	5
15th	+5	Lethal Instinct (Improved)	8	6
16th	+5	Ability Score Improvement	9	6
17th	+6	Decisive Blade (Improved)	9	6
18th	+6	Duelist Archetype feature	9	7
19th	+6	Ability Score Improvement	9	7
20th	+6	Extra Attack (3)	10	8

Lion Clan Traditions. Battlefield duels are common, and many students of the Matsu Champion tradition are the tested survivors of these heroic clashes. Matsu duelists often dual wield blades or a sword with a knife, presenting two threats at once to harry the defender relentlessly. Alternately, they simply fight with whatever weapon they are currently wielding. Many of the storytellers of the Ikoma family are also duelists in addition to their training as courtiers, needling their enemies with clever words to break their composure and then striking with finality.

Phoenix Clan Traditions. Ritualists have their own manner of settling things between aggrieved individuals: spiritual contests in which two ritualists attempt to invoke the same spirit. These contests can serve the same purpose as a duel between ritualists, so most ritualists do not train in dueling with the blade as a result. As such, the Isawa family's skilled ritualists leave the fighting of martial duels to the disciples of the Shiba Guardian School.

Scorpion Clan Traditions. The Scorpion Clan's duelists are often theatrical, focused not just on cutting down the foe but on making clear the folly of challenging them in the first place. In this way, they use their clan's fearful reputation to squelch challenges before they are ever delivered. Many shinobi are also trained as duelists, allowing them to cut down even the most skilled target should they isolate them.

Unicorn Clan Traditions. In the lands of the Unicorn Clan, archery duels are often the way matters are settled. Sometimes these are competitive hunts, with the winner being the combatant who brings down the best prey. Other times, these are target shooting, or even one-on-one battles with the bow. Wrestling duels are also quite popular within the Unicorn Clan, a tradition inherited from their allies, the Ujik peoples of the Plains of Wind and Stone. Many Utaku Battle Maidens are accomplished duelists in numerous forms, including with the blade, the joust, and the bow.

WANDERING BLADES

Some of the greatest duelists to walk Rokugan have been wayfarers on pilgrimages to master a martial art, challenging the most skilled foes they encounter to hone their skills further and win a name for themselves as masters of the blade, spear, bow, or other combat specialty. Such duelists might not be trained in any one formal tradition, or they might have decided that training within the safety of a school's walls could never give them the insight they need into the art of battle.

Others are fleeing something from their past, or something they fear within themselves. For these duelists, the road becomes their mantra. They walk the way of the gleaming blade, the glint of the arrow, the approach of steady resolve. They have honed their skill in their preferred style and have become adept at protecting what they have, for fate has seen fit to bestow them very little but their weapon and their ferocity in battle.

QUICK BUILD

Generally, make your Dexterity your highest ability score, focusing secondarily on Intelligence, Wisdom, or Charisma based on which archetype you intend to select. A number of iconic duelists of Rokugan can be found in the more detailed quick builds provided in the **Backgrounds** section, such as the Kakita Blademaster (page 134) and Mirumoto Adept (page 138).





Class Features

As a duelist, you gain the following features.

Hit Points

Hit Dice: 1d8 per duelist level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per duelist level after the 1st

Proficiencies

Armor: None
Weapons: Simple weapons, martial weapons
Tools: Bowyer's kit or sword maintenance kit
Saving Throws: Dexterity, Wisdom
Skills: Choose two skills from Acrobatics, Athletics, History, Intimidation, Investigation, Perception, Performance, and Persuasion.

Equipment

You start with the following equipment, in addition to the equipment granted to you by your background:

- *(a)* resplendent regalia or *(b)* traveling clothes or *(c)* unremarkable garb.
- *(a)* any one martial melee weapon or *(b)* any two light melee weapons or *(c)* any two identical paired melee weapons or *(d)* one heavy martial melee weapon or *(e)* a hunting bow, 20 willow-leaf arrows, 1 armor-piercing arrow, and 1 flesh-cutter arrow.
- a dagger.
- *(a)* bowyer's kit or *(b)* sword maintenance kit.

Evasive Footwork

You can avoid attacks through prediction, instinct, or cunning manipulation of your foe's position. Choose Intelligence, Wisdom, or Charisma. When you are not wearing armor and not wielding a shield, your Armor Class equals 10 + your Dexterity Modifier + the modifier for the ability score you chose.

Additionally, while you are dueling, you have a +2 bonus to your Armor Class against any attack made by a creature that is not participating in the duel.

Martial Techniques

Martial techniques represent exceptional feats of martial prowess that you can perform in place of default combat actions, standard attacks, and reactions. At 1st level, you know the *dawn's grace strike* martial technique, detailed below.

Dawn's Grace Strike

You deliver a precise strike that cuts through your foe's defenses and lays bare any flaws in their conviction. Against your practiced prowess, even creatures of supernatural malice cannot escape entirely unscathed.
Activation Time: 1 attack
Focus Cost: 1+ focus point (you must spend at least 1 focus point, and can optionally spend any amount of additional focus points from among those you have available)
Range: Your weapon's range
Mandatory Movement: None
Weapon Used: You must be wielding a weapon to use this technique
Effect: Make a weapon attack against a creature in range, adding an amount equal to the focus points you spent to the attack roll. If you hit, your target suffers damage equal to your weapon's damage + your ability modifier + the focus you spent.
Bonus Effects: If you spent at least 3 focus points, your weapon is considered magical for the purposes of overcoming damage resistances and immunities for this attack.

If you miss, regain 1 focus point.

At higher levels, you gain access to additional martial techniques chosen from the list beginning on page 253. The number of martial techniques you know increases with your duelist level, as shown in the Martial Techniques column of the Duelist table. You can't use the same martial technique more than once per turn.

Each time you gain a duelist level, you can exchange up to 2 martial techniques you know for other options from the list beginning on page 253. You cannot exchange specific martial techniques granted to you by your class or archetype features this way (such as dawn's grace strike).

Combat Stance

Each stance has different strengths and gives you a specific bonus along with an additional way to gain focus points. You can have only one combat stance active at a time.

When you roll initiative, you choose a stance to adopt, and you can switch between stances by spending your full movement or an action. Stances can only be used during combat encounters. Choose two stances you have mastered from the following list:

Cormorant Stance

You hold yourself ready to throw probing strikes or dive for deadly blow at your foe's moment of greatest vulnerability.

Stance Effects: When you hit with a standard attack or opportunity attack, your target suffers the distracted condition (–2 AC, removed after it is hit by an attack) for 1 minute.
Focus Generation: At the end of your turn, gain 1 additional focus point for each attack you have made since the end of your last turn.

Swallow Stance

You set an evasive stance, ready to dart back swiftly at a moment's notice to exhaust your foes and leave them open to your reprisal.

Stance Effects: Attacks of opportunity made against you have disadvantage. Additionally, when attacking a creature that has expended all of its reactions, you gain a bonus to damage equal to your proficiency bonus.
Focus Generation: At the end of your turn, gain 1 additional focus point for each opportunity attack that missed you this turn.

Tiger Stance

You project aggressive power, preparing for strikes that sweep your foes aside with sheer force.

Stance Effects: When you roll a natural 19 or 20 on an attack roll, you inflict additional damage equal to your proficiency bonus. Additionally, you have advantage on the first attack roll you make during your turn; this can apply to a multitarget attack roll (see page 250). Finally, you have a –2 penalty to your Armor Class.
Focus Generation: At the end of your turn, you gain 3 additional focus points if you inflicted at least one critical hit on a hostile creature this turn.

Viper Stance

You shift slowly and subtly, maintaining a posture that lets you stay alert to subtle cues in your environment and compensate for injuries you have suffered.

Stance Effects: You have advantage (a +5 bonus) on your passive Perception score and on Wisdom saving throws. Additionally, when a negative condition you are suffering would impose disadvantage on any check, saving throw, or attack roll you make, you make that roll without advantage or disadvantage.
Focus Generation: At the end of your turn, gain 2 additional focus points if you are suffering at least one negative condition or have at least one danger die assigned to you, and 1 additional focus point per condition or danger die beyond the first.

Lethal Instinct

Starting at 2nd level, you can detect the subtle ebbs and flows of the duel that leave one combatant dead and the other standing, their blade running red. After the staredown at the start of the round during a duel (see page 296), you can use this feature to gain focus points equal to the number danger dice assigned to you, to a maximum of your duelist level or your proficiency bonus (whichever is lower). After you use this feature, you cannot use it again until you complete a short or long rest.

Starting at 15th level, you regain the use of this feature whenever you win a duel.

Challenge of Steel

Starting at 3rd level, you can attempt to draw an enemy in a combat encounter into a duel with you. Once on your turn as a free action, you can issue your challenge

targeting one creature that can perceive you. That creature must make a Wisdom saving throw with DC equal to 8 + your proficiency bonus + your Charisma modifier. On success, it can choose whether or not to enter the duel. On failure, it must duel you, and starts that duel with danger dice equal to half your proficiency bonus (rounded down). See **Duels** on page 296 for more information on integrating a duel into a skirmish.

After you enter a duel using this feature, you cannot use it again until you win that duel or complete a short or long rest.

Duelist Archetype

At 3rd level, you choose an archetype that determines your way of fighting. Choose Blademaster, Adept, or Deathdancer, detailed at the end of this class description. The archetype you choose grants you features at 3rd level, and again at 7th, 11th, 15th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 13th level, and increases to four at 20th level.

Decisive Blade

Starting at 6th level, your finesse in the art of the deathmatch becomes even more refined. When you perform a finishing blow against an opponent and roll the danger dice that opponent has been assigned, you can reroll all dice with a result of 1 or 2 and must use the new result, even if it is a 1 or 2. At 14th level, you can reroll all dice with a result of 1, 2, or 3 instead and must use the result even if it is a 1, 2, or 3. At 17th level, for each danger die with a result of 6 or higher before rerolling, you can roll one additional danger die and add it to the result. These additional dice cannot be rerolled or add further results.

Swift Evasion

Starting at 9th level, your combat instincts let you evade hits or pursue fleeing foes with practiced speed. On your turn, you can spend a bonus action to perform a Dodge action. After you perform a Dodge action, your movement speed is increased by 10 feet until the end of your turn.

Additional Combat Stance

Starting at 10th level, you master one additional combat stance of your choice from the duelist list.

Duelist Archetypes

Duelists may all pursue mastery in single combat, but different types of duelists approach this with varied mindsets, philosophies, and approaches. Certain traditions are best reflected by certain archetypes, such as the precise Kakita Duelist being reflected in the Blademaster or the wily Mirumoto Adept being reflected in the Adept. However, even if a character is trained in a particular tradition, their player might decide to have them pursue any of the three archetypes to reflect their duelist's unique style.

BLADEMASTER

Blademasters pursue mastery of a single weapon, training their techniques with that weapon again and again until they wield it as naturally as breathing. Their combat experience also allows advanced Blademasters to sense hostility in their foes seemingly before they display any outward sign, delivering lethal counterstrikes the instant their enemy attacks. A Blademaster might be a Kakita Duelist who spent years at the academy practicing against rivals in the dōjō, an Utaku Battle Maiden with years of experience taking on battlefield challenges, or a rustic swordfighter who spent those same years cutting falling leaves in a forest. Whatever the origin of their skill, it has been honed to a deadly razor's edge.

Mind's Edge

At 3rd level, your brushes with lethal combat make you acutely aware of subtle emotional shifts in yourself and others. You gain proficiency in Insight if you do not already have it. Additionally, you double your proficiency bonus for Wisdom saving throws.

Severing Cut

Starting at 3rd level, your honed form makes your strikes especially lethal. When you are wielding a weapon in two hands, you gain a bonus to damage rolls with that weapon equal to your Wisdom modifier. If that weapon is versatile, you also inflict a critical hit on a roll of 19 or 20.

Heron Stance

At 3rd level, you master the following stance:

Heron Stance

You assume a stance that lets you counterattack with lethal elegance, seizing the brief gap in your foe's attacks to deliver a telling cut.

Stance Effects: You gain a +1 bonus to your Armor Class. After a creature you can perceive misses you with an attack, you can spend your reaction to have it suffer the marked for death condition (your next successful melee attack against it deals an additional 1d8 force damage) for 1 minute.

Focus Generation: At the end of your turn, if you dealt 10 or more damage to any one creature with a single weapon attack, gain 2 additional focus points. If you dealt 20 or more damage to any one creature with a single weapon attack, gain 3 additional focus points instead.

Battle-Tempered Insight

At 5th level, you gain the ability to ascertain the truth of your enemy by crossing blades. At the start of your turn, if you are in a duel, you can make a Wisdom (Insight) check as a free action with DC equal to your opponent's passive Perception score minus the total number of danger dice that participants have been assigned. On success, you learn their motivation and have advantage on your next check to interact with them socially.

Signature Strike

At 7th level, your skill with a single martial technique becomes exceptionally keen. Choose a martial technique you know. When you resolve the effect and bonus effects of that martial technique, you can resolve them as if you had spent 2 additional focus points. You must still pay the base focus point cost to use the technique.

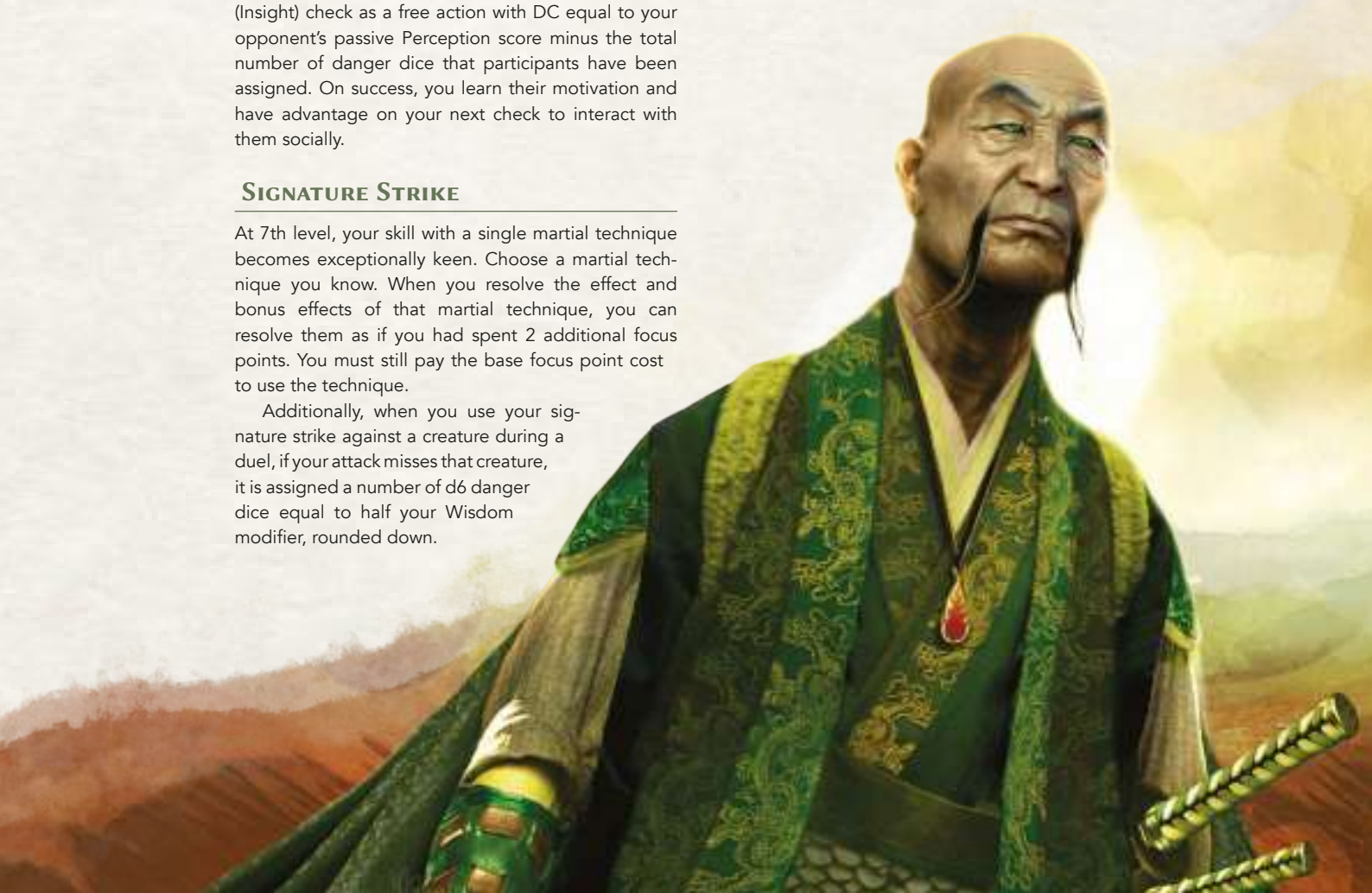
Additionally, when you use your signature strike against a creature during a duel, if your attack misses that creature, it is assigned a number of d6 danger dice equal to half your Wisdom modifier, rounded down.

Know Death without Fear

At 11th level, you have been in many life-and-death battles and are well acquainted with mortality. When you are forced to make a Wisdom saving throw during a combat encounter or duel, you can spend your reaction to automatically succeed as if you had rolled a 20. If you do, you immediately gain focus points equal to your Wisdom modifier, and if you are dueling, your opponent is also assigned a number of d6 danger dice equal to your Wisdom modifier. Once you have used this feature, you cannot use it again until you complete a short or long rest.

Matchless Reflexes

At 18th level, your reaction speed becomes almost peerless among mortals. When you make a Dexterity check for initiative, the roll has advantage. Additionally, when you roll a 19 or 20 on your initiative roll, you immediately gain 1d4 focus points, and can act in a surprise round at the start of the combat (even if you would have been surprised, or nobody was surprised).



ADEPT

Adepts are duelists who find the boundaries of tradition and then push back. Creative and cunning, these duelists dedicate themselves not so much to mastering a particular weapon as they do to the art of victory. Many fight with paired weapons, such as Mirumoto and Matsu duelists, but others prefer to fight with a single blade and swordbreaker, or even a weapon alongside an empty hand. Mantis sailors often practice this style of dueling as well, with one hand kept free to swing through the rigging of a ship or throw a brawler's punch.

Battlefield Training

Starting at 3rd level, your experience in skirmishes lets you maneuver and duel more effectively in armor. You gain proficiency in light and medium armor.

Dual Strikes

Starting at 3rd level, you develop your ability to wield heavier weapons in tandem. When you engage in two-weapon fighting, you can treat one versatile weapon you wield as being light as long as the other weapon you wield is light. Additionally, you treat them as having the paired property (allowing you to add your proficiency bonus to its damage when engaging in two-weapon fighting, as described on page 200).

Dragon Stance

At 3rd level, you master the following stance.

Dragon Stance

The dragon presents a threat with its head and with its tail, and so too does your stance allow you to menace your foes with both your main and offhand weapon, or even a single weapon used alongside a bare hand.

Stance Effect: When a creature you can perceive within 5 feet makes a weapon attack against you, you can spend your reaction to cause it to suffer the distracted condition (–2 AC, removed after it is hit by an attack) for 1 minute.

Focus Generation: At the end of your turn, gain 1 additional focus point for each standard attack you made.

Improvised Attacks

Starting at 3rd level, you can wield objects found in your environment to deadly effect. As a bonus action on your turn, you can choose one weapon-shaped item you are holding and spend 1 focus point. Treat that item as a martial melee weapon of your choice until the end of the encounter. On the first attack you make with that weapon, you gain a bonus to damage equal to your Intelligence modifier. The GM is the final arbiter of whether an item is suitable for a particular profile. At the end of the encounter, the item is destroyed (unless it could not normally be destroyed).

Calculated Ferocity

Starting at 5th level, you can angle your attacks to open your opponent's guard and expose them to even deadlier strikes. When you attack a creature that you have already attacked at least once this turn, you gain a bonus to damage equal to your Intelligence modifier.

Mind Like Bared Steel

Starting at 7th level, you become extremely difficult to take unawares, and you see patterns as they form. Increase your passive Perception score by your Intelligence modifier. Additionally, when a creature you are dueling uses the same martial technique, invocation, spell, or externalization during two consecutive rounds, it is assigned a number of d6 danger dice equal to your Intelligence modifier.

Stance Mastery

Starting at 11th level, you master one additional combat stance from the duelist list.

Additionally, at the start of your turn, you can assume a new stance as a free action. After you assume a new stance this way, you cannot do so again until you have completed a short or long rest.

Flow of Battle

Starting at 18th level, your uncanny sense of tempo allows you to press the attack unexpectedly. On your turn, if you have 0 focus points, you can perform one martial technique you know without spending focus points, resolving it as if you spent focus points equal to your Intelligence modifier.

After you use this feature, you can't use it again until you complete a short or long rest.

DEATHDANCER

Sometimes, fighting a duel isn't just about winning, but about making sure your enemies understand the folly of challenging you. Duels play an important role in the courts, and Deathdancers are duelists who are used to make the most of a duel's political and social implications. The Bayushi tradition trains its duelists to draw out enemies and humiliate them in public, but they are not the only ones to use this style of combat. Many blades for hire and rōnin also fight in theatrical styles, using unusual weapons, misdirection, and lethal tactics to seize victory and make the most of their opponent's downfall.

Confident Demeanor

Starting at 3rd level, you become skilled at maintaining an air of braggadocio or icy competence as the situation demands. You gain proficiency on Charisma saving throws.

Edge of Fear

Starting at 3rd level, you study the ways of using fear to your advantage in battle. While you are dueling, when your foe would be assigned a d6 danger die, that foe is assigned a d8 danger die instead if it is not frightened of you, or a d10 danger die instead if it is frightened of you.

Spider Stance

At 3rd level, you master the following stance.

Spider Stance

You adopt a neutral stance that projects almost undue confidence, forcing your foe to consider complex patterns of attack you might take and where you could have set deadly snares for them in your footwork, your balance, or the wielding of your blade.

Stance Effects: When you make a standard attack roll, you can choose to give the attack roll disadvantage. If you do and it hits, you must make a Charisma (Intimidation) check contested by the target's Wisdom saving throw. If you win the contested check, it becomes frightened of you until the end of your next turn. If you lose the contested check, it suffers the disoriented condition (it can't make opportunity attacks) until the end of your next turn.

Focus Generation: At the end of your turn, gain 1 additional focus point for each standard attack you made that did not hit.

Encroaching Dismay

Starting at 5th level, you become skilled at turning your foes' trepidation into dread, and even unnatural creatures pause at your presence. If you aren't proficient in Intimidation, you become proficient in it. You double your proficiency bonus for Charisma (Intimidation) checks. Further, creatures within 5 feet of you that can perceive you lose condition immunity to being frightened by you.

Additionally, on your turn, you can spend a bonus action and choose a disoriented creature that can perceive you. Make a Charisma (Intimidation) check with DC equal to that creature's passive Perception score + its CR or character level. On success, that creature becomes frightened of you for 1 minute. After you frighten a creature this way, you can't use it again until you complete a long or short rest, or reduce a creature that was frightened of you to 0 hit points.

Prey on Panic

Starting at 7th level, you learn to take full advantage of your target's fear. When you attack a frightened creature, you gain a bonus to your damage roll equal to your Charisma modifier. Additionally, whenever you cause a creature you are dueling to become frightened, it gains two d10 danger dice.

Gruesome End

Starting at 11th level, you don't just end a fight, you send a message. When you make a weapon attack that inflicts a critical strike or reduces one or more creatures to 0 hit points, you can spend your bonus action to have each hostile creature that can perceive you make a Wisdom saving throw with DC equal to 10 + your Charisma modifier + your proficiency bonus. Creatures that fail become frightened of you and suffer 4d6 psychic damage. Creatures that succeed suffer half that amount of psychic damage and suffer the disoriented condition (it can't make opportunity attacks).

Dread Enforcer

Starting at 18th level, your presence thoroughly unnerves even things that should not fear. Creatures within 50 feet that can perceive you lose condition immunity to being frightened by you. Additionally, when a frightened creature makes an opportunity attack against you, you can choose whether the attack hits or misses.

Courtier



The secrets, intrigues, and mysteries of Rokugan flow through its courtiers, who use their skill in rhetoric and keen insights to collect friends in high places and pursue clan and family agendas. Courtiers of the Great Clans act as rulers, advisors, artists, magistrates, bureaucrats, and scholars, and fulfill many crucial roles in the workings of these massive organizations. Commoners can be courtiers as well, and many village leaders, merchants, functionaries, and artists are just as skilled in the arts of persuasion as courtiers who are members of the samurai class.

CLAN TRADITIONS

Courtiers are vital to the functioning of the Great Clans of Rokugan, and each has its own traditions and protocols for diplomats, bureaucrats, and magistrates.

Crab Clan Traditions. Detractors of the Crab Clan might say the Yasuki family is little more than a merchant house in samurai garb—the Yasuki would counter that members of their family are merchants, samurai, and much more. They are masters of the arts of commerce and the flow of commodities. The members trained in this tradition can acquire goods and services, even ones that a person may not yet know they need, in exchange for promises of assistance for their family and clan in the future. Some samurai see the Yasuki family's focus on commerce as unseemly to the samurai class, but the Yasuki family teaches its students that the Crab Clan's need for supplies in its unending war outweighs any petty concerns about etiquette that the pursuit of worldly good might raise.

Crane Clan Traditions. No one plays the game of court better than the Crane Clan—after all, their predecessors wrote the rules. Diplomats trained in the Doji family tradition choreograph the courtly dance of favors exchanged, gifts given, and the right people invited to private gatherings. The Doji are always on the leading edge of fashion and culture, and Doji Diplomats need never use an unkind word: their silence speaks volumes, and a simple gesture says even more. Their networks of favors, gifts, and invitations allow them to weigh the ebb and flow of the social side of the Empire and adjust the scales to their benefit.

Dragon Clan Traditions. The Dragon Clan is not known for its diplomatic presence in Rokugani courts, but it does have one very noteworthy school of courtiers. The Kitsuki family maintains a tradition of training investigators to master methods of observation, experimentation, logic, and reason to understand the truth and unveil mysteries. The Kitsuki Investigators gravitate toward legal work as magistrates and justiciars, in addition to serving as political representatives of the Dragon Clan.

Lion Clan Traditions. In the end—after trials, sacrifices, and death—all that truly remains of a samurai is their story. The Ikoma Bard School trains its students as historians, bards, and tale-spinners, not just to preserve the stories of old, but to inspire the warriors of the Lion Clan to equal and exceed the achievements of their ancient ancestors. Ikoma Bards are no less warlike than the other scions of the Lion Clan. However, their most important duty lies in supporting each other. A member of the Lion Clan can fight against any odds with the confidence that no hero passes into history unsung.

Table 2–3: The Courtier

Level	Proficiency Bonus	Features	Intrigue Dice	Intrigue Die	Total Flourishes Known
1st	+2	Intrigue Dice, Rhetorical Flourishes, Strategic Opening	2	d6	1
2nd	+2	Additional Rhetorical Flourishes	2	d6	3
3rd	+2	Courtier Archetype, Additional Flourish (by Archetype)	3	d6	4
4th	+2	Ability Score Improvement	3	d6	4
5th	+3	Additional Courtier Archetype Feature, Intrigue Dice (Improved)	3	d8	4
6th	+3	Extra Reaction (two reactions)	4	d8	5
7th	+3	Courtier Archetype Feature	4	d8	5
8th	+3	Ability Score Improvement	4	d8	5
9th	+4	Additional Courtier Archetype Feature	5	d8	6
10th	+4	Intrigue Dice (Improved)	5	d10	6
11th	+4	Rhetorical Mastery	5	d10	6
12th	+4	Ability Score Improvement	5	d10	7
13th	+5	Strategic Opening (Improved)	6	d10	7
14th	+5	Additional Courtier Archetype Feature	6	d10	7
15th	+5	Extra Reaction (three reactions)	6	d10	8
16th	+5	Practiced Presence	6	d10	8
17th	+6	Additional Courtier Archetype Feature	7	d10	8
18th	+6	Rhetorical Mastery (Improved)	7	d10	9
19th	+6	Intrigue Dice (Improved)	7	d12	9
20th	+6	Ability Score Improvement	8	d12	10

Phoenix Clan Traditions. The Asako family's famous Loremasters study widely, and from that broad and firm base, they develop their specialties. It is rare for a Loremaster not to have at least passing knowledge of a subject, no matter how obscure. Acting as the courtiers of the Phoenix, the Asako Loremasters marshal arguments based on their expertise in the revered knowledge of the past. One should look for an Asako first in the library and then in court, usually deep in discussion. The Shiba family also teaches members of its Guardian School to defuse risky situations, helping prevent situations from reaching a point of violence.

Scorpion Clan Traditions. Through the adept use of deception, exploitation, misdirection, and espionage, Bayushi-trained courtiers are the masters of using social skills to gather information about their rivals and allies alike. They are also trained in the subtle art of leveraging that information, keeping threats visible but veiled and blackmail deniable. In addition to its ritualist traditions, the Soshi family is also known for its Magistrate School, which instructs its students in interpretation and enforcement of the law.

Unicorn Clan Traditions. The ever-friendly face of the Unicorn Clan is the Ide family. When the Unicorn Clan returned to Rokugan, it created a great deal of political and social turmoil, and it was emissaries and traders trained in the Ide family's traditions that helped to build new bonds. While some of the other clans think of the Ide as soft, none can point to when they were able to take advantage of this perceived weakness. The Ide family teaches students to use their calm as a weapon, ignoring insults and politely welcoming compliments in equal measure. It also instructs them in knowledge of cultures both Rokugani and foreign, which allows its students to tailor their dealings with precision.

CITIES OF SECRETS AND STONE

Courtiers exist everywhere in Rokugan, but masters of rhetoric have truly flourished in cities. Merchant houses with wealth to rival the greatest of samurai families have arisen in some populous areas, as have powerful civilian organizations that provide key functions for these areas, such as firefighters. Additionally, crime syndicates have gained substantial influence in many cities—sometimes despite the efforts of the Great Clans, and other times with their direct, albeit clandestine, assistance. The politics of big cities can be as devious as any noble court, and the courtiers just as sharp and incisive.

QUICK BUILDS

Generally, make Charisma your highest ability score. If you intend to select the Diplomat archetype, having a high Wisdom score is valuable, while Intelligence is a good choice for selecting the Investigator archetype. While these ability scores drive a large amount of your combat potential, Dexterity or Strength can also be helpful to make your attacks more effective. A number of iconic courtiers of Rokugan can be found in the more detailed quick builds provided in the **Backgrounds** section, such as the Doji Diplomat (page 134), Ikoma Bard (page 142), and Ide Emissary (see page 153).



CLASS FEATURES

As a courtier, you gain the following class features.

Hit Points

Hit Dice: 1d8 per courtier level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per courtier level after the 1st

Proficiencies

Armor: Silk armor
Weapons: Simple weapons
Tools: Any two sets of tools from the following lists: artisan tools, gaming sets, mystic implements , tools of subterfuge
Saving Throws: Intelligence, Wisdom
Skills: Choose four skills from Arcana, Deception, History, Insight, Intimidation, Investigation, Nature, Perception, Performance, Persuasion, Religion, and Sleight of Hand

Equipment

You start with the following equipment, in addition to the equipment granted to you by your background:

- *(a)* resplendent regalia or *(b)* unremarkable garb.
- *(a)* silk armor or *(b)* traveler's clothes.
- *(a)* any simple melee weapon or *(b)* a hunting bow, 20 willow-leaf arrows.
- a dagger.
- any two sets of tools from the following lists: artisan tools, gaming sets, mystic implements, tools of subterfuge.

Intrigue Dice

With your insights, you can see into the hearts of others, and with your words, you can stir or provoke them to act.

You start with two intrigue dice (d6s), which fuel your rhetorical flourishes (see below) and class features. When a rhetorical flourish calls for you to spend intrigue dice, you roll them and use the results of these dice as instructed.



Additional Intrigue Dice

Your maximum number of intrigue dice increases as described in the Intrigue Dice column of the Courtier table. Additionally, at 5th level, your intrigue dice become d8s. At 10th level, they become d10s. At 19th level, they become d12s.

Intrigue Dice Recovery

You regain half of your expended intrigue dice (rounding down) when you finish a short rest, or all of them after you finish a long rest.

Additionally, you know how to capitalize on failed efforts, including your own. Whenever you spend one or more intrigue dice, recover one intrigue die for each result of 1 you rolled on those intrigue dice. Starting at 10th level, this triggers for each result of 1 or 2 on an intrigue die, and at 19th level, this feature triggers for each result of 1, 2, or 3 on an intrigue die.

Rhetorical Flourishes

You have access to one rhetorical flourishes, which allows you to spend your intrigue dice to bolster the spirits of allies. It is a support flourish, which affects allies positively.

Timely Advice (support, reaction). You speak words of warning to an ally at the precise moment they are needed, helping them evade harm. When a friendly creature is targeted by an attack or forced to make a saving throw, you can use your reaction to spend and roll one or more intrigue dice, up to your proficiency bonus. The creature gains a bonus to its Armor Class for the attack or to its saving throw equal to the highest result among the intrigue dice. You and that creature must be able to perceive and understand each other for you to use this flourish (see **Additional Rhetorical Flourishes**).

Strategic Opening

You are skilled at exposing and creating opportunities for your allies to exploit with your actions and your words alike. Once per round, when you attack or use a rhetorical flourish on a creature, you can expose one of its weaknesses. Until the start of your next turn, the next time a creature other than you hits the exposed target with an attack, it gains a bonus to its damage roll equal to your proficiency bonus or courtier level, whichever is lower.

Starting at 13th level, when an attack that received this damage bonus reduces a creature you exposed to 0 hit points, you regain 1 of your spent intrigue dice.

Additional Rhetorical Flourishes

Starting at 2nd level, you gain access to more rhetorical flourishes, which allow you to spend your intrigue dice in new ways to sway, reinforce, or undermine characters around you. You learn two additional rhetorical flourishes from the following list. You learn one further flourish from this list at various higher levels (6th, 9th, 12th, 18th, 20th) as listed in the Rhetorical Flourishes Known column of the Courtier table. Your courtier archetype also grants you a specific flourish listed in its entry at 3rd level.

In addition to support flourishes, there are two additional categories of rhetorical flourishes you can now choose: intuition flourishes and scheme flourishes. Intuition flourishes give new information called clues, which build up over time for powerful effects. Scheme flourishes affect enemies negatively.

If a flourish requires you to choose a creature that can understand you, it must be able to derive meaning from your words or actions and must be able to perceive you. The GM is the final arbiter of whether a creature is a valid target for a given flourish.

Each rhetorical flourish lists its category and action cost in parentheses after its name. The following rhetorical flourishes are available:

Artistic Appraisal (intuition, bonus action). You can examine a personal item or weapon that you can perceive to learn about its owner by spending a bonus action and one or more intrigue dice, up to your proficiency bonus. Make an Intelligence (History) check, adding the highest result among the intrigue dice you rolled. If the total is higher than the passive Perception score of the creature that owns the object, you learn one of the following clues of your choice:

- The creature's background and affiliations
- The creature's known ability types (e.g. invocations, martial techniques, spells, etc), but not which ones it knows
- The creature's ability score modifiers
- The creature's skill modifiers
- The creature's senses, including its passive Perception score

If you rolled an 8 or higher on at least one of your intrigue dice, you learn two of the above clues instead of one, and if you rolled a 10 or higher, you learn three clues instead of two.

Careful Cadence (support, bonus action). With coded words, gestures, and meaningful looks, you can pass a secret message by spending a bonus action and one or more intrigue dice, up to your proficiency bonus. You immediately convey a covert message to a number of characters who can perceive you up to your Wisdom modifier. The maximum number of words in the message is equal to the highest die result among your intrigue dice + your Wisdom modifier. Then make a Dexterity (Sleight of Hand) check, adding the result of your highest intrigue die. Each creature not among the message recipients with a passive Perception score lower than the total is unaware you passed a message, and each one with a Perception score higher than the result knows you passed a message, but not what information the message conveyed.

Clouds Parted by Steel (intuition, reaction). You can come to understand a foe through witnessing their martial prowess. After a creature hits you with an attack or you miss that creature with an attack, you can spend your reaction and one or more intrigue dice up to your proficiency bonus. Make a Wisdom (Insight) check, adding the highest result among your intrigue dice. If the total is higher than that creature's passive Perception score, you learn one of the following clues of your choice:

- The creature's reason for fighting
- The region or organization most closely associated with the creature's fighting style
- The creature's condition immunities, if any
- The creature's actions (other than legendary actions and lair actions)
- Whether the creature's maximum hit points are less than, greater than, or more than double your maximum hit points

If you rolled an 8 or higher on at least one of your intrigue dice, you learn two of the above clues instead of one, and if you rolled a 10 or higher, you learn three clues instead of two.

Feigned Opening (scheme, bonus action). You draw one foe's attention with a veneer of vulnerability. Choose a creature that can perceive you. You can spend a bonus action and one or more intrigue dice, up to your proficiency bonus. Make a Charisma (Performance) check, adding the highest result among your intrigue dice. If the total is higher than the creature's passive Perception score, it suffers the provoked condition (disadvantage on attack rolls targeting creatures other than you) for 1 minute or until it hits you with an attack.

Honest Assessment (support, reaction). You offer a direct but helpful interjection on a friend's action. When another character who can perceive you would fail a skill check, you can spend a reaction and one or more intrigue dice, up to your proficiency bonus. Add the highest result among the intrigue dice + your Intelligence modifier to the result of the skill check.

Incisive Wit (scheme, reaction). You point out a critical flaw in an enemy's defense at a key moment. When another character who can perceive you would fail an attack roll, you can spend a reaction and one or more intrigue dice, up to your proficiency bonus. Add the highest result among the intrigue dice + your Charisma modifier to the result of the attack check.

Move as Your Own Piece (scheme, action). With calculated positioning and signals, you bait a creature within 5 feet who can perceive you to unleash an attack with consequences they don't foresee. Choose a creature that can perceive you, then spend your action and one or more intrigue dice, up to your proficiency bonus. Make a Charisma (Deception) check, adding the highest result among your intrigue dice. If the total is higher than the creature's passive Perception, you choose one of its actions and it immediately uses that action. You choose any targets for the action, or the area it affects if applicable. You can only choose an action you are aware the creature possesses, either by observing it firsthand or discovering it through clues.

Rallying Oration (support, action). You speak words of encouragement to your friends, helping them find new reserves of strength within by spending your action and one or more intrigue dice, up to your proficiency bonus. Choose a number of friendly creatures up to the number of intrigue dice you rolled, then assign one intrigue die that you rolled to each. Each creature gains temporary hit points equal to the result of the intrigue die you assigned it + your Charisma modifier. Additionally, if you assigned it a die that rolled a 6 or higher, that creature can immediately spend one of its Hit Die to roll that Hit Die, then heal hit points equal to the result + your Charisma modifier.

Rouse the Soul (support, bonus action): Speaking from the heart, you rally the spirits of a friend, helping them to shake off gloom or maledictions. Choose one friendly creature suffering a condition who can perceive you, then spend your bonus action and one or more intrigue dice, up to your proficiency bonus. Add your proficiency bonus to the highest result among the intrigue dice, then remove one of the conditions from the creature based on the result:

- 6 or higher: disoriented (see page 251), distracted (see page 251), provoked (see page 251)
- 8 or higher: As above, also blinded, charmed, deafened, and frightened
- 10 or higher: As above, also stunned and marked for death (see page 251)

Rustling of Leaves (intuition, bonus action). You speak flatteringly or mockingly of a creature you can perceive to see how it responds by spending a bonus action and one or more intrigue dice, up to your proficiency bonus. Make a Charisma (Persuasion) check, adding the highest result among the intrigue dice you rolled. If the total is higher than the creature's passive Perception score, you learn one of the following clues of your choice:

- The possession present on their person or nearby that the creature values most
- The creature's damage resistances and immunities
- The creature's saving throw modifiers
- The CR (if an NPC) or class levels (if a PC)
- Their reactions, and whether or not they have legendary and/or lair actions

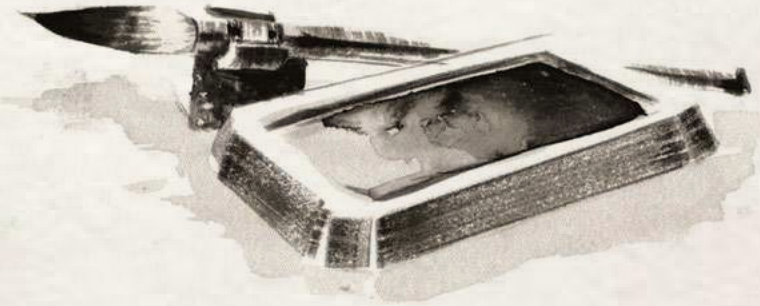
If you rolled an 8 or higher on at least one of your intrigue dice, you learn two of the above clues instead of one, and if you rolled a 10 or higher, you learn three clues instead of two.

Sear the Wound (scheme, reaction). Your words twist like a knife in the wound. When a creature who can perceive you makes a saving throw, before it rolls, you can spend your reaction and one or more intrigue dice, up to your proficiency bonus. Increase the DC of the saving throw by an amount equal to the highest result among the intrigue dice + your Charisma modifier. If it would have failed at the original DC, it also becomes frightened of you until the end of its next turn.

Stir the Embers of Courage (support, reaction). With words of courage, you help your allies steel themselves against the worst foes they might meet by spending a reaction and one or more intrigue dice, up to your proficiency bonus. Choose a number of creatures who can perceive you up to the highest result among the intrigue dice. Each chosen creature adds your Charisma modifier to the next Wisdom, Intelligence, or Charisma saving throw it makes before the end of the encounter. Additionally, if the result of the highest intrigue die was an 8 or higher, each creature gain resistance to psychic damage until the end of the encounter.

Stonewall Tactics (scheme, reaction). You play for time, wearing your foe down by using subtle flaws in their attacks to avoid injury. After a hostile creature attacks a friendly creature within 5 feet of you, you can spend your reaction and one or more intrigue dice, up to your proficiency bonus. Make a Wisdom (Perception) check, adding the highest result among of the intrigue dice. If the total exceeds that creature's passive Perception, choose one of its actions which you have perceived firsthand or uncovered via clues. The next time the creature uses that action, it has Recharge 5+.

Strength Concealed (scheme, reaction). You can display false weakness, overselling a hit to make yourself look less threatening. When you are hit by an attack or fail a saving throw, you can spend your reaction and one or more intrigue dice, up to your proficiency bonus. Make a Charisma (Performance) check, adding the highest result among the intrigue dice. For each other creature that can perceive you, if the total is higher than its passive Perception score, it believes you to be out of the fight. You become hidden from those creatures. If you attack, cast a spell, perform an invocation, or undertake another overtly hostile action, you are no longer hidden.



Tactical Assessment (support, free action). You know how to direct your allies when a battle breaks out. After you roll initiative, you can spend one or more intrigue dice, up to your proficiency bonus. Choose a number of other creatures who can perceive you up to the highest result among the intrigue dice. Each chosen creature increases its initiative result by your Intelligence modifier. Additionally, each chosen creature can choose to do one of the following:

- Move 10 feet
- Spend 1 of their Hit Dice to roll it and recover hit points equal to the result + its Constitution modifier
- Take a Dodge, Search, or Use an Object action

If the result of the intrigue die is 8 or higher, you can also immediately do one of the above.

Truth Burns through Lies (intuition, reaction). When you succeed on an Intelligence, Charisma, or Wisdom saving throw, you can spend a reaction and one or more intrigue dice, up to your proficiency bonus. Choose a number of creatures who can perceive you up to the highest result among the intrigue dice. Each of those creatures has advantage on its next Intelligence, Charisma, or Wisdom check or saving throw this encounter. If the result of the highest intrigue die is 8 or higher, each of those creatures also has advantage on its passive Perception (a +5 bonus) until the end of the encounter.

Vigilant Counsel (support, free action). You quickly respond to danger, and others look to you for guidance. During a surprise round, you can spend one or more intrigue dice. Make a Wisdom (Perception) check, adding the total result of the intrigue dice. Each hostile creature that has a passive Perception score lower than the result can't act in the surprise round.

Well of Desire (intuition, bonus action). You can pick up on the subtle cues of what people want, and use it to probe their social defenses. You can spend a bonus action and one or more intrigue dice, up to your proficiency bonus. Make an Intelligence (Investigation) check, adding the highest result among the intrigue dice you rolled. If the total is higher than the creature's passive Perception score, you learn one of the following clues of your choice:

- A material object that the creature presently wants
- Whether the creature's intentions toward you are hostile, neutral, or friendly
- The faction the creature serves, if any
- The creature's known languages
- The creature's non-action abilities, if any (those listed before its actions)

If you rolled an 8 or higher on at least one of your intrigue dice, you learn two of the above clues instead of one, and if you rolled a 10 or higher, you learn three clues instead of two.

Whisper of Reprisal (scheme, reaction). Even when your blood has been shed, your demeanor can overwhelm the unwary. When another creature hits you with an attack, you can spend your reaction and one or more intrigue dice, up to your proficiency bonus. Make a Charisma (Intimidation) check, adding the highest result among the intrigue dice. For each hostile creature that can perceive you, if the total is higher than its passive Perception score, it becomes frightened of you until the end of its next turn. If you also roll an 8 or higher on the highest intrigue die, each creature that becomes frightened this way is frightened for 1 minute instead.

Courtier Archetype

At 3rd level, you choose an archetype that reflects your way of wielding your influence. Choose Diplomat or Investigator, detailed at the end of this class description. The archetype you choose grants you features at 3rd level, and again at 5th, 9th, 14th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 20th level, you can increase one ability score of your choice by 2, or you can increase two ability scores by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Reaction

Starting at 6th level, have two reactions a round instead of one. You can only use one reaction per creature's turn. At 15th level, this increases to three reactions per round instead of two.



Rhetorical Mastery

Starting at 11th level, you become extremely practiced in the classical strategies of rhetoric. Choose one of the following rhetorical styles:

- **Astute:** Once per round when you use a rhetorical flourish, you can treat the passive Perception score of a creature you target as reduced by your Wisdom modifier.
- **Inspiring:** Once per round when one of your rhetorical flourishes grants a friendly creature hit points or temporary hit points or a bonus to its next check, attack roll, or saving throw, you can increase the amount by your Charisma modifier.
- **Strategic:** Once per round when you roll a result on an intrigue die that is lower than or equal to your Intelligence modifier, you can choose one creature that can perceive you to suffer the distracted (–2 AC, removed after it is hit by an attack) or provoked (disadvantage on attack rolls targeting creatures other than you) condition until the end of its next turn.

At 18th level, you can choose a second rhetorical style.

Practiced Presence

Starting at 16th level, your mastery of poise is such that you can appear imposing or uninteresting as you desire with a simple change of wardrobe and the way you carry yourself. While you are wearing resplendent regalia, you gain a bonus to your Armor Class equal to your Charisma modifier. Additionally, while you are wearing any other outfit, clothes, or type of armor, you can increase the DC of any check another character makes to recognize you by your Charisma modifier.

Courtier Archetypes

Courtiers serve many different functions in the Emerald Empire. Some are Diplomats who focus on building bridges, maintaining alliances, and spinning courtly intrigues to the advantage of their family, clan, or organization. Others are Investigators by nature, asking incisive questions and hurling themselves into the complex vagaries of the world with curiosity and keen attention.

Diplomat

Diplomats are an important part of politics in any court in Rokugan or beyond. Some seek to find commonalities with their rivals and build coalitions, while others scheme to undermine their foes. The most successful often do both as the situation requires, supporting allies while weakening enemies. On an adventure, a Diplomat can often find an answer other than fighting, or at least make sure that battles are meaningful.

Rhetorical Flourish: Align Interests

Starting at 3rd level, you can sweep others along with your force of personality. You gain the following scheme flourish (increasing your number of known flourishes to four):

Align Interests (scheme, action). You can sway others with sheer strength of rhetoric and confidence, convincing them that a particular course of action is beneficial to them. Choose a creature that can perceive and understand you, then spend an action and one or more intrigue dice, up to your proficiency bonus. Make a Charisma (Persuasion) check, adding the highest result among the intrigue dice. If you know that creature's motivation, you make this check with advantage. You additionally gain a +2 bonus for each clue you have gathered about the creature. If the total is higher than the creature's passive Perception score + 5, it becomes charmed by you. It remains charmed by you until you harm it or a creature friendly to it, such as by attacking it or using a harmful ability or magical effect. If you fail, the creature suffers the provoked condition (disadvantage on attack rolls targeting creatures other than you) until the end of its next turn. Once you have used this flourish on a creature, you cannot use it on the same creature again until you complete a long rest.

Stirring Words

Starting at 3rd level, you exude a certainty of purpose that bolsters yourself and your allies. You gain proficiency on Charisma saving throws. Additionally, when all of your intrigue dice are spent, you can still perform the *timely advice* flourish, rolling a d4 in place of an intrigue die. You cannot recover intrigue dice from the result of a d4 rolled this way.



Steady Reassurance

Starting at 6th level, when you use a support flourish, each creature you affect gains additional temporary hit points equal to your Wisdom modifier. Additionally, each disoriented, distracted, frightened, or provoked creature you affect this way can immediately make a DC 15 Wisdom saving throw. On success, it removes the disoriented, distracted, frightened, and provoked conditions.

Forceful Oration

Starting at 9th level, you know the subtle social levers to control the flow of a conversation or a battle, building your argument step by step. When performing a rhetorical flourish, if you roll two or more intrigue dice, you can choose one intrigue die and remove it from the roll, then add an amount equal to its result to the highest remaining intrigue die's result. The final result cannot exceed the maximum value of that die type (e.g. a d6 can be increased to a maximum result of 6). The intrigue die you removed still counts as being spent, and cannot be used to recover a die if it contained a result that would usually cause this to occur.

Sagacity

Starting at 14th level, you can be as pithy or long-winded as you need to be. On your turn, you can spend a bonus action to recover a number of intrigue dice up to your proficiency bonus.

You can't use this feature again until after you complete a short or long rest.

Overwhelming Charisma

Starting at 17th level, your persuasion becomes very hard to resist. Any creature charmed by you is not only unwilling to attack you, but is also willing to act to help you (as long as it doesn't clearly hurt that creature or directly conflict with its motivation). At their discretion, the GM may call for additional Deception, Intimidation, or Persuasion checks to get the creature to overlook potential negative consequences of helping you.

INVESTIGATOR

Investigators might be scholars who delve deeply into a particular topic, magistrates whose hunches usually turn out to be correct, or seekers of ancient lore who want to rediscover lost secrets of ages past. Whatever their methods or motivations, the most important feature of an Investigator is their curiosity and attention to detail.

Rhetorical Flourish: Eyes Betray the Heart

Starting at 3rd level, you can learn volumes about a person by studying them. You gain the following intuition flourish (increasing your number of known flourishes to four):

Eyes Betray the Heart (intuition, reaction). When a creature you perceive takes an action or makes a statement, you can attempt to learn key details about it by spending a reaction and one or more intrigue dice. If all of your intrigue dice are spent, you can still use this flourish, rolling a d4 in place of an intrigue die. Make an Intelligence (Investigation) check, adding the highest result among the intrigue dice you rolled. If the total is higher than that creature's passive Perception score, you learn one of the following clues of your choice:

- Where the creature has been or came from most recently
- The creature's motivation (or one of its motivations of the GM's choice, if it has more than one)
- Whether the creature's current hit points are greater than half of its maximum, less than half of its maximum, or less than a quarter of its maximum
- The creature's Armor Class
- The creature's damage vulnerabilities

If you rolled an 8 or higher on at least one of your intrigue dice, you learn two of the above clues instead of one, and if you rolled a 10 or higher, you learn three clues instead of two.

Analytical Approach

At 3rd level you are skilled at analyzing and formulating plans of attack to best exploit weaknesses. You gain proficiency in Intelligence saving throws. Additionally, for each unique clue you have discovered about a creature this encounter, you increase the damage bonus provided by your Strategic Opening feature by 1.

Keen Eyes, Clear Mind

Starting at 6th level, almost nothing gets past your notice. When you make an Intelligence check or saving throw, before or after rolling the die, you can spend and roll one intrigue die to add it to the result.

Deadly Flaw

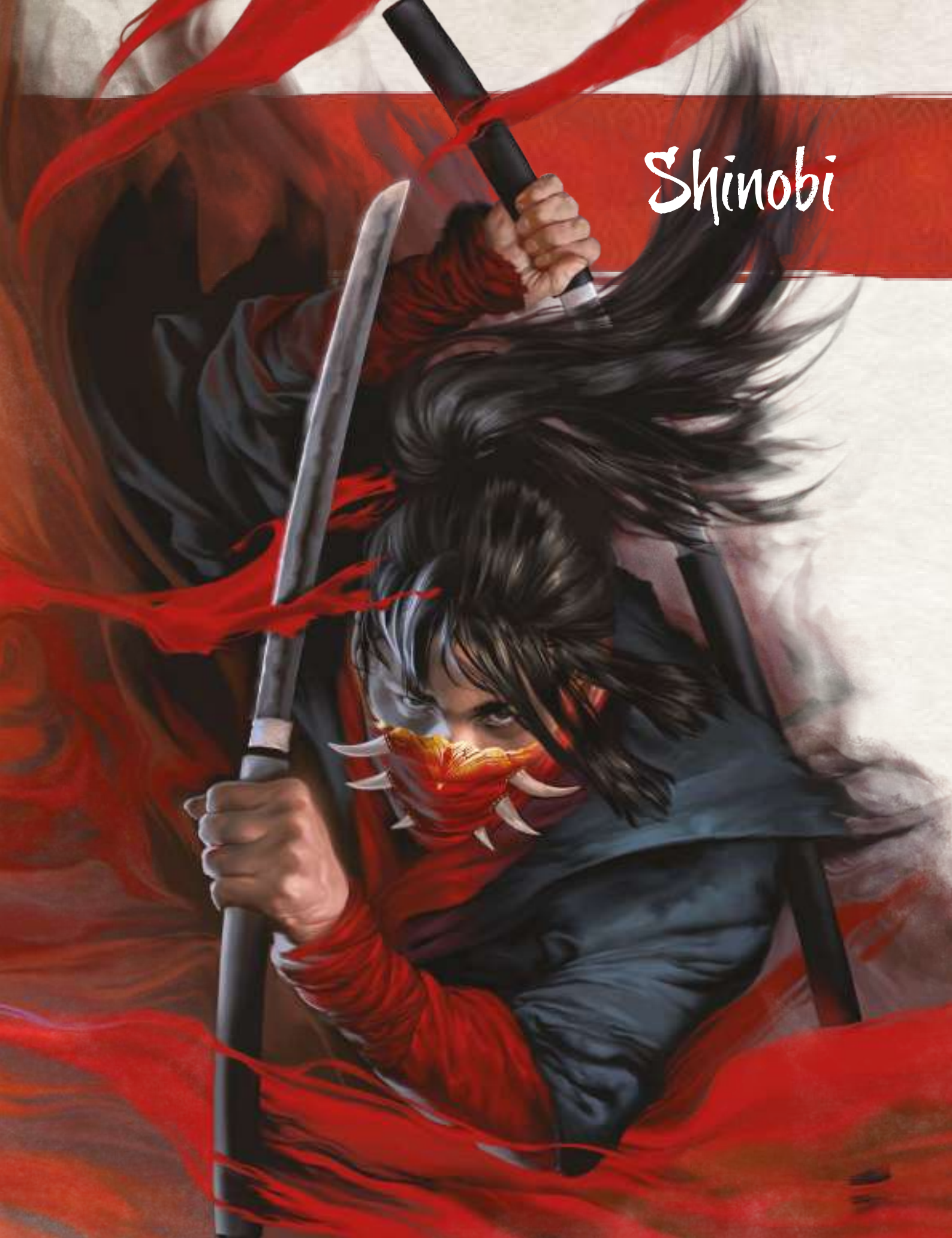
Starting at 9th level, you find the subtle ways in which even seemingly invulnerable foes can be felled. As an action, if you have gathered three or more unique clues about a creature this encounter, you can reveal a key flaw in its defense. Choose a damage type. If it has immunity to that damage type, it loses it and gains resistance to that damage type instead. If it has resistance to that damage type, it loses it. If it does not have immunity or resistance to that damage type, it becomes vulnerable to it. This lasts for a number of rounds equal to the number of clues you have gathered about the creature. Once you use this feature, you can't use it again on the same creature until you complete a long rest, and you can't use the same clues against the same creature again.

Insufferably Correct

Starting at 14th level, your mental acumen is uncanny and you can draw accurate conclusions from seemingly inconsequential details. When you use an intuition rhetorical flourish, for each result of 8 or higher among your intrigue dice, you learn one additional clue from the list, even if you fail the check to gain information.

Logical Conclusion

Starting at 17th level, you can predict your foes once you've unraveled their motivations. When you know a creature's motivation, you gain a bonus to your Armor Class against its attacks and your saving throws against its effects equal to 2 + the number of clues you have uncovered about it this encounter. Additionally, you gain the same bonus to your damage and attack rolls against it.


Shinobi

In the shadows stand those who act as samurai cannot. Beyond the strictures of the *Code of Akodo*, beyond the laws of society, beyond the polite fictions of court are the knives in the dark: shinobi. These spies, infiltrators, and assassins are often deniable assets, and many were never samurai; however, some members of the samurai caste are trained in these arts, especially among the Scorpion Clan. Most shinobi place loyalty to their lord above all other virtues, forsaking glory and accolades for the certain knowledge that their service is vital to their lord or all of Rokugan itself.

Shinobi are masters of espionage and reconnaissance. While the Empire might publicly condemn the use of shinobi, few clans do not secretly train and utilize them. Shinobi tend to be secretive, and they often don disguises or construct secret identities to use while operating. Many shinobi dedicate their talents exclusively to furthering the goals of their lord or clan, others sell their services to the highest bidder, be they lords or criminal organizations. While competent fighters, shinobi tend to avoid head on conflicts. When forced to fight, the shinobi's preferred method of engagement involves catching their opponents off guard with stealth and a wide array of tools and poisons.

CLAN TRADITIONS

Officially, none of the Great Clans of Rokugan admit to using covert operatives, but the truth is that all of them have agents trained in less-than-chivalrous means. It is widely known that many members of the Scorpion Clan train in such clandestine arts, but all seven Great Clans have their own secretive organizations and traditions they use when necessary.

Crab Clan. In its war to contain the spreading corruption of the Shadowlands, the Crab Clan uses many tactics that would face Imperial censure if used against other samurai. The Hiruma family trains its scouts in the arts of poisoning and setting traps to bring down massive Shadowlands horrors, while the Yasuki family's many business connections include dealings with countless criminal operations across the Emerald Empire. Within the Crab Clan, these are simply viewed as necessities of a constant and never-ending war.

Crane Clan. The Crane Clan's Daidoji family is best known for its heroic heavy infantry, but it also maintains a secret tradition dedicated to battlefield sabotage: the Daidoji Harriers. These covert combat units strike at unprotected supply lines or demolish infrastructure such as bridges, food, or shelter to keep the enemy at bay. Generally deployed amidst larger formations of infantry to disguise their actions, these agents are extremely skilled at tactics that render the greatest impact with the fewest losses on their own side.

Dragon Clan. The Dragon Clan's activities are already shrouded in mystery to the other Great Clans much of the time. While the Dragon Clan has no formal organization for its covert agents, none of its traditions are especially averse to using cover tactics either. From Mirumoto infantry who skirmish using guerilla tactics in the high mountains to Kitsuki-trained magistrates who go undercover in criminal organizations to members of the Togashi Order who travel the land incognito, there are more than a few individuals within the Dragon Clan who know a bit about the shadowy arts of ninjutsu.

Table 2–4: The Shinobi

Level	Proficiency Bonus	Merciless Strike	Ninja Tools	Features
1st	+2	1d4 per condition, Max 2d4	2	Merciless Strike, Ninjutsu, Expert Prowler
2nd	+2	1d4 per condition, Max 2d4	2	Nimble
3rd	+2	2d4 per condition, Max 4d4	2	Shinobi Archetype Feature
4th	+2	2d4 per condition, Max 4d4	2	Ability Score Improvement
5th	+3	2d4 per condition, Max 6d4	2	Quick Hands
6th	+3	2d4 per condition, Max 6d4	3	Escape Artist
7th	+3	2d6 per condition, Max 6d6	3	Crescent Slash
8th	+3	2d6 per condition, Max 6d5	3	Ability Score Improvement
9th	+4	3d4 per condition, Max 9d4	3	Shinobi Archetype Feature
10th	+4	3d4 per condition, Max 9d4	3	Ability Score Improvement
11th	+4	2d8 per condition, Max 6d8	4	Vigilant Mind
12th	+4	2d8 per condition, Max 6d8	4	Ability Score Improvement
13th	+5	3d6 per condition, Max 9d6	4	Shinobi Archetype Feature
14th	+5	3d6 per condition, Max 9d6	4	Venom-Tested Constitution
15th	+5	3d6 per condition, Max 12d6	4	Crescent Slash (two uses)
16th	+5	3d6 per condition, Max 12d6	5	Ability Score Improvement
17th	+6	3d8 per condition, Max 12d8	5	Deathmark
18th	+6	3d8 per condition, Max 12d8	5	Shinobi Archetype Feature
19th	+6	4d6 per condition, Max 16d6	5	Ability Score Improvement
20th	+6	4d6 per condition, Max 16d6	5	Defy Death

Lion Clan. The Ikoma family is famous for its bards who sing the glories of history to inspire future generations. But the Ikoma family also knows the importance of unspoken history: thus, a rare few of its bards are also trained in the Ikoma Shadow tradition. While they seem like normal historians and storytellers to outsiders, they are skilled in infiltration, social manipulation, and espionage. For while Akodo is famous for the virtues he espoused, he also understood the importance of surprise in battle, and the Ikoma family has come to embrace this duality.

Phoenix Clan. The Phoenix Clan's covert operatives tend to be individuals rather than members of any continuous tradition. The Shiba family's code of selfless service to the Isawa means sometimes undertaking tasks that are unpleasant, and so some members of the Shiba family train in skills that help them achieve this goal. Additionally, the Asako family's scholars include some of the most skillful hunters of heretical sorcerers, and when these agents take to the field, they usually do so via covert means, using any advantage they can to defeat their terrifyingly powerful foes.

Scorpion Clan. The Scorpion Clan's use of covert operatives and unchivalrous tactics is well-known within the Great Clans, but that does not mean that every single member of the Scorpion Clan is trained in these arts. In fact, most members of the Scorpion Clan are bushi, functionaries, bureaucrats, and administrators, much as in any other clan. The Shosuro family in particular is known for its skilled infiltrators and poisoners. The pervasive whisper that any given person might be a covert Scorpion Clan agent does far more work to keep the other Great Clans in check than the actions of individual shinobi ever could.

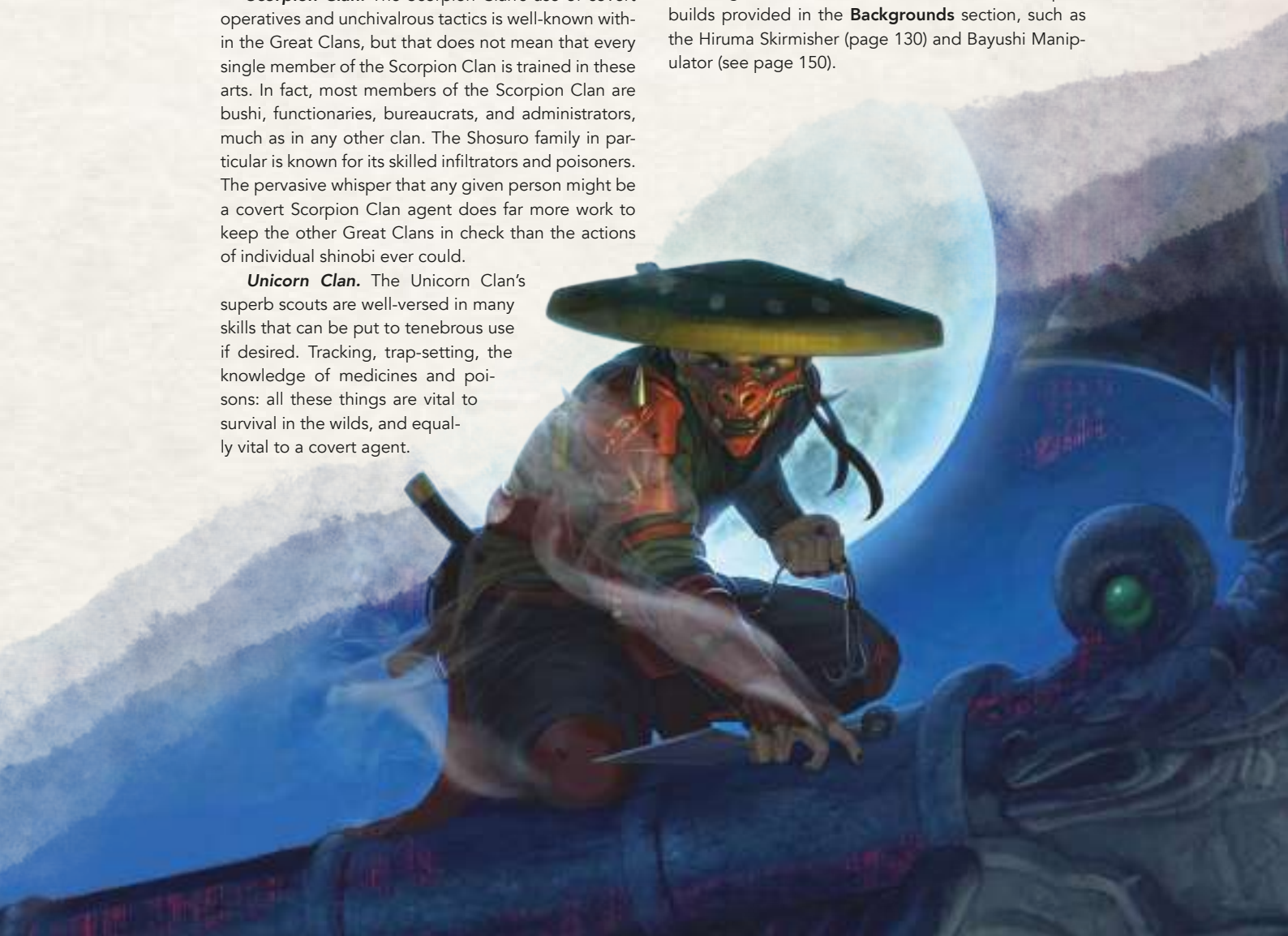
Unicorn Clan. The Unicorn Clan's superb scouts are well-versed in many skills that can be put to tenebrous use if desired. Tracking, trap-setting, the knowledge of medicines and poisons: all these things are vital to survival in the wilds, and equally vital to a covert agent.

SHADOWY MISSIONS

The Great Clans of Rokugan do not have a monopoly on covert activity, of course. Several of the Minor Clans have their own undercover agents, such as the Speardancers of the Deer Clan and the legendary thieves of the Cat Clan. Criminal organizations in cities often employ individuals skilled in what could be termed shinobi arts, and hunters in the wild places of Rokugan must often learn these skills simply to survive. Additionally, some shinobi are mercenaries, fighting not for the ideal of loyalty but for coin or some personal ideal or motive.

QUICK BUILDS

Make Dexterity your highest ability score. Depending on the archetype you choose, Intelligence (Saboteur archetype) or Charisma (Infiltrator archetype) is also valuable. Make Constitution a tertiary ability score, as shinobi risk being caught in difficult situations in which endurance is required. A number of iconic shinobi of Rokugan can be found in the more detailed quick builds provided in the **Backgrounds** section, such as the Hiruma Skirmisher (page 130) and Bayushi Manipulator (see page 150).





Class Features

As a shinobi, you have the following class features.
Hit Dice: 1d8 per shinobi level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per shinobi level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons, shuriken, chain sickle, katana, nunchaku, sai, swordbreaker
Tools: Ninja tools, tools of subterfuge
Saving Throws: Dexterity, Intelligence
Skills: Choose three from Acrobatics, Athletics, Deception, Intimidation, Investigation, Medicine, Perception, Stealth, Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a katana or *(b)* a single-edged sword or *(c)* two sickles or *(d)* a chain sickle or *(e)* a nunchaku or *(f)* two sai.
- *(a)* 10 shuriken or *(b)* 4 daggers.
- concealed armor.
- unremarkable garb.
- *(a)* disguise kit or *(b)* infiltrator's equipment.

Merciless Strikes

You have mastered the art of attacking impaired foes. When you make a melee attack against a creature that is suffering from one or more negative conditions, you can deal 1d4 additional damage per negative condition that creature is suffering, to a maximum of 2d4 additional damage. You can use this feature multiple times per turn, but can't apply it to the same creature more than once per turn. The amount of additional damage per condition and the maximum additional damage increases as you gain levels in this class as shown in the Merciless Strikes column of the Shinobi table.

Ninjutsu

You are trained in the art of ninjutsu, using cunning tactics, devious devices, and stealth to achieve your ends. Dexterity is your ninjutsu ability score, which you use for both your shinobi abilities and your ninja tools. You use your Dexterity whenever a ninja tool or shinobi feature refers to your ninjutsu ability.

Ninja Tools. Further, you can prepare and use a number of ninja tools, which are weapons and devices to help in your clandestine activities. At 1st level, you can have a maximum of two prepared ninja tools, and this number increases with level as shown in the Shinobi table. After you use a ninja tool, it is expended. As part of a long rest, you can prepare new ninja tools as long as you are not restrained during that time.

A list of ninja tools can be found at the end of this section. You are familiar with all of these ninja tools, and can select any of them when deciding which ninja tools to prepare.

Ninjutsu Attack Modifier. Some of your ninja tools and shinobi features call for you to make an attack roll against the target. Your attack bonus for these effects is calculated as follows:

Ninjutsu attack modifier = your proficiency bonus + your Dexterity modifier

Ninjutsu Saving Throws. Some of your ninja tools and shinobi features call for your target to make a saving throw. The saving throw DC is calculated as follows:

Ninjutsu save DC = 8 + your proficiency bonus + your Dexterity modifier

Expert Prowler

Climbing no longer costs additional movement; additionally, you can run and traverse rooftops silently. You have advantage on Dexterity (Stealth) checks when you are at least 10 feet above or below all creatures you are trying to hide from.

Nimble

Starting at 2nd level, you learn how to slip past foes, confusing them in the process. Once per turn when you leave a hostile creature's reach, you can spend 15 feet of movement to slip away. When you do, you force the creature to make an Intelligence saving throw. On failure, the creature suffers the disoriented condition (it can't make opportunity attacks) until the end of your next turn.

Shinobi Archetype

When you reach 3rd level, you begin to specialize in advanced shinobi tricks and tactics. Choose a shinobi archetype: Infiltrator or Saboteur. The Infiltrator archetype and Saboteur archetype are detailed at the end of the class description.

Your choice grants you features at 3rd level and again at 9th, 13th, and 18th levels.

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Quick Hands

Starting at 5th level, your expert sense of timing allows you to weave in ranged attacks and techniques during even the briefest moments of calm. If there are no hostile creatures within 5 feet of you, you can use your bonus action to throw a weapon or use a ninja tool.

Escape Artist

Starting at 6th level, you are difficult to pin down. You have advantage against grappling checks. Additionally, you have advantage on saving throws to resist effects that would incapacitate, restrain, or reduce your speed. Finally, your walking speed is increased by 10 feet.

Crescent Slash



Starting at 7th level, you become adroit at striking multiple foes with a single fell swoop. You can spend your action to make a multitarget attack against each creature in a 5-foot-sweep around you (see page 250). Once you use this feature, you can't use it again until you finish a short or long rest. At 15th level, you can use this feature an additional time between rests.

Vigilant Mind

Starting at 11th level, you are in a constant state of alertness. Increase your passive Perception score by +5, and you cannot be surprised. Additionally, you have advantage on Wisdom (Insight) checks to discern killing intent in a creature you are observing.

Venom-Tested Constitution

Starting at 14th level, your familiarity and exposure to toxins, poisons, powders, and intense physical conditioning has granted you proficiency in Constitution saving throws. Additionally, you have advantage on Intelligence (Medicine) checks to treat poison.

Deathmark

At 17th level, when you deal damage to a creature with a ranged attack, a ninja tool, or a contingency plan, that creature suffers the marked for death condition (your next successful melee attack against it deals an additional 1d8 force damage) for 1 minute.

Defy Death

At 20th level, when you would take damage that would reduce you to 8 hit points or less, you can spend your reaction to reduce the damage you suffer to 0. Then you can immediately move up to your movement speed in a direction away from the damage source. You do not provoke attacks of opportunity as part of this movement. Once you have used this feature, you may not use it again until you have finished a long rest.

Shinobi Archetype

As deniable assets, there are many different means available to shinobi that many samurai see as nefarious: deception, blackmail, and assassination, to name a few. You can pursue these as an Infiltrator, specializing in subterfuge and clandestine operations, or as a Saboteur, focusing your skills on traps and cunning snares.

INFILTRATOR

Sneaking into enemy fortifications is sometimes an act of stealth, but other times it is a confidence game. Infiltrators are not only skilled at skulking about in the shadows, but also at standing in the light of day before their foes with nobody the wiser. Through charming words and excellent memory, the best Infiltrators stay one step ahead of everyone else.

Acute Recall

Starting at 3rd level, you have trained your mind to perfectly recall details such as troop amounts, guard patrol routes, castle layouts, and the contents of documents that you have seen or read at least once. Additionally, you notice and can imitate even the most minor mannerisms and regional speech patterns from individuals you observe.

Hide in Plain Sight

Starting at 3rd level, you become excellent at blending into a crowd or maintaining a hidden identity. You gain proficiency in Charisma saving throws, and you can add your Charisma modifier to your Dexterity (Stealth) checks to hide in crowded areas. Additionally, your proficiency bonus is doubled when making checks to impersonate anyone you have observed for at least 5 minutes, and the DC of observers' checks to find any flaw in your façade is increased by +5.

Overwhelming Assault

Starting at 3rd level, you give opponents little to no time to react when ambushing them. When you make an attack against a creature that isn't aware of your presence, views you as an ally, or when attacking a creature in the first round of combat or during a surprise round, that creature must make a Wisdom saving throw. On failure, it is stunned until the end of its next turn.

Interrogation Resistance

At 9th level, you have trained your mind to resist persuasion, mind altering effects, and sorcerous deceptions. You can add your Charisma modifier when making saving throws against effects that would modify your memories, charm you, put you to sleep, force you to tell the truth, detect you, cause you to believe illusions, or control you in any other way. If it is a Charisma saving throw, you instead gain advantage on the saving throw. Additionally, if you pass such a saving throw, you can choose to play along, pretending to be under the sway of your foe. If you do, the source of that ability is under the impression that the effect was successful and behaves accordingly. When you take an action that would otherwise be impossible under that effect, if the creature you deceived can perceive you, it must make a Wisdom saving throw. On failure, it is stunned until the end of its next turn.

Deflect Suspicion

At 13th level, you are skilled at forging documents, spreading rumors, and creating subtle clues that lead people to conclusions of your own design. Your proficiency bonus is doubled when creating forgeries, spreading rumors, planting evidence, or threatening others with blackmail.

Additionally, when you roll initiative, if there are two or more other creatures within 5 feet of you, you can slip into the crowd, performing a Hide action as a free action.

Disappearing Act

At 18th level, you get away clean after finishing your work. Once per turn, when you reduce a creature that you had marked for death to 0 hit points, you can immediately move up to half your speed. You do not provoke opportunity attacks with this movement, and if you end in a location of dim light, darkness, or other obscurement, you can immediately take a Hide action as a free action.



SABOTEUR

Shinobi often serve as wilderness scouts, trailblazers, and battlefield sappers. Saboteurs specialize in this side of ninjutsu, crafting and placing devious traps that the enemies only see when it is too late.

Deadly Preparations

At 3rd level, your machinations are especially pernicious, your traps laden with multiple toxins and your devices prepared with fail-safes. You gain proficiency making Intelligence saving throws. Additionally, when a creature makes a saving throw against your ninjutsu save DC, before it rolls, you can increase the DC by your Intelligence modifier. After you have used this ability twice, you must complete a short or long rest before using it again.

Contingency Plans

Starting at 3rd level, you develop a habit of preparing secret traps and supply stashes. You can use your reaction to reveal that you had previously placed a trap or device from the contingency plan list. This trap or device must be in a location within 100 feet of you. You can only use this feature at locations in which you have spent at least 10 minutes previously, or if the GM agrees that you could reasonably have visited the location during a time of unspecified activity. Contingency plans can't be placed in a location where it would have been triggered or noticed earlier such as the same location a creature is currently occupying or a location that a creature has recently passed through. Once you use this feature, you can't use it again until you complete a long rest.

At 13th level, your contingency plans automatically gain an upgrade effect as detailed in their description. Additionally, you can now use this feature twice between long rests.

The following are the contingency plans available to you:

Hiding Spot. Revealing this contingency plan unveils a hiding spot you prepared in advance. As long as no hostile creatures can perceive you when you enter the hiding spot, you become hidden. A creature actively searching the area has disadvantage on its checks to discover the hiding spot and anyone hidden in it. At 13th level, you can make the Hiding Spot large enough for two people and it contains enough food and water to sustain one person for two days or two people for one day.

Oil Trap. Revealing this contingency plan unveils a 20-foot-square that has been soaked in a clear and scentless oil. The area becomes difficult terrain. When a creature moves or begins its turn within 5 feet of the trap, it can make a Wisdom saving throw to detect the trap. On failure, it notices nothing. On success, it realizes that something is amiss ahead, but must still use the Search action or another ability to find the trap. If exposed to flame, the area erupts in fire. Creatures inside the affected area must succeed a Dexterity saving throw. On failure, a creature takes 3d6 fire damage and becomes frightened of the flames until the end of their next turn. On a success, the damage is halved and the creature is not frightened. The fire continues to burn for 1 minute. Any creature that moves into or ends its turn within the flames takes 2d4 fire damage.

At 13th level, the initial conflagration's damage increases to 5d6 fire damage, and the ongoing flames' damage increases to 3d4 fire damage.

Poisoned Needle Trap. Revealing this contingency plan unveils a 10-foot-square poison needle trap covered by camouflage tarp, soil, and leaves. This can only be used in locations where the ground is soft enough to dig in. When a creature moves or begins its turn within 5 feet of the trap, it can make a Wisdom saving throw to detect the trap. On success, it realizes that something is amiss ahead, but must still use the Search action or another ability to find the trap. Each time a creature walks over the trap, make an attack roll for it using your ninjutsu attack modifier, comparing the result against the creature's passive Perception score instead of its Armor Class. It can fire a maximum of three times this way. If this attack hits, the creature suffers 1d8 poison damage and the poisoned condition for one minute. On a critical hit, the creature also suffers the paralyzed condition for 1 minute.

At 13th level, the damage increases to 2d8 poison damage, and the attack inflicts a critical hit on a result of 19 or 20.

Rope Trap. Revealing this contingency plan unveils a rope trap you set up on a 5-foot-square. This trap can only be placed in locations with adjacent terrain at least 10 feet taller than the location, such as a nearby tree, wall, or overhang. When a creature moves or begins its turn within 5 feet of the trap, it can make a Wisdom saving throw to detect the trap. On success, it realizes that something is amiss ahead, but must still use the Search action or another ability to find the trap. When a creature that is size Large or smaller steps on it, the trap triggers and a net is drawn up around it, hoisting it 5 feet into the air and causing the creature to become restrained. It can capture a maximum of one creature this way. At the beginning of its turn, a target restrained by the rope trap can attempt a Dexterity saving throw. On success, it escapes. The rope trap can be attacked and has 20 hit points, an AC of 10, and immunity to bludgeoning and psychic damage. When the trap is destroyed, any creature trapped inside falls to the ground.

At 13th level, the Rope Trap has 40 hit points instead of 20. Additionally, it can capture a maximum of three creatures that walk into it, instead of only one.

Weapon Stash. Revealing this contingency plan unveils a stash of weapons and tools you have set aside. When you are within 5 feet of the Weapon Stash, you can use your bonus action to replenish two ninja tools of your choice and regain all uses of your Deadly Preparations feature as if you had completed a long rest. Once you use a weapon stash it is depleted and can't be used again.

At 13th level, you can replenish up to two additional ninja tools of your choice when you use the weapon stash.

Assassination Preference

At 9th level, you develop a specialization in trapping and hunting certain types of foes. When you gain this feature, choose between: beasts, Lost creatures, undead, or samurai from one of the Great Clans of your choice. Your weapon attacks score critical hits on a roll of 18, 19, or 20 when attacking targets of the chosen group. Additionally, when a creature belonging to your Assassination Preference succeeds a saving throw from an effect you caused, you can force them to roll the saving throw again, keeping the results of the second roll. After doing so, you cannot cause another creature to reroll another saving throw this way until you complete a long or short rest.

Finality

Starting at 18th level, your traps are built to finish the job. When a creature that you have marked for death is affected by one of your traps, it must make a Constitution saving throw. If it fails and has fewer than 50 hit points, you can choose if it is killed or knocked unconscious instantly. If it fails and has more than 50 hit points, it suffers 6d10 poison damage and your next attack roll against it has advantage. If it succeeds, it suffers half that amount of poison damage.

After you use this feature, you cannot use it again until you complete a short or long rest.

NINJA TOOLS

The following ninja tools are available to shinobi. A shinobi has access to all of the following tools and can prepare a number of them as part of a long rest as listed in **Table 2–4: The Shinobi** (see page 78). A character must be proficient in ninja tools to use a ninja tool.

Agonizing Caltrops

Use Time: 1 Action
Range: Self (10-foot-sweep, see page 249)



You spread a bag of specialized caltrops around you. The area of effect becomes difficult terrain. Each creature that enters or moves through this area must make a Dexterity saving throw. On failure, a creature suffers 1d4 piercing damage and the maimed condition (–10 feet speed and disadvantage on Dexterity saving throws, removed after it regains HP) for 1 minute. If a creature is already maimed, it takes 1d10 piercing damage instead. A creature proficient in ninja tools is skilled at avoiding caltrops and automatically succeeds these saving throws.

Inflammatory Powder

Use Time: 1 Action
Range: Self (15-foot-wave, see page 250)



You spray or blow irritating powder that burns the eyes and baffles the senses. Each creature in range must make a Dexterity saving throw. Each creature that fails is blinded for 1 minute. Any creature affected this way can make a Constitution saving throw at the end of its turn, removing this condition on a success.

Shower of Kunai

Use Time: 1 Action
Range: 30 feet



You throw specialized knives at several creatures around you. Make a multitarget ninjutsu attack against a number of different creatures in range up to your Dexterity modifier. On a hit, a creature takes piercing damage equal to 1d6 + your Dexterity modifier and suffers the bleeding condition (1d4 piercing damage at the start of each of its turns, removed after it regains HP) for 1 minute.

Smoke Screen

Use Time: 1 Action
Range: 30 feet



You throw a smoke grenade that detonates at a point in range and rapidly expands to cover a sphere with a 10-foot-radius. The affected area becomes heavily obscured for 2 minutes. If you throw the smoke screen at your feet, you can immediately take the Hide action as a free action. A creature proficient in ninja tools is trained to fight within smoke screens. Such a creature doesn't have disadvantage when attacking within a smoke screen, and other creatures don't gain advantage when attacking it from within a smoke screen.

Venom Vial

Use Time: 1 Action
Range: Self

You coat a weapon of your choice in a unique poison you have brewed from multiple toxins. The next successful attack with the weapon also forces the target to make a Constitution saving throw. On a failure, it takes 1d6 poison damage and suffers the poisoned condition for 1 minute. If the creature succeeds, it takes half damage instead. An enemy poisoned this way may make a constitution saving throw at the end of their turns to end this effect. A vial of poison has enough liquid to be used three times. The poison loses its potency if applied to a weapon and not used for 4 hours, and becomes ineffective.

Ritualist



Ritualists are characters who wield a rare talent: the ability to speak to the many spirits that inhabit Rokugan and the lands beyond. Through rigorous training in mystical secrets, a unique individual relationship with a spirit, or innate inclination, some people are capable of invocations. Each of these techniques is an appeal to a particular spirit or elemental force, drawing its power into the Mortal Realm as the ritualist desires. Invocations can be found starting on page 260.

CLAN TRADITIONS

Each of the Great Clans has at least one ritualist tradition, and these groups protect their secrets and the spiritual power they wield carefully.

Crab Clan Traditions. The Kuni Purifiers master knowledge and prayers to deny the Shadowlands forces any foothold inside the Empire. To this end, they have specialized in invocations to the earth spirits to vanquish beings of the Shadowlands. From the time of their school's founding, the Kuni Purifiers have sought to understand the nature of the threat the Crab Clan must combat. This has led them down dangerous paths, and no small number have fallen to the very corruption they study. Unlike most ritualist traditions, Kuni Purifiers have no central academy or place of learning; instead, each Purifier takes on one student at a time, training them as an apprentice as they journey across Crab lands and beyond seeking threats to Rokugan.

Crane Clan Traditions. Art and religion intertwine for the Asahina family, for to them, faith, beauty, and peace are all aspects of the same truth. Once a part of the Phoenix Clan, the Asahina family split to join the Crane Clan in centuries past, and has become especially philosophical in its teachings in the time since. The family's doctrine teaches that through the creation of works of arcane artistry, their students can enrich the world around them and improve the lives of everyone. While they are capable of fighting, the Asahina family teaches that pacifism is the best solution to many problems, and so many Asahina Artificers prefer to focus on healing and defense in their invocations, as well as the creation of ornate charms to protect and guide their holders.

Dragon Clan Traditions. The Agasha Mystics mix practical knowledge with their invocations, using alchemical items and metallurgy as foci for their mystical arts. Through this, they have learned to distill invocations into potions that they can imbibe or throw for powerful effect. Their chemical expertise enhances their magic further, which they use for everything from simple entertainment to warfare. Unlike some of the more cloistered traditions of ritualists, Agasha Mystics are encouraged by their teachers to venture out into the world, looking for new inspiration from nature in all its multitude of forms.

Lion Clan Traditions. The smallest of the ritualist traditions of the Great Clans, the Kitsu Medium School maintains close relationships with many ancestral spirits who exist in the afterlife. This mystical connection to their forebears gives them unique insights into spiritual matters, allowing a single ritualist to channel lifetimes of experience. Kitsu Mediums are the living bridge between the Lion Clan's past and the present, surpassing even mortality and time with their mystical secrets.

Phoenix Clan Traditions. No tradition has a more complete mastery of the way of the spirits than that of the Isawa Elementalist School. Since their ancestors arrived in the land that would become Rokugan ,the priests of the Isawa tradition have sought knowledge and understanding of the spirits of the land, the Celestial Realms, and the very elements themselves. Their students train in elemental academies, each dedicated to learning how best to channel the spirits of a particular element. Another very different tradition of ritualists also exists within the Phoenix Clan. Kaito Shrine Keepers are the caretakers of an ancient tradition of liaising with the spirits from before the foundation of Rokugan. They work alongside priests to protect temples across Phoenix lands, or keep shrines on their own where they teach their traditions. The Kaito learn mystical arts to propitiate the spirits—sometimes even serving as vessels for them—and practical ones to maintain the shrines. Shrine Keepers make use of magic such as inscribed paper charms and spiritually enhanced soulstar arrows to defend their shrines against threats both mystical and mundane.

Table 2–5: The Ritualist

Level	Proficiency Bonus	Features	Maximum Favor	Tier 1 Invocations	Tier 2 Invocations	Tier 3 Invocations
1st	+2	Invocations and Favor	3	2	—	—
2nd	+2	Ritualist Tradition	3	3	—	—
3rd	+2	Channeling	3	4	1	—
4th	+2	Ability Score Improvement	3	5	1	—
5th	+3	Ritualist Tradition Feature	4	5	2	—
6th	+3	—	4	5	2	1
7th	+3	—	4	6	2	1
8th	+3	Ability Score Improvement	4	6	3	1
9th	+4	Ritualist Tradition Feature	5	7	3	1
10th	+4	Instinctive Invocation	5	7	4	1
11th	+4	—	5	7	4	2
12th	+4	Ability Score Improvement	5	8	4	2
13th	+5	Ritualist Archetype Feature	6	8	5	2
14th	+5	—	6	8	5	3
15th	+5	—	6	9	5	3
16th	+5	Ability Score Improvement	6	9	6	3
17th	+6	Ritualist Tradition Feature	7	9	6	4
18th	+6	Practiced Appeals	7	10	6	4
19th	+6	Ability Score Improvement	7	10	7	4
20th	+6	Ritualist Tradition Feature, Instinctive Invocation	7	10	7	5

Scorpion Clan Traditions. The Soshi Illusionist School is the school of whispers and shadows. "Subtlety" is the illusionists' watchword as they go about their tasks. Even their religious rituals and duties tend to be understated, though they are no less faithfully executed. Their illusions are the finest in the Emerald Empire—so effective, in fact, that few people realize just how lifelike they are, having perhaps seen them in use without ever registering it. Far less subtle than the Soshi tradition but no less important, the Yogo Wardmaster dōjō is the Empire's foremost school of supernatural warding through mystical calligraphy. Entrusted with the protection of the twelve Black Scrolls at the dawn of the Empire and many other dangerous artifacts since, the Yogo developed their founder's techniques to prevent the scrolls' detection by the malevolent powers of the world. By inscribing sigils of power onto slips of paper, they can prepare invocations in advance to be ready for any contingency.

Unicorn Clan Traditions. The Unicorn understanding of magic and the spirits has been greatly influenced by their years exploring outside the Empire, and the making of magical artifacts remains the focus of their craft, the way of names. Using words of power learned during their foreign journeys, they call forth the powers of spirits. Their particular spiritual art makes the Iuchi one of the most open-minded of ritualist traditions, seeking out and using novel forms of spiritual power. Many members of the Unicorn Clan have also adopted the religious traditions of the Ujik peoples of the Plains of Wind and Stone, such as their reverence of deities of earth and sky, as well as the Lords of Death, benevolent ancestral protectors said to ride alongside the Ujik as they guide their herds or march to battle.

OTHER RELIGIOUS FIGURES

Not every priest, shrine attendant, or other religious figure in Rokugan is a ritualist in the sense of being able to channel mystical powers. Many of these individuals pursue the social and theological aspects of religion without using powerful or flashy invocations, and are important members of their community. In fact, trained ritualists capable of performing invocations are quite rare, and only the Great Clans and other samurai of rank are likely to have access to such individuals on demand. A village priest is unlikely to be a ritualist in a mechanical sense, and while a spirit might come to their aid, it would likely do so in the manner of its choosing rather than responding directly to their invocation.

SPEAKERS OF THE WILD

On the other hand, some people who wield the power of invocations have received no formal religious training at all. These spiritualists, diviners, and sages have instead developed a knack for quickly building positive relationships with the spirits in the world around them. Usually untrained in formal rites or versed in secret knowledge, they use their powers more intuitively. Many have a uniquely close bond with a specific spirit whose power they can invoke, but do not know as many different spirits or the offerings and acts needed to wield their power. Their methods are often individualized, created entirely by trial and error and thus very well-tailored to their specific needs or that of their community. Some ritualists see individuals such as these as a threat to their own position of spiritual authority, while others recognize that they often develop unique insights or knowledge that other ritualists can learn a great deal by studying.

QUICK BUILDS

Determine the archetype you intend to pursue at 2nd level, then make the corresponding ability score your highest ability score (Intelligence for Elementalist, Wisdom for Medium, or one of several options for Artisan based on your chosen art). If you want to wield your invocations alongside ranged or melee attacks, make Strength or Dexterity your next highest ability score. If you intend to fight entirely with your powers, make Constitution your next highest score instead. Several iconic ritualists of Rokugan can be found in the more detailed quick builds provided in the *Backgrounds* section, such as the Kuni Purifier (page 131), Kitsu Medium (page 143), and Isawa Elementalist (see page 146).





CLASS FEATURES

As a ritualist, you gain the following class features.

Hit Points

Hit Dice: 1d6 per ritualist level
Hit Points at 1st Level: 6 + your Constitution modifier
Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per ritualist level after the 1st

Proficiencies

Armor: None
Weapons: Simple weapons
Tools: Choose one mystic implement
Saving Throws: Wisdom, Charisma
Skills: Choose two skills from Arcana, History, Insight, Intimidation, Investigation, Nature, Perception, Performance, Persuasion, Religion

Equipment

You start with the following equipment, in addition to the equipment granted to you by your background:

- *(a)* resplendent regalia or *(b)* sanctified vestments or *(c)* traveler's clothes.
- *(a)* any one simple melee weapon or *(b)* a hunting bow, 20 willow-leaf arrows, and a dagger.
- Any one artisan tool.
- Any one mystic implement.

Invocations and Favor

You have access to powerful invocations, allowing you to call upon the might of the spirits to protect yourself, smite your foes, or perform supernatural feats. Invocations have five possible elements (Any, Air, Earth, Fire, or Water) and several possible tiers that become available to you as you progress in level (tier 0, tier 1, tier 2, and tier 3).

More information about invocations can be found on page 260.

Favor

Invocations reflect a bond between yourself and various spirits, and favor is an abstract reflection of the willingness of spirits to go above and beyond to assist you. Invocations reflect a bond between yourself and various spirits, and favor is an abstract reflection of the willingness of spirits to aid you. When you perform an invocation, you must spend favor equal to its base favor cost to perform it. Additionally, you can spend additional favor to add potent effects to the invocation. You start with an amount of favor determined by your ritualist level, shown in the Maximum Favor column of the Ritualist table.

Spent favor is restored after you complete a long rest or after you spend at least four hours performing tasks to spiritually align yourself in a spiritually active place like a shrine or pristine glen. These tasks might include quiet contemplation, making small offerings, or conversation with a spirit you know well.

PICKING INVOCATIONS FOR RITUALISTS

If it's your first time building a ritualist and you're feeling overwhelmed by the options for tier 1 invocations, consider selecting the following options to start:

Call of Cinders. This invocation lets you inflict fire damage on your foes, giving you a solid ranged attack as part of your arsenal. It can also be used to light and extinguish fires, which is often useful while adventuring. See page 267 for full details.

Path to Inner Peace. This invocation stimulates a wounded ally's natural healing, helping them to recover more quickly from harm. See page 273 for full details.

Invocations Known

You following the following tier 0 invocations: *commune with the spirits*, *divine the omens*, and *threshold barrier*. You also know two tier 1 invocations of your choice.

The Invocations Known column of the Ritualist table shows when you learn more invocations of your choice. Each of these invocations must be of a tier that is available to you, as shown on that table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation of the same tier.

Save DC and Attack Modifier

Different ritualists practice in different ways; some are studious scholars of sacred texts, others are spiritualists who find the sacred in the mundane world, and others still are bombastic orators who persuade people and spirits alike through their personal charisma. Choose Intelligence, Wisdom, or Charisma as your invocation ability. You use this ability score whenever an invocation refers to your invocation ability. In addition, you use this ability score's modifier when setting the saving throw DC for an invocation you perform and when making an invocation attack roll.

Invocation save DC = 8 + proficiency bonus + chosen ability score modifier

Invocation attack modifier = proficiency bonus + chosen ability score modifier

Ritualist Tradition

At 2nd level, you choose an archetype that reflects your way of wielding your influence. Choose Artisan, Elementalist, or Medium, detailed at the end of this class description. The tradition you choose grants you features at 2nd level, and again at 5th, 9th, 12th, and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 13th, 17th, and 20th level, you can increase one ability score of your choice by 2, or you can increase two ability scores by 1. As normal, you can't increase an ability score above 20 using this feature.

Instinctive Invocation

At 10th level, in addition to using the invocations you have learned, your spiritual potency allows you to instinctively reach out to unfamiliar spirits in times of need. You can perform one invocation of your choice that you do not know, treating its base favor cost as double.

After you use this feature, you can't use it again until you complete a long rest.

Practiced Appeals

Starting at 18th level, you know how to reach even faraway spirits with your words. You can spend your action to gain favor equal to your proficiency bonus. You can't use this feature again until you complete a long rest.

Ritualist Archetypes

There are many different spiritual practices of Rokugan and the neighboring lands. Each family that maintains a school or tradition for training ritualists seeks to uncover new secrets while protecting the mystical knowledge it has obtained from its rivals. As such, there is a high degree of divergence between spiritual traditions. Some are skillful Artisans who craft potent artifacts imbued with the power of spirits. Others are Elementalists who channel spiritual powers more directly, hurling gouts of flame or walking on air. Still others are Mediums who draw spiritual powers into themselves, summoning the strength of spiritual guardians to battle or accessing knowledge from beyond their own senses' reach.

ARTISAN

Mystical items are uncommon in Rokugan, but those ritualists who specialize in creating them are all the more powerful for the scarcity of their works. Wards bound with spectral power, potions imbued with potent invocations, and items roused to wakefulness through a ritualist's actions are only some of the wonders Artisans can create. The traditions of the Asahina, Yogo, and Agasha families often produce skilled Artisans whose works are renowned across the Emerald Empire. The way of names studied by the Iuchi family also allows them to become skilled Artisans, sealing spirits within objects to wield their power.

Arcane Appraisal

At 2nd level, you have a deep understanding of the spirits that reside within items and can study them to understand their purpose and function. You can use the *commune with the spirits* invocation with the Fire element (see page 268) to study an item. When you do, you learn what properties it has, its awakening level (if any), its region of origin, whether it was crafted by a famous artisan, and whether or not it bears any curses (though not what the curses are).

Mystic Craft

Artisans work in countless different ways, from painters who blur their works into reality to swordsmiths who make weapons that can strike down the mightiest of beings. Choose one of the following mystic crafts. Each mystic craft lends itself to having one particular ability score, listed alongside its name.

Alchemy (Intelligence)

You study chemistry and alchemy together, giving you exceptional insight into the creation of potions, and gain the following benefits.

Skill Proficiencies. Choose History or Nature.

Tool Proficiencies. Chemist's kit.

Distilled Invocations. You can use your chemist's kit to create distilled invocations, sealing the power of an invocation into a bottle that can be imbibed or thrown. Creating a distilled invocation takes 3 hours of focused work, and requires materials equal to 5 gp times the rank of the invocation you are distilling + 1 gp, which is consumed in the process. When someone imbibes the distilled invocation, that invocation is cast targeting them (and nobody else). As an action, a character can throw a distilled invocation up to 20 feet, shattering on impact. They make a ranged attack against a creature or object, treating the bottle as an improvised weapon. On a hit, the bottle strikes the target; on a miss, it scatters off target by 5 feet in a direction of the GM's choice. In either case, the effects of the invocation are resolved at its position, treating its base favor cost as 0. The character who threw or imbibed the distilled invocation resolves its effects, and has bonus favor to spend on its empowerments equal to your Intelligence modifier. Potions do not benefit from resonances. You can have up to three potions at a time; if you create potions in excess of this limit, a number of your potions of your choice lose their potency until the number reaches the limit.

Effervescent Creations. Starting at 9th level, the limit for the number of potions you can have increases by an amount equal to your Intelligence modifier.

Charm Creation (Intelligence)

Charm can be purchased at many shrines across Rokugan, and you have the skills and discipline needed to create your own. You can imbue these objects with spiritual power, and gain the following benefits.

Skill Proficiencies. Choose Arcana or History.

Tool Proficiencies. Calligraphy set.

Talisman Creation. You can use your calligraphy set to create any rank 1 charm. This process requires 1 gp of paper and ink, and takes a number of hours equal to 6 minus your Intelligence modifier. Additionally, you can choose a charm you or a creature within 5 feet has used, then spend your action and favor equal to the charm tier. If you do, the charm wearer immediately regains the use of it.

Charm Arsenal. Starting at 9th level, you can have one additional active rank 1 charm and one additional rank 2 charm.

Enchanting Performance (Charisma)

Some Artisans are more focused on creating transcendent, ephemeral beauty rather than enduring works. You have built your regimen on these skills, and gain the following benefits.

Skill Proficiencies. Choose Performance or Persuasion.

Tool Proficiencies. Musical instrument (any one).

Stirring Performance. You weave a tempo with your invocations, building to a powerful crescendo. At the start of each encounter, choose an element and note it as your crescendo. Each time you perform an invocation of an element other than the one noted, note its element as a beat. The first time you perform an invocation of the crescendo element, you gain bonus favor to spend on its empowerments equal to 2 times the number of other different elements recorded as beats. For example, if your crescendo is Water and you performed 1 Air and 2 Fire invocations, you have two different beats and gain 4 additional favor to spend on your first Water invocation's empowerments. When you perform your crescendo, each friendly creature who can observe it gains temporary hit points equal to 1d6 + your Charisma modifier. After you perform your crescendo, you cannot do this again until you complete a short or long rest.

Encore. Starting at 9th level, when you perform your crescendo, each friendly creature affected gains 2d6 additional temporary hit points. Further, on any turn after your crescendo, you can spend a bonus action and gain one level of exhaustion to recover the use of your Stirring Performance feature and immediately choose an element for your next crescendo.

Illusory Artifice (Intelligence)

Many Artisans are skilled in creating illusory façades, elemental facsimiles of items, or even tangible things. You have focused yourself on this tradition, and gain the following benefits.

Skill Proficiencies. Choose Arcana or History.

Tool Proficiencies. Choose one artisan tool.

Eye for Refinement. When you use an *illusion* or *summoning* invocation, you can spend your bonus action to gain bonus favor to spend on that invocation's empowerments equal to your Intelligence modifier. After you do this, you can't do it again until you complete a long rest.

Arcane Edge. Starting at 9th level, you can use Eye For Refinement twice between long rests. Additionally, when you make an attack with a weapon you summoned, you inflict a critical hit on a die roll of 19 or 20.

Mystic Calligraphy (Wisdom)

Using calligraphy and specially prepared paper, an Artisan can infuse an invocation into a ward. You have studied this art, and gain the following benefits.

Skill Proficiencies. Choose Insight or Perception.

Tool Proficiencies. Calligraphy set

Ward Creation. You can use a calligraphy set to create wards, preparing an invocation to take shape when a specified condition is met. This process takes a number of hours equal to the invocation's rank + 2. It also requires 5 gp of paper and ink. When you create the ward, you specify a condition upon which the invocation will occur, consuming the ward in the process. Once a ward has been created, you can spend an action to affix it to a surface within 5 feet. You can affix it to an unwilling living being by making a successful melee touch attack. When the ward activates, you resolve the invocation's effects as if you were standing at the ward's position, treating its base favor cost as 0. You cannot spend your favor on this invocation's empowerments. Instead, you gain a number of bonus favor for its empowerments equal to your Wisdom modifier. Wards do not benefit from resonances. You can have up to three wards; if you create wards in excess of this limit, a number of your wards of your choice lose their potency until the number reaches the limit.

Wardmaster. Starting at 9th level, the limit for the number of wards you can have increases by an amount equal to your Wisdom modifier.

Spiritual Animation (Charisma)

Some Artisans use their skills to invest spiritual power into small constructs called *shikigami*. You have studied the rituals to bind animating energy into paper and ink, and gain the following benefits.

Skill Proficiencies. Choose Performance or Persuasion.

Tool Proficiencies. Calligraphy set.

Shikigami Creation. You can use your calligraphy set to create a shikigami, a paper servant invested with a portion of your spiritual power that can act as spy, messenger, and ally in combat. Creating a shikigami takes 4 hours of focused work and 20 gp of paper and ink (or another appropriate material). You can invest one or more of your known invocations into the shikigami. You cannot use these invocations while they are invested in the shikigami, but you recover their use when the shikigami is destroyed or you choose to dismantle it. The shikigami's profile is affected by the number and rank of the invocations invested in it. You can have one shikigami at a time.

The shikigami is an intelligent being with a mind of its own, but so long as you do not antagonize it, it is inclined to help you and follow your directions. In combat, the shikigami does not have an initiative slot or perform actions on its own. Instead, on your turn, you can spend a bonus action to have one of your shikigami move its movement speed and make an attack using its sharp edge profile or take another action your GM deems appropriate to its form and capabilities. Alternately, you can spend your action and favor up to your Charisma modifier to have one of your shikigami perform one of the invocations sealed within it. The shikigami gains an amount of favor to spend on the invocation's base cost and empowerments equal to 1 + the favor you spent. The invocation is performed from the shikigami's location.

A shikigami can also be sent to deliver messages, spy on others, and generally fulfill your orders remotely. When doing so, it uses its own profile to determine success or failure (see page 416).

If a shikigami is destroyed, you can recreate it in the same manner you created it initially. It remembers everything leading up to its destruction.

Army of Ink and Paper. Starting at 9th level, you can have up to three shikigami at a time. Once per encounter, when you use your bonus action to have one of your shikigami move and take an action, you can have up to three of your shikigami do so instead.

Table 2–6: Artisan Item Awakening

Increase	Cost	DC	Minimum Character Level
Nonmagical to +1	200 gp	16	9
+1 to +2	500 gp	18	12
+2 to +3	2,500 gp	20	15
+3 to +4	12,500 gp	22	18
+4 to +5	65,250 gp	24	20

Mystic Arsenal

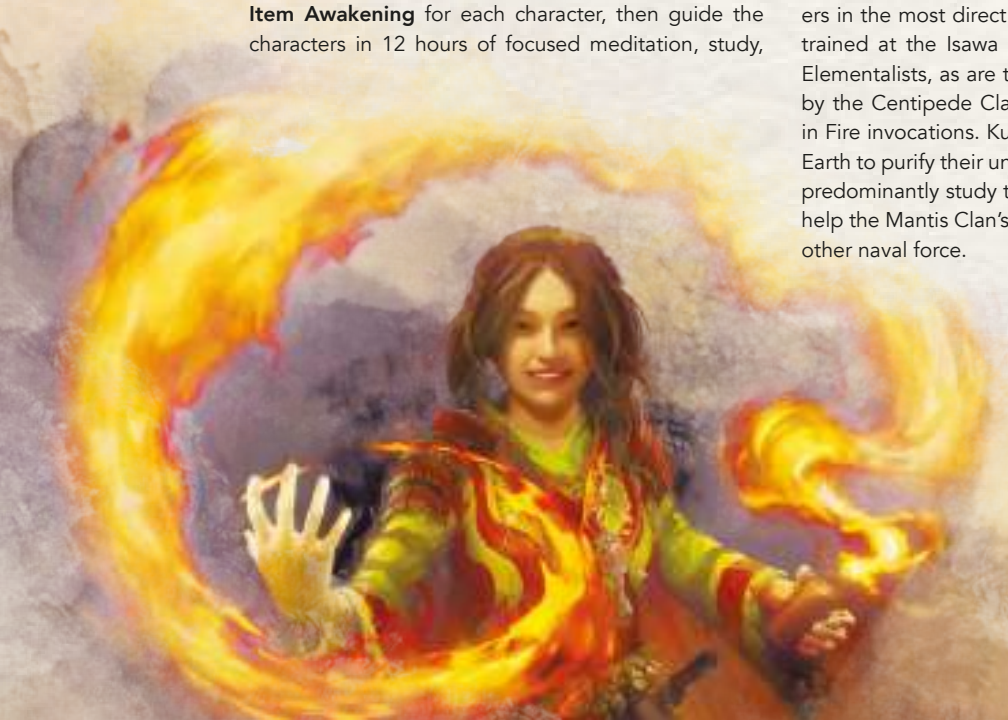
Starting at 5th level, you can have up to two additional magic items (such as awakened items, described on page 213) attuned to you. At 20th level, this increases to four additional magic items.

Stir the Spirit

Starting at 9th level, you can help to awaken the spirit within an item by regaling it with tales of the achievements its wielder accomplished with its help. This allows you to enhance items into awakened items (see page 213). Whenever you or another player character gains a level, they can designate one weapon, armor, implement, or other item they have been actively using to be eligible to be awakened. You can then attempt to guide yourself and a number of other characters equal to your proficiency bonus in a ritual to awaken these items. You must gather materials with value equal to the listed cost in **Table 2–6: Artisan Item Awakening** for each character, then guide the characters in 12 hours of focused meditation, study, or prayer with the items. At the end of this period, each item's owner must make an Intelligence (History), Wisdom (Insight), or Charisma (Performance) check of their choice with DC listed in the table, adding your proficiency bonus to their result. A character must meet the minimum character level listed in the table to attempt a given awakening level. On a success, they transform a mundane item into an awakened item at awakening level 1, or increase its awakening level by 1, to a maximum of 5, and the materials used to pay the cost are consumed. On failure, the materials are consumed and the character gains advantage on their next check to awaken or enhance an item, but cannot attempt to do so again until they gain another level.

Elementalist

Elementalists focus on channeling the raw power of the elemental spirits that inhabit the lands of Rokugan. Whether calling upon a river's swiftness or the steadfastness of a mountain, these ritualists wield their powers in the most direct and devastating ways. Ritualists trained at the Isawa Elemental Academies are often Elementalists, as are the disciples of Lady Sun trained by the Centipede Clan's Moshi family, who specialize in Fire invocations. Kuni Purifiers are often students of Earth to purify their unholy foes, and Mantis Tide Seers predominantly study the elements of Air and Water to help the Mantis Clan's fleet stay one step ahead of any other naval force.



Elemental Alignment

Select an elemental alignment: Air, Earth, Fire, or Water. When you spend 2 or more favor on an invocation of this element, you gain bonus 1 favor to spend to empower that invocation's effects.

At 9th level, you can choose a second elemental alignment.

Rhythm of Elements

At 5th level, you have studied the flow of the elements and how they change states and flow into one another. After you perform an invocation, you can perform another invocation by spending 1 favor and a bonus action. The second invocation can't share the element of the first.

After you use this feature, you can't use it again until you complete a short or long rest.

Forceful Dismissal

At 13th level, you can break the mystic concentration of others with your own words of power. When a creature you can perceive performs an invocation or spell within 60 feet of you, you can spend your reaction and a number of favor up to your Intelligence modifier. The creature must make a Constitution saving throw with DC equal to your invocation saving throw + 3 per favor you spent this way. If the creature succeeds, it can't spend favor to empower the invocation. If it fails, the invocation or spell has no effect at all.

If you didn't spend at least 1 favor when you used this feature, you can't use it again until you complete a short or long rest.

Interconnected Understanding

At 20th level, you can perfectly perceive how the elements flow into one another. Whenever you perform an invocation, if it has a different element from the last invocation you performed this encounter, you gain 2 bonus favor to spend on its empowerments.

MEDIUM

Mediums are often mediators with spiritual powers, helping lost souls to find their way to the afterlife or calling upon ancestral powers to give them knowledge and strength beyond mortal bounds. Mediums are also the most adept among ritualists at calling forth spirits to fight at their side in manifest form. The Kitsu family of the Lion Clan are the preeminent Mediums of the Emerald Empire, but the Kaito Shrine Keeper tradition also produces many of Rokugan's Mediums, as does the Fox Clan's spiritual tradition. Mediums of the Lords of Death of the Ujik peoples can be found in the Unicorn Clan and among the Ujik groups in the Plains of Wind and Stone.

Whispers of the Ancients

You are especially attentive to what spirits of the world want to communicate to you, whether their intentions are benevolent or hostile. When you spend 2 or more favor on the *commune with the spirits*, *divination*, *guardian of the sacred gate*, *nature's touch*, or *threshold barrier* invocation, you gain bonus 1 favor to spend to empower that invocation's empowerments.

Starting at 9th level, this additional favor increases to 2.

Spiritual Guardian

Starting at 5th level, friendly spirits are especially inclined to protect and aid you—and you can use some of your own life force to sustain them. When you are targeted by an attack, you can spend your reaction to have one of your summoned creatures or your animal companion (see the feat on page 232) within 5 feet intercede, becoming the target of the attack instead of you. Additionally, on your turn, you can spend your action and one or more of your Hit Dice. Choose one of your summoned creatures or your animal companion within 30 feet and roll the Hit Dice you spent this way. You heal the chosen creature for an amount of hit points equal to the total result of the Hit Dice.

Quiet Rest

Starting at 13th level, you become especially adept at soothing spirits, which you can use to heal spiritual allies or set troubled specters to rest. When one of your invocations heals or deals damage to a beast, elemental, or undead creature, you can increase the healing or damage dealt by your Wisdom modifier.

Unison of Purpose

Starting at 20th level, creatures you have summoned to assist you can intuit your actions on the battlefield. On your turn, you can spend a bonus action to have each of your summoned creatures or your animal companion perform one of its actions or move up to its speed.

Pilgrim



On occasion, an individual undergoing deep meditation or a spiritual awakening senses a glimmer of cosmic truth just outside their mind's reach. Pilgrims are individuals who, through sheer force of will, are able to reach through the cosmic veil and grasp a fragment of that truth for the briefest of moments. After this transformative experience, they discover an expanded sense of self and ability to manipulate primal forces of the universe known as Yin and Yang. Those that devote themselves to gaining further understanding and Enlightenment set out on an endless journey of self-discovery to align themselves with their cosmic truth.

By undergoing a spiritual awakening, many individuals become aware of the Yin and Yang energies within them. Through rigorous training and introspection, they can tap into and utilize their Yin and Yang. In addition to strengthening their mind and body, those that achieve a high level of mastery can externalize their Yin and Yang to manipulate the elements and even the Yin and Yang of individuals around them. The way these powers manifest is often closely linked to the pilgrim's spiritual journey and moral compass.

TRADITIONS

The quest for Enlightenment is deeply personal and individual. The exact tenets and beliefs imprinted on a pilgrim vary from individual to individual. Some believe it their duty to help the less fortunate and better the world through altruistic acts, while others see themselves as enforcers of cosmic balance attempting to eliminate any force that would upset that balance. Citizens of Rokugan tend to know little of pilgrims and their powers, but most have heard at least one folk tale involving a change of heart spurred by a wanderer's wise words or the unassuming mountain hermit using supernatural abilities to defend innocent villagers from calamity.

Rokugan contains a number of philosophical organizations dedicated to this quest. Many pilgrims don't have an affiliation with these organizations and philosophies, but some do.

The Brotherhood of Shinsei. There are numerous monasteries across Rokugan where those who wish to seek Enlightenment can live alongside like-minded individuals in cloistered communities. Some of these monasteries are secluded away in high mountains or the wilderness, while others are in cities, where their inhabitants do good works in the hopes of bettering the lives of their fellow people. *The teachings of Shinsei* are interpreted in many ways, and some pilgrims find their way to their quest for Enlightenment by joining—or leaving—a group of monks.

The Perfect Land Sect. One particularly significant religious group is the Perfect Land Sect. Based on a particular interpretation of Shinsei's teachings, the Perfect Land Sect believes in the attainment of a "Perfect Land" within the afterlife within a single lifetime and rejects the Rokugani Celestial Order that most traditions embrace. This has put this sect in conflict with both other followers of Shinsei and with various samurai lords. A pilgrim from this sect might take their cosmic experience as a sign that the Perfect Land can indeed be reached, or they might be frustrated that they have been seemingly singled out by the cosmos when they are in truth no better than anyone else.

Study of the Elements. Some pilgrims find their way to cosmic knowledge through study of Isawa's treatise, *Elements*. Seeing the ways that the elements of Air, Earth, Fire, Water, and Void can be understood through the contrast of Yin and Yang can lead a scholar with an open mind to this path. This document is part of most curriculums within the Phoenix Clan and read widely by many spiritualists across Rokugan.

THOSE WHO WANDER

Many pilgrims come to their journeys all on their own without seeking Enlightenment through some prior philosophy or organization. A martial artist who stands for hours beneath a waterfall to train endurance might suddenly feel a surge of the energy that sustains them, or a battlefield medic might see the life vanishing from their patient's eyes and find a way to give some of their own to replace it. Individuals who have these experiences might seek out orders that profess a path to Enlightenment to try to understand their newfound powers, or they might eschew them entirely, preferring to learn on their own terms.



QUICK BUILDS

Generally, make Constitution your highest ability score, as you derive both offensive and defensive benefits from improving your endurance and the flow of energy within your body. Depending on the cosmic path you intend to pursue at 2nd level, select Charisma (Path of Redemption), Wisdom (Path of Balance), or Intelligence (Path of Justice) as your next highest ability score. Several iconic pilgrims can be found in the more detailed quick builds provided in the **Backgrounds** section, such as the Asako Loremaster (page 146) and Agasha Mystic (see page 137).

CLASS FEATURES

Hit Dice: 1d8 per pilgrim level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per pilgrim level after 1st

Proficiencies

Armor: None
Weapons: Simple Weapons
Saving Throws: Constitution, Wisdom
Tools: Choose one type of artisan's tools of your choice
Skills: Choose two skills from Acrobatics, Athletics, Insight, Religion, Survival, Medicine, History

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* traveling clothes or *(b)* unremarkable garb.
- *(a)* any simple weapon.

Cultivated Potential

Beginning at 1st level, you gain an additional Hit Die (d8). Hit Dice gained through this feature do not increase your maximum hit points, but can be used normally to heal during short rests or used by effects that require Hit Dice to be expended.

The amount of additional Hit Dice increases as you gain pilgrim levels, as shown in the Cultivated Potential column of the Pilgrim table.

Table 2–7: The Pilgrim

Level	Proficiency Bonus	Features	Cultivated Potential Bonus Hit Dice
1st	+2	Cultivated Potential, Strength of Body and Spirit	1
2nd	+2	Yin and Yang, Externalizations	1
3rd	+2	Cosmic Path, Battle Meditation	2
4th	+2	Ability Score Improvement	2
5th	+3	Boundless Vitality, Well of Strength	3
6th	+3	Cosmic Path Feature	3
7th	+3	Forms of Enlightenment	4
8th	+3	Ability Score Improvement	4
9th	+4	Advanced Externalizations	5
10th	+4	Well of Strength Improvement	5
11th	+4	Cosmic Path Feature	6
12th	+4	Ability Score Improvement, Cosmic Path Feature (Improved)	6
13th	+5	Technique Chaining	7
14th	+5	Eyes of Dawn and Dusk	7
15th	+5	Boundless Vitality	8
16th	+5	Ability Score Improvement	8
17th	+6	Cosmic Path Feature	9
18th	+6	Well of Strength Improvement	9
19th	+6	Ability Score Improvement	10
20th	+6	Battle Meditation Improvement, Cosmic Path Feature Improvement	10



Strength of Body and Spirit

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Constitution modifier. Additionally, you are proficient with your unarmed attacks. You can use your Constitution modifier instead of your Strength modifier for the attack and damage rolls of your unarmed attacks, and you use a d4 in place of the normal damage of your unarmed strike.

Yin and Yang

Starting at 2nd level, you gain access to a unique resource meter: a balance track to reflect your Yin and Yang energy. Yin energy is covert, shadowy, receding, and palliative, evoking the power of the moon and the starry sky. Yang energy is overt, bright, advancing, and direct, evoking the glowing rays of the sun. Both are part of what it is to be alive, and both exist in all aspects of the universe in an eternal, swaying balance.

A pilgrim's energy travels along a seven-state balance track. In addition to having a passive bonus for being in that state, each state has a Yin and a Yang value that is used by some externalization abilities (see page 105). The effects of each state are shown, below.

Unless your cosmic path feature gained at 2nd level states otherwise, you begin each combat in the Centered state. At the end of each combat encounter, you return to your resting position on the Yin-Yang scale. Normally this is in the balanced position, but the cosmic path you choose can change this resting position. You can adjust your Yin and Yang state freely while out of combat.

Certain effects adjust your energy one or more steps along the scale, usually toward the Yin or Yang apex as specified. This shift in your energy is mandatory unless the effect specifies otherwise.

You can't benefit from the bonuses granted to you by the Yin and Yang Balance Track if you are wearing armor.

Battle Meditation

Starting at 2nd level, you can use your bonus action to move one step in either direction along the Yin-Yang track. At 20th level, when you use this feature, you can move up to two steps instead.

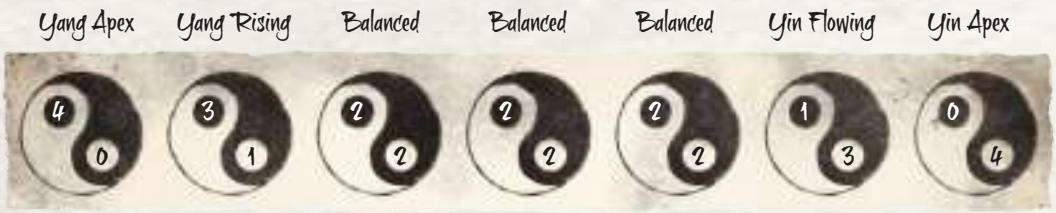


Table 2–8: Yin and Yang

STATE	YIN	YANG	EFFECTS
Yang Apex	0	4	You gain a +2 bonus to damage with unarmed attacks
Yang Rising	1	3	You gain a +1 bonus to damage with unarmed attacks unarmed attacks
Neutral Energy: Path of Justice Resting Position	2	2	You gain a +2 bonus to passive Perception
Neutral Energy: Path of Harmony Resting Position	2	2	You gain a +2 bonus to all of your saving throws
Neutral Energy: Path of Redemption Resting Position	2	2	You gain a +2 bonus to passive Perception
Yin Flowing	3	1	When you regain HP or cause another creature to regain HP, add +1 to the total
Yin Apex	4	0	When you regain HP or cause another creature to regain HP, add +2 to the total

Externalizations

Starting at 2nd level, you can focus your emotions and energy through powerful techniques known as externalizations.

Externalizations. Externalizations allow a pilgrim to project their energy out into the world around themselves to produce miraculous effects. Unlike the power of a ritualist, which is invoked from spirits and gods in the world, a pilgrim's abilities are manifested by resonating their inner energy with the elements of the outer world. When a pilgrim uses an externalization, their energy shifts toward the other pole of Yin or Yang to balance out the change they have affected in the world. Externalizations are amplified by the pilgrim's current Yin value or Yang value. A full list of externalizations can be found beginning on page 105 of this chapter. To activate an externalization, you must spend 1 or more Hit Dice, and Hit Dice acquired by transforming into a different creature cannot be used this way.

At 3rd level, you learn the following externalizations:

- *impetus of rejuvenation*
- *resonating strike*

Externalization Attack Modifier. Some of your externalizations call for you to make an attack roll. Your attack modifier for these is calculated as described below:

Externalization Attack Modifier = Your proficiency bonus + your Constitution modifier

Externalization Save DC. Some of your externalizations call for your targets to make a saving throw. The DC of this saving throw is calculated as described below:

Externalization Save DC = 8 + your proficiency bonus + your cosmic path's attribute modifier (Charisma for Path of Redemption, Wisdom for Path of Harmony, and Intelligence for Path of Justice)

Impetus of Rejuvenation

You amplify a creature's Yin energy, helping its body to heal itself rapidly.

Activation: 1 action
Range: Touch
Effects: You can spend your action to choose yourself or another creature within range.

If you chose yourself, you can spend and roll a number of your Hit Dice up to your Yin value and immediately regain hit points equal to the total value of those Hit Dice + your Constitution modifier.

Alternately, if you chose another creature, you and that creature can spend and roll one or more Hit Dice. These Hit Dice can come from you and that creature in any combination, but cannot exceed your Yin value in total. The chosen creature regains hit points equal to total result of the rolled dice + your Constitution modifier.

Energy Shift: Move your energy one step toward the Yang apex for each result of 5 or higher among the Hit Dice the creature rolled.

Resonating Strike

You infuse your Yang energy into a strike, causing it to reverberate throughout the foe's body and inflicting ongoing harm.

Activation: 1 action
Range: Touch
Effects: You can spend your action to make an unarmed attack against a creature in range. On a hit, you can roll and spend a number of Hit Dice up to your Yang value. At the end of its next turn, your target suffers radiant damage equal to 1d6 + your Constitution modifier. It suffers this radiant damage again at the end of each of its turns for number of rounds equal to the highest result among the Hit Dice you rolled.



Using *resonating strike* on a creature already suffering from its effects does not increase the damage dealt but instead increases the number of rounds they are affected by the highest result among the Hit Dice you rolled. At 10th level, the damage is increased by an additional 1d6.

Energy Shift: Move your energy one step toward the Yin apex for each result of 5 or higher among the Hit Dice you rolled.

Cosmic Path

At 2nd level, you commit yourself to a cosmic path. Choose the Path of Redemption, Path of Harmony, or Path of Justice, detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 11th, 17th and 20th level.

Boundless Vitality

Starting at 5th level, you suffer the effects of exhaustion as if you had one fewer levels of exhaustion. For example, if you have two levels of exhaustion, you suffer only the penalties of having one level, and if you have one level, you do not suffer any penalties at all. Additionally, when you complete a long rest, your exhaustion level decreases by two instead of one.

Starting at 15th level, you suffer the effects of exhaustion as if you had two less levels of exhaustion.

Well of Strength

Starting at 5th level, you are able to push yourself past the physical limitations that restrain most people. On your turn, you can spend your full movement and gain one level of exhaustion to recover up to two of your expended Hit Dice. The amount of recovered Hit Dice increases to four at 10th, and six at 18th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Forms of Enlightenment

Starting at 7th level, you can use your bonus action to enter a form of enlightenment. You can only enter a given form if you meet its Yin and Yang requirements. Activating a form of enlightenment ends the effect of any other form of enlightenment you had previously entered. At the beginning of your turn, you can choose to exit your current form of enlightenment. Each form of enlightenment has different effects.

Form of Air

You align your Yin energy to the wind and sky, moving in tune with the subtle grace of air.

Activation Requirements: Yin flowing or Yin apex state

While in the Form of Air, gain the following effects:

- Your walking speed increases by 10 feet. At the end of your turn, if you have moved more than 30 feet, you gain a bonus to your Armor Class against ranged attacks equal to half your proficiency bonus (rounded down) until the start of your next turn.
- When you make a Dexterity check or Dexterity saving throw, after rolling the die, you can spend one Hit Die to roll it and add it to the result.
- At the end of your turn, move your energy one step toward the Yang apex, then if you are in the Yang rising or the Yang apex state, exit this form.

Form of Earth

You align your Yang energy to the subtle shifts of the earth, letting you move with inexorable purpose.

Activation Requirements: Yang rising or Yang apex state

While in Form of Earth, gain the following effects:

- When you take nonmagical bludgeoning, piercing, or slashing damage, reduce the total damage by your proficiency bonus.
- When you make a Constitution check or Constitution saving throw, after rolling the die, you can spend one Hit Die to roll it and add it to the result.
- At the end of your turn, move your energy one step toward the Yin apex, then if you are in the Yin rising or the Yin apex state, exit this form.

Form of Fire

You align your Yang energy to flame, and your power bursts forth from your body in torrents of heat.

Activation Requirements: Yang rising or Yang apex state

While in Form of Fire, gain the following effects:

- When you hit a creature with an unarmed attack or externalization that deals damage, it takes additional fire damage equal to 1d4 + your proficiency bonus.
- When you make a Strength check or Strength saving throw, after rolling the die, you can spend one Hit Die to roll it and add it to the result.
- At the end of your turn, move your energy one step toward the Yin apex, then if you are in the Yin rising or the Yin apex state, exit this form.

Form of Water

You align your Yin energy to flowing water, letting you shift from stillness to rapid movement with the speed of a rippling pond.

Activation Requirements: Yin flowing or Yin apex state

While in Form of Water, gain the following effects:

- When you use an externalization or pilgrim feature that rolls Hit Dice, you can add or subtract your proficiency bonus to the result of one Hit Die rolled.
- You gain a second reaction each round. You cannot use more than one reaction per turn.
- When you make a Charisma check or Charisma saving throw, after rolling the die, you can spend one Hit Die to roll it and add it to the result.
- At the end of your turn, move your energy one step toward the Yang apex, then if you are in the Yang rising or the Yang apex state, exit this form.

Form of Void

You align your inner energies with the Void, the emptiness that is, paradoxically, the summation of the other four elements.

Activation Requirements: Balanced or centered state

While in Form of Void, gain the following effects:

- When you hit a creature with an unarmed attack or externalization that deals damage, you can cause it to lose one of the following: 1 focus point, 1 favor, 1 intrigue die, an unused spell slot of the defender's choice with level lower than or equal to your proficiency bonus, or another class or archetype resource at the GM's discretion. If it has abilities with the Recharge keyword, the GM chooses one of those abilities to exhaust.
- When you make a Wisdom check or Wisdom saving throw, after rolling the die, you can spend one Hit Die to roll it and add it to the result.
- At the end of your turn, you must move one step toward your choice of the Yin or Yang apex, then if you are in a state other than balanced or centered, exit this form.

Advanced Externalizations

At 9th level gain access to the following externalizations:

- *cleansing touch*
- *fearsome leap*
- *infuse energy*

Cleansing Touch

You project your Yin energy into another person, dispelling a malaise or condition from them.

Activation: 1 action
Range: Touch
Effects: You can spend your action to choose a number of creatures in range up to your Constitution modifier. Spend and roll a number of Hit Dice up to your Yin value. For each die that is of the listed value or higher, you can remove one of the following conditions from a chosen character:

- *4 or higher:* bleeding, disoriented, distracted, provoked
- *5 or higher:* blinded, charmed, deafened, maimed, weakened
- *6 or higher:* frightened, paralyzed, poisoned
- *7 or higher:* invisible, marked for death, petrified
- *8 or higher:* any one ongoing effect of a spell, invocation, externalization, or other magical effect the GM deems appropriate

Energy Shift: Move your energy one step toward the Yang apex for each result of 5 or higher among the Hit Dice you rolled.

Fearsome Leap

You launch yourself forward with a burst of Yang energy, soaring upward with impressive velocity.

Activation: 1 bonus action
Range: Self



Effects: You can spend your bonus action on your turn to make a heroic leap or extend a jump you already began as part of an action (or any other way). Spend and roll a number of Hit Dice up to your Yang value. You leap 10 feet + 5 feet for each Hit Die with a result of 5 or higher, or extend your leap by that distance. You can't be the target of opportunity attacks during this movement. When you land, you suffer no falling damage, and each creature within a 5-foot-sphere around you must make a Dexterity saving throw. On failure, a creature suffers radiant damage equal to the sum of the Hit Dice rolled and the disoriented condition (it can't make opportunity attacks) until the end of your next turn. On a successful save they take half damage instead.
Energy Shift: Move your energy one step toward the Yin apex for each result of 5 or higher among the Hit Dice you rolled.

Infuse Energy

You touch a creature and amplify its Yang energy, empowering its next strike to superhuman heights.

Activation: 1 bonus action
Range: Touch
Effects: You can spend your bonus action to choose yourself or another creature within 5 feet. Spend and roll a number of Hit Dice up to your Yang value. The chosen creature's next attack roll or multitarget attack roll before the end of its next turn has advantage, and the creature gains a bonus to damage equal to the total of the rolled Hit Dice + your Constitution modifier. Additionally, the creature's walking speed is increased by 10 feet until the end of its next turn.
Energy Shift: Move your energy one step toward the Yin apex for each result of 5 or higher among the Hit Dice you rolled.

Technique Chaining

Starting at 13th level, you become capable of chaining your strikes and externalizations together in rapid succession. Once per turn after you perform an externalization, you can make an unarmed attack, or you can expend one Hit Die to perform an additional externalization you have not performed this turn. You cannot perform the same externalization twice this way.

Eyes of Dawn and Dusk

At 14th level, you gain proficiency in Wisdom (Perception) checks and can't be blinded by sources of light, and can see creatures and spirits in their true form. Additionally, you gain darkvision out to a range of 60 feet., and tremorsense to a range of 20 feet. Finally, you have advantage on checks and saving throws to perceive the truth behind illusions.

Pilgrim Archetypes

The following are two types of pilgrim. They are not the only types of pilgrims found in Rokugan, but they are some of the most iconic.

PATH OF REDEMPTION

A pilgrim that has chosen to walk the Path of Redemption finds Enlightenment in self-improvement and bettering others. They believe even the most cruel and selfish individuals have some good in them and seek to draw that goodness out. While violence is rarely their preferred method of handling confrontations, they are skilled martial artists capable of defending themselves and those they seek to protect.

Yin Alignment

At 2nd level, your innate energy shifts towards Yin, moving your resting energy position to the balanced state closer to the Yin apex. Additionally, when your energy is at the Yin apex, your Yin value is 5 instead of 4.

Table 2–9: Path of Redemption Additional Externalizations

SRD Spell	Pilgrim Level Required	Yin/Yang Value Required	Hit Dice Cost	Energy Shift
Darkness	2nd level	Yin 2+	1	Toward Yang apex
Calm emotions	3rd level	Yin 3+	2	Toward Yang apex
Suggestion	4th level	Yin 3+	2	Toward Yang apex
Beacon of hope	6th level	Yin 4+	3	Toward Yang apex
Revivify	7th level	Yin 3+	3	Toward Yang apex
Compulsion	8th level	Yin 4+	4	Toward Yang apex
Geas	10th level	Yin 4+	4	Toward Yang apex

Advocate's Arsenal

At 2nd level, you become skilled in externalizations that entrap and confuse your foes while shielding your allies.

Cosmic Path Ability Modifier

Your cosmic path ability modifier is Charisma, which is used to calculate your externalization save DC (see page 101).

New Externalizations

You learn the *breath of life* and *challenging grasp* externalizations. Further, as you gain levels, you become able to perform a number of externalizations that use the rules of certain spells from the SRD. Each of these externalizations has a required pilgrim level, a required Yin, and a cost in Hit Dice you must spend and roll to use it. You do not need spell slots or material components. It is always performed as if you had cast it with a spell slot of its level. For each die that results in a 5 or higher, your energy shifts one step in the direction listed in the Energy Shift column, and you gain temporary hit point equal to your Charisma modifier. See the table above for details. These count as externalizations and not spells for the purposes of other effects.

Breath of Life

You exhale your Yin energy, surrounding and healing creatures nearby.

Activation: 1 bonus action

Range: Self (wave: 10 feet + 5 feet per Hit Die with a result of 5 or higher see page 250)



Effects: On your turn, you can spend your bonus action to choose a number of creatures up to your Yin value within range. Spend and roll Hit Dice up to your Yin value, then divide the results among the chosen creatures. Each chosen creature must be assigned at least one Hit Die result this way. Each chosen creature regains hit points equal to the sum of the Hit Dice results you assigned it + your Charisma modifier. Then, each chosen creature whose current hit points are less than or equal to half of its maximum hit points regains 1d8 additional hit points.

Energy Shift: Move one step toward the Yang apex for each result of 5 or higher among the Hit Dice you rolled.

Challenging Grasp

You draw a creature's aggressive impulses away from your allies and toward yourself using your Yin energy, forcing it to strike at you.

Activation: 1 action
Range: 30 feet



Effects: You can spend your action to choose one creature within range that can perceive you. Spend and roll Hit Dice up to your Yin value. The chosen creature must make a Wisdom saving throw with DC increased by the highest result among the Hit Dice you rolled. If you are within 5 feet of this creature, it has disadvantage on its saving throw. On failure, the creature cannot make attacks or use other harmful abilities that do not target you. If that creature uses an ability that targets or affects multiple characters, you must be one of the targets. This persists for 1 minute or until you are incapacitated. It also ends if, at the start of the creature's turn, it cannot perceive you or you are more than 40 feet away from it. On success, that creature suffers the provoked condition (disadvantage on attack rolls targeting creatures other than you) for 1 minute or until you are incapacitated.
Energy Shift: Move one step toward the Yang apex for each result of 5 or higher among the Hit Dice you rolled.

Chilling Strikes

Starting at 3rd level, your strikes seem to linger, weighing down upon your foe's mind. When you make an unarmed attack, you can have it deal an additional 1d4 psychic damage. At 12th level, this increases to 1d6 additional psychic damage.

Flowing Defense

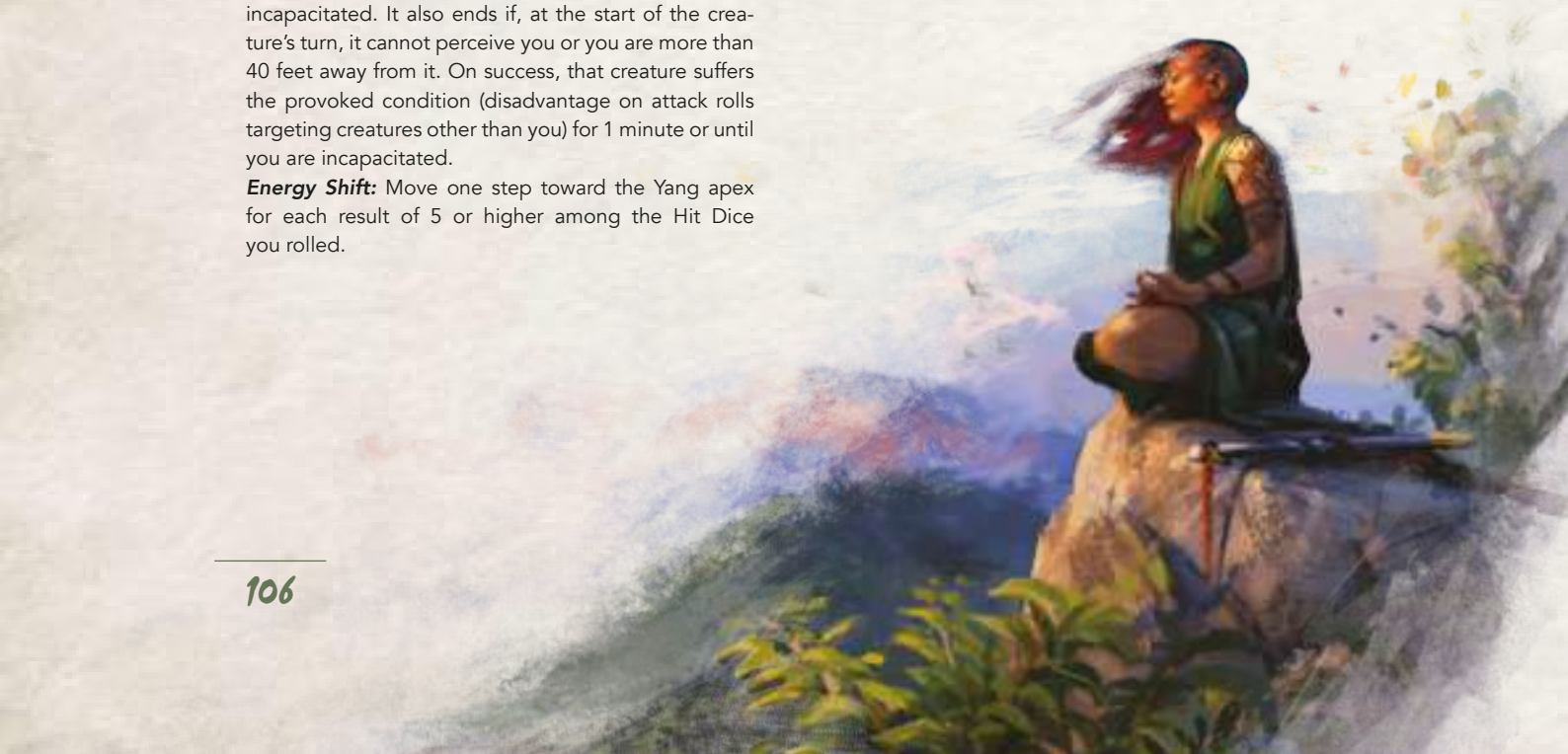
At 6th level, your calm demeanor and elegant motions frustrate attackers. When a creature misses you with an attack, you can use your reaction, then spend and roll one Hit Die; on a result of 5 or higher, move your energy one step toward the Yang apex. Then the creature must make a Wisdom saving throw, adding the result of the Hit Die to the DC. On failure, the creature has disadvantage on attack rolls against you. This effect persists for 1 minute or until this creature hits you with an attack.

Yin Specialization

Starting at 11th level, if your Yin value is higher than your Yang value, when you use an externalization that rolls Hit Dice, you can replace one of the Hit Die with a d10. Starting at 20th level, you can replace up to two of the Hit Dice with d12s instead.

Expanded Soul

Starting at 17th level, you are able to share your palliative energy with others. When you regain hit points, you can spend your reaction to cause another creature you can perceive within 50 feet to regain that many hit points as well. Once you use this feature, you can't use it again until you complete a short or long rest.



PATH OF HARMONY

Those that follow the Path of Harmony find Enlightenment in nature and the cycle of life, death, and rebirth. They often work to live in harmony with the cycles of the world around them rather than trying to resist or change the inevitable ebb and flow of the tide of fate.

Sage's Arsenal

At 2nd level, you gain greater insight into balancing your inner energy's tendencies towards both Yin and Yang.

Cosmic Path Ability Modifier

Your cosmic path ability modifier is Wisdom, which is used to calculate your externalization save DC (see page 101).

New Externalizations

You learn the *entwine destiny* and *force of nature* externalizations (see below). Further, as you gain levels, you become able to perform a number of externalizations that use the rules of certain spells from the SRD. Each of these externalizations has a required pilgrim level, a required Yin, and a cost in Hit Dice you must spend and roll to use it. You do not need spell slots or material components. It is always performed as if you had cast it with a spell slot of its level. For each die that results in a 5 or higher, your energy shifts one step in the direction listed in the Energy Shift column, and you gain a +1 bonus to your Armor Class and your saving throws until the start of your next turn. See the table below for details. These count as externalizations and not spells for the purposes of other effects.

Table 2–10: Additional Path of Harmony Externalizations

SPELL	PILGRIM LEVEL REQUIRED	YIN/YANG VALUE REQUIRED	HIT DICE COST	ENERGY SHIFT
Speak with animals	2nd level	Yin 2/Yang 2	1	Toward either apex
Entangle	3rd level	Yang 3+	2	Toward Yin apex
Silence	3rd level	Yin 3+	2	Toward Yang apex
Commune with nature	4th level	Yin 2/Yang 2	3	Toward either apex
Haste	5th level	Yang 3+	3	Toward Yin apex
Slow	5th level	Yin 3+	3	Toward Yang apex
Locate creature	6th level	Yin 2/Yang 2	3	Toward either apex
Fire shield (warm Shield)	7th level	Yang 3+	3	Toward Yin apex
Fire shield (chill shield)	7th level	Yin 3+	3	Toward Yang apex
Freedom of movement	8th level	Yin 2/Yang 2	3	Toward either apex
Awaken	9th level	Yang 4+	4	Toward Yin apex
Modify memory	9th level	Yin 4+	4	Toward Yang apex
Find the path	10th level	Yin 2/Yang 2	5	Toward either apex
Insect plague	11th level	Yang 4+	6	Toward Yin apex
Tree stride	11th level	Yin 4+	6	Toward Yang apex

Entwine Destiny

You weave your energy into creatures around you, linking their fates together with cosmic threads.

Activation: 1 action
Range: 5 feet x Constitution modifier



Effects: On your turn, you can spend an action to spend and roll up to two Hit Dice. Choose a number of creatures within range up to the total result of the Hit Dice. Each of those creatures can either make a Constitution saving throw, adding the higher Hit Die result to the DC, or choose to fail automatically. Each creature that fails becomes entwined for 1 minute. Whenever any entwined creature suffers damage from an attack or fails a saving throw, each other entwined creature that was not targeted by that attack or was not required to make that saving throw takes the same amount of damage of the same type. Additionally, during this time, when an entwined creature regains 1 or more hit points, each other entwined creature that did not benefit from healing from the same ability or source also regains the same number of hit points.

A creature cannot be entwined simultaneously by multiple uses of the externalization. If it would be, it chooses which version takes effect and all others are removed.

Energy Shift: Move your energy one step toward the Yin or Yang apex for each result of 5 or higher among the Hit Dice you rolled.

Force of Nature

You unleash the force of a hurricane in your blow, blasting your foes backward.

Activation: 1 action
Range: Self (sweep: 5 feet + 5 feet per Hit Die with a result of 5 or higher, see page 249)



Effects: You can spend your action to unleash a whirlwind sweep. Spend and roll a number of Hit Dice up to the lower of your Yin or Yang value, then make an unarmed multitarget attack against each creature in range. Each creature you hit takes additional force damage equal to the highest result among the Hit Dice. Additionally, each creature you hit must make a Strength saving throw or be pushed away 10 feet away from you + 5 feet for each Hit Die with a result of 5 or higher.

Energy Shift: Move your energy one step toward the Yin or Yang apex for each result of 5 or higher among the Hit Dice you rolled.

Deep Reservoir

Starting at 3rd level, your pool of stamina refills much more quickly thanks to your endurance training. After you complete a short rest, you can recover two spent Hit Dice. At 12th level, this increases to four spent Hit Dice.

One with the Elements

Starting at 6th level, you can resonate your energy with the elements, dramatically improving your mobility. As a bonus action on your turn, you can spend one Hit Die to gain the ability to walk and run on water, move up, down, and across vertical surfaces, fall at a rate of 10 feet per second, and ignore the effect of difficult terrain. You also gain a climb speed equal to your walk speed. This persists for 1 minute.

Balance Specialization

Starting at 11th level, you find additional power in balance. When your energy is centered or balanced, after you perform an externalization that spends one or more Hit Dice, you regain one of those Hit Dice.

Starting at 20th level, you regain up to two of those Hit Dice instead.

Mirrored Soul

Starting at 17th level, you gain the ability to invert your energy. As a bonus action on your turn, you can spend one Hit Die to move your energy from its current state to the one at which the current Yin and Yang values are inverted. For example, you could move from the Yin flowing state (Yin 3/Yang 1) to the Yang rising state (Yin 1/Yang 3), or from the Yin apex (Yin 4/Yang 0) to the Yang apex (Yin 0/Yang 4).

Additionally, while your energy is at the centered state, you treat both your Yin and Yang values as 4.

Path of Justice

Those who follow the Path of Justice see a world full of injustice, needless cruelty, and the failure of ideals. Instead of despairing, pilgrims who walk this path seek to channel their inner energy not just to align with the world around them, but to change it. They often seek to meet tyranny and evil with force, striking down those who trample upon the lives of others.

Yang Alignment

At 2nd level, your innate energy shifts towards Yang, moving your resting energy position to the balanced position closer to the Yang apex. Additionally, when your energy is at the Yang apex, your Yang value is 5 instead of 4.

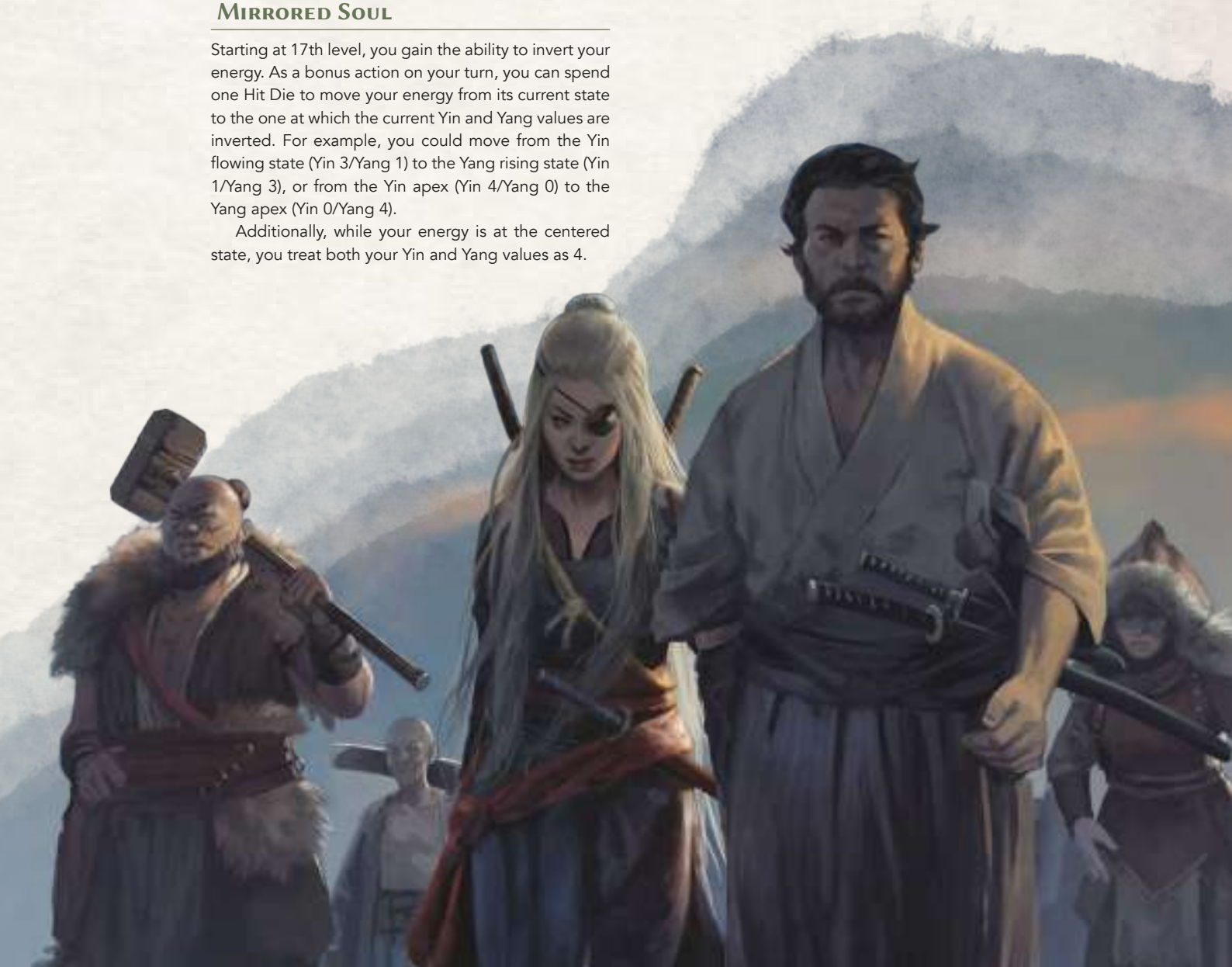


Table 2–11: Additional Path of Justice Externalizations

Spell	Pilgrim Level Required	Yin/Yang Value Required	Hit Dice Cost	Energy Shift
Continual flame	2nd level	Yang 2+	1	Toward Yin apex
Hold person	3rd level	Yang 3+	2	Toward Yin apex
Zone of truth	4th level	Yang 3+	2	Toward Yin apex
Counterspell	6th level	Yang 4+	3	Toward Yin apex
Daylight	7th level	Yang 3+	3	Toward Yin apex
Banishment	8th level	Yang 4+	4	Toward Yin apex
Hold monster	10th level	Yang 4+	4	Toward Yin apex

Philosopher's Arsenal

At 2nd level, you become skilled in externalizations that overwhelm your foes with direct power.

Cosmic Path Ability Modifier

Your cosmic path ability modifier is Intelligence, which is used to calculate your externalization save DC (see page 101).

New Externalizations

You learn the *consuming strike* and *storm of fists* externalizations. Further, as you gain levels, you become able to perform a number of externalizations that use the rules of certain spells from the SRD. Each of these externalizations has a required pilgrim level, a required Yin, and a cost in Hit Dice you must expend to use it. You do not need spell slots or material components. It is always performed as if you had cast it with a spell slot of its level. For each die that results in a 5 or higher, your energy shifts one step in the direction listed in the Energy Shift column, and you increase your walking speed by 5 feet until the end of the turn. These count as externalizations and not spells for the purposes of other effects.

Consuming Strike

You lash out with a mighty blow, investing your strike with the incandescent energy of your life-force so that it burns like the sun.

Activation: 1 action
Range: Touch
Effects: You can spend your action to make an unarmed attack against a creature within range. If it hits, you can spend and roll a number of Hit Dice up to your Yang value. The attack deals bonus radiant damage equal to three times the result of the highest rolled Hit Die.
Energy Shift: Move your energy one step toward the Yin apex for each result of 5 or higher among the Hit Dice you rolled.

Storm of Fists

You channel your Yang energy into a blistering flurry of blows to overwhelm the foes around you.

Activation: 1 action
Range: Self (Line: 5 feet x Constitution modifier, see page 249 for details)



Effects: You can spend your action and a number of Hit Dice up to your Yang value to make that many unarmed attacks against creatures in range. You can add the result of up to one Hit Die of your choice to either the attack roll or damage roll for each attack. Each Hit Die result can be added to only one roll this way.
Energy Shift: Move your energy one step toward the Yin apex for each result of 5 or higher among the Hit Dice you rolled.

Blazing Strikes

At 3rd level, your strikes overflow with brilliant energy. When you make an unarmed attack, you can have it deal an additional 1d4 radiant damage. At 12th level, this increases to 1d6 additional radiant damage.

Forceful Defense

At 6th level you have become especially adept at counterattacking. When a creature within 5 feet hits you with an attack, you can use your reaction spend and roll one Hit Die; move one step toward the Yin apex if its result is 5 or higher. Reduce the damage you take by the result of the Hit Die. Then you can make an unarmed attack against the creature that damaged you. If you hit, you deal bonus radiant damage equal to the result of the Hit Die.

Yang Specialization

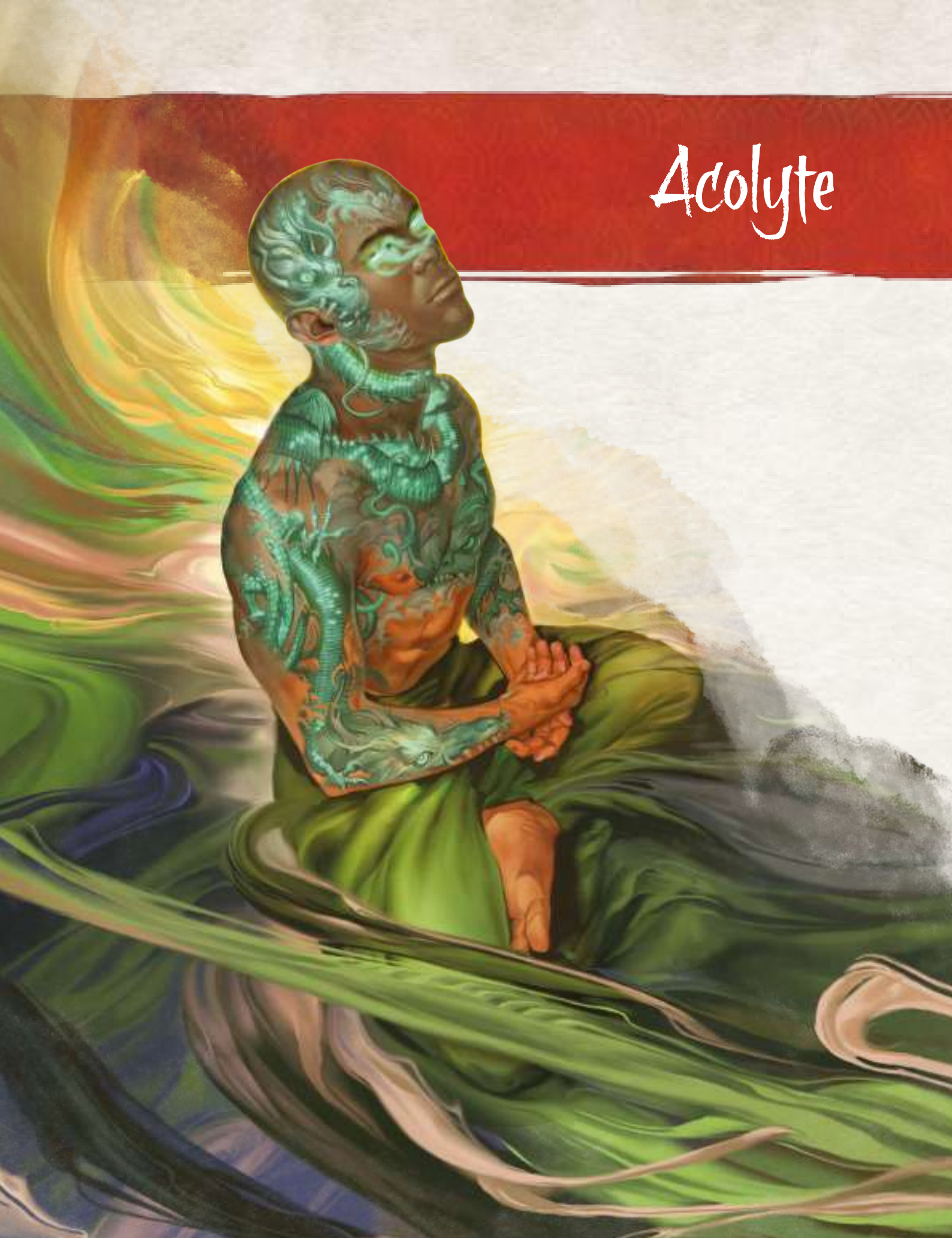
Starting at 11th level, if your Yang value is higher than your Yin value, when you use an externalization that rolls Hit Dice, you can replace one of the Hit Die with a d10. Starting at 20th level, you can replace up to two of the Hit Dice with d12s instead.

Reinforced Soul

At 17th level, you become exceptionally durable thanks to your Yang energy. When you fail a saving throw, you can spend your reaction to ignore the effects of that ability and move three steps toward the Yang apex. Once you use this feature, you can't use it again until you complete short or long rest.



Acolyte



The destiny of Rokugan rests in mortal hands, but that does not mean that cosmic powers never deign to push the outcome in one direction or another. Acolytes are the mortal agents of immortal causes. Unlike ritualists, who invoke the power of spirits and gods through ceremony and practice, acolytes bring this power into their bodies and souls, altering their mortal identities to accommodate such vast and unknowable depths. Thus, the abilities of acolytes are often subtle, yet incredibly impactful in their execution. These abilities are often externalized through marks of power, such as mystical tattoos or brands that appear on the body, symbolizing and amplifying the acolyte's bond to a greater cosmic force.

TRADITIONS

From the perspective of the world, acolytes are extremely rare compared to the other classes in ***Adventures in Rokugan***. Thus, there are few acolyte traditions. Two are covered in this book, though the GM and players should certainly feel free to create others, for which the GM and players could work together to reinterpret the flavor of the abilities of one of these traditions as desired.

TOGASHI ORDER

Togashi did not leave behind a dynasty of lineal descendants like his siblings. However, he did create a family to carry on his legacy: the Togashi Order. Members of the order are the reincarnations of Togashi's original followers in life, finding their way back to the High House of Light in the mountainous Dragon lands each lifetime. The order helps these individuals to expand their abilities across multiple lifetimes, tattooing them with signs of their spiritual progress. These tattoos, derived from the lifeblood of Togashi himself, act as channels to his power, allowing his acolytes to wield incredible abilities as the founder of the Dragon Clan once did. Through his acolytes, Togashi is able to carry on his grand design even though he has not been seen in the flesh in centuries.

ACOLYTES OF SHADOW

It is from Nothing that the universe sprang and, some say, to Nothing it will return. The primal uncreation is a force of the cosmos beyond good or evil, without will or thought, yet it hungers all the same. There are orders of philosophical practitioners dedicated to its study, to harnessing its unfathomable power through careful meditation and study…and then there are acolytes who leap headlong into the abyss. How the secret of Shadow Brands came to the Scorpion Clan is unknown, but by sealing a sliver of the abyss into one's own body in the form of a tenebrous mark, and by letting some part of the primal uncreation into themselves, the bearer of the Shadow Brand can crack reality itself in their favor. Yet as a Shadow Brand grows in power, so too does the hungering shard of unmaking they have let into their body and soul…

Table 2–12: The Acolyte

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Acolyte Archetype
2nd	+2	Archetype Feature, Ego Synthesis
3rd	+2	Archetype Feature, Renewing Purpose
4th	+2	Ability Score Improvement
5th	+3	Ego Synthesis (Improved), Eternal Student
6th	+3	Acolyte Archetype Feature
7th	+3	Disciplined Approach
8th	+3	Ability Score Improvement
9th	+4	Acolyte Archetype Feature
10th	+4	Expanded Mind
11th	+4	Acolyte Archetype Feature
12th	+4	Ability Score Improvement
13th	+5	A Greater Purpose
14th	+5	Acolyte Archetype Feature
15th	+5	Strength in Clarity
16th	+5	Ability Score Improvement
17th	+6	Acolyte Archetype Feature
18th	+6	Transcendent Surge
19th	+6	Ability Score Improvement
20th	+6	Acolyte Archetype Feature

QUICK BUILDS

If you select the Acolyte of Togashi archetype, make Strength your highest ability score, then make sure your Constitution is high so that you can stay in the fray of battle. If you select the Acolyte of Shadows archetype, make Dexterity your highest ability score, then make Wisdom your next highest ability score to avoid being caught unawares. A number of iconic acolytes can be found in the more detailed quick builds provided in the **Backgrounds** section, such as the Togashi Tattooed Acolyte (page 138) and Soshi Shadow Agent (see page 151).

Class Features

As an acolyte, you gain the following class features.

Hit Points

Hit Dice: 1d10 per acolyte level
Hit points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per acolyte level after 1st

Proficiencies

Armor: Light
Weapons: Simple and martial weapons
Tools: None
Saving Throws: Wisdom
Skills: Choose three skills from Acrobatics, Athletics, History, Insight, Medicine, Nature, Perception, Persuasion, Religion, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* concealed armor or *(b)* silk armor
- any one martial weapon
- *(a)* any two simple weapons or *(b)* 10 shuriken

Acolyte Archetypes

At 1st level, you choose an acolyte archetype that reflects the cosmic being with which you have a unique relationship. Choose Acolyte of Togashi or Acolyte of Shadows. The acolyte archetype you choose grants you features at 1st level, and again at 3rd, 6th, 9th, 11th, 14th, 17th, and 20th level.



Ego Synthesis

Starting at 2nd level, you give yourself over to the world for guidance. When you complete a long rest, you gain inspiration.

Starting at 5th level, you gain inspiration when you complete a long or short rest.

Renewing Purpose

At 3rd level, you can reaffirm your connection with the source of your power even in times of strife. Once per turn, when you roll a 1 on a die for a skill check, saving throw, attack roll, or damage roll, you can spend your inspiration to regain the use of one of your acolyte or acolyte archetype features.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Eternal Student

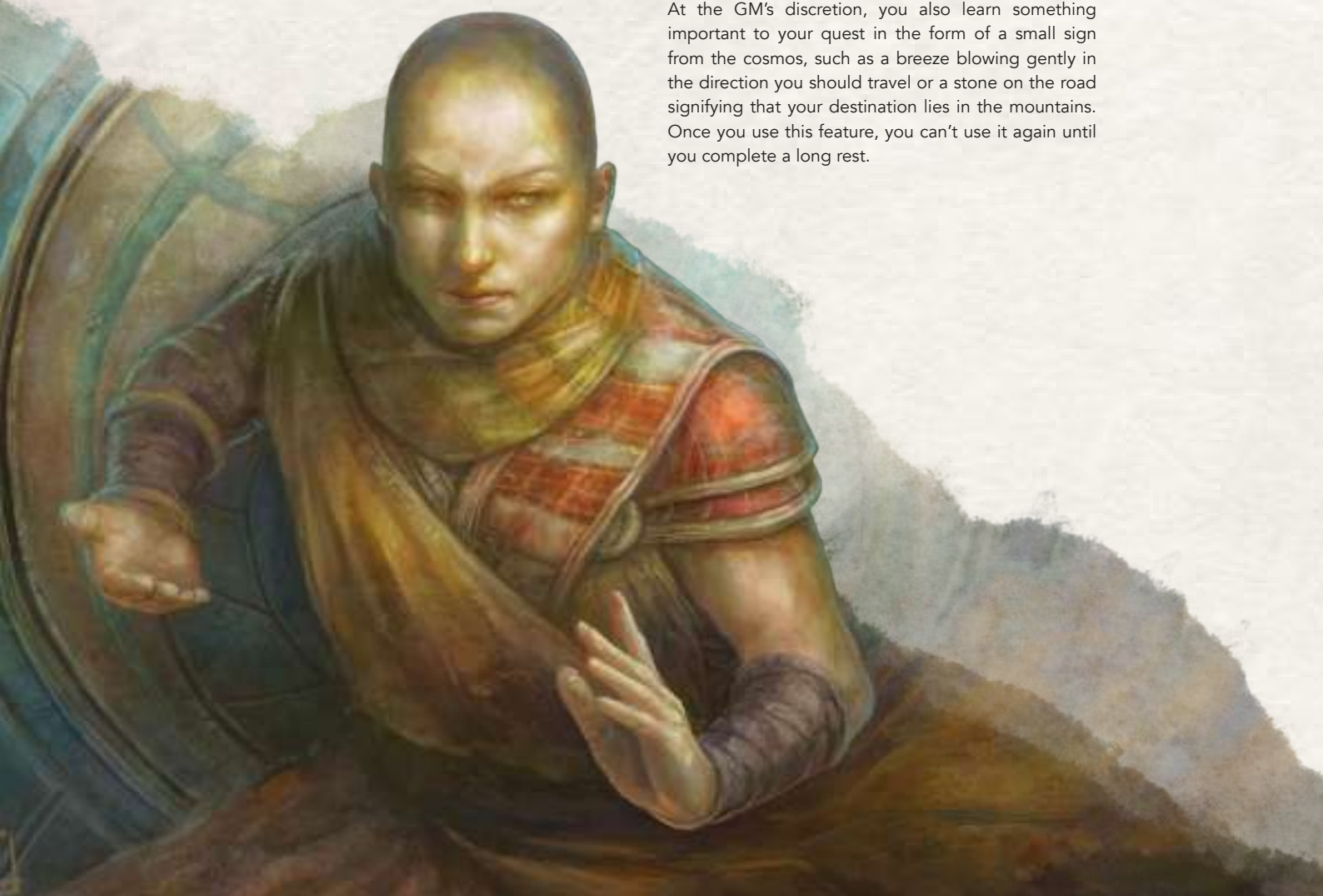
Starting at 5th level, you can draw strength and resolve from even hostile twists of fate. Once per turn, when you roll a 1 on a die for a skill check, saving throw, attack roll, or damage roll, you gain inspiration. You can't use this feature and your Renewing Purpose feature on the same turn.

Disciplined Approach

At 7th level, when you would roll a d20, you can instead roll 2d10 and use the total result of those d10s in the d20's place. A result of 1 on either die or both dice counts as a 1 for the purpose of your class and archetype features, such as Renewing Purpose. You cannot score critical hits when rolling this way. Once you use this feature, you can't use it again until you complete a short or long rest. You also regain the use of this feature when you use your Renewing Purpose feature.

Expanded Mind

Starting at 10th level, you become capable of seeing the path the world has set forth for you. During your turn, you can give yourself inspiration as a free action. At the GM's discretion, you also learn something important to your quest in the form of a small sign from the cosmos, such as a breeze blowing gently in the direction you should travel or a stone on the road signifying that your destination lies in the mountains. Once you use this feature, you can't use it again until you complete a long rest.



A Greater Purpose

At 13th level, some cosmic power has greater things in store for you than an ignoble death. After you succeed at a death saving throw, you can regain hit points equal to 1d10 + your Wisdom modifier. After you use this feature, you can't use it again until you complete a long rest.

Strength in Clarity

Starting at 15th level, you can tap into a well of certainty when pursuing your purpose. When you spend your inspiration, you gain temporary hit points equal to 1d10 + your Wisdom modifier.

Transcendent Surge

At 18th level, on your turn, you can take one additional action and bonus action. Once you use this feature, you must finish a short or long rest to use it again. You can't use this feature more than once per turn, even if you regain it via your Renewing Purpose feature.

Acolyte Archetypes

The following are two types of acolyte. These are not the only beings who bind themselves to greater powers in Rokugan and the lands beyond, but they are among of the most iconic of Rokugan and its myths.

ACOLYTE OF TOGASHI

The disciples of Togashi are known through Rokugan as strange figures: oftentimes, they act as wanderers who assist the meek and cast down oppressors. Other times, they take no action at all, merely bearing witness to the tragedies and trials of the mundane world. In truth, this behavior stems from Togashi's acolytes pursuing grand designs that might take lifetimes to fulfill, their bigger-picture thinking invisible to those who merely swim in the waters of time without charting the river.

Body and Mind

You deepen your connection to the strength and wisdom of your past lives through martial arts training, helping to unify your current physical self with your recurring soul. When you use the Attack action, you can make one unarmed strike as a bonus action. Additionally, you use a d4 for your unarmed strike, and you gain proficiency in Strength saving throws.

Mark of the Disciple

At 2nd level, you gain a mystical tattoo that binds the power of Togashi to your body, granting you the ability to use the power of this ancient and powerful being that you have mastered over many lifetimes. You gain several benefits, listed below.

Major and Minor Tattoos. You gain a major tattoo. Tattoos are detailed at the end of the Acolyte of Togashi description.

Tattoo Attack Modifier. Some of your archetype features call for an attack modifier, which is calculated as follows:

Tattoo power attack modifier = your proficiency bonus + your Strength modifier

Tattoo Power Save. Some of your archetype features call for a saving throw, which is calculated as follows:

Tattoo power save DC = 8 + your proficiency bonus + your Strength modifier

Deepening Discipleship

At 3rd level, your training reaches a point where you can restore part of your past lives' power through a mystical tattoo. You can select one of the options below:

- Gain one additional major tattoo
- Gain two minor tattoos
- Gain one minor tattoo and one embellishment for any of your tattoos

At 6th, 9th, 14th, and 20th levels, you can select from this list again, adding that tattoo or embellishment to your character. You can't select the same tattoo or embellishment again if you have previously chosen it.

Inherited Power

At 11th level when you use your Renewing Purpose feature to regain the use of a major tattoo, you can also regain the use of one minor tattoo. Once you use this feature on a minor tattoo, you can't use it again on the same minor tattoo until you complete a short or long rest.

Major Tattoos

The following are the major tattoos that you can select when given the opportunity to choose a major tattoo. Once you use a major tattoo, you can't use it again until you complete a short or long rest. You cannot use a major tattoo while wearing medium or heavy armor, or using a shield.

Dragon Tattoo

When you gain the dragon tattoo, choose one of the following dragons for it to depict: Air, Earth, Fire, Water, or Void.

You can spend your action to exhale destructive energy in a 20-foot-wave (see page 250) in front of you. Each creature in this area must make a saving throw based on the chart below, with DC equal to your tattoo power saving throw. Roll a number of d6 equal to your proficiency bonus. On failure, a creature takes that much damage of the listed type and suffers the listed condition for 1 minute, and can repeat that saving throw at the end of its turn to remove the condition. On success, it takes half that much damage.



Embellishments

When you select an embellishment for this tattoo, choose one of the following options.

Concentrated Breathing. You can choose to project your breath as a 40-foot-line that is 5 feet wide or a 10-foot-sweep (see page 249).

Elemental Echoes. The area your tattoo affects becomes difficult terrain. For 1 minute, creatures that enter that difficult terrain or end their turn there take 1d6 damage of your tattoo's damage type.

Forceful Breath. Your dragon tattoo deals additional damage equal to your character's total level. Additionally, increase the length of the wave, line, or sweep by 5 feet.

Hyperventilation. If you have no levels of exhaustion, you can spend a bonus action on your turn and gain one level of exhaustion to regain the use of your tattoo.

Catastrophe Tattoo

When you gain the catastrophe tattoo, choose one of the following for it to depict: Avalanche, Tsunami, Typhoon or Volcano.

When you take the Attack action, you can unleash a catastrophic flurry. Instead of making the normal number of attacks you would be allowed, you can make a number of unarmed attacks equal to your proficiency bonus. When you hit a creature with one of these attacks, it takes 1d4 additional damage for each prior catastrophic flurry attack that hit it this turn. The additional damage type is determined by the tattoo depiction as shown on Table 2–14.

Table 2–13: Dragon Tattoo Save, Damage, & Conditions

TATTOO	DAMAGE TYPE	SAVING THROW	CONDITION INFLICTED
Air Dragon	Thunder	Constitution	Disoriented (it can't make opportunity attacks)
Earth Dragon	Bludgeoning	Strength	Provoked (disadvantage on attack rolls targeting creatures other than you)
Fire Dragon	Fire	Dexterity	Distracted (–2 AC, removed when hit by an attack)
Void Dragon	Psychic	Wisdom	Weakened (it loses its damage resistances, and its damage resistance become resistances)
Water Dragon	Cold	Constitution	Maimed (–10 ft. of speed and disadvantage on Dexterity saving throws, removed after it recovers HP)

Table 2–14: Catastrophe Tattoo Damage Type

TATTOO	DAMAGE TYPE
Avalanche	Bludgeoning
Tsunami	Cold
Typhoon	Thunder
Volcano	Fire

Embellishments

When you select an embellishment for this tattoo, choose one of the following options.

Aftershock. After you unleash your catastrophic flurry, you can choose to have your unarmed attacks deal damage of the tattoo's damage type instead of bludgeoning damage for 1 minute.

Eye of the Storm. You gain resistance to the damage type of your catastrophe tattoo.

Tailwind. When you unleash a catastrophic flurry, you can make one additional attack as part of the flurry using a simple weapon you are wielding.

Wake of Destruction. On a turn in which you unleash a catastrophic flurry, after you reduce a creature to 0 hit points, you can move up to 10 feet as a free action. You do not provoke opportunity attacks with this movement.

Centipede Tattoo

When you move, you can activate your centipede tattoo to gain the following effects until the start of your next turn:

- Your walking speed is increased by 30 feet.
- You have advantage on Dexterity saving throws.
- The first time you move adjacent to a creature that hasn't been affected by this feature this turn, you can force it to make a Dexterity saving throw. A creature takes piercing damage equal to 1d4 + your Strength modifier + your acolyte level on a failed saving throw and half that damage on a successful saving throw. Once you use this feature you can't use it again until you complete a short or long rest.

Embellishments

When you select an embellishment for this tattoo, choose one of the following options.

Quick Claws. While your centipede tattoo is in effect, your walking speed increases by an additional +10 feet.

Relentless Mandibles. While your centipede tattoo is in effect, you can spend 20 feet of movement to force one adjacent creature to make a Dexterity saving throw. That creature takes piercing damage equal to 1d4 + your Strength modifier + your acolyte level on a failed saving throw and half that damage on a successful saving throw.

Serrated Chitin. While your centipede tattoo is in effect, attacks of opportunity made against you have disadvantage. When a creature misses you with an opportunity attack, it suffers 1d6 slashing damage.

Toxic Path. Any creature that fails the save for your centipede tattoo suffers an additional 1d6 acid damage.

Minor Tattoos

The following are the minor tattoos that you can select when given the opportunity to choose a minor tattoo. Once you use a minor tattoo, you can't use it again until you complete a short or long rest. You can use minor tattoos while wearing any armor.

Bamboo Tattoo. When you or another creature within 15 feet of you makes a saving throw, you can use this tattoo to roll 1d4 and add it to the result. *Embellishment:* Roll 2d4 instead.

Carp Tattoo. When you make a skill check, after you roll the die, you can use this tattoo to add +3 to the roll. *Embellishment:* Add +6 to the roll instead.

Chameleon Tattoo. You can spend 1 hour and use this tattoo to change your appearance to that of another Medium-sized humanoid being you have encountered. The transformation persists for 4 hours, and does not change your ability scores or other traits. Creatures who encounter you are fooled by your disguise unless they succeed at a Wisdom saving throw with DC equal to your tattoo power saving throw, or make an Intelligence (Investigation) check with the same DC should they be suspicious. *Embellishment:* Increase the DC of checks and saving throws to resist your façade by +5.

Chrysanthemum Tattoo. While in direct sunlight, you can use a bonus action and this tattoo to regain hit points equal to 3d6 + your Wisdom modifier. *Embellishment:* Each character within 5 feet of you also regains hit points equal to 1d6 + your Wisdom modifier.

Cricket Tattoo. You can use your bonus action and this tattoo to leap to a location up to 20 feet away. Creatures within 5 feet of the place you land take bludgeoning damage equal to 1d4 + your Strength modifier. *Embellishment:* Each creature you damage with this tattoo must make a Constitution saving throw with DC equal to your tattoo power saving throw. On failure, a creature is stunned until the end of its next turn.

Diamond Tattoo. When you are hit by an attack, you can use your reaction and this tattoo to gain a +3 bonus to your AC until the end of your next turn, including against the triggering attack. *Embellishment:* You also gain temporary hit points equal to 1d8 + your acolyte level.

Hummingbird Tattoo. When you take a bonus action on your turn, you can use this tattoo to treat it as a free action instead. *Embellishment:* Alternately, if it is not your turn, you can use this tattoo to gain an additional reaction.

Mountain Tattoo. When you would take damage, you can use your reaction and this tattoo to reduce that damage by 2d6 + your Strength modifier. *Embellishment:* If you reduce the damage to 0 this way, each creature within 5 feet of you takes bludgeoning damage equal to 1d8 + your Strength modifier.

Porcupine Tattoo. When you take damage, you can use your reaction and this tattoo. If you do, each other creature within 5 feet takes piercing damage equal to 1d6 + your Strength modifier. *Embellishment:* Each creature that takes damage this way also suffers the maimed condition (–10 ft. speed and disadvantage on Dexterity saving throws, removed after it regains HP) for 1 minute.

Snake Tattoo. When you deal damage with an unarmed attack, you can use this tattoo to force the creature you damaged to make a Constitution saving throw with DC equal to your tattoo power saving throw. If the creature fails, it takes an additional 2d4 poison damage. *Embellishment:* A creature that fails the saving throw also suffers the poisoned condition until the end of its next turn.

Tiger Tattoo. On your turn, you can use a bonus action and this tattoo to change your unarmed attack damage to 2d4 slashing damage until the end of your turn. *Embellishment:* Increase the damage to 2d4 + 2 slashing damage.

Tortoise Tattoo. You tap directly into unremembered past lives. As a free action, you can choose one skill or tool. For 30 minutes, you count as having proficiency with the chosen skill or tool. *Embellishment:* When you add your ability score modifier for checks made with that skill or tool, you can use your Wisdom modifier instead of the ability score modifier.

Wellspring Tattoo. When you give yourself inspiration from one of your acolyte features, you can use this tattoo to give a creature within thirty feet of you inspiration as well. *Embellishment:* That creature also regains hit points equal to 1d4 + your Wisdom modifier.

Wolf Tattoo. When a creature within 5 feet of you is attacked and you aren't the attacker, you can use your reaction and this tattoo to grant the attack roll advantage. *Embellishment:* If the attack hits, it deals an additional 2d4 slashing damage.

ACOLYTE OF SHADOWS

Acolytes of Shadow are infused with the primordial power of the Nothing, giving them supernatural abilities on and off the battlefield. However, the further they develop these powers through their use of shadow brands, the closer and closer they walk to unmaking their very sense of self.

Penumbra

At 1st level, you begin to take on the aspect of shadows, fading slightly when you are in darkness. You become proficient in Dexterity saving throws and gain darkvision out to a range of 60 feet. Additionally, when you start your turn in dim light or darkness, if you have 0 temporary hit points, you gain 1d4 temporary hit points.

Mark of Shadow

At 2nd level, you are marked with a shadow brand, a tenebrous symbol that connects you to the Nothing and gives you an infinitesimal sliver of the unearthly powers of uncreation. You gain several features associated with your archetype.

Shadow Brand. You gain a shadow brand of your choice (see below). You can benefit from this shadow brand only if you are wearing light or no armor.

Shadow Power Attack Modifier. Some of your archetype features call for an attack modifier, which is calculated as follows:

Shadow power attack modifier = your proficiency bonus + your Dexterity modifier

Shadow Power Save. Some of your archetype features call for a saving throw DC, which is calculated as follows:

Shadow power save DC = 8 + your proficiency bonus + your Dexterity modifier

SHADOW BRANDS

The following shadow brands are available.

Brand of Dire Might

Appearing as a stylized vine, octopus, or insect emblem somewhere on the body, the brand of dire might lets you manipulate your form in terrifying ways. You can spend a bonus action on your turn to manifest arms of shadow from your back for 1 minute. These arms can be humanoid arms, insectoid limbs, or even ribbons of shadow. You must be in an area of dim light or darkness to use this feature.

These arms confer the following benefits while manifested:

- They can pull you up sheer surfaces, granting you a climb speed equal to your walking speed.
- They grant you an additional reaction. You can't spend more than 1 reaction per turn.
- When you are forced to make a Strength, Dexterity, or Constitution saving throw, you can use your reaction to grant yourself advantage on it. If you succeed at a saving throw this way and would still suffer damage, you have resistance to that damage.
- You are proficient in their use for unarmed strikes. As unarmed weapons, they have the reach property (+5 feet of range) and inflict cold damage equal to 1d6 + your Dexterity modifier.
- When you hit a creature with an unarmed strike using these arms, you can use a bonus action to attempt to grapple or shove it using the arms, using Dexterity (Acrobatics) for your side of the contested check.
- When you perform an Attack action using these arms on the turn you manifested them, creatures you target cannot use reactions against those attacks.

Brand of Division

Appearing as a stylized flower dropping petals, tree branch, or cloud emblem somewhere on the body, the brand of division allows your shadow to separate from you and step into three-dimensional space as a shadow clone. If you are in an area of dim light or darkness, you can spend an action to split off your shadow as a shadow clone, which is an extension of your being. It appears as a figure made of darkness in the shape of your silhouette. It has the same ability scores, saving throws, skills, Armor Class, and movement speeds as your character. It is carrying shadowy versions of the same weapons, armor, and equipment you possess, though these vanish at the end of the turn if they leave its possession. It has 1 hit point, and is immune to bludgeoning, piercing, and slashing damage from nonmagical sources.

When your shadow clone would take 1 or more damage, you can choose to have your shadow clone dissipate and return to your character, or you can choose for your character to take the damage instead. If your shadow clone would take 1 or more radiant damage, you must take the damage, and must also make a DC 15 Wisdom saving throw. If you fail, your shadow clone dissipates and reattaches itself to you.

If your shadow clone is exposed to direct or magical sunlight at any time, or if it ends its turn in direct or magical sunlight, it takes 1d6 radiant damage.



During your turn, as long as you can perceive your shadow clone, you can have it move up to your speed and take one of the following actions: Attack, Dash, Disengage, Dodge, Help, Hide, Search, Use an Object. It can take other actions only at the GM's discretion. If you cannot perceive your shadow clone, it cannot move or act. As long as it is in dim light or darkness, your shadow clone has advantage on Dexterity (Stealth) checks and other creatures have disadvantage on their Wisdom (Perception) checks to detect it.

Your shadow clone benefits from your Acolyte of Shadows archetype features. You can choose your shadow clone as the point of origin for any of your Acolyte of Shadows archetype features that originate from yourself.

Once you use this feature, you can't use it again until you complete a short or long rest.

Brand of Shifting Night

Appearing as a stylized willow, serpent, or starry sky emblem somewhere on the body, the brand of shifting night allows you to melt into darkness on command. You can spend your reaction when you are attacked by a melee or ranged attack or fail a Dexterity (Stealth) check or an action during your turn to vanish into shadow. You must be in an area of dim light or darkness to use this feature. The attack misses you, and you teleport to a location in dim light or darkness no more than 50 feet away from your starting location that you can perceive. You have advantage on your next attack roll, which deals an additional 1d4 cold damage. This damage increases with level as described in **Table 2–15: Brand of Shifting Night Damage by Level**. Once you use this feature you can't use it again until you complete a short or long rest.

Table 2–15: Brand of Shifting Night Damage by Level

LEVEL	BONUS DAMAGE
1–2	1d4 cold damage
3–5	2d4 cold damage
6–7	3d4 cold damage
8–9	4d4 cold damage
10–11	5d4 cold damage
12–13	6d4 cold damage
14–15	7d4 cold damage
16–17	8d4 cold damage
18–20	9d4 cold damage

Sting of Night

Starting at 1st level, once per round when you deal damage using the Attack action and are not in direct or magical sunlight, you can deal 1d4 additional cold damage. This amount increases to 2d4 at 17th level.

Eyes of Twilight

Starting at 3rd level, your darkvision increases in range by 40 feet (to 100 feet). Additionally, as a bonus action you open yourself to the shadows around you. You gain the ability to perceive all areas of dim light and darkness within 100 feet of you until the start of your next turn, even if they are blocked from your line of sight or otherwise inaccessible. Once you use this feature, you can't use it again until you finish a short or long rest, or until you use your Renewing Purpose acolyte feature to recover the use of another feature.

Shadow Manipulation Specialty

At 6th level, you gain your choice of the following features. At 11th level, you can pick an additional feature from this list.

Distort Fate

While in dim light or darkness, when you are targeted by an invocation or spell, you can spend your reaction to make a Wisdom saving throw with DC equal to the caster's invocation or spell save DC. If you succeed, choose another creature within 10 feet of you. That creature takes any damage and suffers any other effects that you would have suffered in your place.

Gravitational Rift

While in dim light or darkness, you can spend your action to emit a field of gravity-distorting darkness in a sphere with a 5-foot-radius around you. An identical sphere is created around each of your shadow clones. For the next 5 minutes, or until you use a bonus action to dismiss it, this area of darkness follows you and your clones. Gravity in the field is determined centered in the direction of the surface your feet are in contact with. If a creature on a different plane of gravity enters or leaves this field, it must make a Dexterity saving throw with DC equal to your shadow power saving throw. On failure, the creature is knocked prone.

If the creature succeeds, it automatically passes this check until this feature ends. If a projectile entering or exiting the field would cause it to change its plane of gravity, that attack has disadvantage. Once you use this feature, you can't use it again until you complete a short or long rest.

Tenebrous Treachery

While in dim light or darkness, you can spend your action to seize control of the shadow of a creature within 30 feet of you or your shadow clone. You can immediately have that creature's shadow make an attack against the creature using one of the weapons that creature is wielding or an unarmed attack. You add your proficiency bonus to the attack roll, and it has advantage if the creature is not in dim light or darkness. Once you use this feature, you can't use it again until you complete a short or long rest.

Unwind the Threads

While in dim light or darkness, after you fail a saving throw, you can spend your reaction to succeed on the saving throw instead. If you selected the brand of shifting night, you can also teleport as if you had just used that feature. Once you use this feature, you can't use it again until you complete a short or long rest.

Vengeful Shadows

While in dim light or darkness, when you or your shadow clone would take damage, you can use your reaction to roll a number of d4s equal to your proficiency bonus. Reduce the damage you take by that amount + your Wisdom modifier. If the source of the damage is a creature within 100 feet, it then takes cold damage equal to the amount of damage prevented. Once you use this feature, you can't use it again until you complete a short or long rest.

Weapon of Shadow

While in dim light or darkness, you can spend a bonus action to draw a blade of hungering unmaking into your hand. This weapon can be any weapon in which you are proficient. When you make an attack with this weapon, you gain a bonus to hit equal to your Wisdom modifier. If the weapon becomes separated from you, you can spend a bonus action to resummon it to your hand. The blade lasts for 1 minute before vanishing into shadow. Once you use this feature, you can't use it again until you complete a short or long rest.

Seething Shadows

At 9th level, you exude wrath when the universe scorns you. Once per round when you roll a 1 on any die, you can choose one creature within 5 feet of at least one of your shadow clones. It suffers 1d4 psychic damage per clone within 10 feet of it, and an additional 1d8 psychic damage if you are also within 10 feet of it.

Deepening Shadows

At 14th level, you may choose to gain another shadow brand or to enhance your existing one. If you choose to gain another shadow brand, gain the other brand option you did not choose at 1st level. If you choose to enhance your existing brand, you gain the following effect depending on your initial choice.

Brand of Dire Might: Nightmare Incarnation

When you manifest the arms, each creature that can perceive you must make Wisdom saving throw with DC equal to your shadow power saving throw or become frightened of you for 1 minute.

Brand of Division: Shade Splitter

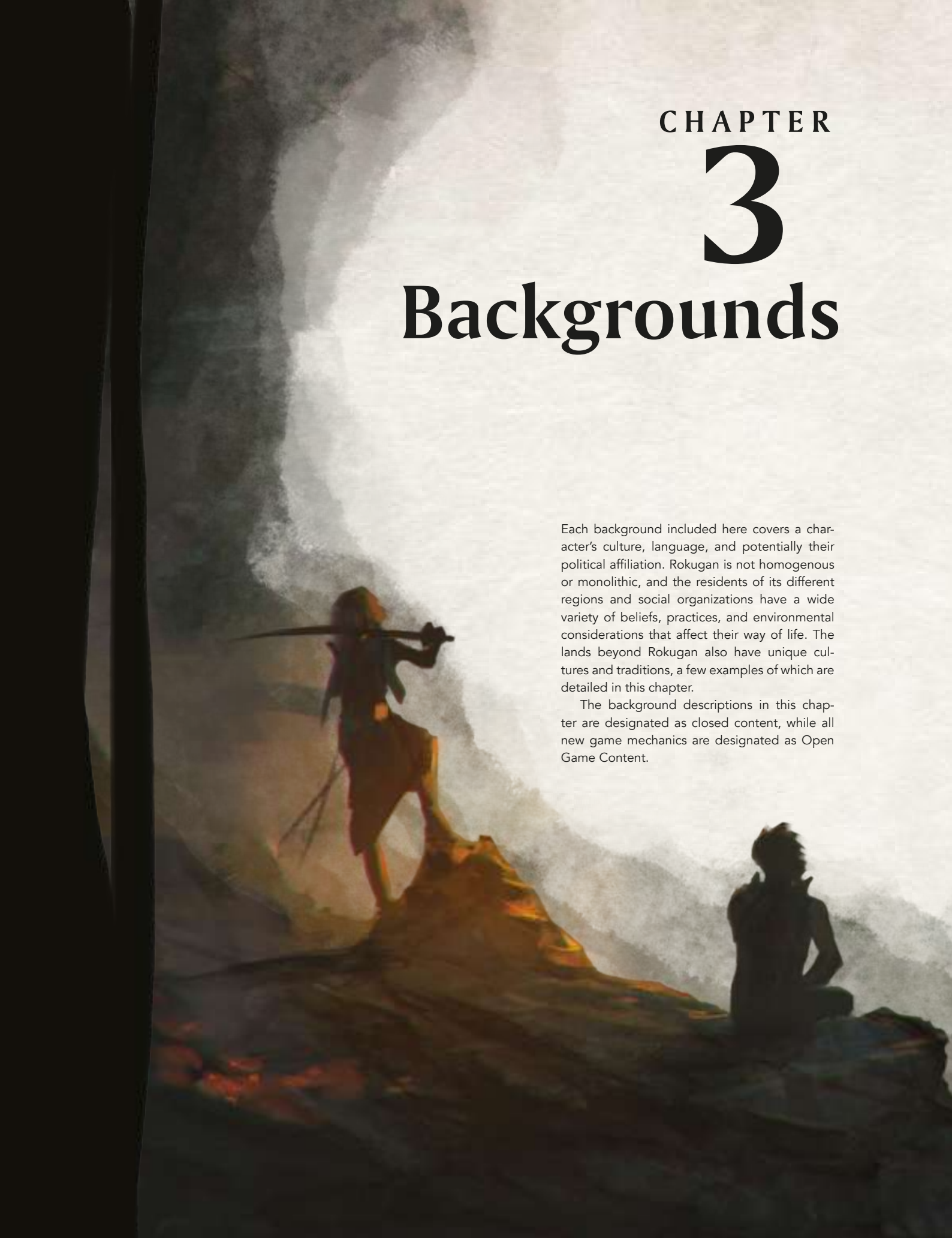
When you use this feature, you can create two shadow clones instead of one.

Brand of Shifting Night: Stitching Shadows

When you use this feature, tendrils of shadow knit your wounds back together. You heal hit points equal to 2d6 + your Wisdom modifier, and can remove any negative conditions you are suffering.

Void Storm

At 20th level, your strikes draw the target ever-onward to the teetering brink of the abyss. When you roll a result of 1 on a damage die, you deal an additional 1d4 cold damage. If that die also results in a 1, you repeat this process until you roll another result. Once you use this feature, you can't use it again until you complete a short or long rest.



CHAPTER 3
Backgrounds

Each background included here covers a character's culture, language, and potentially their political affiliation. Rokugan is not homogenous or monolithic, and the residents of its different regions and social organizations have a wide variety of beliefs, practices, and environmental considerations that affect their way of life. The lands beyond Rokugan also have unique cultures and traditions, a few examples of which are detailed in this chapter.

The background descriptions in this chapter are designated as closed content, while all new game mechanics are designated as Open Game Content.

In addition to the standard features a background provides (a feature, skill and tool proficiencies, equipment, and languages), each background provides a number of suggested feats that relate to the segment of the world it represents. Players who want guidance on thematic choices when selecting feats are encouraged to use them, but they are by no means required.

Some backgrounds also provide quick build recommendations for playing iconic characters of this background. These are suggestions, and players are free to use, adapt, or ignore them as they desire.

List of Backgrounds

The following backgrounds and other relevant sections are included in this chapter:

- Crab Clan Backgrounds (see page 128)
- Crane Clan Backgrounds (see page 132)
- Dragon Clan Backgrounds (see page 135)
- Lion Clan Backgrounds (see page 140)
- Phoenix Clan Backgrounds (see page 144)
- Scorpion Clan Backgrounds (see page 147)
- Unicorn Clan Backgrounds (see page 151)
- Imperial Court Backgrounds (see page 156)
- Minor Clan Backgrounds (see page 158)
- How to Play a Rōnin (see page 165)
- Monastery Background (see page 166)
- Commoner Backgrounds (see page 167)
- Non-Rokugani Backgrounds (see page 170)
- Non-Human Backgrounds (see page 180)



Languages and Backgrounds

In ***Adventures in Rokugan***, languages are conferred by a character's chosen background. Rokugani is the primary language of ***Adventures in Rokugan***. Player characters of all backgrounds are fluent in Rokugani and are assumed to be able to write, speak, and sign in this language unless their player decides otherwise.

Other common languages a character might know include:

Courtly Rokugani. A more ancient version of Rokugani, found mostly in old texts and used for some ceremonies. It exists in written, spoken, and signed forms.

Ivindi. One of the major languages of the Ivory Kingdoms to the south, a land famous for having many different divergent language groups. It exists in written, spoken, and signed forms.

Jindallaean. The main language spoken in Saebyuksan to the northeast, land of the Jindallae League. In Rokugan, it is known by many members of the Phoenix Clan (even though the language was not known by this name when they left that region over a thousand years ago), and it shares linguistic roots with Yún Fēng Wén, the language spoken in the neighboring land of Yún Fēng Guó. It exists in written, spoken, and signed forms.

Leaf-Rustle. The language of the Shinomen Forest nezumi. It exists in spoken and signed forms. It also has a pheromone-based form that nezumi can use to leave simple lasting messages for one another.

Qamari Languages. The Qamarist Caliphate is massive, and its people speak a wide variety of languages: Nehiri, Sogdan, Suhili, Bandar, Ganzu, and numerous others. Many members of the Qamarist Caliphate speak several of these languages, with Nehiri as the most common shared language across the Caliphate. They exist in written, spoken, and signed forms.

River Speech. The language of the Shinomen and Ivory Kingdoms naga, which they share with relatively little linguistic drift despite the distance thanks to the Unity. It exists in a direct form (a combination of speech, signs, and pheromone-signals), and memory form, which can be preserved as a memory within the Unity and is accessible during meditation in a manner akin to writing.

Sky Speech. The language of most tengu who live in Rokugan. Interestingly, some myths of the divine siblings who founded Rokugan claim they spoke this language upon their arrival in the Mortal Realm. It exists in written, spoken, and signed forms.

Stone-Click. The language of the Shadowlands nezumi. It exists in spoken and signed forms. It also has a pheromone-based form that nezumi can use to leave lasting messages for one another.

Ujik Languages. The Ujik peoples who inhabit the Plains of Wind and Stone speak a wide variety of different languages, each with its own name. As these languages descend from a common linguistic root, a character conversant in one can generally make themselves understood to those who speak other languages within this family. They exist in written, spoken, and signed forms.

Yún Fēng Wén. The language of the people of Yún Fēng Guó to the north. Its written form is the basis for written Rokugani, though the two diverged in the distant past, and their spoken forms have different origins. It exists in written, spoken, and signed forms.

Additionally, these specialized languages exist:

Animal Speech. The language of animals, communicated in calls, growls, the baring of teeth and the wagging of tails, smells, tastes, and more. A character who can speak wild speech can make themself understood by an animal or animal spirit and can understand whatever complexity of information it is capable of conveying based on its Intelligence. It has a "written" form used by the Courts of the Enchanted Country, but most mundane animals cannot read it.

Battle Argot. A set of abbreviations, code words, flag and flare signals, and musical beacons used by those accustomed to the battlefield. It is a derivative of Rokugani and exists in spoken and signed forms. It can also be written using Rokugani characters.

Asako Cipher. A cipher used by the Asako family to obscure its controversial religious theories. It exists only in written forms and is read phonetically in Rokugani.

Kuni Codes. A cipher used by the Kuni family to obscure perilous arcane lore. It exists only in written forms and is read phonetically in Rokugani.

Yogo Cipher. A cipher used by the Yogo family to obscure dangerous secrets. It exists only in written forms and is read phonetically in Rokugani.

Great Clans of Rokugan Backgrounds

The Great Clans of the Emerald Empire are vast political, social, and military organizations that rule over the majority of the people and lands of Rokugan. All members of a Great Clan hold the rank of samurai due to their nobility, with only a portion of which identify as samurai warriors.

STRUCTURE OF THE GREAT CLANS

Though the Great Clans are united in fealty to the Imperial Throne, each of these fiefdoms is in many ways a realm of its own, with its own culture, traditions, and social norms. In addition to the administration of lands and the collection of taxes, each Great Clan has more specialized responsibilities based on the deeds its founder completed in the early days of the Empire. As such, each Great Clan has specialized schools and traditions in which it trains its members to fulfill these duties to the Empire in addition to educating them on what it means to rule in the name of the Emperor as a samurai.

Great Families. Within each Great Clan are a number of particularly prominent families that control the majority of political power and influence of that clan, and generally receive the major inherited positions such as Clan Champion (leader of the clan), clan magistrates, and heads of various internal organizations. Each great family has substantial hereditary holdings, including lands to administrate in the name of the Clan Champion and one or more castles, which are passed down from the head of the family to their successor each generation. These great families have shifted to some degree over the centuries; some have left one Great Clan to join another, while others have been disbanded or formed based on the deeds of individuals.

Vassal Families. There are also smaller vassal families attached to each of these great families, whose members serve in functionary roles of various sorts and are far less likely to inherit a major seat of power—though individuals with especially impressive ambition, skill, and luck have been known to ascend the heights of power, or even elevate their vassal family to the status of a great family through their deeds. Members of a vassal family often use the family name of the great family to which they are attached, but sometimes use their own family names as well.

Schools. Each great family is tasked with maintaining one or more of the Great Clan's schools or traditions, training members of the clan to serve in a particular function: military commanders, bodyguards, magistrates, scholars, artists, and so on. While formal education does not strictly limit what roles a samurai may fill over the course of their life, it helps shape the way they see the world and solve problems. Many samurai are trained within their own family's tradition, but aptitude and inclination play a role in determining how best a samurai can serve their clan, and thus under whom they train. Some samurai even receive an education in schools run by other clans to build political alliances or pursue their strengths and interests. However, if the most promising successor to the head of a school comes from outside the family, it is usually expected that the family formally adopt them to resolve any divided loyalties they might have (in theory).

SAMURAI EDUCATION

In childhood, a samurai of the Emerald Empire is educated within their family's school, laying the foundations of their knowledge. This is represented by the selection of a family as part of a character's background.

After a certain age, students are sent to study under a master or within an academy. This training continues through their coming-of-age ceremony—undertaken when their master deems a student ready, usually between ages 14 and 20—and beyond, for learning is a lifelong pursuit, and mastery of an art is an unfathomable ocean. This is represented by a character's class levels. Each family contains one or more suggested quick builds that is based upon the curriculum and teachings of that family's school.

GREAT CLAN NAMES

The Great Clans of Rokugan are inspired by the samurai clans of Japan's Warring States period, and characters are named in a manner that reflects that inspiration. Names are presented family name first, with personal name following. Children tend to be given shorter, simpler names, and many samurai of Rokugan choose a new personal name with personal significance to them when they complete their coming-of-age ceremony. A few example names are provided below.

Example Names: Airi, Akemi, Ayume, Chikako, Daichi, Jirō, Kaede, Kazuki, Kiyoshi, Makoto, Mikazuki, Naotsune, Noboru, Ren, Shinobu, Shizuka, Takehiko, Tomoe, Wakana, Yūna

Crab Clan Backgrounds

The Crab Clan is known throughout Rokugan for its guardians and bushi—slayers of monsters and protectors of the realm. Even those who do not fight with weapons often wage war with their minds and words, securing key supplies for their clan, maintaining alliances to guarantee support of the Wall, or engineering new technologies to turn back the endless hordes of horrors that spill forth from the Shadowlands. However, the Crab Clan's task often weighs heavily upon the disciples of the Hida: even members of the clan engaged in logistics or other support duties know the gravity of the situation, and see their friends risk their lives for the sake of Rokugan. The glories of the battlefield are scant reward, and surviving to fight another day can seem its own punishment at times when facing such a relentless threat. Still, these people find ways to live and express themselves, and many revel in the small joys that life provides them.

THE CLAN OF HIDA

Hida was always a warrior, dour and strong. Even in Lord Moon's stomach, it is said, he struggled. After he arrived in the Mortal Realm, Hida became a legendary slayer of monsters, vanquishing primal beasts and creatures that threatened humanity. During the forging of the Empire, he gathered followers such as Kaiu, Kuni, and Hiruma, and when the War against Fu Leng began, Hida appointed himself and his allies as the protectors of the southern border. There, the Crab Clan has made its stand despite horror and harrowing centuries.

VARIANT: STANDARD STARTING INCOME

The starting incomes listed in this chapter reflect estimated money on hand for a character of a particular background. However, GMs may wish to have all their players start with the same amount of money for simplicity and fairness. In this case, all PCs start with 15 gp (or another amount set by the GM), and should discuss with the GM how they happened to come into this money.

Crab Clan Responsibilities

At the southern border of Rokugan stands a grim miracle: the Kaiu Wall, stretching like a great puckered scar along the landscape, its slate-gray blocks fitted together seamlessly into a structure thirty feet thick and a hundred feet tall. To the south loom the blighted Shadowlands, the domain of the horrors beyond imagination. To the north lie the lands of the Crab Clan, the Wall's dauntless defenders. The Crab Clan's sworn task is this: to hold the line, at all costs, and protect Rokugan from the armies of undead and corrupted beings that spill forth endlessly from the wastes.



Crab Clan Culture

The Crab Clan values stalwart and practical thinking to a degree most other clans do not. Crab Clan samurai cannot afford ostentation or standing on ceremony in the way the other Great Clans can, for a single gap in the Kaiu Wall can spell death to hundreds, and a single missed shipment of goods can doom valiant defenders.

In comparison with the rest of Rokugan, the Crab Clan culture tends to reward pragmatic solutions and views the idea of chivalry on the battlefield as a potential vulnerability. Crab Clan tales tell of some glorious victories, to be sure, but are marked nearly as often by cautionary stories of lapses in vigilance or terrible defeats, with ground irrevocably lost to evil. Despite their grim circumstances, the people of the Crab Clan are not without hope, though Crab Clan humor can come off as notoriously grim to outsiders.

BACKGROUND FEATURE: KNOW YOUR ENEMY

You grew up in the penumbra of the Shadowlands, and the threat it poses is second nature to you, granting you the following benefits:

- You know the signals with flares, flags, and smoke used along the Carpenter Wall, along with each one's meaning.
- You can identify common Shadowlands creatures, such as the undead and lesser horrors, and you know how to dispatch them.
- You grew up hearing stories and songs of heroes who faced greater evils still, such as oni and Lost champions, and might have even seen one on the battlefield.
- You know all too well the whispered promises of power that pervade the Shadowlands and how to steel your soul against their call.

SUGGESTED FEATS

A set of suggested feats that reflect the Crab Clan's traditions and training can be found on page 226.

FAMILIES OF THE CRAB CLAN

If you choose Crab Clan as your background, choose one of the following families as part of selecting your background.

Hida Family

The Hida family trains its members to guard Rokugan against the horrific denizens and spreading doom of the Shadowlands first and foremost. Its castles are built into the Kaiu Wall itself, and its training grounds overlook swaths of the twisted realm beyond. The family's task is an eternal vigil to keep the Empire safe from unthinkable horrors as its founder once did. However, unlike the divine warrior who founded the family, the members of the family today are not demigods but mortals, and every victory comes at a price in supplies, morale, and lives. This harsh responsibility makes many members of the Hida family exceedingly pragmatic, with little time for the polite but deadly maneuverings of other courts. If that time could be spent studying the weaknesses of monsters or experimenting with new battle tactics that might reduce the rate of attrition in future engagements, most Hida would prefer not to waste it on frivolous political posturing.

Skill Proficiencies: Athletics, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Choose one of the following tools: blacksmith's kit, bowyer's kit, or board or card game.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also speak and sign battle argot.

Equipment: Traveling clothes, wakizashi, one finger of jade, one of the following tools: blacksmith's kit, bowyer's kit, or board or card game, and 5 gp.

Hida Defender School Quick Build

If you want to quickly build a character trained in the Hida Defender school of warfare, make Constitution and Strength your highest ability scores, and Wisdom next to help you stay vigilant. Begin in the bushi class. At 3rd level, choose the Protector archetype. Put the rest of your levels into bushi to create a dedicated front-line combatant, or take three levels of courtier and choose the Diplomat archetype to create a battle leader who helps allies stand fast against the dreadful foes you must face.

Hiruma Family

Having lost their lands to the spread of the Shadowlands centuries ago, the Hiruma family does little in the way of administration of territory or collection of taxes. Instead, members of this family train and serve as the eyes and ears of the Crab beyond the Wall, warning of attacks and staging spoiling raids when a particularly powerful horror begins to gather an army around itself. It is a desperate, dangerous task, but the warnings facilitated by the skills of the Hiruma allow the Crab to respond quickly to any threat, and their proactive strikes can save hundreds of lives. Due to the ceaseless danger of the Shadowlands, the Hiruma rotate between service beyond the Wall and service inside the Empire, where they function as scouts, messengers, and bodyguards. The Hiruma School teaches its adherents to fight in light armor rather than the heavy plate favored by the Hida, relying instead on speed and precision, for when facing a monster the size of a building in open ground, armor avails you little.

Skill Proficiencies: Survival, choose one other Dexterity-based skill (Acrobatics, Sleight of Hand, or Stealth).

Tool Proficiencies: Chemist's kit, dice and cup.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also speak and sign battle argot and Ivindi, one of the languages of the Ivory Kingdoms.

Equipment: Traveling clothes or unremarkable garb, wakizashi, one finger of jade, chemist's kit, dice and cup, and 3 gp.

Hiruma Skirmisher School Quick Build

If you want to quickly build a character trained in the Hiruma Skirmisher school of warfare, make Dexterity and Wisdom your highest ability scores, and Constitution next to keep you in the fight. Begin in the bushi class. Consider selecting the Graceful Combatant feat (see page 223) for maximum flexibility in weapon use. At 3rd level, choose the Vanguard archetype, then switch to the shinobi class to improve your stealth and monster-hunting prowess. At 3rd level of shinobi, choose the Saboteur archetype for access to traps and contraptions. Put the rest of your levels into bushi or shinobi based on whether you want to emphasize durability or deadliness.

Kaiu Family

Monuments to the skill of the Kaiu family's engineers and architects are everywhere in the Crab lands, from the vast Kaiu Wall itself to the armor and weapons used by those who stand guard over it. The Kaiu family is responsible for maintaining the road network supporting the fortifications, the siege engines that crush and shatter the Shadowlands forces, and defensive works spread across the interior of the Crab holdings. As a result, members of the family are taught to think logically while remaining open to creativity, and seek both practical and innovative solutions to the Crab Clan's unending and ever-evolving problems.

Skill Proficiencies: Perception, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, or Survival).

Tool Proficiencies: Mason's kit, any one other artisan tool.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also speak and sign battle argot.

Equipment: Resplendent regalia or traveling clothes, wakizashi, one finger of jade, mason's kit, any one artisan tool, and 5 gp.

Kaiu Engineer School Quick Build

If you want to quickly build a character trained in the Kaiu Engineer school of warfare, make Intelligence and Dexterity your highest ability scores, with Wisdom next. Begin in the bushi class for proficiency with armor and crossbows. After one level, switch to the courtier class. At 3rd level of courtier, choose the Investigator archetype to reflect your detail-oriented training. Put the rest of your levels into bushi if you want to emphasize direct conflict, or multiclass again to shinobi and select the Saboteur archetype at 3rd level for access to traps and other innovative battlefield weapons for your siegecraft.

Kuni Family

No ritualist tradition is more feared in the Emerald Empire than that of the Kuni family, which teaches its members to root out any sign of evil, whether in Crab lands or beyond. The Kuni family has an extremely unusual structure, even for a family built around maintaining religious traditions. While most members of the family serve in administrative roles or train as warriors, those with the knack for speaking to spirits are trained not by a series of teachers alongside fellow students, but by a single mentor, with whom they are apprenticed. This means that there is little hierarchy or



accountability within the so-called Kuni Purifier School: each teacher is expected to devise their own curriculum and methodology, with only occasional gatherings by the entire group to share findings. As a result, some Kuni are willing to delve far deeper into the dark secrets of the Shadowlands than is advisable.

Skill Proficiencies: Arcana, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Alchemist's kit.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also read Kuni ciphers, a series of symbolic codes used to conceal dangerous secret knowledge that members of the Kuni tradition encounter.

Equipment: Sanctified vestments or unremarkable garb, wakizashi, one finger of jade, alchemist's kit, and 5 gp.

Kuni Purifier School Quick Build

If you want to quickly build a character trained in the Kuni Purifier school of rituals, make Intelligence and Dexterity your highest ability scores. Begin in the bushi class for one level to improve your durability and gain access to martial weapons. Then switch to the ritualist class, selecting the Elementalist archetype at 2nd level. Focus on selecting invocations that inflict negative conditions on Lost creatures, like *jade strike* and *Lady Sun's smile*, and select either Earth or Fire for your elemental alignment. Switch to shinobi for one level to get the Merciless Strikes, Expert Prowler, and Ninjutsu features to help you in clandestine ventures. From here, put the rest of your levels into ritualist or bushi depending on whether you want to focus on more powerful invocations or greater melee combat potential.

Yasuki Family

The Yasuki family teaches its scions to use the tools of trade and industry to keep the Crab armies well equipped and fed, and not to let legal vagaries or bureaucratic inconveniences stand in the way of getting crucial jade used to fight Shadowlands creatures to bushi on the front lines. Some members of the Yasuki family take this to mean working with criminal enterprises, avoiding tariffs on river usage, and trade in the forbidden market, including foreign contraband, are all justifiable methods as long as they serve the war effort. The Yasuki trade network is vast, and members of this family can be found just about anywhere in the Empire, and in a few places beyond. This can put members of the Yasuki trade network in conflict with the magistrates of other clans or even other countries, some of whom view their operation as near-criminal and are likely to scrutinize Yasuki activity.

Skill Proficiencies: Performance, choose one other Intelligence-based skill (Arcana, History, Investigation, Nature, or Religion).

Tool Proficiencies: Any one artisan tool or tool of subterfuge.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also speak, read, and write Ivindi, Jindallaean, Qamari languages, or another foreign land's language of your choice.

Equipment: Resplendent regalia, unremarkable garb, wakizashi, iron fan or reinforced pipe, any one artisan tool or tool of subterfuge, and 12 gp.

Yasuki Merchant School Quick Build

If you want to quickly build a character trained in the Yasuki school of trade, make Wisdom and Dexterity your highest ability scores, with Charisma as your third priority. Begin in the courtier class and select the Diplomat archetype at 3rd level. Focus on choosing rhetorical flourishes that give you access to information about your foes or leverage over them. From there, take three levels of either duelist—if you want to emphasize your mastery of the courts—or three levels of shinobi if you want to create a character who is focused on smuggling. Put the rest of your levels into courtier to round out your mastery of the social sphere.

Crane Clan Backgrounds

The Crane Clan's political and cultural capital are largely indistinguishable. Many of the greatest poets, artists, philosophers, duelists, and bureaucrats of Rokugan have been trained in the academies of the Crane Clan. As a result, refinement, grace, and sensitivity are not only the defining features of the Crane Clan's political strategy, but chief among its weapons.

The Crane Clan's courtiers have worked for generations to make their logistical skills and cultural knowledge indispensable to the function of the Imperial Court and countless other political bodies across Rokugan. Even outside of Crane lands, local lords often strive to fill a few key positions such as seneschal or ambassador with Crane-trained courtiers, both because of the reputation the schools garner and because of the political connections that can be fostered when one has contacts in the Crane Clan.

THE CLAN OF DOJI

At the dawn of the Empire, after the Kami had fallen from the Celestial Heavens, they found themselves plunged into a mortal world of strife and moral ambiguity. Doji was drawn into conflict swiftly. Within months, the villagers who had found her after her fall were threatened by neighboring kingdoms demanding they hand over the celestial who had washed upon their shore. So Doji chose to act, not with supernatural strength or cunning, as her siblings might have, but with stirring words and remarkable intellect. With her lyrical rhetoric and treaties, it is said by her descendants, she brought mortal domains under her sway as surely as her siblings did with the sword, so that by the time her brother Hantei reached her, city-states and kingdoms up and down the coastline had sworn fealty to her.

Since that time, the Crane Clan that Doji went on to found has shaped the way that Rokugan sees its past, present, and future. Many cornerstones of Rokugan's society draw their origins or codification from the Crane Clan. From the vast, ever-evolving Imperial legal framework—shaped and maintained in large part by Crane scholars and bureaucrats—to the shifting fashions that have risen and fallen over the centuries because of the works of influential Crane artists, the Crane Clan's cultural impact is visible even in courts far from its own lands. This has given the Crane Clan not just significant cultural capital, but has allowed it to develop incredible economic power as well, which has kept the clan in a consistent position of influence over the centuries despite maintaining a relatively small military compared to its perennial rival, the Lion Clan.

Crane Clan Responsibilities

In addition to the governance of their lands, many members of the Crane Clan see it as their duty to preserve and ennoble Rokugan's culture by maintaining the bureaucracy, creating good will and interdependency between the other Great Clans to prevent wars, and adding works of great beauty to the world for the enrichment of the people. To these ends, the schools of the Crane Clan inculcate proper decorum in all their students regardless of their primary curriculum.

Crane Clan Culture

The descendants of Doji's followers consider themselves to be the wardens of Rokugan's cultural heritage and the guardians of its beating heart. Many Crane Clan's samurai see it as their duty to elevate Rokugan's culture and fulfill Lady Doji's vision of beauty, order, and civility, though there are many different ways of going about this. Some champion the arts, others contribute to the continuing cause of educating the citizens of Rokugan, others seek to maintain its traditions, and still others collect folklore and wisdom that has long been overlooked. As a result, most Crane Clan samurai are expected to have at least a basic appreciation for the arts if they are not artisans themselves.

BACKGROUND FEATURE: COURTS AND CULTURE

You have a strong awareness of the politics within Crane lands and beyond, granting you the following benefits:

- You can name major family heads and other leaders, and you know their respective positions, allegiances, heraldry, and relationships.
- You know about the state of political affairs between the clans.
- You know proper etiquette and protocol in the Imperial Capital.
- You have a working knowledge of the high arts and the great masters of old.

SUGGESTED FEATS

A set of suggested feats that reflect the Crane Clan's traditions and training can be found on page 227.

FAMILIES OF THE CRANE CLAN

If you choose Crane Clan as your background, choose one of the following families as part of selecting your background.

Asahina Family

Founded after a terrible conflict between the Phoenix and Crane Clans centuries ago, the Asahina family teaches its scions to seek harmony and peace in all things, embodying a philosophy of compassion and pacifism. Through art and prayer, they seek to calm and soothe the world around them and spread peace and accord throughout the Empire. In their mediations with spirits, they create enchanted charms that provide protection, mending, and palliation. The Asahina family teaches that only through the great risk of trust can true peace be purchased, and it is a chance they take to foster a better Empire.

Skill Proficiencies: Religion, choose one other Charisma-based skill (Deception, Intimidation, Performance, or Persuasion).

Tool Proficiencies: Any one artisan tool (see page 203), any one mystic implement (see page 206).

Languages: You can read, sign, speak, and write Rokugani.

Equipment: Sanctified vestments, wakizashi, any one artisan tool, any one mystic implement, and 10 gp.

Asahina Artificer School Quick Build

If you want to quickly build a character trained in the Asahina Artificer school of rituals, make Intelligence your highest ability score, followed by Dexterity. Begin in the ritualist class, and select the Artisan archetype when you reach 2rd level, choosing Illusory Artifice for your mystic craft. Focus on choosing invocations that summon, mend, and create illusions. Put the rest of your levels into ritualist to reach the Stir the Spirit feature and other supporting abilities, allowing you to awaken items.

Daidoji Family

The Daidoji family trains the core of the Crane Clan's standing military, but their other key function is in managing the clan's vast logistics network. From the Iron Warriors who comprise the elite units of the Crane Clan's armies and command legions of levied soldiers, to the wary bodyguards protecting the courtiers of the Doji, to the Daidoji Trading Council responsible for providing the raw materials and wealth for Crane arts, the Daidoji family keeps operations running smoothly so that the other families can best advance the clan's diplomatic and cultural objectives.

Skill Proficiencies: Athletics, choose one other Charisma-based skill (Deception, Intimidation, Performance, or Persuasion).

Tool Proficiencies: Choose one of the following tools (see page 203): blacksmith's kit, bowyer's kit, or any one tool of subterfuge.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also speak and sign battle argot.

Equipment: Traveling clothes, unremarkable garb, wakizashi, choose one of the following tools: blacksmith's kit, bowyer's kit, or any one tool of subterfuge, and 10 gp.



Daidoji Iron Warrior School Quick Build

If you want to quickly build a character trained in the Daidoji Iron Warrior school of battle, make Strength and Constitution your highest ability scores, with Wisdom as a tertiary score to keep your cool in battle. Consider selecting the Resolve of Iron feat to reflect your disciplined training. Start in the bushi class for three levels, selecting the Protector archetype and acquiring a spear or polearm as your main weapon. Then switch to the duelist class for three levels to acquire the Challenge of Steel feature and an archetype of your choice. Put the rest of your levels into bushi if you want to emphasize being a front-line combatant, or consider taking several levels of courtier for access to extra reactions and rhetorical flourishes that reflect your command experience.

Doji Family

The descendants of Doji have defined the courtly arts and culture of the Empire since its dawn. Lords of even far-flung domains strive to have a member of the Doji family among their members; for courtly news and rumor, the Doji family's access is unrivaled. The Doji family also maintains the most prestigious schools that train courtiers in the Empire, and whether the topic is etiquette, law, or diplomacy, a student of the Doji tradition is able to speak on the topic with nuance and confidence.

Skill Proficiencies: History, choose one other Charisma-based skill (Deception, Intimidation, Performance, or Persuasion).

Tool Proficiencies: Calligraphy set, ceremonial tea set.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also speak, read, and write Courtly Rokugani, an archaic version of the language used in many old texts and in some ceremonies.

Equipment: Resplendent regalia, wakizashi, calligraphy set, ceremonial tea set, and 10 gp.

Doji Diplomat School Quick Build

If you want to quickly build a character trained in the Doji school of diplomacy, make Charisma and Wisdom your highest ability scores, with Constitution as a third priority. Begin in the courtier class. Select the Diplomat archetype, the put the rest of your levels into the Courtier class. Focus on selecting rhetorical flourishes that enhance your allies and weaken your enemies.

Kakita Family

The Kakita family maintains two of the most renowned academies in the Empire: the Kakita Duelist Academy and the Kakita Artisan Academy. Each of these traditions has produced some of the finest artists of every generation. Duelists wield the sword, protecting the Crane Clan's interests with sharp finality, and artisans write, paint, and sculpt works that stirs hearts for generations. The students of the Kakita tradition are encouraged to master a single art absolutely. For duelists, this often means focusing on *iaijutsu*, the draw-cut technique that they use to win the Crane Clan's legal contests with other clans.

Skill Proficiencies: Insight, choose one other Charisma-based skill (Deception, Intimidation, Performance, or Persuasion).

Tool Proficiencies: Any one artisan tool or any one musical instrument.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also speak, read, and write Courtly Rokugani, an archaic version of the language used in many old texts and in some ceremonies.

Equipment: Resplendent regalia or traveling clothes, wakizashi, any one artisan tool or musical instrument, and 10 gp.

Kakita Artisan School Quick Build

If you want to quickly build a character trained in the Kakita Artisan school, make Charisma and Wisdom your highest ability scores. Begin in the courtier class. After 2nd level, switch to the ritualist class for two levels, selecting the Artisan archetype. Pick the mystic craft that best fits your character's art. Afterward, switch back to courtier for the remainder of your levels.

Kakita Duelist School Quick Build

If you want to quickly build a character trained in the Kakita school of dueling, make Dexterity and Wisdom your highest ability scores, with Constitution as a third priority. Begin in the duelist class. When available, choose the *iaijutsu cut* martial techniques (see page 256), and *crescent moon defense* to empower your counterattacks. At 3rd level, select the Blademaster archetype. Put all additional levels into duelist, or put three levels into courtier and select the Diplomat archetype for a more politically savvy character.

Dragon Clan Backgrounds

The Dragon Clan is diverse in its pursuits, even among members of the same schools and traditions. However, it is unified in one philosophy—a philosophy of commitment to the betterment of oneself and, therefore, the betterment of the whole Empire. Despite the individuality displayed by Dragon Clan samurai, they have been united in their task to watch over the Empire and record the lessons learned from its failures and victories, which occasionally means coming down from their seclusion in the northern mountains to experience the Empire face-to-face.

THE CLAN OF TOGASHI

The Clan of Togashi is reclusive in nature. At the time of the Kami in Rokugan, many revered Togashi for his wisdom and unfailing insight. Others saw him as detached, inscrutable, and helplessly peculiar. He, more so than his siblings, bore the grief of Fu Leng's fall, even choosing to forfeit his bid to become Emperor while all of his siblings competed for the position. Despite his introverted habits, he played an important role in the Empire as a keeper of secrets, decipherer of mysteries, and candid recorder of history. His philosophies on achieving self-actualization and inner peace encourage all Rokugani people to contemplate their identities and seek out their souls' ultimate callings. Even though his soul would be the most prepared of any to progress to a higher realm, whispers suggest he never fully left the Mortal Realm, and continues to roam Rokugan disguised as a common adventurer who observes but rarely interacts with history as it unfolds.

Dragon Clan Responsibilities

The Dragon Clan has for its history stood apart from the rest of Rokugan. While it does interact with the other clans politically, it has no obvious special responsibilities beyond the administration of its mountainous domain. Togashi always said that the clan's purpose was to watch over Rokugan, and Hantei seemed to trust his enigmatic brother. Togashi's inner circle knows that one purpose of the clan is to continue Togashi's endless duel with Fu Leng and perhaps someday find a way to save his lost brother.



Dragon Clan Culture

In the centuries since the founders of Rokugan fell to earth, Togashi's followers have acquired a reputation for being philosophical and worldly in equal parts. Isolated by the mountains of their northern home and entrusted with watching over the Empire, the Dragon Clan rarely participates as actively in the politics of the Empire as other clans do—and when they do intervene, it is often for reasons others can only guess at. The secret of the Dragon Clan is their founder's foresight, which many members of the clan still follow (knowingly or unknowingly) to this day.

Togashi's acolytes are known for their esoteric practices, innate curiosity, and veritable tradition of disregarding tradition—at least in the eyes of the other clans. People expect them to be insightful and humble, but also unpredictable, individualistic, and even dangerous. They tend to look at problems from unexpected angles, and they seek solutions others might not consider.

BACKGROUND FEATURE: LIFE IN THE MOUNTAINS

You have lived in the rugged mountains of Dragon lands for much of your life and know the environment and culture well, granting you the following benefits:

- You know who within your clan has been awarded membership into the Inner Circle of Togashi, although you would not be privy to the secrets of the Inner Circle unless you are also a member.
- You know more about monastic life and traditions than most other clans, having likely interacted with the Togashi Order throughout your life.
- Due to the rugged nature of your homeland, you know how to properly prepare mountain flora and wildlife for human consumption.
- You have a working understanding of many physical phenomena of the natural world and the beauty and dangers present in wild lands.

SUGGESTED FEATS

A set of suggested feats that reflect the Dragon Clan's traditions and training can be found on page 228.

FAMILIES OF THE DRAGON CLAN

If you choose Dragon Clan as your background, choose one of the following families as part of selecting your background.

Agasha Family

The Agasha family's teachings cover religious rites, including powerful invocations to the spirits, and the family's knowledge represents generations of tireless research. But unlike many theologians, their beliefs and methods are ever-evolving like the elements in nature. Although founded by a pacifist, many of their techniques are invaluable in a fight. Once devoted predominantly to mysticism, they now combine it with the practical arts of naturalism and scientific observation to get greater effect than either could achieve alone. In their pursuit of knowledge, the Agasha family's studies have delved deeply into alchemy, metallurgy, and medicine. Their current traditions blend the practical effects of chemistry and construction with the mystical effects of calling the spirits.

Skill Proficiencies: Medicine, choose one other Intelligence-based skill (Arcana, History, Investigation, Nature, or Religion).

Tool Proficiencies: Alchemist's kit, one artisan tool of your choice.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani and one other common language of your choice.

Equipment: Sanctified robes, wakizashi, vial pouch (quiver), alchemist's kit, one artisan tool of your choice, and 8 gp.



Agasha Alchemist School Quick Build

If you want to quickly build a character trained in the Agasha school of alchemy, make Intelligence and Dexterity your highest ability scores, with Constitution as a tertiary score. Begin in the ritualist class, and select the Artisan archetype at 2rd level, choosing Alchemy for your mystic craft. Focus on choosing invocations that make effective distilled invocations, such as *barricade of earth*, *path to inner peace*, and *token of memory*. Switch to bushi for three levels, selecting the Vanguard archetype at 3rd level to give yourself better capabilities when in the thick of a brawl. Then, put the rest of your levels into ritualist or bushi based on whether you want to emphasize the mystical or martial side of your character.

Agasha Mystic School Quick Build

If you want to build a character trained in the Agasha tradition of sagely study in the mountains, make Constitution and Wisdom your highest ability scores, with Dexterity as a tertiary score. Begin in the pilgrim class, selecting the Path of Harmony archetype at 2nd level. Then shift to the bushi class for three levels, selecting the Samurai Armsmaster archetype to expand your weapon mastery. From there, put the rest of your levels into pilgrim to gain access to a wide variety of abilities through your externalizations.

Kitsuki Family

The samurai of the Kitsuki family are most well-known for their training's emphasis on keen perception and their investigative techniques that rely upon making the most of physical evidence, including the smallest clues other magistrates might overlook. A small family, they serve the Empire as magistrates and the Dragon Clan as courtiers. In both roles, their eye for deception and knack for finding the truth serve them well.

Skill Proficiencies: Investigation, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Any one tool of your choice.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani and one other common language of your choice.

Equipment: Traveling clothes, unremarkable garb, wakizashi, swordbreaker, any one tool of your choice, and 8 gp.

Kitsuki Investigator School Quick Build

If you want to quickly build a character trained in the Kitsuki school of investigation, make Intelligence and Dexterity your highest ability scores, with Wisdom as a third priority. Begin in the courtier class, selecting the Investigator archetype at 3rd level. Focus on rhetorical flourishes that gather clues about your foes, letting you weaken them to your allies' attacks. Afterward, consider a detour into either duelist or shinobi for three levels, depending on whether you want to emphasize your character's direct combat or subtle investigation skills. Then put the rest of your levels into courtier.

Mirumoto Family

The Mirumoto family is renowned for their founder's unique two-sword style, called "Two Heavens," but they train their scions to be more than just bushi and duelists. The Mirumoto family also oversees the management and mundane duties of the Dragon Clan, allowing the ascetics of the Togashi Order to pursue their paths on the way to Enlightenment. Living in a harsh, mountainous region with a sparse population, Mirumoto samurai tend to be practical and down-to-earth. They are less inclined to draw distinction between the work of samurai and commoners, and it is not uncommon to see Mirumoto samurai stepping in to help with a barley harvest or mending broken fences in an outlying hamlet after a harsh winter. As the largest family of their clan, the Mirumoto are the samurai whom most think of when they think of the Dragon Clan, and their family often handles jobs that require them to leave Dragon lands.

Skill Proficiencies: Athletics, choose one other Intelligence-based skill (Arcana, History, Investigation, Nature, or Religion).

Tool Proficiencies: Any one artisan tool (see page 203) or gaming set (see page 205) of your choice.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also speak and sign battle argot.

Equipment: Traveling clothes, wakizashi, any one artisan tool or gaming set of your choice, and 8 gp.

Mirumoto Adept School Quick Build

If you want to quickly build a character trained in the Mirumoto Two Heavens school of swordmastery, make Dexterity and Intelligence your highest ability scores, with Constitution as your next priority. Begin in the duelist class, selecting the Adept archetype at 3rd level. Focus on martial techniques that let you create an unpredictable, flexible fighting style. Put the rest of your levels into duelist if you want to focus on one-on-one battles, or consider taking three levels of bushi to unlock the Vanguard archetype's ability to flexibly wield different weapons.

Togashi Order

The Togashi Order is a family by choice rather than bloodline, and welcomes anyone willing to embrace their teachings and accomplish the challenges required to join, the first of which is finding one of the Togashi monasteries hidden high in the mountains of Dragon lands. Some of those able to find their way to the order were members of the order in a past life, returning to continue their training and spiritual journey under the guidance of the Dragon Clan Champion. To the rest of the Empire, the order is known for skill with *kōan* (contemplative riddles) and the martial arts, as well as for the beautiful and mystical tattoos that grant them supernatural abilities.

Skill Proficiencies: Insight, choose one other Intelligence-based skill (Arcana, History, Investigation, Nature, or Religion).

Tool Proficiencies: Tattoo set, divination kit.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani and Yún Fēng Wén.

Equipment: Unremarkable clothes, staff, tattoo set, divination kit, and 8 gp.

Togashi Tattooed Order Quick Build

If you want to quickly build a character from the Togashi Order, make Strength and Wisdom your highest ability scores, with Constitution as a third priority. Begin in the acolyte class and select the Acolyte of Togashi archetype. Build out tattoos that give you mobility and area of effect attacks so that you can engage single foes and large groups of enemies alike.



THE INNER CIRCLE OF TOGASHI

The Inner Circle of Togashi is a distinguished organization within the Dragon Clan. Its members are sacred stewards of the answers to many of the mysteries of Togashi and Dragon origins. Hidden deep in the expanse of their private library, a chest of scrolls reveals what most of Rokugan has never known. The cherished mythological tale 'The Children of Sun and Moon' omits a truth that forever ties the Dragon Clan founder, Togashi, to his wayward brother, Fu Leng.

Lady Sun's heart was never earnestly won by Lord Moon, yet her obligation to him was clear. She promised him children, so children she gave him. Once, while Lady Sun was exploring the far reaches of the Heavens, she encountered a Lord from an unknown land he called Tian Guo. The Lord was well-versed in poetry, and soon his soft words and chestnut eyes brought out a brightness in her she had previously reserved. She bore two children with him. The first, she gave the name Togashi to conceal his parentage from Lord Moon. The second, her lover requested to be named Fu Leng after the tongue of his people.

When Lady Sun revealed the name of her youngest son to Lord Moon, he raged. With one mighty burst of anger, he sealed their Heavens from the Heavens beyond so Lady Sun would never be able to see her lover again.

Fu Leng was openly despised by Lord Moon. Though his siblings did not know of their mother's dalliance, some of them ridiculed him for being so hated by their father, assuming he had done something to deserve Lord Moon's wrath. Seeing the way Fu Leng was treated, Lady Sun never revealed Togashi shared the same father, except to Togashi himself. With him, she shared the philosophies of his father, and he used all she taught him to establish the Dragon Clan. Never feeling fully aligned with his half-siblings, Togashi secluded himself and his clan to the northern mountains, where he privately mourned the descent of Fu Leng and sought Enlightenment to bring him closer to his father and to the mortal land of his father's creation, Yún Fēng Guó.

The Heavens and mortal lands of the two countries have remained sealed by Lord Moon's fierce action. Only the most determined travelers make the journey, and few survive to successfully cross to the other side. The most keenly enlightened members of the Inner Circle of Togashi have predicted through visions that they can soon conquer through a complex ritual. Currently, Inner Circle agents have been assigned to search for relics of Fu Leng in the Shadowlands, an area Dragon Clan members have long avoided due to the tragic nature of Fu Leng's downfall. This has caused much tension with the Crab Clan who patrols the border of the Shadowlands. Not knowing the Inner Circle of Togashi's true intentions, they see these agents as spiritual tourists and more of a liability than anything else.

It is only with artifacts belonging to the two original descendants of Tian Guo in Rokugan, Togashi and Fu Leng, that a fissure through the mountains can be made, allowing safe passage and ancestral reconnection for Dragon Clan members who wish to learn more of their divine origins. Without such a fissure, travel remains exceptionally dangerous.

Yún Fēng Guó is said to be a maze of spire-like mountains that punctuate a misty sky. It is a land rich in otherworldly gems and glistening rivers that carry a current of peculiar magic. The few Dragon Clan members throughout history who have successfully traveled to Yún Fēng Guó and survived the precarious mountain pass on their return have refused to disclose information with the Imperial Court, but share extraordinary tales of their journey with other Dragon Clan elite, encouraging them to keep striving to establish direct access.

Lion Clan Backgrounds

The Lion Clan is war itself, forged by Akodo to crush the Emperor's foes and enforce Hantei's will with absolution. Lion Clan culture exalts martial achievement as the greatest glory its samurai can achieve. It expects its children to meet force with force and death with a smile—a hard path for anyone to walk, and harder still for any gentle soul. But there is also a strong camaraderie within the Lion Clan, and a widespread belief that everyone from the most elevated hero to the humblest denizen has something vital to contribute to society, whether they are a master-at-arms, a storyteller, a diplomat, or a farmer.

Perhaps the most well-known battlefield warriors in the Emerald Empire, the samurai of the Lion Clan are famous for their ferocity, loyalty, and courage. People expect members of the Lion Clan to be warlike and aggressive, sometimes forgetting that Akodo was a master tactician as well, more than capable of learning from past mistakes and adapting new stratagems on the battlefield.

THE CLAN OF AKODO

Akodo was very nearly Emperor, the last to fall to Hantei in the tournament of the Kami. Afterward, he accepted the task his brother gave him with fervor: forge an army that could protect an empire. To do this, Akodo sought out the greatest fighters and tactical minds, challenging them in whatever they claimed as their mastery. Whether through duels, tests of strength, or games of wit and strategy, Akodo met every challenger in his search for those worthy to



share his legacy. But few proved his equal, and his clan grew slowly. While his siblings boasted the allegiance of entire families and their clans began to swell, he had only a small fellowship of warriors, tightly knit but few in number. Akodo did not mind. He knew his patience would one day pay off. One winter, when he brought only a handful to court before the Emperor, Hantei remarked that he was "a lion without a pride." Akodo simply replied, "A lion does not stand with sheep."

Akodo's armies were responsible for the rapid expansion of the Emerald Empire and have been the primary military force sustaining it ever since. Even now, over a thousand years later, the might of the Lion Clan is unquestioned.

Lion Clan Responsibilities

Beyond administrating the lands under its direct dominion, the Lion Clan's primary duty is maintaining the standing forces that protect the Emerald Empire from direct military threats, both internal and external. This means suppressing rebellions and clashing with faraway foreign powers that have made attempts at invading Rokugan over the years. However, in the last several centuries, most of the conflicts the Lion Clan has dealt with have been brushfire wars and conflicts between local lords rather than major existential threats to the Empire. This has led some within the Emerald Empire to question whether the Lion Clan's military need still be so expansive, or if the Lion Clan keeps it at such a considerable size purely to maintain its status and societal capital.

Lion Clan Culture

Many within the Lion Clan value order, martial prowess, and scholarship, especially as relates to learning from history. From the Akodo War College to the massive library of the Ikoma family, the Lion Clan maintains vast amounts of historical documents, treatises, and commentaries. Individual values vary somewhat by family—the Akodo tradition tends to teach its students to focus on teamwork and success as a group, while the Matsu and Ikoma traditions tend to be more individualistic, their stories centered on the glory of past heroes. The Kitsu ritualist tradition has its own unique priorities, based on its semi-mythical foundation from the last remnants of the Kitsu species. But all of these groups teach their students the importance of understanding the past so that they can protect Rokugan against all threats in the future.

Background Feature: Know the Past, Find the Future

You were raised in the Lion Clan, the most famous and expansive military power in Rokugan, granting you the following benefits:

- You know history quite well, especially as it pertains to military actions, political shifts in power, and various challenges faced by the Emerald Empire over the centuries.
- You know the current military situation in Rokugan and the lands beyond.
- You can identify and know the proper purpose of all Rokugani battlefield weapons, even if you are not personally proficient in their use.
- You know about common military maneuvers and engagements, such as feigned retreats, flank attacks, raids, and sieges.

Suggested Feats

A set of suggested feats that reflect the Lion Clan's traditions and training can be found on page 229.

Families of the Lion Clan

If you choose Lion Clan as your background, choose one of the following families as part of selecting your background.

Akodo Family

The Akodo family trains many of the master strategists and tacticians of the Empire at its legendary war college. Students of its martial schools are trained to be warrior-scholars seeking to understand war and battle in all its complexity; no part of the martial disciplines is too small for their study and no part too large to evade their understanding.

Skill Proficiencies: History, choose one other Charisma-based skill (Deception, Intimidation, Performance, or Persuasion).

Tool Proficiencies: Calligraphy set, board or card game.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also speak and sign battle argot.

Equipment: Resplendent regalia, traveling clothes, wakizashi, calligraphy set, board or card game, and 10 gp.

Akodo Commander School Quick Build

If you want to quickly build a character trained in the Akodo school of warfare, make Strength and Charisma your highest ability scores, followed by Constitution. Begin in the bushi class for proficiencies, but switch to courtier after one level. At your 3rd level of courtier, select the Investigator archetype to give you insight into your enemies. Select rhetorical flourishes that bolster your allies and remove negative conditions. Return to the bushi class for the rest of your levels, selecting the Samurai Armsmaster archetype to reflect your training in Akodo's traditional method and expand your command capabilities.

Ikoma Family

The Ikoma family are storytellers who weave history and myth into a grand tale of the Emerald Empire. They serve as the memory not only of the Lion Clan but of the Empire as a whole. Boasts, tears, and stories are the tools the Ikoma use to advance the Lion in the courts. While the Dragon Clan records history without clear bias, the Ikoma family of the Lion Clan glorify Rokugan and its leadership in all they create.

Skill Proficiencies: Persuasion, choose one other Intelligence-based skill (Arcana, History, Investigation, Nature, Religion).

Tool Proficiencies: Dice and cup, any one musical instrument (see page 205).

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani and Courtly Rokugani. You can also speak and sign battle argot.

Equipment: Resplendent regalia, unremarkable garb, wakizashi, dice and cup, any one musical instrument, and 10 gp.

Ikoma Bard School Quick Build

If you want to quickly build a character trained in the Ikoma school of history, make Charisma and Dexterity your highest ability scores, with Constitution as a third priority. Begin in the courtier class, selecting the Diplomat archetype at 3rd level. Pick rhetorical flourishes that needle your enemies and expose vulnerabilities in their defenses or inspire courage in your allies. Afterward, depending on your preferred playstyle for the character, put three levels into duelist to unlock the Deathdancer archetype, or put three levels into shinobi to reach the Infiltrator archetype to be a battlefield spy.

Ikoma Shadow School Quick Build

If you want to build a character trained in the Ikoma tradition of stealth and sabotage, make Intelligence and Dexterity your highest ability scores, with Wisdom as a third priority to keep your senses sharp. Begin in the courtier class to create a solid cover, but switch to the shinobi class after 1st level. Continue in the shinobi class, selecting the Saboteur archetype at 3rd level of shinobi. Then put the rest of your levels into shinobi, or detour back to courtier for two levels for the Investigator archetype to gain access to more rhetorical flourishes in order to gather key intelligence on your enemy's weaknesses.

Kitsu Family

Ancestor veneration is common in Rokugan, but the Kitsu bloodline, which incorporated with otherworldly beings in ages past, produces members who can part the veil to speak with them. The Kitsu are known for being traditional and conservative, even among the Lion. Those without the talent to speak to spirits keep genealogies, tend to the tombs and shrines, and otherwise honor the noble dead.

Skill Proficiencies: Religion, choose one other Charisma-based skill (Deception, Intimidation, Performance, or Persuasion).

Tool Proficiencies: Divination kit, any one artisan tool (see page 203).

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani and Courtly Rokugani. You can also speak and sign battle argot.

Equipment: Sanctified vestments, wakizashi, divination kit, any one artisan tool, 10 gp.

Kitsu Medium School Quick Build

If you want to quickly build a character trained in the Kitsu school of rituals, make Wisdom and Constitution your highest ability scores. Begin in the ritualist class, choosing the Medium archetype at 2rd level. Select invocations like *biting steel, guardian of the sacred gate,* and *path to inner peace* that augment, summon, and mend allies. Continue in the ritualist class to unlock the Unison of Purpose feature to maximize the power of the spectral troopers and manifest elemental spirits you summon.



Matsu Family

The Matsu are the courageous, implacable heart of the Lion. As the largest family in the Empire, the Matsu fill the ranks of the vast Lion armies. Founded by Lady Matsu, one of the greatest of all samurai in the early Empire and one of the few to claim a victory over Akodo in single combat, they retain many matriarchal traditions in her honor, including several elite military units that are exclusively female. Due to their numbers, when members of other clans think of the Lion Clan, the Matsu are often the group that first come to mind.

Skill Proficiencies: Intimidation, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Sword maintenance kit.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also speak and sign battle argot.

Equipment: Traveling clothes, wakizashi, sword maintenance kit, and 10 gp.

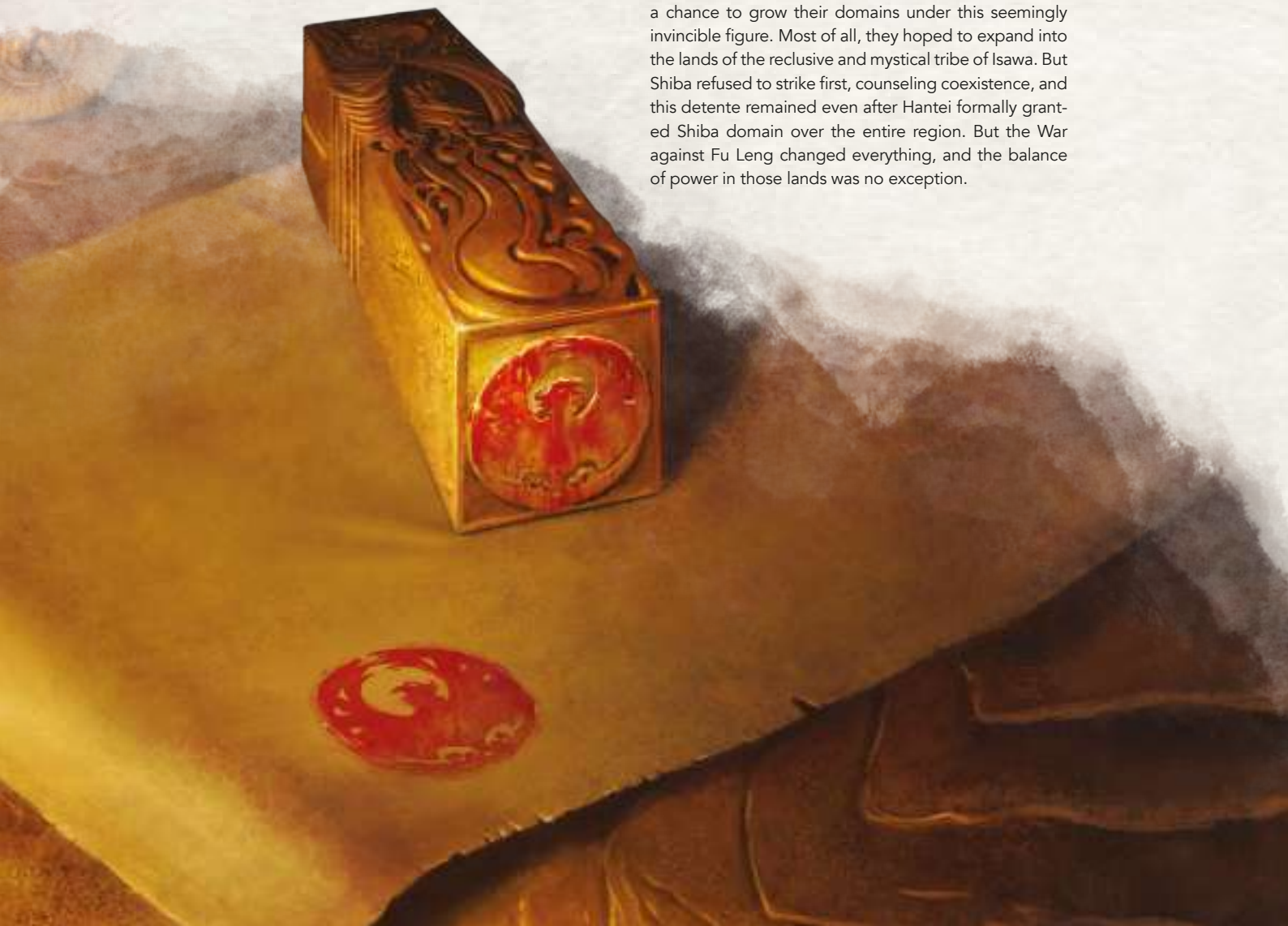
Matsu Champion School Quick Build

If you want to quickly build a character trained in the Matsu school of battle, make Strength and Constitution your highest ability scores, followed by Charisma. Begin in the bushi class, selecting the Vanguard archetype at 3rd level. Then switch to the duelist class for three levels, selecting the Deathdancer archetype if you want to be an overwhelming presence on the field or the Adept archetype if you want to specialize in dual wielding. Put the rest of your levels into bushi to make yourself as durable and potent as possible, selecting martial techniques that help you engage large groups of enemies.

Phoenix Clan Backgrounds

The Phoenix Clan is tasked with maintaining harmony between the Mortal and Spiritual Realms, as well as harmony within themselves. Righteousness is highly valued among the samurai of the Phoenix Clan in all their pursuits. Phoenix Clan stories going back to tales of Shiba himself valorize taking a stand to do the right thing, even when one must set aside pursuing one's own ego to do it. Many members of the Phoenix Clan are also deeply dedicated to the religious Teachings of Shinsei, who taught that when samurai do not govern their lands justly, the Heavens themselves may voice their displeasure.

At the same time, the Phoenix Clan teaches that some truths must not be revealed to the world, and some mysteries are not meant even for the other samurai clans. The Isawa fled their homeland of the Dawn Peaks long before the foundation of Rokugan to protect their mystical secrets from those who would misuse them, and this threat persists to this day. Rokugan is a land of great spiritual power, rife with wonders and benevolent spirits, but also with vile sorceries that clamor to be loosed upon the world and calamitous blades that wish to spill blood across the realm should they fall into the wrong hands. Thus, the Phoenix Clan's schools counsel their students to wield discretion alongside valor and wisdom alongside the pursuit of knowledge.



THE CLAN OF SHIBA AND ISAWA

The Phoenix Clan's role as protectors dates back to Shiba himself, who began seeking wrongs to right shortly after awakening in the Mortal Realm. Shiba came to the breathtaking mountains that would someday become Phoenix lands and found people living fleeting, harsh lives, and yet these humans somehow found the will to strive for more. Inspired by their determination, and believing his power could change their world for the better, the divine warrior quickly established himself as a folk hero. Tyrants and monsters fell by his blade. In time, several local rulers pledged themselves to him, seeing a chance to grow their domains under this seemingly invincible figure. Most of all, they hoped to expand into the lands of the reclusive and mystical tribe of Isawa. But Shiba refused to strike first, counseling coexistence, and this detente remained even after Hantei formally granted Shiba domain over the entire region. But the War against Fu Leng changed everything, and the balance of power in those lands was no exception.

Eventually, however, the War against Fu Leng became impossible for Isawa to ignore; he realized he needed to join Shiba and his followers, but he would only do so if Shiba knelt to him. The Kami did so, humbly prostrating himself before Isawa and vowing to protect his people. As a result, unlike in the other clans, the leading family of the Phoenix is not descended from their Kami, but from a mortal. This has led to another great difference from the other clans. In each of those, the Clan Champion, descended from the clan's founding deity, is its ruler and leader. But while the Phoenix Clan Champion is a Shiba, this individual does not hold unambiguous authority over the clan. Rather, they do so in conjunction with the Council of Elemental Masters: five powerful individuals, each of whom is the leading adept of one of the Five Elements.

Phoenix Clan Responsibilities

Rokugan is a land rich with spiritual life. From the gods to the Fortunes to the elements themselves, there are many spirits whose presence must be carefully nurtured to maintain order. None are more skilled at this than the Phoenix Clan's ritualists who tend shrines and dedicate their lives to appeasing the spirits. The Phoenix Clan is also known for setting an example of personal worship for the rest of the Empire. Certainly, all holy people in Rokugan, whether ritualists, monks, or hermits, carry the weight of responsibility for seeing to the spiritual welfare of the Empire's subjects. But the Phoenix set the standard, serving as the exemplar for all to follow. It is a momentous duty indeed, but the Phoenix Clan has dedicated itself unflinchingly to the task. And when the burden seems too great, the samurai of the Phoenix Clan need only look back to their founder, who bent his knee to a mortal in service to the Empire.

Phoenix Clan Culture

Most members of the Phoenix are pacifists who eschew violence when they can, but they are also skilled combatants who march into battle when they must. With a word to the spirits, a Phoenix ritualist can cause an origami bird to flutter to a semblance of life—or turn a gentle breeze into a roaring gale.

The Phoenix Clan's cultural traditions come from a wide variety of sources: the Isawa traditions are closely related to the animist traditions of the Dawn Peaks, where ritualists invoke ancient heroes and celestial beings for power in a similar way. However, Shiba and Shinsei both marked the clan's traditions, both emphasizing a belief in the importance of pacifism and selflessness within the clan. Meanwhile, the Kaito family's own traditions come from local religious rites that also predate the Empire, emphasizing a strong bond with the land and service to its resident spirits. As a result, the Phoenix Clan's scholars are often very open-minded to new ideas about spirituality, religion, and philosophy, for the clan itself is a testament to what can be done when building upon a diverse foundation of knowledge.

Background Feature: Spiritual Knowledge

You were raised in the Phoenix Clan with access to some of the most secretive and sacred lore in Rokugan, granting you the following benefits:

- You are familiar with the religious practices of Rokugan, such as the rites practiced by various priesthoods, the invocations of ritualists, the Teachings of Shinsei, and even the traditions that existed before the Empire's foundation, such as the traditions of the Isawa and the ritual practices of the people who dwell in the Dawn Peaks.
- You know some of the most significant spirits that reside across the land from stories or perhaps even personal interaction.
- You have an instinctive feeling for when the spirits of a place have become imbalanced or disquieted.
- You know the names and locations of all major shrines in Rokugan.

Suggested Feats

A set of suggested feats that reflect the Phoenix Clan's traditions and training can be found on page 230.

FAMILIES OF THE PHOENIX CLAN

If you choose Phoenix Clan as your background, choose one of the following families as part of selecting your background.

Asako Family

The Asako are a quiet family, viewed as being content to follow their scholarly and philosophical pursuits while the Isawa drive the goals of the Phoenix. The Asako prize knowledge, but they prize wisdom even more, and they use their studies to advance their spiritual evolution as well as their political agendas. The Asako serve as courtiers for the Phoenix, and they are much in demand as court scholars and tutors across the Empire.

Skill Proficiencies: Investigation, choose one other Intelligence-based skill (Arcana, History, Nature, or Religion).

Tool Proficiencies: Calligraphy set, any one other artisan tool (see page 203).

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani, Courtly Rokugani, Asako cipher, and one other common language of your choice.

Equipment: Traveling clothes, wakizashi, calligraphy set, any one other artisan tool of your choice, and 10 gp.

Asako Loremaster School Quick Build

If you want to quickly build a character trained in the Asako school of lore, make Intelligence and Wisdom your highest ability scores, with Dexterity as your next priority. Begin in the courtier class, choosing the Investigator archetype at 3rd level. Focus on rhetorical flourishes that give you access to information and undermine your enemies. If you want to emphasize your character's quest toward Enlightenment, consider taking two levels of pilgrim for powerful externalizations, selecting the Path of Harmony at your 2nd level of pilgrim. Otherwise, you could take three levels of shinobi to create a character dedicated to hunting down practitioners of heretical magic, selecting the Infiltrator specialization at your 3rd level of shinobi.

Isawa Family

The Elemental Masters who sit on the Council of Five are the true rulers of the Phoenix, and these masters are almost always drawn from the Isawa family. These masters come from a venerable tradition; the Isawa family's ritualist school predates even the Emerald Empire itself, having been brought south by inhabitants of the Dawn Peaks region centuries before the fall of the Kami. The Isawa have a continuous culture stretching back to their ancient homeland, and have also had centuries to learn to commune with the spirits that abide in Rokugan and the most effective ways to request their blessings.

Skill Proficiencies: Religion, choose one other Intelligence-based skill (Arcana, History, Investigation, or Nature).

Tool Proficiencies: Any one mystic implement (see page 206).

Languages: You can read, sign, speak, and write Rokugani, Jindallaean, and one other common language of your choice.

Equipment: Sanctified vestments, wakizashi, any one mystic implement, and 10 gp.

Isawa Elementalist School Quick Build

If you want to quickly build a character trained in the Isawa school of rituals, make Intelligence and Constitution your highest ability scores. Begin in the ritualist class, choosing the Elementalist archetype at 2rd level. Put the rest of your levels into ritualist to reach the Rhythm of Elements feature for extremely powerful invocations, or consider a brief detour into courtier for the Investigator archetype to play up your character's scholarly tendencies.

Kaito Family

The small Kaito family has been given the task of safeguarding the many shrines scattered across the Phoenix holdings, from small altars sheltered by a single tree to massive sanctuaries. To fulfill their responsibilities, the Kaito have mastered the use of charmed arrows and prayers to protect the shrines from spiritual foes, and practical archery to fend off more mortal dangers. The Kaito are rarely seen outside the Phoenix lands, as they have so many tasks within, but they occasionally make pilgrimages to visit other shrines.

Skill Proficiencies: Nature, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, Survival).

Tool Proficiencies: Bowyer's kit, any one other artisan tool.

Weapon Proficiencies: Hunting bow.

Languages: You can read, sign, speak, and write Rokugani and one other common language of your choice.

Equipment: Sanctified vestments, wakizashi, hunting bow, quiver, bowyer's kit, any one other artisan tool, and 10 gp.

Kaito Shrinekeeper School Quick Build

If you want to quickly build a character trained in the Kaito tradition of shrinekeeping, make Dexterity and Wisdom your highest ability scores. Begin in the bushi class for proficiency with various weapons including the longbow. After 1st level, switch to the ritualist class for two levels, selecting the Artisan archetype and Charm Creation as your mystic craft. Then, return to the bushi class for two levels, selecting the Vanguard archetype at your 3rd bushi level to use the Versatility of Form feature with special arrows for maximum effect. Divide the rest of your levels between ritualist and bushi as you see fit based on emphasizing the spiritual or martial sides of your character.

Shiba Family

The Shiba family descends from the divine sibling Shiba and provides the Phoenix with a champion, but it bent the knee to the Isawa family early in its history and has dutifully served it ever since. The Shiba focus on keeping the Phoenix Clan safe and rely first and foremost on diplomacy before resorting to force. They are expected to be learned in scholarly ways as well as in the warrior arts, and they understand the ritualists they serve better than do most families dedicated to battle.

Skill Proficiencies: Perception, choose one other Charisma-based skill (Deception, Intimidation, Performance, Persuasion).

Tool Proficiencies: Any one artisan tool.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also speak and sign battle argot.

Equipment: Traveling clothes, wakizashi, any one artisan tool, and 10 gp.

Shiba Guardian School Quick Build

If you want to quickly build a character trained in the Shiba school of peacekeeping, make Strength and Constitution your highest ability scores, with Wisdom as your next priority. Begin in the bushi class, selecting the Protector archetype at 3rd level. Then take three levels of courtier, selecting the Diplomat archetype at 3rd level. Pick rhetorical flourishes that you can use to defuse tense situations and keep foes from attacking your allies. Divide the rest of your levels between bushi and courtier, or make a detour into pilgrim for several levels and select the Path of Justice to emphasize your character's mystical studies.



Scorpion Clan Backgrounds

The Scorpion Clan is a group united by a grave purpose: to ensure the loyalty of all of Rokugan by taking on the role of spies and scoundrels who do whatever is necessary to crush schemes against the Emperor and seek out corruption high within the ranks of the Emerald Empire. To combat the liars, the thieves, and the traitors within the Great Clans, Bayushi's followers have to lie, steal, and cheat in turn. Blackmail, infiltration, poison, sabotage: these are the weapons the Scorpion Clan grimly wields to ensure that the Emerald Empire continues. The Scorpion dirty their hands so that others' can remain pure.

Bayushi's successors are known for their insidious skill at scheming, but also the potential benefits of partnering with them—for without offering the proper incentives to their allies some of the time, they could never maintain their position as the great schemers of the Empire. People expect members of the Scorpion to be equal parts alluring and treacherous—and utterly loyal to the Emperor until their dying breath.

THE CLAN OF BAYUSHI

Bayushi was his brother Hantei's most loyal follower. And with six terrible words, "I will be your villain, Hantei," Bayushi set his followers in the newly founded Scorpion Clan on a devious and thankless path. Enemies loomed beyond Rokugan's borders, but they also lurked within them. Insurrectionists, lords with aspirations of claiming the throne, twisted cults using forbidden powers: Bayushi swore to protect the Empire from these by any means necessary. Where others chose to restrain themselves in the name of chivalry or compassion or brotherly love, the Scorpion Clan would show no mercy and place loyalty above all else, and do whatever was necessary to maintain the rule of the Hantei line. Few have sacrificed more for the Scorpion than the person known variously as Lady Shosuro or Lord Soshi, who served at Bayushi's side as his agent and lover. In recognition of their supreme loyalty, not one but two of the Scorpion Clan's great families are named after them.

In a clan that teaches its disciples to be willing to deceive and manipulate to serve the greater good, trust can be a hard-earned treasure to be cherished and guarded. Any member of the Scorpion Clan who betrays their clan is punished with swift retribution, and the souls of the worst transgressors are forever bound into the horrific limbo of the place known as Traitor's Grove. Such fierce loyalty is a small consolation, at least, given the dangerous but vital role the Scorpion have played in the Empire from the moment their founder spoke his fateful words.

Scorpion Clan Responsibilities

Like all the other Great Clans, the Scorpion Clan administrates a large portion of the Emerald Empire. Beyond these duties, however, the Scorpion Clan has taken on the tasks that many samurai would say are incompatible with the ideals they are intended to embody. Assassination, deception, blackmail—these are all tools that many samurai see as an affront to their integrity. Of course, some members of every clan use these tools to get ahead or achieve their goals, but all of the Scorpion Clan sees them as necessary to its responsibilities. If an insurrection can be stopped with an assassination, the Scorpion Clan acts without hesitation. If uncovering a cult of evil sorcerers requires sending an infiltrator to blackmail a provincial governor, the Scorpion Clan already has the materials required to apply pressure. If a criminal cartel is to be brought to justice, the Scorpion Clan already has agents within a rival cartel who can drive the two into conflict. What might be tactics of desperation to others are the daily trade of the Scorpion Clan.

Scorpion Clan Culture

Despite its fearsome reputation in Rokugan, the Scorpion Clan is made up of people like any other clan. Scorpion Clan culture puts loyalty to the Emperor as the highest virtue, but this does not mean that members of the clan never pursue other goals or hold other ideals. Some members of the Scorpion Clan believe that skulking in the shadows and letting fear do their work for them is the best means of serving the Emperor, but others prefer to act openly and honestly, letting potential threats to the Empire know exactly who opposes them if they step out of line. While some influential members of the Scorpion Clan hold that at times, the ends justify any means required, many individuals do not adhere strictly to this, or set personal moral limits based on their individual beliefs and experiences.

BACKGROUND FEATURE: SECRETS AND SUBTLETIES

You were raised in the Scorpion Clan and have a deep knowledge of the overt and covert sides of politics, granting you the following benefits:

- You know about the general state of political affairs between the clans.
- You know the major political players on the national stage, as well as their perceived strengths and weaknesses.
- You are aware of the most substantial criminal cartels in the Emerald Empire, especially as their interests overlap or conflict with those of the Scorpion Clan.
- You know about poisons, tools of assassination, and other less-than-legal means of pursuing goals.
- You know the state of court matters in the Imperial Capital.

SUGGESTED FEATS

A set of suggested feats that reflect the Scorpion Clan's traditions and training can be found on page 231.

FAMILIES OF THE SCORPION CLAN

If you choose Scorpion Clan as your background, choose one of the following families as part of selecting your background.





Bayushi Family

The lead family of the Scorpion Clan, the Bayushi family carries on the tradition of its founder with all of his legendary dramatic flair. Smiling behind masks of oni, arachnid mandibles, or threatening fangs, the Bayushi family are perhaps the ultimate power brokers within the Emerald Empire, wheeling and dealing with the courtiers of other clans to see to it that the Empire continues to function. Students trained in their methods of courtly intrigue know to project confidence, danger, and allure in equal measure, keeping rivals wary yet making sure they understand it is a Scorpion they need to see if they want to move their agenda forward at court. This fine balance is considered the ultimate goal for a Bayushi courtier: not to be adored or even feared, but to be so indispensable that what others think of you does not matter.

Skill Proficiencies: Stealth, choose one other Charisma-based skill (Deception, Intimidation, Performance, or Persuasion).

Tool Proficiencies: Any one artisan tool or musical instrument, any one tool of subterfuge.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani, Courtly Rokugani, and one other common language of your choice.

Equipment: Resplendent regalia, unremarkable garb, wakizashi, mask, any one artisan tool or musical instrument, any one tool of subterfuge, and 10 gp.

Bayushi Manipulator School Quick Build

If you want to quickly build a character trained in the Bayushi school of courtly intrigue, make Charisma and Wisdom your highest ability scores, with Dexterity as a third priority. Begin in the courtier class, selecting the Diplomat archetype at 3rd level. If you want to be able to fight your own duels, switch to the duelist class and select the Deathdancer archetype at your 3rd level of duelist. Otherwise, take three levels of shinobi to boost your skills at subterfuge, selecting the Infiltrator archetype at your 3rd level of shinobi. Put the rest of your levels into courtier to secure your mastery of social situations.

Shosuro Family

When the Shosuro family is known to outsiders, it is for their acting talent and theatrical skills. Little does the Empire realize how fully the Shosuro embrace their roles; many of the finest Scorpion spies are Shosuro living as other people among the clans, watching them for any sign of treachery against the Imperial Throne. While Shosuro students are trained to be master entertainers, and their family school is officially an acting academy, they are often asked to turn their skills in acrobatics, acting, and other arts to subterfuge, deception, and even assassination.

Skill Proficiencies: Deception, choose one other Dexterity-based skill (Acrobatics, Sleight of Hand, or Stealth).

Tool Proficiencies: Any one artisan tool or musical instrument, disguise kit.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani, Courtly Rokugani, and one other common language of your choice.

Equipment: Resplendent regalia, unremarkable garb, wakizashi, mask, any one artisan tool or musical instrument, disguise kit, and 10 gp.

Shosuro Infiltrator School Quick Build

If you want to quickly build a character trained in the Shosuro school of shinobi arts, make Dexterity and Charisma your highest ability scores, with Intelligence as your next priority. Begin in the shinobi class, selecting the Infiltrator archetype at 3rd level. Put the rest of your levels into shinobi, or consider investing three levels into the courtier class for the Investigator archetype to help you better gather information.

Soshi Family

The Soshi are often overlooked, and that is how they prefer things to be. For generations, the Soshi family has trained the most subtle illusionists in Rokugan, whose carefully crafted façades are nearly impossible to detect, even for other ritualists. They are most effective when unseen, offering up prayers in silence for the Scorpion Clan. The Soshi live for subtlety, the gentle nudge, the whispered word that sets everything into motion. Sometimes this comes at a price, however, for their preference for acting at the perfect moment often makes them exceedingly cautious and prone to excessive planning and information gathering.

Skill Proficiencies: Religion, choose one other Dexterity-based skill (Acrobatics, Sleight of Hand, Stealth).

Tool Proficiencies: Any one artisan tool or mystic implement, any one tool of subterfuge.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani, Courtly Rokugani, and one other common language of your choice.

Equipment: Traveling clothes, unremarkable garb, wakizashi, mask, any one artisan tool or mystic implement, any one tool of subterfuge, and 10 gp.

Soshi Illusionist School Quick Build

If you want to quickly build a character trained in the Soshi school of rituals, make Intelligence and Dexterity your highest ability scores. Begin in the ritualist class, selecting the Artisan archetype and Illusory Artifice as your mystic craft. Focus on subtle invocations that you can use without people noticing, such as *mask of air*, *secrets on the wind*, and *token of memory*. Put the rest of your levels into ritualist, or consider putting six levels into the acolyte class to pursue the Acolyte of Shadow archetype, giving your character a plethora of strange abilities derived from their shadow brand.

Soshi Shadow Agent

If you want to build a Soshi character who walks the path of the family's founder and wields a powerful and dangerous shadow brand as their primary weapon and tool, make Dexterity and Wisdom your highest ability scores, followed by Charisma. Begin in the acolyte class, selecting the Acolyte of Shadows archetype. Choose a shadow brand that suits your preferred playstyle. Then take three levels of shinobi, choosing the Infiltrator archetype to improve your stealth skills. Put the remainder of your levels into acolyte for raw power, or detour into the courtier class for three levels for the Investigator archetype to make a more well-rounded covert operative.

Yogo Family

Once belonging to the Phoenix Clan but now staunchly devoted to the Scorpion Clan's cause, the Yogo family is often called "the most unfortunate family in the Empire:" each scion of their line is said to be cursed to betray the person, place, or ideal they love the most. To try to lift this curse, the Yogo family has spent generations relentlessly studying rituals of protection and mystic wards, through which they have mastered many techniques to identify and fight evil magic. As a result, the Yogo have over the centuries been tasked with sealing away many of the dangerous and powerful artifacts that have been created. It is said that they still hold several of the twelve Black Scrolls of Fu Leng, which the Scorpion Clan's Thunder carried away after the cataclysmic battle.

Skill Proficiencies: Arcana, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, Survival).

Tool Proficiencies: Calligraphy set, any one tool of subterfuge.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also read and write Yogo Ciphers.

Equipment: Unremarkable garb, wakizashi, mask, calligraphy set, any one tool of subterfuge, and 10 gp.

Yogo Wardmaster School Quick Build

If you want to quickly build a character trained in the Yogo school of rituals, make Intelligence and Wisdom your highest ability scores, followed by Constitution. Begin in the ritualist class, selecting the Artisan archetype at 2rd level and choosing Mystic Calligraphy or Spiritual Animation as your mystic craft. Put the rest of your levels into ritualist to maximize your spiritual powers, or consider taking two levels of shinobi to boost your stealth and utility abilities.

Unicorn Clan Backgrounds

Almost all of Rokugan's foreign relations were established by the Unicorn Clan. Though the clan wandered the world for centuries, it has again taken up residence within the Emerald Empire. Many see members of the Unicorn as too changed by their travels to be fiercely loyal to the Emerald Empire, and some of them would be right. Having learned to see from various perspectives, the Unicorn Clan has vowed to follow its heart in matters of politics. This has caused tension with other clans, particularly the Scorpion, who demand unwavering commitment to the greater good of the Empire, but it has also gained them favor with clans such as the Dragon, who value justice and international connection. Though many within the Emerald Empire see the outwardly acquired customs and values of the Unicorn Clan as irreconcilable differences to their own, others understand the true message behind the Unicorn. Differences among people can make a nation stronger, if only they are embraced. If not accepted, these differences can lead to people becoming divided and, in some cases, driven out. Failing to love and understand one member of a family weakens the whole. This is the approach with which they operate within Rokugan and beyond. Above all, seek understanding and unity. Never allow assumptions or aggression to lead. Peace is complex, but always worth pursuing.

THE CLAN OF SHINJO

A thousand years ago, the Unicorn Clan's ancestors rode out of Rokugan, seeking to discover the world beyond the Emerald Empire's borders. Their journey was arduous, and they found many strange lands, some with new allies and others with new threats. In each one, the clan adjusted its culture, fighting styles, magical practices, and even philosophies to learn. To survive as a nomadic entity, the Unicorn Clan adapted time and again to new circumstances, yet it always maintained the core of its identity: the driving curiosity that brought Shinjo to chase the ends of the world. After eight centuries of wandering, the Clan of the Wind returned to the Empire as the Unicorn Clan, having adopted the symbol of a mythical beast they met early in their travels in the Burning Sands. Their clothes, cuisine, architecture, and combat tactics all reflect what they learned in their centuries of journeying, and are quite different from those of the rest of Rokugan.

Shinjo's descendants are known for their skill as riders, skirmishers, and messengers, and many are trained in foreign fighting techniques or schools of philosophy.



Unicorn Clan Responsibilities

International policy and correspondence are at the center of importance to the Unicorn Clan. However, their focus is often pulled in other directions by the Imperial Court, which requires them to work within the Emerald Empire as well in order to endear them to the other Clans. They maintain the most powerful cavalry in all of Rokugan, serve as steed trainers, transportation specialists, bookkeepers, and traders. Outside of the Empire, they serve as ambassadors, translators, and cultural mediators.

Unicorn Clan Culture

Members of the Unicorn Clan tend to be very receptive to new ideas and cultural elements without fearing the loss or erosion of their own, for they preserved what was most precious of their own traditions throughout their long centuries of journeying beyond Rokugan's bounds. As such, Unicorn Clan culture reflects the various cultures the Unicorn Clan encountered during its journeys, including foreign religions, languages, foods, traditions, etiquette, clothing, magic, weapons, and combat techniques.

Background Feature: Child of the Five Winds

You were raised in the Unicorn Clan, granting you the Clan of Shinjo's unique perspective on the world. You gain the following benefits:

- You have an idea of politics outside the borders of Rokugan, which types of governments rule foreign lands, major conflicts between other countries, and what type of foreign imports make their way into Rokugan.
- You know many basic facts of life about foreign lands, particularly the Burning Sands, the Ivory Kingdoms, and beyond from stories your family has passed down of your ancestors who traveled to those lands.
- You know at least some foreign words from numerous languages, such as Nehiri, Ivindi, Myantu, and Portuga. You are not fully conversant in these languages unless you select them as known languages, but you can often discern a bit of meaning from familiar words.
- You know the basics of mounted combat tactics, along with various other aspects of the proper handling and care of horses.

Suggested Feats

A set of suggested feats that reflect the Unicorn Clan's traditions and training can be found on page 232.

Families of the Unicorn Clan

If you choose Unicorn Clan as your background, choose one of the following families as part of selecting your background.

Ide Family

In its centuries of wandering, the Unicorn Clan had a need for good ambassadors. It was Ide, one of Shinjo's original followers, who helped her create alliances and navigate foreign powers in the early days of the clan's great journey, and Ide's descendants still perform this role for the clan. Today, the Ide tradition trains some of the finest ambassadors who have not only helped smooth the clan's return to Rokugan, but also maintain its alliances with the Ujik, the Qamarist Caliphate, and beyond. Members of the Ide family tend to be very accustomed to foreign cultures, speak several languages, and might even have served in distant courts to promote the Unicorn Clan's interests. Other members of the Ide family focus on trade, keeping resources flowing along the Sand Road into Rokugan to further bolster the Unicorn Clan's prestige and influence.

Skill Proficiencies: Persuasion, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Any one artisan tool or gaming set, mounts.

Weapon Proficiencies: Hunting bow.

Languages: You can read, sign, speak, and write Rokugani and any two other common languages of your choice.

Equipment: Traveling clothes, resplendent regalia, dagger or wakizashi, hunting bow and quiver, any one artisan tool or gaming set, and 10 gp.

Ide Emissary School Quick Build

If you want to quickly build a character trained in the Ide school of diplomacy, make Charisma and Wisdom your highest ability scores, followed by Constitution. Begin in the courtier class, selecting the Diplomat at 3rd level. Consider putting two levels into shinobi to develop your skills as a hunter and traveler, or put the rest of your levels into courtier to maximize your social prowess.

Iuchi Family

The Iuchi are a ritualist family whose practices stretch back to the Unicorn Clan's departure from Rokugan. Having left behind the spirits of his homeland, Shinjo's follower Iuchi learned a unique mystic art called the way of names, which allowed him to command and bind spirits within powerful talismans. Iuchi learned numerous different forms of mysticism and sorcery during his long life, but his heirs have focused on the way of names, honing it into a potent art. Now that they have returned to Rokugan, however, the Iuchi family face scrutiny from the Phoenix Clan, whose priests are concerned about the risks of introducing this new form of magic into Rokugan that the Phoenix Clan neither controls nor fully understands.

Skill Proficiencies: Arcana, choose one other Charisma-based skill (Deception, Intimidation, Performance, or Persuasion).

Tool Proficiencies: Any one artisan tool or mystic implement, mounts.

Weapon Proficiencies: Hunting bow.

Languages: You can read, sign, speak, and write Rokugani and Ujik.

Equipment: Sanctified vestments or traveling clothes, dagger or wakizashi, any one artisan tool or mystic implement, and 10 gp.

Iuchi Artisan School Quick Build

If you want to quickly build a character trained in the Iuchi way of names, make Intelligence and Constitution your highest ability scores. Begin in the ritualist class, and choose the Artisan archetype at 2rd level, selecting Charm Creation as your mystic craft. Put the rest of your levels into ritualist to maximize your spiritual potency.

Moto Family

The Moto are descended from the Ujik, the nomadic peoples of the Plains of Wind and Stone west of Rokugan, who drive their herds across the steppe. Indeed, the Moto family are still very much politically involved with many of the Ujik social units called *ordus*, which range in size from single families to vast, moving cities. Within the Unicorn Clan, the Moto train some of the finest heavy cavalry units and form much of the backbone of the Unicorn Clan's military might. Whether in Rokugan or in distant lands where the Unicorn have journeyed, the Moto are often the first to the fray, their fast steeds and skilled riders breaking enemy lines then peeling away with the swiftness of a sandstorm.

Skill Proficiencies: Athletics, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Any one artisan tool or musical instrument, mounts.

Weapon Proficiencies: Curved saber.

Languages: You can read, sign, speak, and write Rokugani and Ujik.

Equipment: Traveling clothes, curved saber, dagger, any one artisan tool or musical instrument, and 10 gp.

Moto Ranger School Quick Build

If you want to quickly build a character trained in the Moto tradition of cavalry, make Dexterity and Constitution your highest ability scores. Begin in the bushi class, selecting the Vanguard archetype at 3rd level. Consider selecting the Graceful Combatant feat to maximize your weapon options, or the Animal Companion feat for a bond with a loyal steed. Take three levels of shinobi to unlock the Saboteur archetype, granting you access to traps and emphasizing your skills as a hunter. Then put your remaining levels into bushi.

Shinjo Family

The Shinjo are the core of the Unicorn, the clan of explorers who followed their founder Shinjo into the vast world beyond the Empire. They administrate and lead the Unicorn, working to keep all of the parts of the clan pulling together in unison. The education of members of the Shinjo family is broad-based—each scion is trained in scouting, hunting, and skirmishing, but also in diplomacy and governance.

Skill Proficiencies: Animal Handling, choose one other Charisma-based skill (Deception, Intimidation, Performance, or Persuasion).

Tool Proficiencies: Any one artisan tool or gaming set, mounts.

Weapon Proficiencies: Hunting bow.

Languages: You can read, sign, speak, and write Rokugani and Ujik.

Equipment: Traveling clothes, dagger or wakizashi, hunting bow and quiver, any one artisan tool or gaming set, and 10 gp.

Shinjo Outrider School Quick Build

If you want to quickly build a character trained in the Shinjo school of scouting, make Dexterity and Wisdom your highest ability scores with Charisma as your next highest. Begin in the shinobi class, selecting the Saboteur archetype at 3rd for access to traps. Switch to the courtier class for three levels to unlock the Diplomat archetype to boost your skills as a leader. Then put the rest of your levels into bushi (choosing the Vanguard archetype for the Versatility of Form feature's synergy with using arrows of different kinds) or shinobi to maximize your skills in the field.

Utaku Family

There is no finer heavy cavalry in the Empire than the Battle Maidens. These skilled champions are exceptional riders, capable of incredible martial feats of prowess even against long odds. The sight of a single Battle Maiden arriving at the field has been said to have turned many battles in the Unicorn Clan's history. The Utaku family not only trains these elite warriors, but also sees to their steeds, the legendary horses of the Blessed Herd who carry only worthy riders into battle.

Skill Proficiencies: Animal Handling, choose one other Wisdom-based skill (Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Any one artisan tool or musical instrument, mounts.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani and Ujik.

Equipment: Traveling clothes, wakizashi, spear, any one artisan tool or musical instrument, and 10 gp.

Utaku Battle Maiden School Quick Build

If you want to quickly build a character trained in the Utaku Battle Maiden tradition, make Strength and Constitution your highest ability scores. Begin in the bushi class, selecting Protector at 3rd level. Consider selecting the Animal Companion feat for a bond with a loyal steed. Put the rest of your levels into bushi to maximize your combat potential, or consider putting several levels into pilgrim to unlock the Path of Redemption archetype to reflect the spiritual side of your quest.



Imperial Court Backgrounds

The Imperial Court is a political ecosystem unto itself, existing as part of the wider realm of Rokugan and yet filled with its own deadly rivalries and intrigues. To survive and thrive in this environment, a person must be cunning, cautious, and precise in their words and actions.

THE DYNASTY OF HANTEI

The descendants of Hantei still sit upon the Emerald Throne. Raised in the Imperial Court, potential heirs are trained in many arts intended to make them insightful and successful rulers. Of course, they are also quite detached from the world they may someday govern, making many Imperial heirs naïve at best and dangerous to themselves and others at worst. Members of the lineage not in line to inherit are adopted into the other Imperial families or sent into monastic seclusion to prevent questions of succession.

BACKGROUND FEATURE: HEIGHTS OF POWER

You grew up in the Imperial Court, a place both perilous for its intrigues and oddly separated from the dangers of the rest of the world, granting you the following benefits:

- You have a general awareness of the politics within the Imperial Capital. You can name Imperial family heads, ranking bureaucrats and other leaders, and you know their respective positions and allegiances.
- You know Imperial history quite well, particularly as it pertains to the deeds of the Emperor and the Imperial families.
- You know proper etiquette and protocol in the Imperial Capital.
- You know certain secrets that have been elided from the official histories of Rokugan.



SUGGESTED FEATS

Life in the Imperial Court requires developing certain talents, especially as relates the art of persuasion, diplomacy, and intrigue. If making an Imperial Court character, the following feats could be good thematic choices: Fashionable (see page 222), Watchful Ancestors (see page 225), and Celestial Authority (see page 234).

Hantei Family

The Hantei family, which includes the Emperor and his immediate family, is truly "Imperial," insofar as the Emperors who have reigned over Rokugan have come from this family. At any time, it consists only of the ruler of the Empire, the Imperial spouse, and any children who potentially stand to inherit. Imperial heirs are taught by the best instructors available from the Great Clans, but their lofty position can make a traditional education difficult, for many instructors are loath to admonish a student of such standing. Members of the Hantei family are sometimes oddly sheltered—they sit at the head of one of the most powerful organizations in the world, yet they rarely leave the Imperial City. They wield unrivaled power, yet are separated from its consequences by so many layers of bureaucracy and distance. This can be difficult for many individuals to cope with, and if the plays and novels are to be believed, has led to more than a few members of the Hantei family sneaking out into the world incognito (or being thrust into it by happenstance).

Skill Proficiencies: Intimidation, choose one other Intelligence-based skill (Arcana, History, Investigation, Nature, or Religion).

Tool Proficiencies: Calligraphy set, ceremonial tea set.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also speak, sign, read, and write Courtly Rokugani, an archaic version of the language used in many old texts and in some ceremonies.

Equipment: Resplendent regalia, wakizashi, calligraphy set, ceremonial tea set.

Miya Family

Legend has it that when the War against Fu Leng was finally won, it was the original Miya who brought the news of the victory to the first Hantei, who lay dying. The Emperor commanded Miya to continue spreading the news of the war's end across the Empire. As he did so, he and his retainers assisted the war-ravaged Empire in rebuilding, leaving a sense of hope and purpose in their wake. When he returned to the Imperial City a hero, the wily Otomo saw an opportunity. He convinced the new Emperor, Hantei Genji, to allow Miya—still Otomo's loyal follower—to found his own family, and a new Imperial family was born. Today, the Miya still serve as the Emperor's heralds, ambassadors of goodwill, and cartographers, traveling across the Empire in the course of their service.

Skill Proficiencies: Persuasion, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Calligraphy set, any one other artisan tool.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also speak, sign, read, and write Courtly Rokugani, an archaic version of the language used in many old texts and in some ceremonies.

Equipment: Traveling clothes, wakizashi, calligraphy set, any one other artisan tool, and 12 gp.

Otomo Family

The original Otomo, the younger son of a great warlord, was glib, clever, and subtle. Thanks to his formidable powers of persuasion and manipulation, he was an expert at defusing conflicts that threatened to destroy his tribe. His wit and cunning soon proved of enormous value to the Kami Hantei as he sought to unite the disparate people of the nascent Empire of Rokugan. Today, the Otomo family still serves in the role of keeping Rokugan united, but sometimes this can also mean pitting the Great Clans against each other. In order to prevent the clans from privately uniting and gaining undue influence—or even seizing control of the Throne altogether—the Otomo use diplomacy to keep the various Great Clans at odds over contested territory, prestige, and other minor issues that never escalate to full civil war but allow the Imperial Court to play mediator, thus retaining its position of control.

Skill Proficiencies: Deception, choose one other Charisma-based skill (Intimidation, Performance, or Persuasion).

Tool Proficiencies: Calligraphy set, any one other artisan tool.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also speak, sign, read, and write Courtly Rokugani, an archaic version of the language used in many old texts and in some ceremonies.

Equipment: Resplendent regalia, wakizashi, calligraphy set, any one artisan tool, and 12 gp.

Seppun Family

The Seppun family can trace its origins to the very dawn of the Empire, and their founder, a wise-woman and diviner called Seppun, was said to have been Hantei's first follower and friend in the Mortal Realm. Seppun was instrumental to Hantei's ascension, helping him navigate the politics of the region and attain power. She also stood as his bodyguard, protecting him from numerous physical threats over the years.

This devotion has continued ever since, leading the Seppun to become the foremost defenders of the Emperor and the group charged with security of the Imperial City. They are always prepared to fight to protect the Emperor. To facilitate carrying out their duty, the Seppun have established two basic types of protectors: the Palace Guard, or Seppun Honor Guard, and the Hidden Guard. The Palace Guard are among the most accomplished warriors in the Empire, and dedicate their martial arts and security training to protecting the Imperial line. The Hidden Guard, on the other hand, is made up of ritualists skilled in warding against the many supernatural threats to the Emperor. Using astrology and powerful invocations, they are capable of predicting and eliminating many threats before they even come to pass.

Skill Proficiencies: Perception, choose one other Intelligence-based skill (Arcana, History, Investigation, Nature, or Religion).

Tool Proficiencies: Calligraphy set, any one mystic implement or tool of subterfuge.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can also speak, sign, read, and write Courtly Rokugani, an archaic version of the language used in many old texts and in some ceremonies.

Equipment: Resplendent regalia, wakizashi, calligraphy set, any one mystic implement or tool of subterfuge, and 12 gp.

Minor Clans of Rokugan Backgrounds

The Minor Clans of Rokugan administrate the lands not controlled by the Great Clans, and see to tasks that either cannot be trusted to a larger faction within the Empire, or that they have appointed for themselves.

DOZENS OF STORIES

Different Minor Clans have different origin stories. Some were created in recognition of the valorous actions of their founder, after a mythic victory or a great favor to the Imperial Court. Others were created to fill a particular need, often to rule a contested territory and thus end a dispute between Great Clans, to hold a piece of land that the Imperial Court wishes to keep from any of the Great Clans, or to rule territory that is difficult to administrate from a more centralized bureaucracy due to geographic barriers.

Minor Clan Responsibilities

Minor Clans administrate over territory, collect taxes, and generally behave in the manner of local governments for lands in Rokugan not ruled over by the Great Clans. Unlike the Great Clans, Minor Clans have come and gone over the centuries. Some have been destroyed, others have shifted, changed, merged, or split in response to political or military pressure. Additionally, many Minor Clans have a self-appointed purpose or distinguishing philosophy that has developed within the organization over the period it has existed.

Minor Clan Cultures

Each Minor Clan has its own culture based on its history and region, but there are certain similarities between many Minor Clans. Due to the relative scale of their organizations, their leaders tend to be more involved in day-to-day oversight of business than the Clan Champions of the Great Clans, who must look at their concerns more strategically and delegate dealing with most problems to subordinates. Further, members of Minor Clans tend not to have access to the same level of wealth and political influence as samurai of the Great Clans, making them more pragmatic about some matters.

THE MANTIS CLAN

The Mantis Minor Clan are a group of rugged sailors, having grown from a loose alliance of merchants, rōnin, and castoff members of the Great Clans to a massive organization that operates along Rokugan's coastline. While the Crane Clan has historically been one of the Mantis' major clients, recent political turmoil has pushed them apart, and the Mantis have sought allies elsewhere in the Empire. They sail from mainland ports to the islands off the coast and beyond and rival the Unicorn Clan in their exposure to foreign cultures. Having risen more recently than the Great Clans, they are not so quick to look down upon those of lower station—but humble origins do nothing to quell the ambitions of their dashing and piratical leader, Mantis Clan Champion Yoritomo.

The Mantis believe that everyone must prove themself—higher station of birth carries certain benefits, but comes with an expectation that an individual must achieve greater heights to match. Even the lowliest member of the clan can advance if they serve exceptionally. The virtue of heroic courage holds a special place within Mantis culture.

The Mantis Clan is also closely involved with the people of the coastal islands that contain its major holdings. The Mantis Clan does not seek to rule these islands or collect taxes from its peoples. It has shipyards and estates on some of the islands, and it operates several port cities of significant size that generate much of the clan's wealth, with which it pays its taxes to the Imperial Court. As a result, the inhabitants of the islands are autonomous and self-governing, and most do not see themselves as subjects of the Emperor, but many do join Mantis crews. More on these islands can be found on page 177.



Background Feature: Shipboard Life

You grew up in the Mantis Clan amidst ships and trade deals, granting you the following benefits:

- You have a general awareness of the politics of Crane and Crab lands, as well as ports many Mantis call home, such as Tempest Island, Kinushima Port, and Thunder Dragon Bay.
- You know many basic facts of life about lands accessible by sea, such as the coastal islands, as well as foreign lands like the Ivory Kingdoms.
- You know at least some words from foreign languages such as Ivindi, Myantu, and Portuga. You are not fluent in these languages unless you select them as normal, but you can often pick up a few words and derive some meaning from context.
- You rarely get seasick, if ever.
- You know how to make yourself useful aboard a ship and are used to shipboard life.

Families of the Fleet

For complicated historical reasons, members of the Mantis Clan do not have a family name. Its samurai all belong to the Mantis fleet, however, and so they take their names from the ships they sail with. Kudaka of the *Bitter Wind* or Hitoshi of the *Osano-wo* are how they style themselves, changing their names as they sign on with different crews. Those Mantis who stay on land are known by the port where they live, such as Miaka of Kinushima City or Tōya of Tempest Island.

Skill Proficiencies: Performance, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Fishing kit, vehicles (ships).

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani and one other common language of your choice.

Equipment: Traveling clothes or unremarkable garb, wakizashi, fishing kit, and 5 gp.

Suggested Feats: Genuine Idealist (see page 223), Impromptu Duel Coach (see page 224), Hearty Boast (see page 235).

Other Minor Clan Families

Each Minor Clan has its own domain and duties, and so few things can be said to universally apply to all Minor Clans. However, there are certain commonalities among them. A number of other Minor Clans are described throughout this section.

Background Feature: Regional Expert

As one who grew up in a Minor Clan, you gain the following benefits:

- You have a general awareness of the political climate within your clan's lands. You are deeply familiar with the politics of your own family.
- You know the geography of your lands extremely well.
- You know your clan's particular specialties and expertise especially well. Even if you do not practice these arts yourself, you are able to reveal relevant information on these topics.

Badger Clan (Ichirō and Fureshu Families)

Most Minor Clans rule over territories far from Rokugan's borders and rarely march to war. Not so for the formidable Badger Clan, which is situated in the north of Rokugan and protects a set of key mountain passes and trails. From childhood, members of the Ichirō family are taught to be watchful and ready at all times to warn the rest of the clan of invading armies. Indeed, over the centuries, the Badger Clan has sparred with various foreign forces making military expeditions into Rokugan from the west, often driving off much larger forces with their mastery of the terrain. As such, visitors to the clan might expect to find hard-working if rustic warriors whose domain offers little in the way of hospitality or entertainment. This is where the Badger consistently surprise outsiders, as they have a great love of the wrestling art of sumai, produce numerous crafts including some of the highest-grade silk in Rokugan, and their Fureshu family's brewers distill saké as delicious as anything made in the heartland.

Skill Proficiencies: Nature, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Blacksmith's kit or weaver's kit.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can speak and sign battle argot.

Equipment: Traveling clothes, wakizashi, carpenter's hammer, blacksmith's kit or weaver's kit, and 3 gp.

Suggested Feats: Battlefield Training (see page 222), Killing Grip (see page 235), Watchful Ancestors (see page 225).

Cat Clan (Nekoma Family)

The Nekoma family of the Cat Clan lives on a protected island off the Phoenix coast. While the family appears to be a playful association of acrobats, actors, and noted playwrights, in truth they are a successful clan of mercenary shinobi, selling their skills as thieves to the other clans. Unlike most shinobi, the Cat Clan teaches its members to disdain bloodshed, and never to kill when deception, misdirection, or a clever con suffice. It is said that if something is wrongfully stolen, members of the Cat Clan often take jobs to return it for free—but if the original owner does not appreciate the item enough after its return, the capricious shinobi may abscond with it themself. However, if you need something stolen, there is no clan in which you can find a better thief than the Cat Clan.

Skill Proficiencies: Deception, choose one other Dexterity-based skill (Acrobatics, Sleight of Hand, or Stealth).

Tool Proficiencies: Makeup kit, any one tool of subterfuge.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani.

Equipment: Resplendent regalia, unremarkable garb, wakizashi, makeup kit, any one tool of subterfuge, and 3 gp.

Suggested Feats: Fashionable (see page 222), Graceful Combatant (see page 223), Phantom Thief (see page 236).

Centipede Clan (Moshi Family)

The Centipede Clan are the foremost followers of Lady Sun, and they view themselves as bulwarks of sacred traditions. They sing their greetings to Lady Sun each morning and tend to one of the most revered locations in all of Rokugan, the place where it is said Lady Sun herself descended from the Heavens to speak with their founder. The stone on which Lady Sun once trod now serves as the site of the Shrine of the Lady Sun, which is centered on a massive, gilded statue of the goddess welcoming travelers with open arms. The Centipede also teach the wisdom of Lady Sun in their specialized school for ritualists, the Light of the Lady Sun Dōjō. This is where students from across the Empire learn the unique ways of the Centipede, the most skillful of mystic healers and purifiers in the Emerald Empire.

Skill Proficiencies: Religion, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Calligraphy set, divination kit.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani.

Equipment: Sanctified vestments, wakizashi, calligraphy set, divination kit, and 3 gp.

Suggested Feats: Charm Connoisseur (see page 224), Clarity in Solace (see page 222), Favor of Lady Sun (see page 235).

Deer Clan (Shika Family)

Treading softly, without grand accolades, the Deer Clan serves the Empire as a guardian of balance. Through divine vision granted by the Fortune of Bonds, Musubi, the members of the Deer Clan uncover threads of futures yet to come. Through artful stealth, they weave or sever these threads in the delicate tapestry to head off potential crises before they come to fruition. The clan's matchmakers are ritualists blessed with unique insights into relationships. These help them to tie alliances between the Great Clans and Imperial families—or to unwind them, should calamitous portents be seen in a meeting between two individuals or a treaty between two clans. The clan's speardancers are fleeting protectors, shinobi sent to guard individuals whose fates the clan deems important, yet they are rarely noticed by their charges. The Deer Clan's influence on the Empire is subtle, for when their job is done correctly, only the Deer Clan's members know they have done it at all. As such, most samurai know them only as a minor local power whose matchmakers are said to be especially skilled, though knowledgeable power brokers are aware of the Deer Clan's self-appointed purpose and often build it into their plans.

Skill Proficiencies: Insight, choose one other Dexterity-based skill (Acrobatics, Sleight of Hand, or Stealth).

Tool Proficiencies: Divination kit, any one tool of sabotage.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani.

Equipment: Unremarkable garb, wakizashi, divination kit, any one tool of subterfuge, and 3 gp.

Suggested Feats: Clarity in Solace (see page 222), Graceful Combatant (see page 223), Innocuous Presence (see page 235).

Dragonfly Clan (Tonbo Family)

Most Minor Clans have political relationships with their Great Clan neighbors, but the Dragonfly Clan is deeply enmeshed with the Dragon Clan, existing somewhere between a close ally and a vassal organization to the Dragon clan. As their lands contain the mountain passes best positioned to reach Dragon lands from the rest of the Emerald Empire, anyone who wishes to reach the Dragon Clan's holdings must first deal with the Tonbo family. Whether one is attempting to march an army into the high peaks or simply lead a convoy of pilgrims to the lands of the Dragon Clan, the Dragonfly Clan acts as gatekeeper. The Dragonfly Clan also provides many of the Dragon Clan's emissaries to the rest of Rokugan, representing the Dragon Clan's interests in many courts across the Emerald Empire. As part of its unique political relationship, the Dragonfly Clan is known for its members' commitment to pacifism, which makes it militarily reliant on the permanently garrisoned Dragon Clan forces who make their home there.

Skill Proficiencies: Insight, choose one other Intelligence-based skill (Arcana, History, Investigation, Nature, or Religion).

Tool Proficiencies: Calligraphy set.

Languages: You can read, sign, speak, and write Rokugani and one other common language of your choice.

Equipment: Resplendent regalia, wakizashi, calligraphy set, and 3 gp.

Suggested Feats: Obfuscating Demeanor (see page 236), Paragon (see page 224), Unusual Weapon Master (see page 225).



Falcon Clan (Toritaka Family)

There are many good and helpful spirits that travel to the Mortal Realm from the afterlife, the realms beside, and the realms beyond. But the Mortal Realm is also threatened by spectral predators, from ghosts driven by their endless hunger to stalking specters that predate the dawn of humanity. Such creatures lurk in the shadows, in those patches of shade that seem not merely empty of light but filled with darkness. It is the sworn duty of the Falcon Clan, a Minor Clan whose holdings lie to the north of Crab lands, to face these spiritual predators. Generations ago, their founder Yotogi was blessed by mysterious benefactor known as Lady Mazoku and assisted her in returning several destructive specters to the afterlife. Since those days, it has been the Falcon Clan's Phantom Hunters who hear the wailing cries in the night, who can see those ghastly forms that threaten the denizens of the Mortal Realm. While the Falcon Clan often assist peaceful ghosts in moving on, they are relentless pursuing specters who would harm or prey upon the people of the Emerald Empire.

Skill Proficiencies: Perception, choose one other Dexterity-based skill (Acrobatics, Sleight of Hand, or Stealth).

Tool Proficiencies: Sword maintenance kit.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can speak and sign battle argot.

Equipment: Traveling clothes, wakizashi, sword maintenance kit, and 3 gp.

Suggested Feats: Battlefield Training (see page 222), Charm Connoisseur (see page 234), Exorcist's Sight (see page 224).

Fox Clan (Kitsune Family)

Once the followers of Shinjo who remained behind in the Empire, the Kitsune family of the Fox Clan is noted for its scholarship, its knowledge of the medicinal properties of plants, and the subtle skill of its ritualists.

Driven from their original holdings in centuries past by the Lion Clan, the Fox Clan now makes its home in the Kitsune Forest, an ancient and primeval vale filled with spirits. As such, the Fox Clan has taken on the self-appointed task of mediation between spirits and humans.

Rumors hold that some members of the Fox Clan descended from the fox spirits of that forest and possess the innate shapeshifting and illusory skills of yōkai as a result. The Fox Clan's skill at mediation with spiritual powers is well-known to both the people of Rokugan and the spirits who abide there, and it is not uncommon for a spirit in mortal guise to seek out the Fox Clan for assistance with getting intractable humans in its domain to accommodate its needs.

Skill Proficiencies: Nature, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Any one musical instrument, any one mystic implement.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani.

Equipment: Traveling clothes, wakizashi, any one musical instrument, any one mystic implement, and 3 gp.

Suggested Feats: Clarity in Solace (see page 222), Graceful Combatant (see page 223), Spiritual Mediator (see page 236).

Hare Clan (Usagi Family)

Famous hunters of heretical sorcerers, the Hare Clan dates back to the era when Bloodspeaker cults plunged the Emerald Empire into chaos using foul necromancy. The Hare Clan's expertise has meant that its political sway has waxed and waned over the generations: in times of crisis, even the Great Clans often look to its specialized sorcerer hunters for guidance on how to face those who wield vile powers beyond human comprehension.

Skill Proficiencies: Athletics, choose one other Intelligence-based skill (Arcana, History, Investigation, Nature, or Religion).

Tool Proficiencies: Divination kit.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani. You can speak and sign battle argot.

Equipment: Traveling clothes, wakizashi, divination kit, and 4 gp.

Suggested Feats: Battlefield Training (see page 222), Graceful Combatant (see page 223), Spiritual Evasion (see page 236).

Moth Clan (Kaikoga Family)

With a small physical domain and few members, the enigmatic Moth Clan seems an odd organization. Yet their role in the Empire is critical, as they are the guardians of the Realm of Dreams, which mortal souls slip into in slumber. The Moth Clan's Dreamweavers are ritualists who travel into this mysterious realm through a specialized ritual they developed over centuries. In the Realm of Dreams, they communicate with the denizens of that realm and catch glimpses of hidden desires, forgotten memories, and what may yet be. They also protect the sleeping minds of mortals from nightmarish creatures, hostile spirits, and other beings that might seek to prey upon helpless dreamers. To this end, they have built significant holdings within the Realm of Dreams: fortresses and storehouses where they can equip themselves with tools and memories needed for their task.

Skill Proficiencies: Arcana, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Weaver's kit, divination kit.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani.

Equipment: Sanctified vestments, wakizashi, weaver's kit, divination kit, and 3 gp.

Suggested Feats: Charm Connoisseur (see page 224), Clarity in Solace (see page 223), Dreamscape Journey (see page 234).

Sparrow Clan (Suzume Family)

An offshoot of the Crane Clan from the fifth century, the Sparrow Clan is renowned for its storytelling tradition and its warriors' skill with the sling. The Suzume Hills, home to the Sparrow Clan and the Suzume family, are dry, unproductive, rocky, and devoid of any great resources. Unsurprisingly, Sparrow Clan tradition holds that a life of humble poverty is the ideal to which samurai should aspire—for they have no other option—and as a result, Sparrow Clan samurai tend to see few tasks as beneath their dignity. While they may be nobility in a strict sense, they can often be found toiling in the fields or fishing alongside the commoners of their lands, and they see little differentiation between samurai and commoner save certain social responsibilities on the part of the samurai. Some samurai of other clans look down on them for their way of life, but others see them as paragons to the idea of service without ostentation or excess.

Skill Proficiencies: Performance, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Any two of the following tools: cooking kit, fishing kit, mason's kit, potter's set, tailor's kit, weaver's kit, board or card game, dice and cup, drum, or flute.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani.

Equipment: Wakizashi, sling, pouch of 20 polished stones (quiver), any two of the following tools: cooking kit, fishing kit, mason's kit, potter's set, tailor's kit, weaver's kit, board or card game, dice and cup, drum, or flute, and 1 gp.

Suggested Feats: Genuine Idealist (see page 223), Impromptu Duel Coach (see page 224), Sling Specialist (see page 236).

Tortoise Clan (Kasuga Family)

Magistrates of Slow Tide Harbor, the Tortoise Clan presides over one of the most notorious havens for smugglers and criminals in the Empire. However, as Slow Tide Harbor is one of the most accessible deep water ports for foreign shipping, the Tortoise Clan controls a majority of the very lucrative sea trade with foreign powers. It is said that many luxury goods make their way directly from Slow Tide Harbor to the Imperial Court, and that the Tortoise Clan's good standing stems from the favor this confers.

Skill Proficiencies: Sleight of Hand, choose one other Charisma-based skill (Deception, Intimidation, Performance, or Persuasion).

Tool Proficiencies: Any one tool of subterfuge.

Weapon Proficiencies: Wakizashi.

Languages: You can read, sign, speak, and write Rokugani and any one foreign language of your choice.

Equipment: Unremarkable garb, wakizashi, iron fan or reinforced pipe, any one tool of subterfuge, and 8 gp.

Suggested Feats: Fashionable (see page 222), "Legitimate Business Connections" (see page 235), Unusual Weapon Mastery (see page 225).

Wasp Clan (Tsuruchi's Warband)

Commanded by the famed bounty hunter Tsuruchi, the Wasp Clan is a group of mercenaries that has found itself elevated to the status of Minor Clan thanks to the political machinations of the Imperial Court. Having seized a Scorpion Clan castle in battle, these bows-for-hire were shocked to see an emissary of the Emerald Champion arrive to grant them the status of samurai and congratulate them on their new home—a key political blow against the Scorpion Clan's growing influence. The ambitious Tsuruchi took this in stride, however, and has maneuvered her new clan skillfully in the intrigues into which they have been thrown. Now, she seeks allies: skilled bushi, talented courtiers, and other able individuals who lack the backing of a Great Clan and seek to advance themselves by joining her growing family.

Skill Proficiencies: Survival, choose one other Dexterity-based skill (Acrobatics, Sleight of Hand, or Stealth).

Tool Proficiencies: Bowyer's kit or dice and cup.

Weapon Proficiencies: Hunting bow.

Languages: You can read, sign, speak, and write Rokugani. You can speak and sign battle argot.

Equipment: Traveling clothes, hunting bow and quiver with 20 willow-leaf arrows, bowyer's kit or dice and cup, and 3 gp.

Suggested Feats: Graceful Combatant (see page 223), Impromptu Duel Coach (see page 224), Sting of Agony (see page 236).



HOW TO PLAY A RŌNIN

Rōnin, or "wave people," are wandering champions adrift upon the sea of fate. They serve no lord, but instead follow the path their heart tells them to pursue, making ends meet by taking on jobs that range from protecting villages from bandits to slaying monsters to helping with the harvest. Some are great heroes, others are terrible villains, and many fall somewhere in between.

RŌNIN ORIGINS

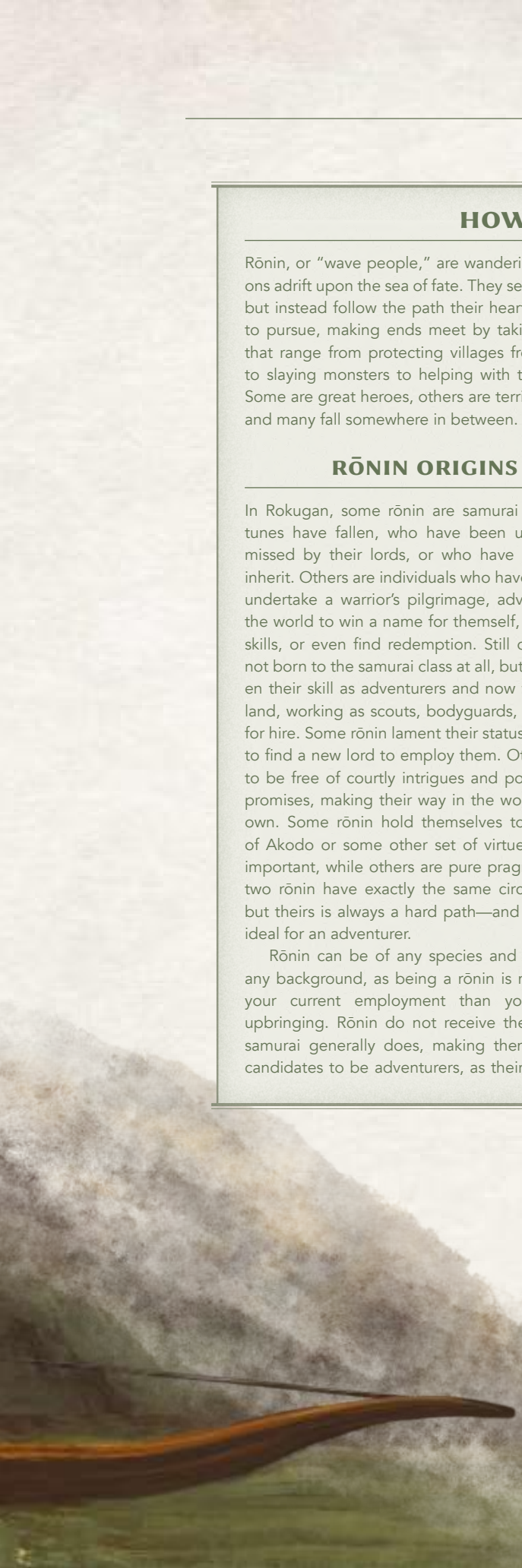
In Rokugan, some rōnin are samurai whose fortunes have fallen, who have been unjustly dismissed by their lords, or who have no post to inherit. Others are individuals who have chosen to undertake a warrior's pilgrimage, adventuring in the world to win a name for themself, prove their skills, or even find redemption. Still others were not born to the samurai class at all, but have proven their skill as adventurers and now wander the land, working as scouts, bodyguards, and blades for hire. Some rōnin lament their status and desire to find a new lord to employ them. Others prefer to be free of courtly intrigues and political compromises, making their way in the world on their own. Some rōnin hold themselves to the Code of Akodo or some other set of virtues they find important, while others are pure pragmatists. No two rōnin have exactly the same circumstances, but theirs is always a hard path—and one that is ideal for an adventurer.

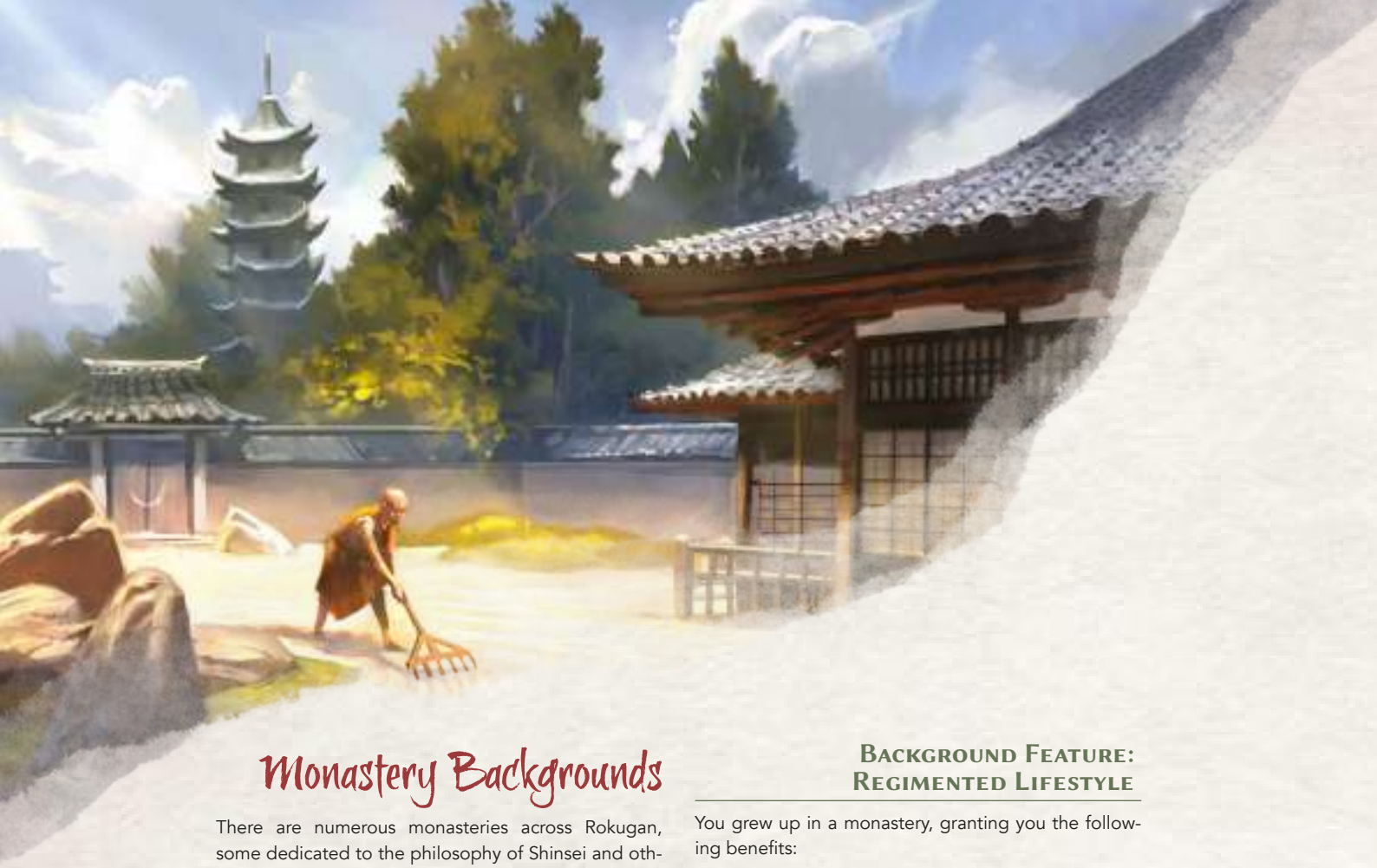
Rōnin can be of any species and come from any background, as being a rōnin is more about your current employment than your specific upbringing. Rōnin do not receive the stipend a samurai generally does, making them excellent candidates to be adventurers, as their profession already requires them to seek jobs, wander from town to town, and generally become involved in other people's affairs.

A character can also become a rōnin in the course of play, if they leave their lord's service, such as if they have a crucial disagreement with their orders or if their lord can no longer afford to pay them. Conversely, a character might cease to be a rōnin if they accept a post or office of some sort. These changes have no mechanical effect on a character, save affecting their passive income via their stipend.

RONIN QUICK BUILD

Mechanically, a rōnin could be any sort of character, from a fast-talking trickster to a stoic guardian, and any class choice could be appropriate. However, to create an iconic martial wanderer, make Strength, Intelligence, and Constitution your high stats. Pick the background that best fits with your story, whether you are a commoner who found their swords on the battlefield or a noble scion seeking something out in the world. Start with three levels of bushi to reflect a life on the battlefield, selecting the Vanguard archetype for versatile weapon use. Switch to duelist for three levels next, selecting the Adept archetype to get an edge in the duels you might have to fight while serving as a bodyguard or hired muscle. Then take three levels of courtier, and select the Investigator archetype, giving you sharp insights for figuring out the weaknesses of your enemies and a dry wit to keep your allies calm even when you're facing long odds. Put your remaining levels into bushi and duelist, or explore other paths as your heart moves you.





Monastery Backgrounds

There are numerous monasteries across Rokugan, some dedicated to the philosophy of Shinsei and others established to venerate particular Fortunes and spirits. While it is common for samurai to join monastic orders upon retirement, some people join monasteries very young and grow up in this cloistered environment. While each monastery has its own unique culture and ethos, most monasteries impart certain values upon their inhabitants.

Monasteries share a common purpose: to give monks a place in which to live and learn. In some orders, monks remain their entire lives inside their monastery, in which case the building requires the space and facilities to enable them to pursue Enlightenment. Other orders place more value on real-world experience, offering only what monks need to take shelter through a winter or wait out an illness. Some orders have hundreds of monks housed in several monasteries across Rokugan. Other orders consist of only a handful, requiring one small monastery. While some monasteries are large complexes that stand for generations, others may consist of a few huts and a shrine.

While the physical needs of the monks are met at a monastery, this is only to allow them to engage in more important tasks. The spiritual health of the monks comes before the physical, and the well-being of the order before that of the individual. The life of a monk is hard, but its spiritual rewards are manifold. This is what drives so many retiring samurai to join an order as they enter the final chapter of their life.

Background Feature: Regimented Lifestyle

You grew up in a monastery, granting you the following benefits:

- You are used to waking up early and keeping a schedule. As such, you always know how much time has passed.
- You are familiar not only with your own order's religious beliefs, but the general beliefs and practices of all of the major religious orders across Rokugan.
- The common people tend to trust you and see helping you as a sign of virtue. When in a place of habitation, you can generally find humble lodgings and food for yourself and your companions without needing to spend any money. However, the common folk may also ask you for advice or assistance and expect you to help without recompense.

Skill Proficiencies: Religion, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Any two artisan tools.

Languages: You can read, sign, speak, and write Rokugani and one other language of your choice.

Equipment: Unremarkable garb, staff, any one artisan tool, and 5 sp.

Suggested Feats: Clarity in Solace (see page 222), Paragon (see page 224), Laborer's Endurance (see page 237).

Commoner Backgrounds

Most people living in Rokugan are not members of the samurai class. Instead, the majority are commoners of various sorts: farmers, merchants, artisans, and others who make their living by working in various ways. It is hard to describe a single experience that is shared by all commoners; some live in vast, sprawling cities, and others inhabit tiny mountain villages. Some are wealthy merchants who have as much societal influence as many samurai, while others are desperately poor. There are commoners who hardly ever see samurai except when taxes are due, and others who interact with them daily.

When choosing this background, select a region from which your character hails, which informs their skills and knowledge in some ways. Choose one of the backgrounds below.

Background Feature: Worldly Wisdom

As a resident of a particular region, you have the following benefits:

- You have a general awareness of the political climate within your place of origin. You can name major families, prominent merchants, and other leaders in the region as well as their respective positions and allegiances.
- You know the layout and local residents in the neighborhood where you grew up or where you live now, along with any unusual features, shortcuts, or hidden wonders in your home region.
- You have knowledge of the impact of crime, poverty, or political unrest that you have experienced in your homeland.
- You know the trade that you grew up around extremely well, even if you do not practice it yourself. This might be woodcraft, hunting, or fishing in a rural village, commerce or artisanry in a bustling city, agriculture in a farming town, or sailing in a seaside port, to name only a few examples.
- You can always figure out where to go to get work when in your home region or a similar area.

City

Cities are places where trade flourishes, cultures meet, and many different types of people mix and mingle. Some city dwellers love the press of bodies, the clamor of the marketplace, and the cacophony of conversation, debate, and rumormongering. Others only see humanity packed into boxes; the stink of blood, sweat, and tears; and rampant crime.

The prospect of wealth in cities draws a steady supply of labor but also spurs on the abuse and marginalization of that labor. Folk stories warn of the decadence and immorality of the cities—and only some of these are false. Nevertheless, as industry grows, merchants, scholars, thieves, soldiers, sailors, and laborers continue to flock to cities to mingle, work, and trade. To city folk, their home brings to them commerce and fresh ideas from across Rokugan and the rest of the world.

This eclectic and exciting environment may foster the spread of new philosophies, which can lead to conflict between different classes of society. Change comes slowly to Rokugan, but the cities usually spark that change. The sedate, seasonal pace of the farmlands shifts to one of daily hubbub in urban settings. For agrarian people, those who live in the cities appear as bizarre and perplexing as any spirit.

Skill Proficiencies: Persuasion, choose one other Dexterity-based skill (Acrobatics, Sleight of Hand, or Stealth).

Tool Proficiencies: Any one tool, vehicles (ground).

Languages: You can read, sign, speak, and write Rokugani and one other common language of your choice.

Equipment: Resplendent regalia or unremarkable garb, club or dagger, any one tool, and 2 gp.

Suggested Feats: Artisan's Ingenuity (see page 237), Fashionable (see page 222), Merchant's Streetwise (see page 237).

COMMONER NAMES

Commoners in Rokugan tend not to have family names, instead using the name of their village of birth for identification. For personal names, they use names similar to those of members of the Great Clans, though most commoners use one name from childhood through adulthood.

Forest Hamlet

In some forests, reality blends and shifts, and spirits whisper to one another in the murk. If one enters a forest unprepared, it is only a matter of time before such a person succumbs to either the whims of the spirits or the will of the wilds.

Verdant and lush, forests resound with the melody of birdcalls, rustling leaves, and creaking wood as ancient trees settle into the soil. A wise person learns to live with the wild, perhaps even tame it a little, but they always absorb a bit of that wildness into themselves.

In turn, the forests draw outcasts: bandits, hermits, and whole villages that wish to be left out of battles between warring nobles. These people develop their own idiosyncratic cultural practices, esoteric rituals, and even words, all influenced by the might of nature. Travelers often claim that trolls, tengu, and strange human-sized serpents still live in the forests. While "sophisticated" city folk scoff at these stories, those who live among the trees know better.

Skill Proficiencies: Survival, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, or Perception).

Tool Proficiencies: Any one tool, mounts.

Languages: You can read, sign, speak, and write Rokugani and one other common language of your choice.

Equipment: Traveling clothes, any one tool, dagger or hatchet, and 7 sp.

Suggested Feats: Clarity in Solace (see page 222), Laborer's Endurance (see page 237), Survivalist's Eye (see page 238).

Haunted Region

Brooding skies smother the land, and jagged precipices cut the Heavens. Unfamiliar animals and plants, changed by hellish influence, assault the eyes with strange colors, textures, and movements. The wind blows bitter, and the nights are long.

Scattered all throughout the world, one can find places palpably affected by the malign presence of vengeful ghosts, corrupted spirits, and unspeakable acts. The Crab Clan's lands are often so afflicted, as if even the Kaiu Wall cannot fully contain the misery leaching out from the Shadowlands. The Yodha of the Ivory Kingdoms also know the vile denizens of the Shadowlands all too well, as they vigilantly guard the border between the Ghostlands and their gleaming cities. In other places, hungry spirits can become trapped in the realm of mortals, or they wander in from the unregulated slums of the Realm of the Hungry Dead, plaguing the living. Ancient battlefields with restless dead, forests filled with primordial hunters of humanity, and other fell places can have a similar effect.

Yet life goes on, even in the face of such supernatural dread. People who hail from regions with such hazards may see the world as an altogether more dangerous place, but they also know how to survive spiritual threats that others might not even know exist.

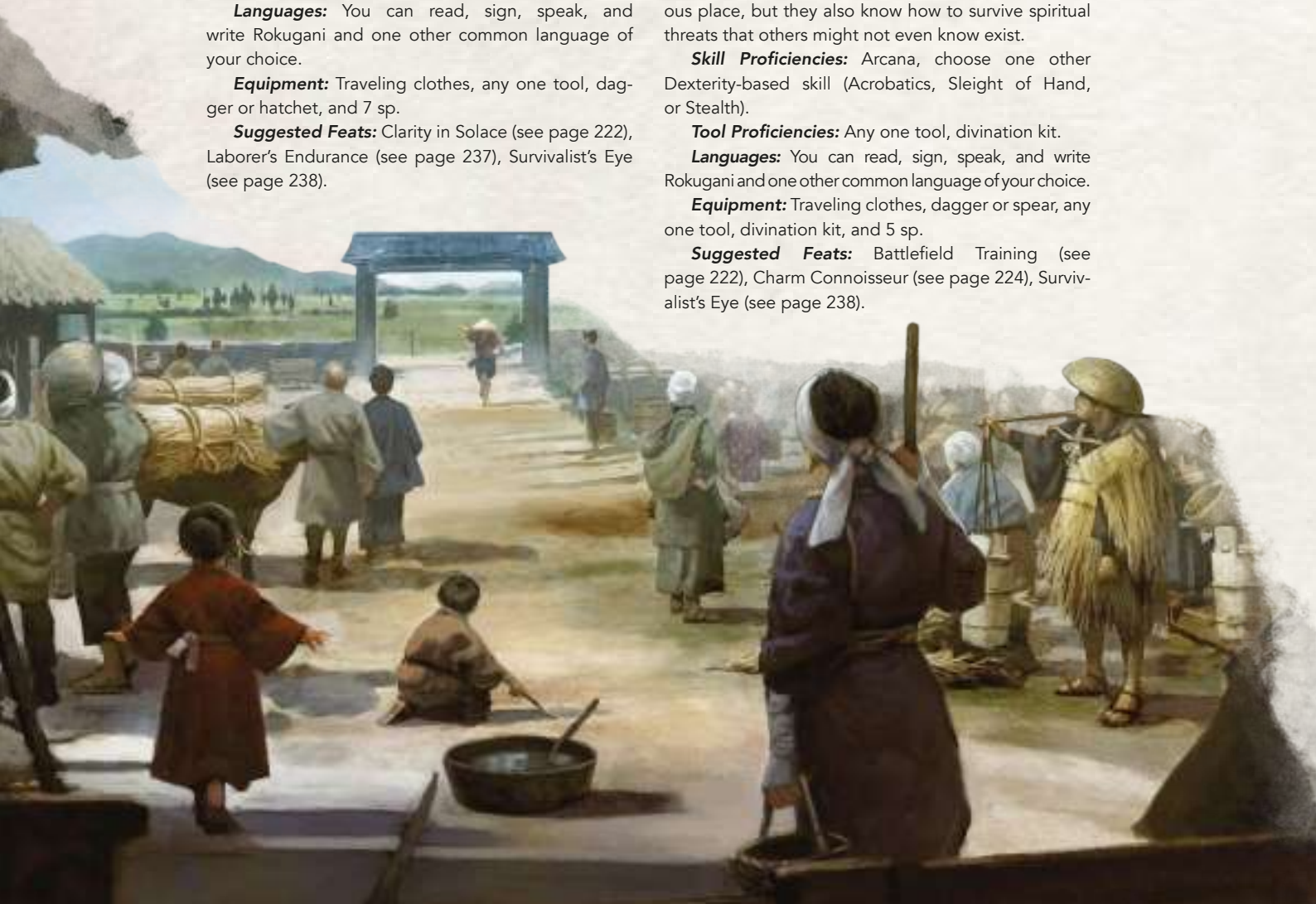
Skill Proficiencies: Arcana, choose one other Dexterity-based skill (Acrobatics, Sleight of Hand, or Stealth).

Tool Proficiencies: Any one tool, divination kit.

Languages: You can read, sign, speak, and write Rokugani and one other common language of your choice.

Equipment: Traveling clothes, dagger or spear, any one tool, divination kit, and 5 sp.

Suggested Feats: Battlefield Training (see page 222), Charm Connoisseur (see page 224), Survivalist's Eye (see page 238).



Mountain Village

In the mountains, majestic peaks reach to the clouds, and the air is thin and cold. Artists have captured the purity of these lands with stark lines and minimalist detail, illustrating their beauty and detachment from the rest of the world. Though scholars see the mountains as a boundary between the sky and earth or as a wall dividing Rokugan, they often ignore the truth that they act as both a barrier to outsiders and a door to the introspective.

This environment is perfect for monks and those seeking Enlightenment. Supplicants travel the harsh summit paths, casting off distractions such as love and companionship, civilization and luxury, and money and violence. The austere lands demand fierce independence, exposing repressed weaknesses and revealing surprising strengths.

Skill Proficiencies: Survival, choose one other Intelligence-based skill (Arcana, History, Investigation, Nature, or Religion).

Tool Proficiencies: Any one tool, any one artisan tool.

Languages: You can read, sign, speak, and write Rokugani and one other common language of your choice.

Equipment: Traveling clothes, dagger, any one tool, any one artisan tool, and 6 sp.

Suggested Feats: Artisan's Ingenuity (see page 237), Clarity in Solace (see page 222), Watchful Ancestors (see page 225).

Port Town

The sea, the source of salt and fish but also storms, provides and takes away in equal measure. Wise fishers respect the power of the waves and the devastating effects of floods. Tempestuous, unpredictable, dangerous. Understandable, life-giving, nourishing. All these things are true of the water, and anyone who has spent a substantial amount of time near it knows this.

Rivers and lakes may often be placid, but their power for good and ill must still be appreciated. They can overflow and flood, and they can drown people. Rivers and lakes can facilitate transportation, serve as navigational markers, and of course provide fresh water and fish. Architects and builders utilize water wheels and dams to harness water's power without depleting it.

Water has strong ties to trade and travel. Fishers, sailors, and merchants transport their wares on the water. Rivers act as arteries for the circulation of society, passing goods, news, and people up and down, bringing life and vitality to every place they touch.

Skill Proficiencies: Perception, choose one other Charisma-based skill (Deception, Intimidation, Performance, or Persuasion).

Tool Proficiencies: Any one tool, vehicles (ships).

Languages: You can read, sign, speak, and write Rokugani and one other common language of your choice.

Equipment: Traveling clothes or unremarkable garb, dagger, any one tool, and 2 gp.

Suggested Feats: Fashionable (see page 222), Merchant's Streetwise (see page 237), Translator's Knowledge (see page 238).

Rural Farmland Town

Though many may think the city is the embodiment of civilization, rural farmland tends to better reflect the organizing power of people and governments. Whether tilling the fields of gentle plains or clearing forests to make use of nutrient-rich soil, a flat, even field represents the taming of the wilds.

Food is the core of any prosperous civilization, and without fertile land entire empires quickly crumble. Food is a force that can both unify and stratify people; all must eat, but the luxury of exotic spices, fruits, or vegetables sets the wealthy apart.

Poets exalt the serenity of the quiet countryside, the whisper of grass and grain in the wind, and the tranquility of hard work tilling the soil. Some governmental officials move to rural areas for the peace and quiet. Some even think themselves rustic despite their servants and elegant mansions. This tranquility is sometimes temporary, however: armies may march across fields and plains, destroying grass and crops, churning these symbols of civilization into broken sod. If a natural disaster tears through isolated countryside, roads become impassable, crops fail, and the land becomes wild.

The farmers suffer the most when wars, disasters, and governmental neglect destroy their livelihood. Farmers tame the land and carry the weight of civilization on their backs. They keenly understand the balance between nature and humanity.

Skill Proficiencies: Athletics, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Any one tool, mounts.

Languages: You can read, sign, speak, and write Rokugani and one other common language of your choice.

Equipment: Traveling clothes or unremarkable garb, staff, any one tool, and 1 gp.

Suggested Feats: Brawler's Edge (see page 237), Laborer's Endurance (see page 237), Genuine Idealist (see page 223).

Non-Rokugani Backgrounds

For a nation of its size, Rokugan is surprisingly isolated by geographic barriers such as storm-wracked mountains and tempestuous seas. Even so, it has numerous neighboring countries with which it has interacted in various ways, from before the foundation of the Empire to the present day. This section contains information on several of Rokugan's more prominent neighbors, as well as a few example backgrounds from these parts of the world.

FOREIGNERS IN ROKUGAN

In many parts of Rokugan, foreign visitors are uncommon due simply to geographic barriers. Foreign trade suffers similar limitations, with only a few ports such as Slow Tide Harbor being conveniently accessible to foreign shipping and most land routes being forced to cross deserts and mountains before reaching trading hubs like Khanbulak. However, characters from neighboring lands do visit Rokugan, and are even a regular sight in some places. The Crab Clan has been known to hire mercenaries from the Ivory Kingdoms, whose expertise in fighting the horrors of the Shadowlands is equal to their own. Mantis Clan ships often hire on foreign navigators or entire crews to guide them through distant waters, and these individuals can be found in many port towns. The Unicorn Clan often hosts Ujik families with whom they have marriage alliances or other cultural ties. And even in Rokugan's most inaccessible regions such as the mountainous domains of the Dragon and Phoenix Clans, it is not entirely unheard of to encounter pilgrims from Yún Fēng Guó or the Dawn Peaks debating religious philosophy with monks or scholars.

Foreigners adopted by the clans of Rokugan are considered full citizens and are subject to the same benefits, standards, and responsibilities all citizens live with. Traveling foreigners are welcome from all nations, as long as they are not currently at war with Rokugan. If a travelling foreigner commits a crime in Rokugan, they are either permanently banished from the Emerald Empire or can choose to pay a fine or serve a labor sentence as their penance. In times of extensive international conflict, Rokugan has banned all foreign trade and denied all travelers entry, but it has been hundreds of years since the last instance of this.

Background Feature: Neutral Party

You have certain advantages due to being an outsider who is not implicated in local politics, such as:

- You have a general awareness of the political climate within your homeland. You know its forms of government, religions, and other organizations, as well as the various factions and individuals of note that strive to control these groups.
- You know the lay of the land where you grew up extremely well and know many people in that region.
- You know the trade that you grew up around well, even if you do not practice it yourself.
- Because you are from outside of Rokugan, members of Rokugani courts and other political organizations view you as being neutral to their conflicts. They do not assume that you favor a particular side, and might go to extra lengths to sway you to theirs if they think you are an asset who might help them.

ROLEPLAYING WITH FOREIGNER CHARACTERS

Racism based on physical features, including but not limited to skin color, language, various cultural aspects, religion, etc. is not welcome in ***Adventures in Rokugan***. While the creators recognize this is a very real and pressing issue in our real world, we feel it would be more harmful than educational to include in an optimistic fantasy setting. When playing with domestic and foreign characters, please do not use "otherness" as a way to add tension to an interaction. Genuine curiosity, indifference, and cultural appreciation are all likely responses a citizen of Rokugan might have when encountering a foreigner. When caution and distrust happen, it's on a specific and individual basis. Prejudice based on a character directly serving a hostile foreign military power or utilizing unknown magic not sanctioned by the Imperial Court might occur in certain circumstances. We ask that GMs and players interact with characters of all ethnic backgrounds with respect and an earnest effort to abandon microaggressions at the table and beyond.

THE IVORY KINGDOMS

Located south and west of Rokugan, the Ivory Kingdoms are a sprawling, shifting mosaic of hereditary monarchies, religious territories, and city-states supposedly united under a single ruler, the maharaja. In reality, this ever-changing patchwork of political entities, upon which is superimposed a complex and equally inconstant montage of cultures, religions, and languages, mostly pays only lip service to the maharaja's rule. The result is a long history of strife, ranging from subtle intrigue to open warfare. Various ethnic, cultural, and religious groups rise to great power and prominence before succumbing to both internal and external forces and enemies and then falling back into obscurity. Currently, the Ivory Kingdoms are enjoying a period of relative stability and peace, but some speculate that this is unlikely to last.

The Ivory Kingdoms are broadly defined by an expanse of gently rolling plains, bordered on three sides by the ocean, a massive mountain range to the north, and by thick, swampy forests to the northeast. Where the northern borders are not defined by rocky mountains, the fertile plains give way to salt flats, which themselves finally dwindle into the rocky barren wastelands and desert of the Burning Sands. The central interior of the Ivory Kingdoms is dominated by the Sonagiri or "Golden Mountain," a massive plateau thrust out from the northern mountains until it ends at a mountain range that dominates the center of the Ivory Kingdoms region.

Little is known about the lands beyond the northern mountains, a range known as Shaktimaan Deevaar, the "Mighty Wall." The tremendously rugged terrain, extreme altitude, and hostile, rapidly changing weather means the Shaktimaan Deevaar is effectively impenetrable. This has benefited the Ivory Kingdoms, as invasions from the north have been confined to entering through the salt flats that exist where the Shaktimaan Deevaar ends, themselves little more hospitable than the mountains.

IVORY KINGDOMS NAMES

The Ivory Kingdoms are inspired by the real-world legends and culture of India, and characters are named in a manner that reflects that inspiration. A few example names are provided below.

Example Names: Aarush, Aditi, Bhaskar, Bhavna, Chaaya, Devansh, Faiyaz, Gaurav, Ishranth, Jeet, Jivika, Kavya, Khushi, Lathika, Mishti, Navya, Ojas, Ranbir, Sanjana, Shreyas, Tarun, Uthkarsh, Vipul, Yashwant, Zoya



On the eastern border, however, the situation is very, and grimly, different. The terrain in the northeast is low-lying and poorly drained. This, together with a generally warmer and wetter climate, has resulted in a lush expanse of thick, tangled rainforest. Unfortunately, this region of rainforest separates the Ivory Kingdoms from the southernmost reaches of the Shadowlands, the realm encroaching on the southern border of Rokugan. This has spawned a nightmarish realm indeed—to the Ivory Kingdoms, this is the haunted realm known as the Ghostlands.

When creating a character from the Ivory Kingdoms, you can either create a region by choosing any region from the **Commoner Backgrounds** section and adding the language of your homeland, or you can choose one of the example premade regions:

Bhavyatapura, the City of Splendor

The central region of the Ivory Kingdoms is dominated by a vast plateau known as the Sonagiri, or "Golden Mountain." Ringed by soaring, snowcapped mountains and cut by the mighty Heeratand, or "River of Diamonds," the expansive and fertile Sonagiri is the most densely populated part of the Ivory Kingdoms. Bhavyatapura, the "City of Spendor," occupies the Heeratand in the center of the Sonagiri. Although they are collectively known as Sheelavaan, which simply means "urbane," the people of Bhavyatapura are diverse in the extreme, comprising a multitude of ethnicities, social castes, languages, religious beliefs, and cultural backgrounds. As their name implies, the Sheelavaan are generally sophisticated, gregarious, and eloquent. They are used to living in the cramped confines of a massive city; many find the rural countryside and wilderness areas quite off-putting. Most Sheelavaan are accustomed to bargaining and cajoling their way through a complex web of barter economies and currency systems, a skill that they readily apply to nearly any sort of commercial, social, or cultural interaction. They also have a tendence to learn a few languages, an important skill when living in a place where the dominant tongue may change several times along the length of a single street.

Skill Proficiencies: Persuasion, choose one other Intelligence-based skill (Arcana, History, Investigation, Nature, or Religion).

Tool Proficiencies: Any one tool of your choice, vehicles (land).

Languages: You can read, sign, speak, and write Rokugani, Ivindi, and any one other common language of your choice.

Equipment: Resplendent regalia or sanctified vestments or traveling clothes or unremarkable garb, dagger, any one tool, and 7 gp.

Suggested Feats: Fashionable (see page 222), Impromptu Duel Coach (see page 224), Merchant's Streetwise (see page 237).

The Ghostlands

The Ivory Kingdoms are bordered along a large portion of their eastern edge by a region of thick, gloomy, tangled forests inhabited by evil spirits and terrifying monsters. These "Ghostlands" are, in fact, a natural rainforested area affected by the southernmost and westernmost reaches of the Shadowlands, the vile realm that borders the southern margin of Rokugan. A dedicated group known as the Yodha, which is organized into cadres of supremely skilled warriors, wages a never-ending struggle to hold back these evil forces. All Yodha are taught to be adept at fighting in the most closed and inhospitable terrain imaginable. They are also adept at recognizing and combating corrupt supernatural powers, using mystical substances such as gold and coral to enhance their formidable fighting skills. However, the grim nature of their endless battle against the Ghostlands has permeated the Yodha psyche. They tend to be dour and taciturn and are particularly suspicious of those they do not know well. To the Yodha, this distrust is justified; among their most fearsome opponents are the shapeshifting monstrosities known as *rakshasa*, whose queen harbors a relentless hatred for the Yodha and the civilization of the Ivory Kingdoms.

Skill Proficiencies: Stealth, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Any one mystic implement, mounts.

Languages: You can read, sign, speak, and write Rokugani and Ivindi, and can speak and sign battle argot.

Equipment: Sanctified vestments or traveling clothes, dagger, any one tool, and 3 gp.

Suggested Feats: Battlefield Training (see page 222), Charm Connoisseur (see page 224), Paragon (see page 224).

QAMARIST CALIPHATE

The Cradle of the World, located far to the west of the Empire, is a place of which few Rokugani are even aware. This is partly because of sheer distance, and partly because of the so-called Burning Sands, which, by one Unicorn Clan member's account, are a "bleak, sun-drenched land of shifting sand and barren rock, where water is a commodity as precious as gold." A Rokugani making the arduous journey would be stunned by the Cradle—a broad expanse of land

stretching between two great rivers, so lush and green that it might be the most fertile place in the world.

Thanks to this bountiful landscape, a populous and powerful civilization thrives in the Cradle. This is the Qamarist Caliphate, a powerful nation-state that has, over time, come to incorporate a diversity of ethnic groups. These are described by a bewildering variety of names: Nehiri, Sogdans, Suhili, Bandar, Ganzu, and many others. However, all are devoted to Qamarism. This monotheistic religion declares that a succession of mortal messengers, acting on behalf of a supreme deity, have passed down to humans a series of divine laws and values. Now collected into a sacred codex, these form the foundation of virtually every aspect of life in the Caliphate. The caliph, who is hailed as the rightful inheritor of the Nameless Prophet, rules over the Caliphate, seeking to maintain unity among diverse and fractious ethnic groups.

The people of the Caliphate are extremely diverse in their languages, customs, dress, and behavior. They do exhibit some broad commonalities, however. For instance, because of the extremely hot climate, all tend to dress in loose-fitting clothing, particularly garments made of cotton. The heat also shapes their day-to-day behavior; for instance, it is common for them to spend the hottest parts of the day resting or performing only minor tasks.

Qamarism is subject to some variations in interpretation across the Caliphate and beyond, giving rise to a number of sects over the centuries. Despite, or perhaps because of, this variety of interpretations of the faith, Qamarist hospitality is famous.

When creating a character from the Qamarist Caliphate, you can either create a region by choosing any region from the **Commoner Backgrounds** section and adding the language of your homeland, or you can choose one of the example premade regions:

Al-Zawira, the City of Books

A massive center of learning and the heart of the Qamarist Caliphate, Al-Zawira produces some of the finest sages in the world. Amidst its towers, scholars pursue truths of the world, the universe, and human nature, advancing sciences such as chemistry, physics, alchemy, and astronomy. Al-Zawira is renowned for the skill of its physicians as well, who are said to be able to reattach severed limbs and even stir life back into the recently deceased. For over five hundred years since its founding under Caliph Mahmoud ibn Mansur, the rulers of the Qamarist Caliphate have made Al-Zawira their capital. While not the largest city on the continent by population or size, all who cross the King's River on the Bridge of Boats are sure to be taken in by its grandeur, and its Market of Books is a destination of dreams for any scholar. It is said that if a piece of knowledge exists in the world of mortals, it has passed through this city.

Given the size of the Qamarist Caliphate, Al-Zawira is quite cosmopolitan, with residents from the far-flung corners of the Caliphate and beyond. However, the city has a distinct personality all its own as well, for the search for knowledge underpins much of the activity that goes on there.

Skill Proficiencies: History, choose one other Intelligence-based skill (Arcana, Investigation, Nature, or Religion).

Tool Proficiencies: Calligraphy set, any one other artisan tool or mystic implement.

Languages: You can read, sign, speak, and write Rokugani, Nehiri, and two other Qamarist languages of your choice.

Equipment: Resplendent regalia or traveling clothes, dagger, calligraphy set, any one other artisan tool or mystic implement, and 10 gp.

Suggested Feats: Fashionable (see page 222), Merchant's Streetwise (see page 237), Translator's Knowledge (see page 238).

QAMARIST NAMES

The Qamarist Caliphate is inspired by the real-world history and folklore of the Middle East, and characters are named in a manner that reflect that inspiration. A few example names are provided below.

Example Names: A'idah, Aabid, Baadiyah, Baqar, Chadia, Damurah, Eesha, Faaris, Fadwa, Gabina, Haajar, Haikal, Jadwa, Jalal, Kadira, Kaheela, Malik, Qabila, Raafiah, Zaheer



The Hidden Valley of the Ganzu

Along the Sand Road is the Hidden Valley of the Ganzu, a crucial oasis held by a tenacious people. Qamarists by faith and members of the Unicorn Clan by alliance, the Ganzu stride the line between these two great powers, and play a critical role in the trade that flows along the Sand Road. Given the strategic value of their lands, the Ganzu people have had to fight for them many times over the centuries, including as recently as fifty years ago, when the Qamarist Caliphate sought to absorb them into its dominion. As such, Ganzu culture places a great deal of pride in their people's refusal to be brushed aside even by one of the mightiest empires in the world. As allies of the Unicorn Clan, the Ganzu provide skilled infantry units, whose ability with sword and axe alike has been decisive in several battles where the Unicorn Clan's preferred cavalry tactics were ineffective.

Skill Proficiencies: Perception, choose one other Wisdom-based skill (Animal Handling, Medicine, or Survival).

Tool Proficiencies: Any one tool, mounts.

Languages: You can read, sign, speak, and write Rokugani, Ganzu, and Nehiri.

Equipment: Traveling clothes, hatchet, any one tool, and 3 gp.

Suggested Feats: Clarity in Solace (see page 222), Graceful Combatant (see page 223), Survivalist's Eye (see page 238).

THE PLAINS OF WIND AND STONE

The Ujik are a nomadic people who live on expansive, grassy plains sprawling north and west of Rokugan. However, Ujik is an umbrella term encompassing many disparate, largely nomadic tribes. The tribes each practice customs and hold beliefs often distinct from those of other tribes. For instance, several revere the Lords of Death, a religion rooted in the cycle of birth-life-death that permeates the natural world. Others hold different beliefs, such as reverence for the earth and sky. Many groups revere multiple sets of deities along with ancestors. Accordingly, the Ujik do not think in terms of nations or empires in the same way as the people of Rokugan do. For at least the last few centuries, alliances and rivalries have constantly ebbed, flowed, and shifted among the tribes, but no tribe has successfully brought a majority of the others under its same aegis. Some Ujik groups do tell stories of a time when many bands were united by a great warlord; if this is true, their cavalry techniques, unconventional military tactics, and sheer numbers would have posed a formidable threat to any foe.

One thing that does unite the Ujik is the vital role that horses play in their lives. The Ujik claim that a child can be born, raised, and live out their life on horseback, their feet never touching the ground. While this is poetic exaggeration, the Ujik mastery of horses is unsurpassed, allowing the tribes to move great distances while scouting, tracking, hunting, and fighting from horseback as easily as other cultures do on foot.

Their most basic social unit, the family or ordu, can include multiple spouses and span several generations. Families live and roam independently, each led by a family head chosen by criteria unique to that family. At certain times of year, or in response



to certain events—for example, at midsummer, or when the last snow has melted off a particular mountain—families join with others from their tribe. These gatherings can eventually include an entire tribe, or even several tribes. Such a massed assembly of Ujik is a memorable event.

When creating a character from the Plains of Wind and Stone, you can either create a region by choosing any region from the **Commoner Backgrounds** section and adding the language of your homeland, or you can choose one of the example premade regions:

Calamac Ordu

The Calamac Ordu is every bit as large, prominent, and wealthy as their long-time rivals, the Menghes. The head of the Calamac family is Calamac Mala, a stout, ruddy-faced woman given to shouting and loud laughter. Her husbands and wives, sons and daughters, and a smattering of grandchildren, are the core of her ordu. Mala's wealth, and her claim to fame, derives from her impressive herds of cattle. The beef and leather from these animals have given her whole family a formidable stature and ready access to the equipment necessary to support warriors, and Mala has great ambitions for her family, expecting them to achieve high ranks in the Moto hierarchy of the Unicorn clan based on their obvious strength and ferocity.

Mala's pale-blue yurt is only of modest size, but she spends little time in it, instead making herself "guest" of various spouses and children as she rotates through her family. A large leather banner, painted with a crescent moon that serves as her personal mon, marks whichever yurt currently is playing host to the Calamac matriarch.

As suggested by her choice of heraldry, Mala and most of her family are Qamarist. The largest yurt in the ordu sits outside the regular line with its door facing west, toward the City of God. This yurt belongs to no one, and is used as a temple when the family gathers for prayer—and also as a feast hall, on nights when the family slaughters one or more of their cattle.

Skill Proficiencies: Animal Handling, choose one other Intelligence-based skill (Arcana, History, Investigation, Nature, or Religion).

Tool Proficiencies: Any one artisan tool, mounts.

Weapon Proficiencies: Hunting bow.

Equipment: Resplendent regalia or traveling clothes, dagger, hunting bow and quiver with 20 willow-leaf arrows, any one artisan tool, and 5 gp.

Languages: You can read, sign, speak, and write Rokugani, Ujik, and Nehiri.

Suggested Feats: Animal Companion (see page 232), Fashionable (see page 222), Translator's Knowledge (see page 238).

Menghes Ordu

One of the largest ordus in residence belongs to the Menghes family under the patriarchal leadership of Menghes Daidu. Daidu is a lean, long, sour-faced man, and his wives, brother, sons, daughters, nephews, and grandchildren make up the majority of the ordu's population. The Menghes family are excellent herders of sheep, and one of Daidu's wives, Bortelun, is a renowned weaver of blankets, carpets, and other woolen goods. The Menghes family is also ambitious, hoping to secure high-ranking positions thanks to their alliance with the Moto family in Khanbulak or among the White Horde—or, at minimum, good marriages and enough wealth to start their own ordus for Daidu's children.

Daidu's yurt is a large and impressive affair, its wool walls dyed a pale orange. A white horsehair banner flies from a pole near the tent's entrance, marking the family as followers of the Lords of Death. A small shrine travels with the ordu, and the shrine includes an urn with a name: Orojin, Daidu's eldest son. Orojin was killed in a skirmish twelve years ago, and Menghes Daidu holds the Calamac family responsible.

Skill Proficiencies: Animal Handling, choose one other Wisdom-based skill (Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Any one artisan tool, mounts.

Weapon Proficiencies: Hunting bow.

Languages: You can read, sign, speak, and write Rokugani, Ujik, and one other common language of your choice.

Equipment: Resplendent regalia or traveling clothes, dagger, hunting bow and quiver with 20 willow-leaf arrows, any one artisan tool, and 5 gp.

Suggested Feats: Battlefield Training (see page 222), Fashionable (see page 222), Seasoned Rider (see page 223).

UJIK NAMES

The Ujik are inspired by the real-world history and folklore of Mongolia and other parts of the Eurasian steppe, and characters are named to reflect this inspiration. A few example names are provided below.

Example Names: Altan, Bataar, Bolormaa, Chimeg, Dzhambul, Enkhtuya, Ereden, Gan, Ganbold, Geriel, Khulan, Monkhbat, Narangerel, Nekhii, Odval, Qara, Sarangerel, Sukh, Tsetseg, Yul

YÚN FĒNG GUÓ, THE KINGDOM OF CLOUDS

Past the perilous Great Northern Mountains of Rokugan, a nation thrives in towering stone fortresses carved from mountain spires. The land itself is said to be a gift from the gods above, the impressive height of the mountains representing ladders to the Heavens. To a foreigner, the entire country would appear a maze of jagged mountains and serpentine rivers, but to a native, the hidden pathways and caves are intuitive and purposeful. No great army has ever breached the mountain borders of Yún Fēng Guó and lived to tell the tale. An intricate smoke signal system can alert the centermost mountain of an attack at the border within minutes. Though the risk of invading is outstanding, many foreign powers have attempted heists to capture Yún Fēng Guó's most precious natural resource, spirit jade. Known as a potent deterrent of demons and other evil creatures, spirit jade is seen as the property of the gods that should never leave the sovereignty of the mountain kingdom, lest the gods unleash their anger in a flurry of storms that could crumble the mountain capital, Tiān Shān.

A vast array of glittering gemstones lay nestled in hidden pockets throughout caves and mountain temples. While they are revered for their beauty, they are not considered sacred like spirit jade is and may be sold and traded to other nations. It is said the unrivaled potency of potions made by the Yún Fēng Guó people is due to the inherent magical properties of the river water that flows just west of Tiān Shān. Some have called Yún Fēng Guó the Land of Four Rivers, but it is this river that is most significant. Alchemists are still studying the mysterious properties of the water. Defiling the river with refuse is punishable by death. Scholars pride themselves in their discoveries of advanced mathematical theorems, herbal medicine, and understanding of energy, both within the body and in all of the cosmos. They don't trade with other nations much, as goods are difficult to navigate through the rocky terrain, but their primary exports include academic texts, potions, fine silk, and gemstones.

In Rokugan, little is known about Yún Fēng Guó, which they often refer to as the Kingdom of Clouds, due to it being largely inaccessible through the precarious Great Northern Mountains, or the Land of Four Rivers, as they've heard it be referred to by diplomats from other lands. Limited interactions with the Dragon Clan during rare visits have been enthusiastic and friendly; however, passage through the mountains is nearly impossible, even for seasoned explorers, which has stunted relations. Recently, Yún Fēng Guó has developed a tunnel to allow passage through the worst of the mountain wall; however, the tunnel is constantly plagued by deadly, gigantic insects and strange, supernatural voids. If anyone manages to cross through from Rokugan, it is either through the dangerous secret tunnel or by crossing some of the steepest mountains in the entire world.

When creating a character from Yún Fēng Guó, you can either choose Mountain Village region from the **Commoner Background** section (or other suitable region at the GM's discretion) and add Yún Fēng Wén as a language, or you can choose one of the example premade regions:

NAMES OF YÚN FĒNG GUÓ

Yún Fēng Guó (pronounced "yoon-fong-gwoh") is inspired by the real-world history and folklore of China, and characters are named to reflect this inspiration. A few examples of syllables that can be combined to form names are listed below.

Example Names: Chen, Cheng, Fang, Feng, Fu, Hai, Hua, Huang, Jian, Lan, Lei, Li, Liu, Mei, Mu, Rong, Shi, Shu, Sun, Tao, Wang, Wei, Wu, Xuan, Xue, Yan, Yang, Zhang, Zhao

Tiān Shān, the Bridge to the Heavens

Most of Tiān Shān consists of a single, massive mountain that twists towards the Heavens and stands proud above all of the other mountains in Yún Fēng Guó. From the outside, it boasts three ornate doorways carved from the mountain itself, with countless others sprinkled between the main tiers. There are two temples and one palace. The other, less significant doorways serve as entrances to dwellings of noble families. Stairs snake up the mountain in every direction. Two jewel-encrusted stairways converge near the top in the shape of dragon whiskers and lead to the grand temple where only the most righteous may step foot. Due to the mountain's proximity to the magical river below, many who live in Tiān Shān work as alchemists. Rumors are circling that the Emperor has been conducting covert business with top alchemists, and the buzz of a potentially groundbreaking discovery echoes through the caves.

While alchemists claim a most prestigious role, it is also common for nobles of Tiān Shān to join the ranks of the famous Spirit Jade Archers. These archers are quick of foot, able to scale steep rock faces with bows on their backs and hit moving targets from long distances. They're experts at calculating the angle at which they must shoot given changes in elevation. Every archer makes their own arrows, a tradition that teaches them to trust in the translucent spirit jade arrowheads and sturdy shafts made from the wood of peach trees to bring down even the most sinister demons and keep them down.

Skill Proficiencies: Medicine, choose one other Intelligence-based skill (Arcana, History, Investigation, Nature, or Religion)

Tool Proficiencies: Bowyer's kit, alchemist's kit.

Weapon Proficiencies: Hunting bow.

Languages: You can read, sign, speak, and write Rokugani, Yún Fēng Wén, and one other language of your choice.

Equipment: Resplendent regalia or traveling clothes, dagger or staff, hunting bow and quiver with 20 willow-leaf arrows, bowyer's kit, alchemist's kit, and 8 gp.

Suggested Feats: Clarity in Solace (see page 222), Graceful Combatant (see page 223), Survivalist's Eye (see page 238).

Xiē Lóng Gǔ, the Immortal Guardian Domain

Surrounded by impenetrable mountains lies Xiē Lóng Gǔ, a beautiful valley in an eternal state of springtime. Xiē Lóng Gǔ, or the Valley of Slumbering Dragons as inhabitants of Rokugan often refer to it, can only be entered or exited via a series of tunnels both natural and man-made that extend through the neighboring mountain ranges. Xiē Lóng Gǔ is the most heavily guarded place in Yún Fēng Guó. The bodies of the land's emperors are interred here in palatial tombs made entirely of spirit jade. Many imperial bodyguards choose to guard their emperors past death. Through spirit jade alchemy and magics unknown to Rokugan, they are transformed into imposing clay golems, immune to the rigors of time as they take up their post defending the tunnels, city, and palace of tombs. The people of Yún Fēng Guó believe that the many gods of the Heavens will one day walk among mortals and wage wars of cataclysmic proportions. When that day comes, their fallen emperors will arise to defend and lead their people in the ensuing chaos. Lured by the promise of gold, magical artifacts, and spirit jade in the emperor's tombs, many bandits dream of entering the valley and leaving with its wealth. Those foolhardy enough to make an attempt are hunted down ruthlessly by elite soldiers and terracotta golems. The people of Xiē Lóng Gǔ take their duty to maintain the tombs of the emperors with the utmost reverence. They are skilled architects, warriors, and scientists.

Skill Proficiencies: Arcana, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Any one artisan tool, vehicles (land).

Languages: You can read, sign, speak, and write Rokugani, Yún Fēng Wén, and one other language of your choice.

Equipment: Resplendent regalia or sanctified vestments, any one simple weapon, any one artisan tool, and 8 gp.

Suggested Feats: Battlefield Training (see page 222), Paragon (see page 224), Watchful Ancestors (see page 225).



THE COASTAL ISLANDS

Off the coast of Rokugan is an archipelago of numerous islands in the glittering sea. The Coastal Islands, which are key for the flow of a vast array of trade goods, are populated by various peoples who have settled there over the centuries. These islands are not part of Rokugan politically and have distinct cultures. However, due to proximity, trade, and migration of people over the centuries, several groups that live on the islands speak related languages. Rokugani ships travel there to trade, especially Mantis Clan vessels. Additionally, people of many other lands often visit the islands to trade, making the large settlements quite cosmopolitan.

There are numerous islands: Menoumori, Kinushima, and at least six others with human inhabitants. There are also a great number of kōmori in this region, and these bat spirits live in mutually supporting balance with humans on several islands.

When creating a character from the Coastal Islands, you can either choose region from the **Commoner Background** section, or you can choose one of the example premade regions:

Kinushima City

A bustling port on a small island, Kinushima City sits on a sheltered bay where Mantis and foreign ships alike often go to trade specialty goods. Originally a modest fishing village, the city has grown prodigiously in the last two centuries, and the population now consists of a mix of native islanders, Mantis traders, and foreign merchants from countless far-flung lands. Yet the city has a culture all its own as well, with a thriving musical scene derived from the islanders' traditions, cuisine that adapts Rokugani dishes with local and foreign ingredients, and some of the best shipwrights within a thousand miles.

Skill Proficiencies: History, choose one other Charisma-based skill (Deception, Intimidation, Performance, or Persuasion).

Tool Proficiencies: Any one artisan tool, vehicles (ships).

Languages: You can read, sign, speak, and write Rokugani, and one other common language of your choice.

Equipment: Resplendent regalia or unremarkable garb, dagger, any one tool, and 2 gp.

Suggested Feats: Fashionable (see page 222), Merchant's Streetwise (see page 237), Translator's Knowledge (see page 238).

Menoumori Island

A forested volcanic island covered in brilliant ponds that shine like brightly polished lapis lazuli, Menoumori Island is home to the people of the same name, and is the largest of the inhabited coastal islands. The people there likely share some ancestors of some of the groups that settled Rokugan, and their origin story tells of a flight on the back of a massive bat spirit that delivered their ancestors from a mountainous land to the island. The inhabitants of Menoumori Island traditionally make their living fishing, hunting, and gathering on the island, but in recent years, trade with the Mantis Clan has become an increasingly common occupation. The Menoumori hold a deep respect for the bat spirits native to their island, and some are even said to have been entrusted with the powers of the kōmori.

Skill Proficiencies: Nature, choose one other Dexterity-based skill (Acrobatics, Sleight of Hand, or Stealth).

Tool Proficiencies: Fishing kit, any one musical instrument.

Languages: You can read, sign, speak, and write Rokugani, and one other common language of your choice.

Equipment: Traveling clothes or unremarkable garb, dagger, fishing kit, any one musical instrument, and 2 gp.

Suggested Feats: Clarity in Solace (see page 222), Survivalist's Eye (see page 238), Watchful Ancestors (see page 225).

NAMES OF THE COASTAL ISLANDS

Because the Coastal Islands have been visited and settled by people from numerous lands, names can come from a variety of origins. Names similar to those used in Rokugan are common, but so are names from other lands listed in this chapter, such as the Ivory Kingdoms, Saebyuksan, and the Qamarist Caliphate.



SAEBYUKSAN, THE DAWN PEAKS

The Dawn Peaks, or Saebyuksan as it is called by the people who live there, lie east of Yún Fēng Guó and north of Rokugan, where the mountains plunge into a network of vast river valleys that eventually meet the sea at a series of expansive fjords. Over a millennium ago, the Isawa Tribe inhabited this region along with its other denizens, practicing the powerful animist traditions of the land. The Isawa left Saebyuksan after a powerful sorcerer remembered only as the Nameless Tyrant stormed their great library and sought to steal their sacred knowledge for profane ends. Rather than let their knowledge fall into the hands of evil, the Isawa fled south, eventually arriving in Rokugan.

However, in the centuries after the Isawa's flight, the people of the Dawn Peaks did not sit idly by as evil threatened their lands. While the sorcerer hoped to incite discord among the clans that inhabited the five major valleys, these groups instead united to form the Jindallae League, so named for the five petals of the azalea flower that grows in the Dawn Peaks, symbolizing these five households. Old rivalries were set aside, and this confederation of allied peoples opposed the sorcerer. Eventually, five hundred years ago, the greatest among the ritualists of the Jindallae League completed a powerful invocation to seal the soul, the power, and even the identity of their would-be sorcerous overlord in an ornate chest that sank into the deepest fjord. And so the Nameless Tyrant was cast from the world of mortals.

In the centuries that have passed since, the Jindallae League has withstood the test of time. While different houses have waxed and waned in power, the League has always united in the people's time of greatest need. Today, however, rumors stir that the Nameless Tyrant's followers have been active in foreign lands, seeking powerful artifacts needed to spread discord and terror across the Dawn Peaks once again. Thus, heroes of the Jindallae League have journeyed out into the world to discern the truth of the matter, some even reaching Rokugan.

NAMES OF SAEBYUKSAN

The land of Saebyuksan (pronounced "seh-byuk-san") is inspired by the real-world history and folklore of Korea, and characters are named to reflect this inspiration. A few example names are provided below.

Example Names: Beom-seok, Byung-hee, Chun-hwa, Jae-eun, Min-chul, Myung-hwan, Sang-hoon, Si-eon, So-hyun, Soo-kyung, Tae-suk, Ye-jun.

Each of the major valleys of the Dawn Peaks region has its own unique culture and traditions, a few of which are described below.

When creating a character from Saebyuksan, you can either create a region by choosing any region from the **Commoner Backgrounds** section and adding the language of your homeland, or you can choose one of the example premade regions:

Gye Valley

The Gye valley is the largest and most populous of the five major river-valleys of Saebyuksan and has substantial agriculture, producing enough to export to other valleys and even to other countries. Crops grown there are shipped through the Kkachi valley and traded as far away as Kinushima City. The Gye valley's surplus goods have given its ruling family the chance to build expansive temples and shrines and continue the spiritual research into the art of invocations. At the largest sacred sites, one can observe invocations

that are part storytelling performance, part rite, calling down the powers of ancient heroes and potent nature spirits. These rituals have continued to evolve in new ways since the departure of the Isawa, and so the two traditions have diverged in their respective quests for deeper understanding of the cosmos.

Skill Proficiencies: Arcana, choose one other Charisma-based skill (Deception, Intimidation, Performance, or Persuasion).

Tool Proficiencies: Any one artisan tool.

Languages: You can read, sign, speak, and write Rokugani and Jindallaean.

Equipment: Sanctified vestments or traveling clothes, dagger, any one artisan tool, and 5 gp.

Suggested Feats: Charm Connoisseur (see page 224), Clarity in Solace (see page 222), Laborer's Endurance (see page 237).

Kkachi Valley

Since the formation of the Jindallae League, the wars between the valley clans have largely ceased, leaving the Kkachi valley's ruling family ample opportunity to expand their fortunes through trade, often exporting goods produced in the Gye valley. Much of this wealth has been dedicated to expanding the navy controlled by the Kkachi clan. While most of the navy consists of traditional trading vessels, the Kkachi clan also commands numerous so-called nautiluses, heavily armored defensive vessels that are more akin to floating fortresses than warships. These ships have proven capable even of passing through the dreaded Sea of Shadows, and the Kaiu family of the Crab Clan would dearly like to learn the technological secrets used to construct them.

Skill Proficiencies: Nature, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Any one artisan tool, vehicles (ships).

Languages: You can read, sign, speak, and write Rokugani and Jindallaean.

Equipment: Traveling clothes, dagger, any one artisan tool, and 5 gp.

Suggested Feats: Artisan's Ingenuity (see page 237), Merchant's Streetwise (see page 237), Watchful Ancestors (see page 225).

OTHER FOREIGN LANDS

Numerous other foreign cultures and non-Rokugani groups that live within the geographic span of Rokugan exist in ***Adventures in Rokugan***. If you want to create a character from another place not listed here, speak to your GM about how such a place might fit into the group's vision for the story and setting, then use the appropriate regional background from the **Commoner Backgrounds** on page 167 as a template with which to create your character.

Non-Human Backgrounds

The various nonhuman species described in **Chapter 1: Species of Rokugan** have cultures of their own. These are covered in the backgrounds below. However, a character need not necessarily be of a particular species to select a background associated with that species: a human foundling might have been raised among tengu, or a Shinomen nezumi might have spent most of their life among the naga who also inhabit that forest. Alternately, a member of a nonhuman species might have been raised among humans, and would thus select a human-associated background. While these are unusual circumstances, the legends of many heroes have such exceptional beginnings!

Background Feature: Walker of Secret Ways

You were raised among a culture that consists predominantly of nonhumans, and might not even be in the Mortal Realm. As such, you have a different way of understanding the world than most humans, granting you the following benefits:

- You know the history of your own culture and how it has interacted with other groups across the centuries.
- You know a great deal about passing through regions that human inhabitants of Rokugan generally view as impassable in relative safety, such as through the spirit realms, the Shadowlands, or the Shinomen Forest. You can identify the dangers and areas of safety in these places.
- You instinctively recognize the taboos of spirits and otherworldly beings when visiting their domains, though you do not necessarily have all the information needed to deal with them.
- You know about the various realms below, beside, and above, and can recognize the common markers of their inhabitants.

NAGA SOCIETIES

Like humans, naga have distinct societies. However, thanks to the Unity, these societies are not so separated by geography as human civilizations might be. The naga of the Ivory Kingdoms are well aware of the awakening of the Shinomen Forest naga, a relatively small colony far from their larger population centers. As a result, some naga from the Ivory Kingdoms have taken an interest in events in Rokugan, despite the vast distance between their native rivers and this land their far-flung cousins are just beginning to explore.

Ivory Kingdoms Naga

In the Ivory Kingdoms, naga inhabit many of the rivers. They rule great underwater cities, which only a few humans are ever lucky enough to visit due to the logistical difficulties of keeping a human both underwater and alive for long periods of time. However, they often visit the cities of humans, trading with the various fractious kingdoms that, in the eyes of the naga, seem to rise and fall in days. The naga as a whole generally stay out of the political affairs of humans when they can avoid it, but they have been known to send warriors to assist the Yodha of the Ghostlands in fighting rakshasa and other horrors that would defile the lands of human and naga alike. Individual naga sometimes do become embroiled in human affairs, though this is generally seen as risky behavior due to the short time horizon on which most humans seem to think and operate.

In the Ivory Kingdoms, most naga do not bother to charm humans with an illusion of a human form, and most humans are not especially surprised to see naga going about their business. Naga trade pearls, fish, and certain underwater commodities for precious stones such as coral and durable metalwork, gold being the most common. They generally wear no clothing, or a few accenting accessories of materials that do not rust or rot in water.

Skill Proficiencies: Arcana, choose one other Charisma-based skill (Deception, Intimidation, Performance, or Persuasion).

Tool Proficiencies: Any one artisan tool of your choice.

Languages: You can read, sign, speak, and write Rokugani, River Speech, and one other common language of your choice.

Equipment: Any one artisan tool of your choice and 5 gp.

Suggested Feats: Artisan's Ingenuity (see page 237), Genuine Idealist (see page 223), Watchful Ancestors (see page 225).

NAGA NAMES

Naga names tend to be long and susurrating, flowing like a river along a bottom of well-worn stones. Some naga choose a translation of a portion of their name for use by those better-versed in other languages, while others prefer to help others learn the pronunciation of their name.

Shinomen Naga

Unlike human civilizations, naga societies can sleep for hundreds or perhaps even thousands of years, dreaming in their aquatic or subterranean cities as other species build empires that fall to dust. Although they do not yet know why, the naga who inhabit the Shinomen Forest collectively feel the pull of a great destiny that awaits them beyond the woods. The dream is broken, and at last, these naga prepare to rejoin the world outside.

Naga rarely adorn themselves with clothing in the human sense, but that does not mean that they do not decorate themselves. Shinomen naga prefer instead to wear trinkets, jewels, and intricate segmented coverings made from seashells, coral, and worked metal. When in need of additional coverings, a long sash of sea silk, made from the beards of a unique species of freshwater clam, serves this purpose. Such clothing is always light and minimal, so as not to hinder movement or skin contact with the water. In recent times, the Rokugani manner of dress and armor has become a bit of a fashion interest among the naga of the Shinomen Forest, though adapting these clothes to serpentine form requires a skillful tailor.

Skill Proficiencies: Perception, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, or Survival).

Tool Proficiencies: Any one artisan tool of your choice.

Languages: You can read, sign, speak, and write Rokugani, River Speech, and one other common language of your choice.

Equipment: Any one artisan tool of your choice and 5 gp.

Suggested Feats: Fashionable (see page 222), Graceful Combatant (see page 223), Survivalist's Eye (see page 238).

Nezumi Societies

The nezumi have spread to numerous locations across the land since the ancient catastrophe, and the societies that formed in these places have grown in unique directions. Each of these groups is distinct, and there are many tribes beyond the two described here: the Knotted Tails tribe of the Shadowlands and the Tattered Ear tribe of the Shinomen Forest.

Knotted Tails Tribe

The Shadowlands is a harsh environment even for beings immune to its corrupting influence, filled with cunning horrors and ravening undead. Some nezumi tribes have dedicated warriors among them, trained to fight these threats for the tribe from birth, but this is not the case for the Knotted Tails. Being a relatively small tribe of a few dozen, most members of the tribe take on different roles as necessary, and no roles are considered demeaning. Every Knotted Tails nezumi is thus not only a guardian, but also a scavenger, lookout, healer, and pup-sitter. Though their martial discipline is somewhat informal, many wear armor constructed from scraps of metal and wood, or scavenged from the dead.

In recent years, some among the Knotted Tails have even become enamored with the valor of the humans they have seen face terrible odds in the Shadowlands, and have sought out any information they can on human martial virtue from the members of the Crab Clan who visit their lands.

Skill Proficiencies: Acrobatics, choose one other Intelligence-based skill (Arcana, History, Investigation, Nature, or Religion).

Tool Proficiencies: Blacksmith's kit or bowyer's kit.

Languages: You can read, sign, speak, and write Rokugani, Stone-Click, and one other language of your choice.

Equipment: Animal-hide armor or unremarkable garb, club, field medicine kit, whetstone, blacksmith's kit or bowyer's kit, and 5 sp.

Suggested Feats: Artisan's Ingenuity (see page 237), Battlefield Training (see page 222), Survivalist's Eye (see page 238).

Tattered Ear Tribe

Within the ancient vale known as the Shinomen Forest, the Tattered Ear nezumi have flourished despite all odds. The primeval forest defies all attempts to tame it, devouring most civilizations with the hubris to enter it. However, the Tattered Ear nezumi have carved several places for themselves, the largest of which is called the Great Home. This massive tree has been the haven of the Tattered Ear since their arrival in the forest in centuries long past. Beneath its roots, the Tattered Ear make their warrens and gather their scavenged treasures into a great pile. Into its bark, their historians have gnawed not only the memory of the tribe's founding and rescue, but every other significant event in their history, the coiled patterns stretching far up and down the tree's trunk, into the very foundation of their people.

While the Tattered Ear do have many burrows and villages within the Shinomen Forest, the Great Home is the largest and is sacred to their people. Despite living in a deadly forest, or perhaps because of it, the Tattered Ear nezumi are known for being quite hospitable to outsiders, if voraciously curious about the outside world.

Skill Proficiencies: Stealth, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Any one artisan tool or musical instrument.

Languages: You can read, sign, speak, and write Rokugani, Leaf-Rustle, and one other language of your choice.

Equipment: Traveling clothes, dagger, any one artisan tool or musical instrument, and 3 gp.

Suggested Feats: Brawler's Edge (see page 237), Laborer's Endurance (see page 237), Survivalist's Eye (see page 238).

NEZUMI NAMES

Shadowlands nezumi tend to use descriptive names, like Notched-Ear, Quick-to-Fight, or Sharp-Eye. Shinomen nezumi tend to use names related to their professions or deeds, such as Harvester, Tree-Watcher, or Weaver.

Tengu Aeries

Tengu who encounter humans are often solitary. Though rarely observed by humans, tengu social groupings are called aeries, usually consisting of a few to a few dozen individuals. Young tengu are not raised in nuclear families so much as they are co-raised by singles, pairs, or groups of parents in the aerie, who take turns nurturing and teaching the young according to their talents. Most tengu aeries subsist on both hunting and gathering, with communally owned possessions.

An Elder—often but not always the oldest tengu in the aerie—presides over a congress of adults to decide migration, building, and other consequential decisions. In matters where an issue must be put to vote, the Elder speaks first and votes first, but must still abide by the congress' decision. When a significant minority disagree, the aerie may split and go their separate ways. It is not uncommon for an individual tengu to live alone for years, decades, or as much as a century. During this time, some seclude themselves and seek the mastery of an art or other spiritual pursuits, while others blend into human or other societies.

Snowfeather Aerie

Far into the Great Northern Mountains exists the Snowfeather Aerie, one of the largest in Rokugan, at times housing hundreds of tengu. The Snowfeather Monastery's inhabitants run their aerie much like a human monastery, with set schedules, rituals, and meditation at the heart of daily living. Tengu hatchlings are given tasks they are able to fulfill but that might also teach them basic tenets of spiritual living; older tengu are given tasks that utilize their talents and expertise. Its Elders pursue Enlightenment, and have been known to take on tasks from powers such as the Elemental Dragons and other celestial beings in this quest.

Skill Proficiencies: Acrobatics, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Any one mystic implement (see page 206).

Languages: You can read, sign, speak, and write Rokugani and Sky Speech.

Equipment: Unremarkable garb, staff, any one mystic implement, and 3 gp.

Suggested Feats: Clarity in Solace (see page 222), Graceful Combatant (see page 223), Survivalist's Eye (see page 238).

Starfall Aerie

In the Spine of the World Mountains rests the Starfall Aerie. This aerie always has exactly eight residents: one teacher and seven students. Among tengu and humans alike, this aerie is famed for the sword style practiced by its inhabitants, said to be invincible in airborne combat. When a student has trained for a year, they must venture into the world before returning, and most students are not accepted more than once. A few humans even are said to have had the chance to train in the Starfall style of swordsmanship, though if anyone has done so in the last hundred years, it has not yet entered popular legend.

Skill Proficiencies: Insight, choose one other Dexterity-based skill (Acrobatics, Sleight of Hand, or Stealth).

Tool Proficiencies: Blacksmith's kit or sword maintenance kit (see page 204).

Languages: You can read, sign, speak, and write Rokugani and Sky Speech.

Equipment: Unremarkable garb, wooden sword, one of the following artisan tools: blacksmith's kit or sword maintenance kit, and 3 gp.

Suggested Feats: Battlefield Training (see page 222), Graceful Combatant (see page 223), Unusual Weapon Mastery (see page 225).

TENGU NAMES

Tengu names are chosen or voted upon by the aerie at an individual's birth, often based on auspices viewed in the stars or the weather. Names might include Aurora, Nimbus, and Snowfall.



Other Realm Societies

Many spirit realms have their own societies and orders, with unique priorities, cultures, etiquette, and protocol. For instance, animal yōkai are among the inhabitants of the Enchanted Country, which exists alongside the Mortal Realm and the Realm of Dreams. The Enchanted Country includes the realms of sentient animals and shapeshifting nature spirits, including many yōkai whose purposes are not fully known to mortals. These denizens of the Enchanted Country divide themselves into two courts: the Animals' Path is the way that guides animals to a better reincarnation, while members of the Path of Mischief (or Illusion), embrace the form of animals and play jokes and tricks on other mortals while seeking the power to break the cycle of rebirth, so that they may remain as animals forever.

Mazoku and specters, for their part, might hail from an afterlife realm: the Realm of the Hungry Dead, the Realm of Waiting, or the Realm of Slaughter. Each of these realms houses souls being purified for their next life in various ways and requires certain things of its inhabitants.



Court of the Animals' Path

In the Enchanted Country, the beings that follow the court of the Animals' Path interpret the Celestial Order as stating that virtue has its own rewards: the virtuous die and are reborn anew, while the wicked cannot progress toward Enlightenment. Most animals and animal spirits of the Animals' Path conceptualize the Celestial Order as follows: demons ascend to become animals, animals ascend to become yōkai or animal spirits, yōkai and animal spirits ascend to become humans, and humans ascend to become celestial spirits or Fortunes. An animal's life is nasty, brutish, and short, full of violence and predation, struggle and loss. A human's life may be so as well, but it offers more opportunity for advancement. To follow the philosophy of the Animals' Path, a creature must look beyond the world of the present and their difficult life.

Skill Proficiencies: Insight, choose one other Intelligence-based skill (Arcana, History, Investigation, Nature, or Religion).

Tool Proficiencies: Any one artisan tool or musical instrument.

Languages: You can read, sign, speak, and write Rokugani, and you can communicate in Animal Speech.

Equipment: Traveling clothes, any one artisan tool or musical instrument, and 5 gp.

Suggested Feats: Clarity in Solace (see page 222), Genuine Idealist (see page 223), Survivalist's Eye (see page 238).

Court of the Path of Mischief (or Illusion)

The other leading philosophy of the Enchanted Country is embodied in the court of the Path of Mischief (or Illusion). A trickster lord of the Path of Mischief (or Illusion), if asked about their court's philosophy, would say that humans, alone among animals, have rebelled against the duty of all creatures to see one another as equals. Humans exalt themselves above others by virtue of the advantages granted to them by their bodies and minds, and they reshape the world around them into something it was not before. The Celestial Order, as the philosophy of the opposing court would have one believe, appears to aid and abet humans in this pursuit, presenting human life as a reward for a good animal life, and punishes humans little for their hubris and selfishness. The Path of Mischief (or Illusion)'s

beings take redressing these wrongs into their own claws, and many seek to weaken humanity and tilt the scales of the world back to how it was it was before humanity's age of ascendency.

Skill Proficiencies: Deception, choose one other Dexterity-based skill (Acrobatics, Sleight of Hand, or Stealth).

Tool Proficiencies: Any one tool of subterfuge.

Languages: You can read, sign, speak, and write Rokugani, and you can communicate in Animal Speech.

Equipment: Any one tool of subterfuge and 10 gp.

Suggested Feats: Clarity in Solace (see page 222), Graceful Combatant (see page 223).

The Realm of the Hungry Dead

The Realm of the Hungry Dead is a realm of punishment for souls who could not be satisfied in life: the greedy, the lustful, the gluttonous, and the power hungry. Their fixation on physical pleasures caused them to neglect their soul's destiny, their desires growing until they could not be sated, and so they have been relegated to this realm where nothing satisfies. *Gaki*, the most abundant souls of the Realm of the Hungry Dead, are ghosts who know only hunger, in every sense of the word. Ironically, the Realm of the Hungry Dead is an easy place to escape, but most souls there are simply too hungry to think of leaving.

Skill Proficiencies: Deception, choose one other Wisdom-based skill (Animal Handling, Insight, Medicine, Perception, or Survival).

Tool Proficiencies: Any one gaming set or musical instrument.

Languages: You can read, sign, speak, and write Rokugani, Courtly Rokugani, and one other common language of your choice.

Equipment: Unremarkable garb, dagger, any one gaming set or musical instrument, and 5 cp.

Suggested Feats: Brawler's Edge (see page 237), Fashionable (see page 222), Merchant's Streetwise (see page 237).

OTHER REALM SOCIETY NAMES

Mazoku and yōkai generally have true names that are descriptive of their deeds, traits, or behaviors. Example names might include Thief of Dreams, Six Tails, or Walker at Dusk. Most use a Rokugani name for their dealings in mortal guise.

The Realm of Waiting

Beneath the Mortal Realm is the Realm of Waiting, a vast place where mortal souls go to be judged by the Fortune of Death. Never intended as a permanent residence for souls, the Realm of Waiting now struggles to keep up with the constant stream of dead resulting from disasters in the Mortal Realm and conflict with the forces of the Realm of Torment, the deepest hell, which seek to influence all afterlife realms. As a result, many spirits spend centuries here, and many mazoku bureaucrats have served here far longer.

Skill Proficiencies: Persuasion, choose one other Intelligence-based skill (Arcana, History, Investigation, Nature, or Religion).

Tool Proficiencies: Calligraphy set.

Languages: You can read, sign, speak, and write Rokugani, Courtly Rokugani, and one other common language of your choice.

Equipment: Unremarkable garb, dagger, calligraphy set, and 2 gp.

Suggested Feats: Clarity in Solace (see page 222), Laborer's Endurance (see page 237), Translator's Knowledge (see page 238).

The Realm of Slaughter

The Realm of Slaughter is another realm of punishment, but unlike the Realm of the Hungry Dead, the Realm of Slaughter is for the violent and the cruel. This realm is thought to have been created by the Fortune of Death. Originally conceived as a place of rehabilitation where such souls could work out their anger, the Realm of Slaughter is a never-ending battlefield where punished souls fight in unending wars, dying and rising again and again. It is filled with the souls of those who died pointless deaths, those who killed recklessly and reveled in slaying, and those who succumbed to their rage and hate.

Skill Proficiencies: Athletics, choose one other Dexterity-based skill (Acrobatics, Sleight of Hand, or Stealth).

Weapon Proficiencies: Any one martial weapon.

Languages: You can read, sign, speak, and write Rokugani and speak Courtly Rokugani. You can speak and sign battle argot.

Equipment: Unremarkable garb and any one simple or martial weapon.

Suggested Feats: Battlefield Training (see page 222), Brawler's Edge (see page 237), Watchful Ancestors (see page 225).



CHAPTER

4

Equipment

A hero of legend needs their ornate sword that gleams like starlight, their trusty armor worn by their family for a dozen generations, or their bow and unerring flight of arrows. Rokugan is home to many legendary items, for the spirit of a sword can be stirred into consciousness by the keen emotions and valorous deeds of its owner. This chapter covers items both mundane and mystical needed for adventuring in Rokugan.

The names and game statistics of the items in this chapter are designated as Open Game Content. The background descriptions in this chapter are designated as closed content.

Introduction

PCs have a slightly different relationship with money and treasure in ***Adventures in Rokugan*** than they might in a typical 5e campaign. Many PCs are likely to be samurai, meaning that they receive a stipend from their lord to cover their material needs, and their most valuable possessions may well be family heirlooms rather than treasures claimed in battle. A Rokugani samurai is not likely to set aside their grandmother's sword simply because they have found a weapon that seems to have a sharper edge—a sword is not always just a sword, but can be a tangible connection to one's past and heritage. Similarly, courtesy dictates that a vanquished samurai's sword should be returned to their own family after the battle, and restoring a storied weapon even to a rival clan is not just an act most samurai see as virtuous, but also a potent political favor.

This does not mean that personal enrichment cannot be a motive for a samurai, but most samurai who choose the life of an adventurer do so to pursue an ideal, quest, or personal goal rather than purely for financial gain. When one has some wealth to start, there are usually safer, easier ways to expand one's fortune than risking life and limb on the open road.

For adventurers who are rōnin, commoners, destitute samurai, or others who have urgent need of money, fighting is one means of acquiring an income, though this generally comes in the form of compensation from an employer rather than selling treasure claimed in battle. Mercenaries exist in Rokugan, employed by provincial lords with few samurai at their disposal or village heads who need action taken immediately. While a rōnin might not look askance at taking a vanquished foe's weapon as a trophy in the way many Great Clan samurai would, actually selling that sword to get money for food is another matter entirely.

Ownership of weapons of battle (those within the Martial categories) is tightly controlled in Rokugan. Only samurai can legally carry such weapons in peacetime, though enforcement and penalties vary greatly by region. The only places in Rokugan to actually sell a weapon or armor taken on the battlefield would be in forbidden markets, which carry their own social and physical risks.

CURRENCY, TRADE, AND INCOME

Rokugan's primary unit of currency exists in the form of gold coins. Smaller denominations include silver coins and bronze coins. These coins are circular with a square hole through the center, allowing them to be carried conveniently on a string. When the currency was established, a single gold coin was set to the value of an amount of staple crops sufficient to feed one person for a year. However, inflation and other factors have long since eroded the buying power of a single gold coin.

Social convention in many clans is that samurai are supposed to content themselves with the stipend their lord provides. Participating in trade is fine as long as it serves their lord or family. Some organizations like the Yasuki traders or Ide merchants specialize in commerce, but many samurai see the quest for personal

DIFFERENT COINAGE

For simplicity's sake, players and GMs familiar with 5e's standard economic system are encouraged to simply use 1 gold pieces (gp), 1 silver pieces (sp), and 1 copper pieces (cp), with the usual rate of 1 gp to 10 sp to 100 cp. Electrum pieces (ep) and platinum pieces (pp) are not used as currency in Rokugan. If a GM wishes to reference prices for items from the *Legend of the Five Rings roleplaying game* (in which 1 gold koku equals 5 silver bu or 50 copper zeni), a conversion rate is included in **Table 4–1: Currency Conversion.**

Table 4–1: Currency Conversion

COIN	CP	SP	GP	ZENI	BU	KOKU
Koku	100	10	1	50	5	1
Bu	20	2	1/5	10	1	1/5
Zeni	2	1/5	1/50	1	1/10	1/50

enrichment as beneath the concerns of their station. If a samurai's lord houses them in a castle or military barracks, they might not need to deal with money often at all, instead receiving food and lodgings directly from their lord. If their lord lives in a city or town, however, or if the samurai's job requires travel, they may likely deal in money with some regularity. See **Table 4–9: Samurai Stipends** on page 209 for guidance on the funds samurai often receive to sustain their lifestyles.

For commoners (and any samurai without a stable or sufficient stipend, including members of vassal families, Minor Clans, rōnin, and other adventurers), money is more of a material concern for paying for food, lodgings, and the like. However, there are still some material restrictions on what can be bought and sold.

Clothing in Rokugan

The people of Rokugan armor themselves with a wide variety of garments, suiting their choices to their needs. Whether it is lacquered plates to protect a warrior against swords, or fashionable clothes to bolster one's reputation at court, or inconspicuous traveler's robes to pass unnoticed, the garb someone chooses can serve many important purposes in one's adventure.

DISTINCTIVE OUTFITS

Even a character who is not wearing armor can benefit in certain ways from the clothes they are wearing if they put sufficient thought and intention into the outfit. Different types of outfits have different beneficial effects based on their design and function.

A character cannot wear an outfit while wearing armor or a shield, meaning that they use their unarmored Armor Class while wearing an outfit, in the same manner as any other clothes. While wearing an outfit, a character gains a benefit, listed in **Table 4–2: Outfits**.

Resplendent Regalia. Samurai and members of the Imperial Court wear a wide variety of clothes, designed with subtle political implications or simply meant to catch attention and impress onlookers. These range from the broad-shouldered haori worn by traditionalist samurai to embroidered silk kimono, and fashions change by the season. Commoners with the wealth to do so sometimes also wear clothes in these styles, or invent their own elaborate outfits.

Sanctified Vestments. The vestments of priests, ritualists, shrine keepers, and other religious figures are woven with blessings and warded against evil. Traditionally, such robes consist of a white garment and a peaked hat, but many of Rokugan's priestly traditions use sanctified robes that reflect their order's function, history, or unique sense of aesthetics, such as a white top and red trouser bottoms, or even an elaborate kimono.

Traveling Clothes. Traveling clothes ordinarily consist of roughspun garments designed to resist wear and tear. They can be anything from robes to a kimono or jacket and leggings, and are often accentuated with a hat or cloak. Regional variants often have accommodations for climate, helping keep the traveler warm or cool in harsh environments.

Unremarkable Garb. Most commoners own only a few sets of clothes, which might include rough-spun trousers, smocks, or robes, worn with simple shoes or sandals. There are of course significant variances by region—wide-brimmed hats are commonly worn by

TABLE 4–2: OUTFITS

CLOTHES	EFFECTS	WEIGHT
Resplendent Regalia	As a bonus action, the wearer can grant advantage to their next Charisma (Intimidation), Charisma (Performance), and Charisma (Persuasion) check. After doing so, they cannot gain this benefit again until they complete a short rest.	5 lb.
Sanctified Vestments	The wearer has resistance against damage dealt by externalizations, invocations, spells, magic weapons, and other supernatural sources, and advantage on saving throws against being charmed by magic or beguiled by illusions.	10 lb.
Traveling Clothes	The wearer has advantage on Constitution saving throws made due to the environment.	10 lb.
Unremarkable Garb	The wearer has advantage on checks to blend into a crowd in any populated area, and others have disadvantage on checks to notice them as standing out from the crowd. At the GM's discretion, the correct type of unremarkable garb might be required to gain this benefit in a particular area.	5 lb.

people in hotter parts of Rokugan to shelter the wearer from the sun, while coats of woven fur or animal skin are necessary for survival in the harsh mountains. Unremarkable garb can also take the form of humble pilgrim's robes worn by traveling ascetics or the simple but finely-made robes worn by court attendants who see to the needs of nobles and samurai alike.

ARMOR

The people of Rokugan armor themselves with a wide variety of garments, suiting their choices to their needs. Whether it is lacquered plates to protect a samurai against swords on the battlefield or concealed armor to protect a target from assassination, the garb a character chooses can serve many important purposes.

Light Armor

When wearing light armor, you add your Dexterity modifier to the base number to determine your Armor Class. The following types of light armor are frequently found in Rokugan:

Concealed Armor. Used by cautious courtiers, shinobi, and anyone else who fears assassination, concealed armor is a kimono or other garment modified to have thin bamboo or metal plates sewn inside to turn an unexpected blade or arrow. While it provides only modest protection, it does not look like armor to the untrained eye.

Shark Leather Armor. While the flesh of beasts is considered unclean by some traditionalist samurai, leather can also be harvested from fish such as sharks and rays. Rokugani swords often incorporate this leather in their grip, and through special treatment, it can be used to make lightweight armor, especially if reinforced with wood or metal bands. Leather does little to deflect oncoming attacks, but it is hard to pierce, protecting the wearer against telling blows. Many Mantis samurai who can afford it favor its light weight and striking looks.

Silk Armor. Worn by some bushi in the Plains of Wind and Stone, silk armor offers excellent protection from arrows and other missile weapons.

Medium Armor

When wearing medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number to determine your Armor Class. The following types of medium armor are frequently found in Rokugan:

Animal-hide Armor. Hide armor is relatively uncommon in Rokugan, but it is used by some among the Dragon Clan, as it can provide excellent protection against the elements as well as the weapons of enemies.

Field Gear. This armor, worn commonly by units of spear-wielding soldiers called *ashigaru*, consists of light plates sewn together to protect the head, torso, and upper legs. It is occasionally paired with a light helmet. Although it does not protect as well as heavier armor, it is lightweight, flexible, and inexpensive as armor goes.

Heavy Armor

When wearing heavy armor, you do not add your Dexterity modifier to your Armor Class (but nor do you subtract it, if it is negative). The following types of heavy armor are frequently found in Rokugan:

Lacquered Armor. Heavier than field gear, lacquered armor is worn by samurai who desire a good mix of protection and grandeur, and is just at home at war as at a martial ceremony. These suits are made of thick leather or steel plates stitched or riveted to a leather backing. They protect the torso, head, upper arms, and groin, and the legs above the knee. They can also include a helmet and mask, though these are not considered integral.

Segmented Plate. Also known as great armor, suits of plated armor are among the heaviest worn by bushi in Rokugan. Not as ornate as lacquered armor and somewhat more restrictive but also notably more protective, plated armor is composed of numerous small steel and leather plates connected by rivets, woven silk cords, leather straps, or chains. The plates are attached to a leather or cloth backing and worn over silk, which provides added protection from piercing attacks thanks to its tensile strength.

Shields

Shields are a relative rarity in Rokugan and are only occasionally seen on the battlefield when the clans go to war. When carrying a shield in one hand, you add the listed bonus to your Armor Class. You can only benefit from one shield at a time, and you cannot benefit from a shield and a weapon with the Defensive property at the same time.

Round Shield. Round shields are used commonly in the Burning Sands, wielded alongside blades or spears by elite warriors of the Qamarist Caliphate. In Rokugan, they are used by the honor guard of Asako Castle, who practice a defensive fighting style that has roots in a more ancient form of warfare.

Wall Shield. Members of the Crab Clan occasionally use these massive shields alongside crossbows or spears. While their weight makes it difficult to move while wielding one, they are excellent for entrenched holding actions.

Table 4–3: Armor

ARMOR	COST	ARMOR CLASS	REQUIREMENTS	EFFECTS	WEIGHT
LIGHT ARMOR					
Concealed Armor	10 gp	11 + Dex modifier	—	Requires a DC 15 Perception check to detect	6 lb.
Shark Leather Armor	12 gp	11 + Dex modifier	—	Wearer reduces nonmagical slashing damage they take by 3	8 lb.
Silk Armor	25 gp	11 + Dex modifier	—	Wearer reduces nonmagical piercing damage they take by 3	4 lb.
MEDIUM ARMOR					
Animal-hide Armor	10 gp	12 + Dex modifier (max 2)	—	Wearer reduces magical cold damage they take by 2, has resistance to nonmagical cold damage	12 lb.
Field Gear	10 gp	13 + Dex modifier (max 2)	—	Wearer has disadvantage on Stealth	20 lb.
HEAVY ARMOR					
Lacquered Armor	50 gp	14 + Dex modifier (max 2)	Str 13	Wearer has disadvantage on Stealth	45 lb.
Segmented Plate	1,000 gp	18	Str 15	Wearer has disadvantage on Acrobatics and Stealth	65 lb.
SHIELDS					
Round Shield	25 gp	+2	—	—	6 lb.
Wall Shield	75 gp	+2	Str 15	Wearer has partial cover against ranged attacks, but -10 movement speed and disadvantage on Acrobatics, Athletics, and Stealth	12 lb.

Weapons in Rokugan

Most of the weapons in the 5e SRD can be found somewhere in the world of Rokugan, but many of them are uncommon in Rokugan itself. Additionally, many of the weapons in the SRD cover broad categories. For instance, the profile for a longsword in the SRD could represent a double-edged, European-style knightly arming sword as easily as it could a Japanese-style single-edged katana, even though there are some significant differences in the design and use of these two weapons. This section is intended to give GMs and players a set of options that reflect the sort of weapons available in Rokugan, which primarily draw inspiration from the real-world historical armories of Japan, China, India, and other Asian countries, as well as some Middle Eastern countries.

Weapons from the SRD that do not appear in the following section can be used with the GM's permission, but are not part of the common means of warfare in Rokugan.

SIMPLE MELEE WEAPONS

Most simple melee weapons are innocuous tools that anyone can own and can be found in any part of Rokugan. While a few are more specialized, these weapons tend to be straightforward to use and acquire, and almost all have legitimate purposes besides combat.

Carpenter's Hammer. The simple hammer is used for driving nails and spikes and for other construction work. Throughout most of Rokugan, the hammer is only occasionally used as a weapon—typically in brawls or spur of the moment skirmishes when no other weapon is available.

Club. The humble club is perhaps the oldest weapon in Rokugan—at least among humans. Often little more than a length of stout wood or shaped stone, a club can be fashioned with available materials by nearly anyone. While a club can certainly be used to kill, doing so takes some work on the part of the wielder.

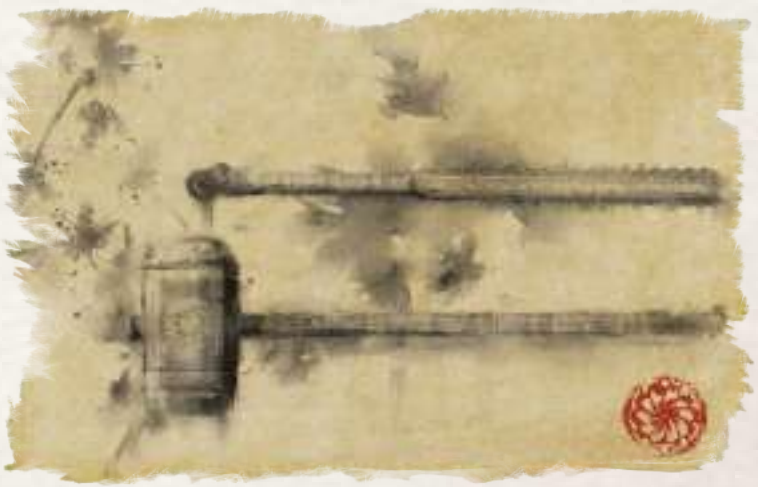
Cudgel. Often hewn from a thick tree branch, a cudgel is simply a scaled-up club. Like a club, it lacks many of the advantages or features of more sophisticated weapons. And like the club, this simplicity and availability is its greatest virtue: you can get one nearly anywhere, and nobody likes to argue after being hit with a tree branch.

Dagger. Knives come in a dizzying array of types and styles, from the familiar kitchen knife to the deadly combat knives samurai take into battle to intricate, envenomed daggers wielded by assassins. Those particularly designed for combat are often equipped with small hand guards to make them more useful in the field.

Hatchet. Developed from farming implements, these axes are menacing despite their origins as tools of agriculture and can deliver vicious cuts to flesh as easily as they can to trees. Such axes are an ordinary sight among peasant militia and rōnin who cannot afford a more prestigious weapon.

Iron Fan. Carried by courtiers and military leaders alike, iron fans or *tessen*, are specially built for self-defense. However, they are not commonly viewed as weapons and can be openly carried even into formal court chambers or negotiations. Usually made of wood with steel tines, they generally serve as defensive weapons, but wielders can also use them to deliver clubbing blows or to reinforce a punch.

Reinforced Pipe. *Kiseru* are pipes used to smoke various herbs found throughout Rokugan. They consist of a metal mouthpiece and a metal bowl connected by a hollow wood or bamboo tube. Kiseru range in quality from a commoner's rough-hewn pipe to a courtier or noble's ivory-and-gold inlaid piece of art. While most of these pipes are not especially suitable as weapons, some merchants and courtiers carry reinforced kiseru that can be used to deliver a staggering blow in a pinch.



Sickle. A sickle, or *kama*, is an agricultural implement that can also serve as a weapon. A sickle is a blade mounted perpendicularly atop a short haft used for harvesting grain. Kama are often used in pairs, sometimes linked at the handles by a length of chain. The Mantis Clan has adopted this weapon as a part of its arsenal. One likely apocryphal Mantis tale claims an early Clan Champion and captain mistook a kama for a giant fishhook while ashore in a marketplace, and bought it after swearing to catch the fish big enough to need it.

Spear. Nearly as ancient as the club (if not more so) is the spear: a haft with a pointed tip, spears are easy to make. While the warspears wielded in battle are much longer and have certain tactical advantages, shorter, less elaborately designed spears for hunting and self-defense are common throughout all of Rokugan.

Staff. The humble staff is a versatile weapon found throughout Rokugan. Roughly six feet long and made from sturdy hardwood, it is carried by travelers who need both a walking stick and an inconspicuous weapon.

Wooden Sword. Training swords are carved of wood or made of bamboo rather than forged of metal. Though far less deadly than a metal blade, a wooden sword does have the advantage of being far less prone to rust.

SIMPLE RANGED WEAPONS

Simple ranged weapons in Rokugan are generally used by commoners for hunting and, on occasion, self-defense. Compared with battlefield missile weapons, they are significantly less deadly. However, they are easy to acquire and legal for anyone to own, making them a popular choice for many adventurers.

Hunting Bow. While archery is considered an art among the samurai, many commoners also practice archery, albeit for hunting or self-defense rather than for use on the battlefield. Hunting bows can be found in any part of Rokugan.

Sling. Bows have their advantages, but slings are even easier to make and maintain, and allow the user to hurl small stones with potentially deadly force. While most dedicated bushi in Rokugan choose other ranged weapons, shinobi often use slings, as they are easy to conceal and can be used to fling all sorts of projectiles from caltrops to explosive, poisoned pellets.



MARTIAL MELEE WEAPONS



There are a variety of battlefield melee weapons in Rokugan and the lands beyond: some are specialized to fight certain kinds of foe, such as cavalry or monsters, while others are designed for general use.

Battleaxe. The battleaxe is a dedicated, two-handed military axe, a rarity on Rokugan's battlefields, at least outside of Crab lands. It consists of a broad, deeply curved ax-head mounted to a haft nearly as tall as a human. Opposite the axe-head is normally either an ornate peen or a long spike, which can pierce armor or monstrous hide.

Broad Saber. Broad sabers are a weapon brought to Rokugan centuries ago from Yún Fēng Guó to the north, where they are called *dao*. These one-handed swords are two to three feet in length with a broad-bellied, single-edged blade designed for slashing and chopping, and are generally wielded in pairs. Forms using these weapons often focus on wielding the pair not as two separate weapons, but as a single armament moving with unified purpose. They can be found all across Rokugan.

Chain Sickle. Extremely versatile and deadly, the chain sickle, or *kusari-gama*, is one of the more difficult shinobi weapons to master. It is a hybrid weapon consisting of a long-hafted kama with a lengthy chain attached to either the back of the blade or the bottom of the haft. A heavy iron weight is mounted at the end of the chain. In combat, a wielder typically spins the chain over their head with one hand while holding the kama in the other. They whip the chain forward, entangling an opponent's weapon or limbs, then rush in for the killing blow with the kama. A wielder can also attack with the weighted end of the chain, striking opponents at range and keeping them at bay.

Crescent Halberd. Called *bisentō* in Rokugan and *guandao* in Yún Fēng Guó, a crescent halberd is essentially a saber with an extremely long hilt. It has a long, spearlike wooden shaft topped by a broad and heavy curved blade. Though it seems awkward and top-heavy, the crescent halberd is exceptionally dangerous in the right hands. The length of the shaft gives the wielder incredible leverage, allowing them to deliver great chopping blows that can cleave through even heavy armor. Typically seen among the more militant orders of monks in Rokugan, these halberds are also sometimes used by heavy infantry units, like those trained by the Daidoji family.

Curved Saber. Perhaps the most common among foreign-designed swords found in Rokugan are the curved sabers and scimitars carried by the bushi of the Unicorn Clan. Often carried in place of the katana by members of this clan, these blades have a long, broad, curving edge. They are particularly deadly for slashing thanks to the extra surface area provided by their curvature. The curved saber profile can also be used to represent similarly designed Rokugani swords that predated the katana, such as the tachi.

Greatsword. Larger than katana, the *nodachi* or *ōdachi* and *nagamaki* are a long Rokugani swords more at home on the battlefield than in a city or at court. Roughly six feet long, these blades are relatively rare due to the skill and strength needed to wield them effectively. There are those who prize the raw force of these blades, however, such as members of the Matsu School.

Hooked Spear. Called a *ji* in the land of Yún Fēng Guó, a hooked spear consists of a long wooden shaft topped by a hooked or crescent-shaped blade. Other ji have a head consisting of a single long, double-edged blade with one or two smaller crescent-shaped blades mounted to the sides. In Rokugan, bushi of the Shiba tradition adopted the use of this weapon from their Dragon neighbors, who in turn had received it from contact with Yún Fēng Guó.

Horsecleaving Blade. These enormous swords have a long, thick, katana-like blade roughly six feet in length attached to a two-handed hilt. Terrifyingly enormous and heavy, *zanbatō,* or horsecleaving blades, are extremely difficult to use effectively, but can hit with devastating force intended to cut down horse and



rider in a single swing. These anti-cavalry weapons were adopted into the curriculum of the Matsu family of the Lion Clan after their ill-fated encounter with the Utaku cavalry at the Battle of Plum Blossom Pass.

Iron-Studded Club. Long and narrow, an iron-studded club, or *tetsubō*, can be as tall as a human and normally is constructed of iron or hardwood. Above its grip, it is covered in steel, iron, or even jade spikes or studs that add to the weapon's lethality and crush armor or plated carapace with ease. The Crab Clan favors these weapons when dealing with monsters that have hard carapaces and are difficult to bring down with a slash or stab.

Katana. The katana is perhaps the most revered weapon in Rokugan, as it is one of the symbols of the samurai sworn to serve the Emerald Empire. It has an elegant, slightly curved blade between three and four feet long, made of steel that is specially folded during its creation. This unique forging style ensures that the inner part of the blade remains springy and soft while the outside is as hard as tempered steel.

Mallet. With a shaft roughly six feet long topped by a huge, barrel-shaped mallet head, a mallet is built to breach doors and smash walls—but it also works quite well on monsters with rock-like hides, as the bushi of the Hida School often demonstrate.

Meteor Hammer. A chain weapon that originates in Yún Fēng Guó and was brought to Rokugan via cultural exchange with the Dragon Clan, the meteor hammer consists of a long chain attached to either a metal ball and a handle or, in some cases, two metal balls. It is difficult to master, but can provide excellent control of space by threatening or ensnaring foes at range.

Naginata. A popular polearm in Rokugan, the naginata has a long, flexible shaft made of bamboo or springy wood with a large, lightweight, slightly curved blade at the top. A potent offensive and defensive tool that has reach, flexibility, and deadliness all in one weapon, the naginata is the signature weapon of many of Rokugan's greatest combatants and commanders.

Nunchaku. Adapted from a simple threshing tool, nunchaku consist of two wood or iron rods connected by a short length of chain or rope. They have been used in numerous Rokugani martial arts for centuries, and are common in the northern mountains of Dragon lands as well as in the islands to the south.

Sai. A sai is a forked weapon that appears in many places and may be an ancestor of the jitte. Unicorn travelers have even reported seeing such weapons in the Ivory Kingdoms, and some archives in Rokugan from ancient days contain drawings of similar designs. The sai is commonly used in the islands off the coast of Rokugan, wielded as a pair and usually blunted at the tips to allow a warrior to trap, control, punch, and jab to subdue a foe.

Spiked Mace. A famous weapon of the Ivory Kingdoms, the *gada*, or spiked mace, is a large bludgeoning weapon with a long handle that terminates in a spherical head with a spike atop it. Often wielded by the Yodha of the Ghostlands, gada are used to bring down mighty rakshasa that do not fall to cuts or arrows.

Straightsword, double-edged. The double-edged straightsword is an ancient and elegant design, and although it is rarely made by modern Rokugani smiths in the current era due to shifting fashions of weaponry, it is popular in other places. Called a *jian* in Yún Fēng Guó, this style of blade has a straight, double-edged blade that tapers to a point; a small, thick, horizontal hand guard; and a heavy pommel with a tassel. In Rokugan, it is still occasionally seen in the hands of Mirumoto and Kitsuki swordmasters who favor its versatility and the fact that few Rokugani duelists expect to face it.

Straightsword, single-edged. Rokugani *chokutō* are an ancient design that predate the popularization of the katana in Rokugan. Hung from a belt rather than tucked into a sash, a chokutō is roughly three feet long and lacks the gentle curve found in newer Rokugani swords. Many of the Great Clans' most ancient and powerful weapons are chokutō. A single-edged straightsword called a *talwar* is also popular in the Ivory Kingdoms, and is used as a sidearm by many warriors there.

Swordbreaker. Typically just over a foot long, the swordbreaker, or *jitte*, consists of a short steel or iron rod attached to a wooden handle. The rod tapers to a blunt point and has a single prong that extends from one side. This simple weapon is designed to disarm and subdue targets rather than to kill them. It is carried by law enforcement officers at all levels, from low-ranking town constables to high-ranking magistrates, as a symbol of their office.

Three-Section Staff. Another weapon of Yún Fēng Guó imported by the Dragon Clan through centuries of occasional association, the three-section staff consists of three wooden segments connected by short lengths of chain. Also called a *coiling dragon staff*, it can be used to deliver powerful strikes up close or at range, entrap weapons, or drive off foes with wide sweeps.

Tiger Hook Swords. Usually wielded in pairs, tiger hook swords or *gao* were imported long ago from Yún Fēng Guó. These blades are flat, solid iron or steel roughly three feet long with several unique features. Their main blade has a hook at one end and a sharpened spike at the other. The grip is protected by a crescent-shaped hand guard with its points facing outward. Tiger hook swords can be used to slash or capture, making them a weapon with numerous uses in battle. In Rokugan, they are relatively rare, and are seen most often in the hands of duelists or bushi of the Dragon Clan.

Trident Polearm. The trident is a long, triple-headed spear generally associated with fishermen and the sea. On land, the trident is a formidable polearm with exceptional reach that can pierce, trap, and control opponents.

Wakizashi. The wakizashi is a small, katana-like sword usually two to three feet in length with the same flexible blade and lethal edge. It is often made as part of a pair, with the same decorations as its matched katana. The wakizashi also fills another, more social role: it clearly signals that its wearer is a samurai. Many samurai who do not wish to be burdened with carrying a long sword when traveling on official business carry only their wakizashi.

Warspear. A long-shafted spear, the warspear, or *yari*, is one of the most common weapons in Rokugan. Between six and eight feet long, its shaft is made of hardwood and topped with a deadly spearhead. These spearheads vary wildly in design: some are long, angular blades, while others are forked points or have crossbars to control foes' weapons.

Whip Sword. In the Ivory Kingdoms, some warriors wield a particularly imposing weapon: the *urumi*, or whip sword. A set of one to three sharpened, flexible blades that can be over five feet long, a whip sword is extremely hard to avoid, and makes approaching (or fleeing from) the user a dangerous proposition.



MARTIAL RANGED WEAPONS

The bow is another symbol of the samurai class in Rokugan, and many famous samurai have been archers. Over the centuries, however, many innovations in ranged weapons have been made, leading to a wide variety of missile weapons used in battle in Rokugan.

Ballista. Massive war machines built by Kaiu engineers to bring down gargantuan monstrosities from the Shadowlands, ballistae are gigantic crossbows that fire massive quarrels. Too heavy to be lifted by a normal person, these weapons are mounted on watchtowers and other key defensive locations along the Kaiu Wall.

Blowgun. Made from a length of hollow bamboo or river reed, the blowgun is one of the simplest weapons that shinobi use in their work. The blowgun's primary use is as a ranged weapon, usually to deliver poison or distract. In addition to darts, the blowgun can also be loaded with sand, dust, or other powders to blind or disorient foes, and it can even serve to let its user breathe while underwater.

Crossbow. Though deadly and easy to use (or rather, because of it), crossbows are rarely seen outside the lands protected by the Crab Clan. When the threat of an army from the Shadowlands is bearing down on the Carpenter Wall, crossbows are often issued to commoners levied to fight in the defense.

Greatbow. Greatbows, or *daikyū*, are large composite bows designed to be fired from horseback. Conventionally around six feet long, these weapons are meant to be fired from a still horse rather than a moving one, and have incredible range and killing potential.

Heavy Crossbow. Developed out of necessity to bring down Shadowlands horrors too tough for lighter projectiles, a heavy crossbow consists of a recurve or traditional bow laid horizontally on a long, stout stock. Held to the shoulder, it is fired by squeezing a long lever on the bottom of the stock, unleashing a quarrel that can pierce through even thick hides.

Longbow. The longbow, or *yumi*, is perhaps the most common bow used by Rokugani samurai. It is a long, graceful bow made from wood or bamboo. The yumi has an asymmetric grip suited to being fired from a standing position rather than from horseback like the greatbow.

Repeating Crossbow. An innovation to the crossbow designed by enterprising Kaiu engineers, repeating crossbows can fire several quarrels before needing to be reloaded. While their range is somewhat shorter than a heavy crossbow, volume of fire is often more important than accuracy when shooting down off the Kaiu Wall into a horde of demons and monsters so thick you cannot possibly miss.

Shinjo Horsebow. Among the Unicorn Clan's many adopted weapons is a small, sturdy bow used by the nomadic Ujik people who inhabit the Plains of Wind and Stone to the west. Called the Shinjo horsebow in Rokugan, this weapon is a compact bow designed to be fired from the back of a moving horse.

Shuriken. Favored by shinobi, shuriken are small metal discs with a sharpened edge that come in a dizzying array of sizes and styles. They are designed mainly to distract, but shuriken can also be coated with toxins for lethality, and any cutting edge can kill if used properly.



Arrows



Rokugani archers use several specialized types of arrows in battle. The following arrows can be used with hunting bows, longbows, and Shinjo horsebows. Each arrow modifies the profile of the bow when it is fired, as described below.

Willow-Leaf Arrows (1 sp per arrow). These are standard Rokugani arrows, with a long, leaf-shaped head.

Armor-Piercing Arrows (5 sp per arrow). Armor-piercing arrows are worked with sharp tines that punch through protective gear. When an armor-piercing arrow hits a creature, that creature must make a DC 15 Dexterity saving throw. On failure, the creature suffers the distracted condition (–2 AC, removed when hit by an attack) for 1 minute.

Demon-Breaking Arrows (5 gp per arrow). These consecrated arrows were designed by the Kaito family of the Phoenix Clan, and can deal terrible harm to supernatural creatures. When a demon-breaking arrow hits an undead or infernal creature, it must make a DC 15 Charisma saving throw. On failure, it suffers 3d6 radiant damage.

Fire-Blossom Arrows (1 gp per arrow). Fire-blossom arrows were originally designed by the Agasha as an alternative to the traditional fireworks shows, displaying dazzling, varied colors in smaller quantities to save on resources. A fire-blossom arrow illuminates an area of 50 feet around every point along its path, and can be seen at a much greater distance. If it strikes a creature, it deals 1 fire damage.

Flesh-Cutter Arrows (5 sp per arrow). Flesh-cutter arrows are designed with curved, slicing heads that split open flesh and muscle, causing wounds that heal much more slowly. Flesh-cutter arrows deal slashing damage instead of piercing damage, and when you inflict a critical strike with a flesh-cutter arrow, the creature suffers the bleeding condition (1d4 piercing damage at the start of each of its turns, removed after it regains HP) for 1 minute.

Humming-Bulb arrows (1 gp per arrow). These arrows have heads carved to produce a loud noise that serves as a warning signal. A humming-bulb can be heard at a distance of 500 feet from every point along its path. If it strikes a creature, it deals 1 bludgeoning damage.

Soul-Star Arrows (5 gp per arrow). Soul-star arrows are used by Kaito ritualists in combat, allowing them to channel their invocations through these arrows. When a creature fires a soul-star arrow, that creature can choose an invocation that it knows. The next time it performs that invocation, if the creature is within 300 feet of the soul-star arrow, it can choose to perform the invocation as if it were standing at the soul-star arrow's current location. If the soul-star arrow struck a creature the previous round, any damage dealt by the invocation is increased by 1d12, and the creature it struck has disadvantage on any saving throws the invocation causes.

Table 4–4: Arrows

NAME	PRICE
Willow-Leaf Arrows	1 sp
Armor-Piercing Arrows	5 sp
Fire-Blossom Arrows	1 gp
Flesh-Cutter Arrows	5 sp
Humming-Bulb Arrows	1 gp
Soul-Star Arrows	5 gp

Table 4–5: Weapons

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
SIMPLE MELEE WEAPONS				
Carpenter's Hammer	4 sp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Club	2 sp	1d4 bludgeoning	2 lb.	Light
Cudgel	5 sp	1d8 bludgeoning	4 lb.	Heavy, two-handed
Dagger	1 gp	1d4 piercing	1 lb.	Finesse, light, thrown (20/60)
Hatchet	6 sp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Iron Fan	5 gp	1d4 bludgeoning	1 lb.	Defensive, light
Reinforced Pipe	5 gp	1d4 bludgeoning	1/2 lb.	Defensive, finesse
Sickle	1 gp	1d4 slashing	1 lb.	Finesse, light, paired, snaring (10)
Spear	5 gp	1d6 piercing	3 lb.	Thrown (20/60), versatile (1d8)
Staff	4 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Wooden Sword	6 sp	1d6 bludgeoning	2 lb.	Versatile (1d8)
Unarmed strike	—	1 bludgeoning	—	
SIMPLE RANGED WEAPONS				
Hunting Bow	3 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	1/4 lb.	Ammunition (range 30/120)
MARTIAL MELEE WEAPONS				
Battleaxe	25 gp	1d8 slashing	4 lb.	Versatile (1d10)
Chain Sickle	5 gp	1d6 slashing	2 lb.	Finesse, reach, snaring (15), two-handed
Crescent Halberd	25 gp	1d8 slashing	7 lb.	Heavy, reach, versatile (1d10)
Broad Saber	15 gp	1d6 slashing	3 lb.	Finesse, light, paired
Curved Saber	25 gp	1d8 slashing	4 lb.	Special
Hooked Spear	20 gp	1d8 piercing	3 lb.	Snaring (10), versatile (1d10)
Horsecleaving Blade	80 gp	2d8 slashing	8 lb.	Heavy, special, two-handed
Iron-Studded Club	40 gp	2d6 bludgeoning	4 lb.	Heavy, two-handed
Katana	20 gp	1d8 slashing	3 lb.	Finesse, versatile (1d10)
Mallet	10 gp	1d8 bludgeoning	6 lb.	Heavy, versatile (1d10)

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
MARTIAL MELEE WEAPONS				
Meteor Hammer	25 gp	1d6 bludgeoning	5 lb.	Reach, snaring (15), two-handed
Naginata	40 gp	1d10 slashing	4 lb.	Defensive, finesse, reach, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Nunchaku	2 gp	1d6 bludgeoning	2 lb.	Finesse, snaring (15)
Sai	3 gp	1d4 piercing	1 lb.	Finesse, light, paired, snaring (10), thrown (10/30)
Spiked Mace	45 gp	1d8 bludgeoning	16 lb.	Heavy, versatile (1d12)
Straightsword, double-edged	20 gp	1d6 piercing or slashing	3 lb.	Finesse, special, versatile (1d8)
Straightsword, single-edged	18 gp	1d8 slashing	3 lb.	Versatile (1d10)
Swordbreaker	3 gp	1d4 bludgeoning	1 lb.	Defensive, light, snaring (10)
Tiger Hook Swords	15 gp	1d6 slashing	2 lb.	Light, paired, snaring (10)
Three-Section Staff	5 gp	1d8 bludgeoning	2 lb.	Reach, snaring (10), two-handed
Trident Polearm	12 gp	1d8 piercing	5 lb.	Thrown (10/30), versatile (1d10)
Wakizashi	10 gp	1d6 slashing	2 lb.	Finesse, light, thrown (10/30)
Warspear	15 gp	1d10 piercing	4 lb.	Reach, two-handed
Whip Sword	25 gp	1d6 slashing	3 lb.	Reach, special
MARTIAL RANGED WEAPONS				
Ballista	1,000 gp	3d8 piercing	750 lb.	Loading, special
Blowgun	5 sp	1 piercing	1/4 lb.	Ammunition (25/100), loading
Crossbow	50 gp	1d8 piercing	12 lb.	Ammunition (range 30/120), loading, two-handed
Greatbow	75 gp	1d8 piercing	4 lb.	Ammunition (range 150/600), heavy, special, two-handed
Heavy Crossbow	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Repeating Crossbow	65 gp	1d8 piercing	18 lb.	Ammunition (range 30/120), loading, special
Shinjo Horsebow	30 gp	1d6 piercing	2 lb.	Ammunition (range 100/400), special, two-handed
Shuriken	5 sp	1d4 piercing	1/8 lb.	Ammunition (range 15/60), finesse, light

NEW WEAPON PROPERTIES

There are several new weapon properties used for the weapons in this chapter, described below.

Defensive. When you are wielding one or more defensive weapons, increase your AC by 1. You cannot benefit from both a defensive weapon and a shield.

Paired. When you engage in two-weapon fighting using two weapons that have the same name and the paired property, you can add your ability modifier to the damage of the second attack.

Snaring. Once per turn, when you hit a creature that is Large or smaller with this weapon, instead of dealing damage, you can force your target to make a Strength or Dexterity saving throw. If it fails, it becomes restrained. A creature can use its action to make a Strength or Dexterity check to remove the snaring weapon from itself or another creature within reach. A DC in parentheses appears with the property. This DC is used for saving throws and checks a creature must make to remove the snaring weapon.

SPECIAL WEAPONS

Several weapons in this chapter have individual special rules, described below.

Ballista. This weapon cannot be carried by any creature that is Large or smaller, and must be moved by a team of specialists. It can be fired by a single person once it has been emplaced in a position, such as on a watchtower or wall. When emplaced, it generally cannot be swiveled more than 90-degrees in any direction from its original position, giving it a limited field of fire (as determined by the GM).

Curved Saber. When you attack from horseback with this weapon, if you are not wielding any other weapons, its damage profile is 1d10 slashing.

Greatbow. When you attack from horseback with this weapon, if you and your horse have not moved this round, its damage profile is 1d10 piercing. If your horse has moved this round, you have disadvantage on attack rolls with this weapon.

Horsecleaving blade. You cannot make opportunity attacks with this weapon.

Mallet. When you attack an object or construct with this weapon, its damage profile is 2d6 bludgeoning.

Shinjo Horsebow. When you attack from horseback with this weapon, its damage profile is 1d8 piercing.

Straightsword, double-edged and single-edged. When you attack with this weapon, you can choose whether it deals piercing or slashing damage.

Whip Sword. When you make an opportunity attack with this weapon, its damage profile is 2d6 slashing.

Repeating Crossbow. On your turn, you can spend a bonus action to ignore the attack limit imposed by this weapon's loading property until the end of your turn. It still counts as having the loading property for the purpose of feats and other abilities that require it.

Shuriken. When you hit with a thrown attack using a shuriken, if you are proficient in ninja tools, you can cause the target to suffer the distracted condition (–2 AC, removed when hit by an attack).

Adventuring Gear

Even the fiercest warrior cannot get by with arms and armor alone, and adventurers in Rokugan often carry the following equipment. Items found in the SRD can also be acquired at their listed prices at the GM's discretion.

Book. Rokugan has had a relatively consistent official written language for the better part of a millennium, and thus there are many books that a character might own covering a staggering variety of topics, from practical advice to poetry and military history to prose fiction. At the GM's discretion, a character may be able to acquire new information by reading a book.

Field Medicine Kit. This is a simple first aid kit that contains all the necessary items to treat many kinds of injuries. A typical kit contains needle and thread, cloth bandages, herbal disinfectants, various balms and tinctures, and other healing items. When making a check to stabilize a creature, a character with a medicine kit has advantage on the check.

Finger of Jade. Jade is a sacred stone in Rokugan, said to be the crystallized tears of Lady Sun and capable of offering protection against many supernatural threats. A chunk of jade roughly the size of a person's finger is the amount most Crab Clan soldiers are issued each time they venture into the Shadowlands. Bit by bit, the jade is consumed by this process.

A character can use a finger of jade in the following ways, each of which causes the jade to be consumed and turn into inert grey sludge:

- As a reaction or bonus action, to gain advantage on saving throws made against the powers and abilities of Lost creatures for 1 minute.
- As a bonus action, to imbue a weapon with its purifying essence, making the weapon deal radiant damage and count as magical for the purposes of overcoming resistances and immunities for 1 minute.
- Before resting, to negate the penalties usually applied when taking a long rest in the Shadowlands (see **Provisions and Resting in the Shadowlands** on page 360).

Mask. Many sets of armor include a *mempō*, or protective mask, to cover the wearer's face on the battlefield. This mask is crafted from iron or leather, covered with lacquer or clay, and painted to resemble a face. While some depict humanlike features, many showcase jagged oni teeth, a ferocious mouth, or a frightening expression. Members of the Scorpion Clan also often wear elaborate masks at court, to remind themselves and others that the perils of court are no less deadly than those of the battlefield.

Personal Seal or Chop. A personal chop is used by samurai to verify their identity and sign documents, among other official business. Each one is a unique design that is registered with the Miya family, and using someone else's personal chop is considered an act of forgery.

Portable Tea Set. These small, portable tea sets are designed to withstand rough handling and travel. They allow travelers to enjoy their favorite beverages even when they are far from home.

Quiver. A quiver is a cloth or leather container used to carry arrows. Worn at the waist or slung over the shoulder, a standard quiver can hold 20 arrows. There are also quivers or equivalent carrying pouches for crossbow quarrels (20 per quiver), blowgun darts (50 per pouch), slingstones (20 per pouch), distilled invocations (5 per pouch), and they function in the same manner.

Ritual Pouch. When performing an invocation (see page 260), a character with a ritual pouch can the material offerings it contains to gain 1 bonus favor for that invocation's empowerments. After using a ritual pouch, the character cannot use that ritual pouch or any other until they spend 4 hours at a shrine preparing new offerings.

Rope. Rope is made from a variety of materials in Rokugan and is used for tasks as varied as binding enemies, restraining livestock, climbing, and rigging sailing vessels. Low-quality ropes are made of hemp and tend to be both rough and stiff. Higher-quality ropes are made of hair, silk, or other fibers. Low-quality rope has 1 hit point and can be burst with a DC 15 Strength check. High-quality rope has 2 hit points and can be burst with a DC 17 Strength check.

Tent, Basic. These basic shelters are just big enough to keep two individuals warm and dry in the wilderness. They are extremely easy to set up and take down, pack down relatively small, and can be carried on a person's back, in a cart, or slung over a horse.

Tent, Medium. Bigger than basic tents, larger tents such as yurts were brought to Rokugan from the far-off steppes by the Unicorn Clan. Made from thick leather or canvas with a felt floor, a yurt can house a group of four indefinitely in relative comfort. They are heavy and awkward to build or take down.

Tent, Large. Large pavilion tents are used periodically in Rokugan, such as to house command staff during battle, but the Unicorn Clan uses them at many other times as well. While traveling, the Unicorn Clan often assemble large, elaborate portable homes called *chomchong*. Sturdy and well protected from the elements, these tents can accommodate up to a dozen people in relative comfort. They are also used to house small noble families in as much luxury as can be afforded in the field. Chomchong take quite a bit of time to set up and tear down, and usually require their own dedicated pack animals to carry.

Umbrella. Normally made of wicker and silk, umbrellas keep both the sun and the rain off of those who carry them. Stories tell of umbrellas being used as improvised weapons by masters of the sword.

Whetstone. Whetstones are portable grinding stones used to sharpen most knives and other bladed weapons. However, the katana and wakizashi must be sharpened by an accomplished weaponsmith or professional polisher with a sword maintenance kit.

Table 4–6: Adventuring Gear

ITEM	PRICE
Book	5 cp to 5 gp
Field Medicine Kit	2 sp
Finger of Jade	1 gp
Mask	5 sp to 10 gp
Personal Seal or Chop	8 sp
Portable Tea Set	5 gp
Quiver	2 sp
Ritual Pouch	3 gp
Rope	5 cp per foot
Tent, Small	1 gp
Tent, Medium	10 gp
Tent, Large	20 gp
Umbrella	4 sp
Whetstone	2 cp

FAMOUS BOOKS OF ROKUGAN

With a single written language used across Rokugan and printing technology expanding over the centuries, published works have begun to be disseminated very widely, leading to a number of books forming the established foundation of literature in Rokugan. Some of these books date back to the early Empire, while others are more contemporary.

EARLY EMPIRE DIDACTIC WORKS

In the very early days of the Empire, Akodo wrote *Leadership*, his treatise on war and generalship. Kakita, husband of Lady Doji, wrote *The Sword* to explain his techniques and philosophy of swordsmanship. Perhaps in reply, his rival within the Mirumoto tradition of swordsmanship wrote *Niten*, which describes the two-sword technique he and his adoptive father developed.

The Teachings of Shinsei and Isawa's treatise *Elements* were also written in the Empire's early days, and have been philosophical cornerstones of Rokugan since. Along with *The Thunder Dialogue* and other theological pieces, these works made religion far more accessible, allowing the spread of Shinseism, the worship of nature spirits, and other traditions that came to be part of Rokugan's complex tapestry of spirituality.

Toward the end of the first century, *Lies* appeared; its true authorship has been disputed, but tradition credits it to Bayushi. This book described many of the contradictions of rule, and put to question the ideals described in other texts and the philosophies of its day, instead arguing that the consequences of action must be measured more heavily than the intention.

THE RISE OF POPULAR LITERATURE

From the second century onward, burgeoning urban populations and new technological developments in printing caused works of popular literary fiction to come into vogue. Seppun Namika wrote *The Shining Prince*, a series of loosely linked stories about Hantei Genji, considered the finest of many works about this figure. Heroic stories about the Kami and the foundation of Rokugan also became popular as the founders of Rokugan slipped from living memory into the hazy mists of history.

COURTLY CORRESPONDENCE

As the centuries went on, a tradition of poetry and letter-writing became increasingly central to the games of courtly intrigue that defined Rokugan's politics. Though the Great Clans did periodically go to war with one another or with external powers, political power changed hands through the stroke of the brush as often as it did the swing of a sword. During the fourth through eighth centuries, prose increasingly fell out of favor in the courts—the classics were still read, but few works of this type were elevated to join them, with the biting wit of political letters and speeches capturing the attention of the day. Travel accounts, however, became increasingly prominent during this time, especially as pilgrimages of all sorts came into fashion among samurai of means. *The Days of Salt and Sun*, the journal that the duelist Ikoma Honzo kept of his warrior's journey, swept many young heroes to attempt to emulate his deeds. His sense of composition and motion were flawless, and his wry humor about the indignities of the road lead to a romantic view of the wandering adventurer that had not been seen since the dawn of the Empire. Similarly, Kakita Ayano's poetry journals, filled with wan desire and sensitive descriptions of the passing seasons, lead many to travel the course of her pilgrimage to Asako Palace.

UPHEAVAL

The return of the Unicorn Clan in the 9th century changed art and literature in Rokugan dramatically, and its ripples are still felt. Whether an artist chose to embrace the new ideas brought by the Unicorn or to reject them, they were forced to look at the world as if it were new. Kakita Ume's screen paintings for the Doji Palace incorporated some of the new perspective techniques into classical subjects, and Shiba Kanko's *Plum Blossoms at Dusk* and Doji Suko's *Red Steel* inspired new interest in novels. New dyes and inks brought by the Unicorn Clan also breathed new life into the venerable art of woodblock printing, and the growing wealth of merchants among the commoner class has made for a flourishing of this sort of easily replicated art and literature in Rokugan's cities.

MODERNITY

The greatest living novelist of Rokugan is Kakita Ryoku, whose novel *Winter* has set the standard for the current generation of writers. Detailing a fictionalized version of her life in the Imperial Court over nearly fifty years, it has been the defining work of a new genre of works of "true-life fiction" that explore topics such as politics, crime, and recent history at just enough removal from reality to allow the writer to speak about public figures deniably and without risk of social repercussions.

Tools

Tools are needed for many specialized arts in Rokugan. The backgrounds and classes included in this book often grant proficiency with these tools, as described in the SRD. Tools available in the SRD may also be available in Rokugan at the GM's discretion.

ARTISAN TOOLS

Artisan's toolkits contain implements and portable materials pertaining to the profession, often with a specialized carrying case carved from bamboo or wood or cast in metal. There is no standard for each type of kit, but below are examples of several kits and their possible contents.

Blacksmith's Kit. Blacksmithing in Rokugan has a long history, with numerous innovations over the centuries. Much of the iron in Rokugan is quite difficult to forge, meaning that sword-forging includes numerous steps to purify steel, giving many Rokugani blades a distinctive, wave-like pattern from being folded.

Bowyer's Kit. A bowyer's kit is a small tool kit used to maintain bows and arrows. It typically includes a selection of small hand tools, spare string, some feathers, wax, bamboo fibers, arrowheads, and other items needed to keep a bow and arrows in working order.

Calligraphy Set. These ornate boxes contain items a practiced calligrapher needs to craft books, letters, scrolls, and other written communications. It consists of a small wooden box that contains a variety of brushes, inkstones, and pigments; a small bowl for water; and a small bag of sand for drying. A calligraphy set is required to create wards, charms, and the familiars called shikigami.

Ceremonial Tea Set. A traveling tea set is all well and good for lending a touch of civilization to the mess tent in a military camp, but no courtier of means would dream of using such a mundane set for a formal tea ceremony. The arrangement of dishes and the presentation of traditional foods and sweets in the tea ceremony follows a strict order meant to convey an austere aesthetic with items that nevertheless obviously cost a fortune. The trays, chopsticks, and dishes in such a tea set are far too delicate to move long distances in a traveling warrior's pack. The most important items in the tea set are the tea bowls. Tea bowls are expected to be the pièce de résistance of the tea set, and to express the potter's artistic genius despite their simplicity. A tea bowl must look understated but should betray a wealth of technical expertise and care in construction.

Chemist's Kit. A chemist's kit allows a character to test the properties of substances they encounter, create medicines, and even craft combustible materials. It often contains rare materials and substances, along with vials, a small stove, and stands to hold these. A chemist's kit is required to create poisons, antitoxins, fireworks, and flares.

Cooking Kit. A cooking kit might contain chefs' knives (not suitable as weapons) with a sharpening rod, bamboo skewers, a grinder and pestle, cooking chopsticks, bowls, strainers, a bamboo mat, and a ladle. Some kits may come with seasonings and preservatives, like miso or soy paste, vinegar, and dried kelp. Especially valuable kits may include a vial of pressed oil. The kit is usually carried in a container that doubles as cookware, such as a round wok or a square cast-iron pot with a drop lid.



Table 4–7: Tools

TOOL	PRICE
ARTISAN TOOLS	
Blacksmith's Kit	10 gp
Bowyer's Kit	4 sp
Calligraphy Set	1 gp
Ceremonial Tea Set	12 gp
Chemist's Kit	6 gp
Cooking Kit	2 gp
Fishing Kit	1 gp
Makeup Kit	8 sp
Mason's Kit	2 gp
Painter's Tools	5 gp
Potter's Set	1 gp
Sword Maintenance Kit	15 gp
Tailor's Kit	3 gp
Tattoo Set	4 sp
Weaver's Kit	1 gp
GAMING SETS	
Board or Card Game	1 sp to 1 gp
Dice and Cup	5 cp
MUSICAL INSTRUMENTS	
Drums	5 sp
Flute	2 sp
Lute	5 gp
Zither	10 gp
MYSTIC IMPLEMENTS	
Alchemist's Kit	10 gp
Divination Kit	1 gp
TOOLS OF SUBTERFUGE	
Disguise Kit	2 gp
Infiltrator's Equipment	1 gp
Invisible Ink Set	3 gp

Fishing Kit. Kits made for people who catch fish for a living often contain fishing line, glass floaters, small nets, miso paste (for curing), and wrapping paper in a straw basket. Some fishing kits may include a hemp tether, tiny collar, and padded glove which are used for handling a cormorant bird trained to dive for fish.

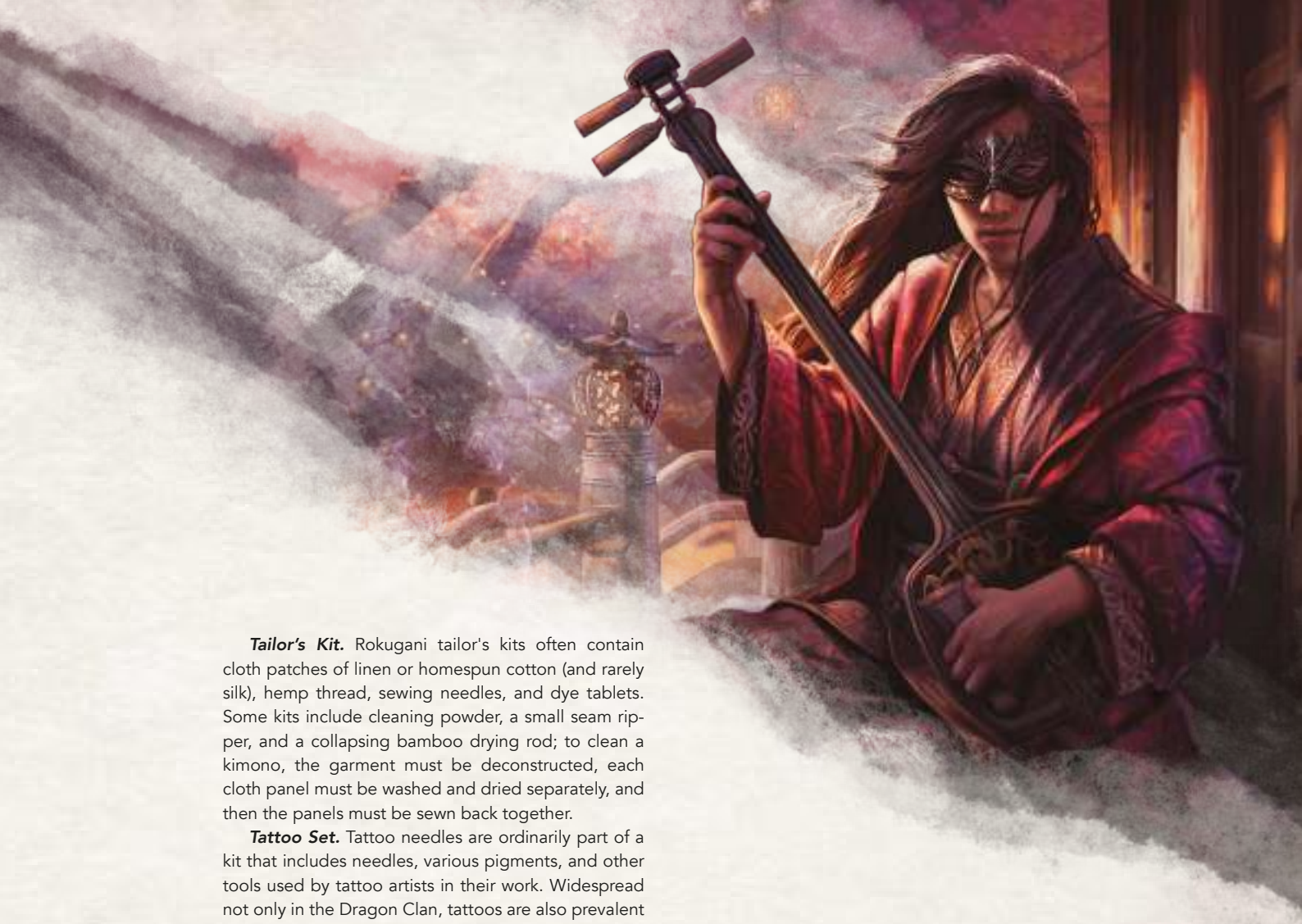
Makeup Kit. In Rokugani courts, wearing makeup is common for samurai of all genders. The most common type of makeup is powdered rouge, applied to the cheeks to simulate the blush of health even when the wearer is exhausted, ill, or hungover. Courtly makeup also involves powder layered on the face and neck, shaved eyebrows replaced with smudges of dark powder higher on the forehead, and bright-red lipstick. Modern courtiers in most courts do not usually wear the full complement of classic makeup, instead choosing the elements that they feel best suit their own personality and style. Appearing at court in traditional makeup, though, is a reliable way to impress older and more conservative courtiers.

Mason's Kit. A mason's kit is usually an assortment of chisels (not suitable as weapons), chalk, hammers, and measuring implements. Most Rokugani masonry is "dry stone," meaning that there is no mortar binding the stones together, and the stones rely on interlocking friction to remain intact. Even so, some kits may include ingredients for mortar, and those that do also include trowels.

Painter's Tools. There are numerous different painting techniques in Rokugan, from monochrome ink-on-paper works that interweave image and calligraphy to vibrant screen paintings for display in noble homes. Painter's tools usually consist of brushes, dyes, and paper or another medium.

Potter's Set. Pottery is an ancient art that is nearly as old as civilization, but also continues to evolve alongside it. In Rokugan, there are a wide range of different types of ceramics, from functional earthenware to beautiful glazed tiles that adorn roofs and courtyards or fine tea bowls with brilliant color. A potter's set usually consists of clay and the tools to mold it, as well as the chemicals needed to create glazes. A kiln is also required to create fired pottery.

Sword Maintenance Kit. Swords are the symbol of the samurai class, and so sword maintenance is an important art in Rokugan. Rather than merely grinding the blade with a whetstone, sword polishing is practiced by skilled artisans, ensuring the blade maintains its edge without becoming brittle. A sword maintenance kit usually includes brushes, powders, and polishing tools.



Tailor's Kit. Rokugani tailor's kits often contain cloth patches of linen or homespun cotton (and rarely silk), hemp thread, sewing needles, and dye tablets. Some kits include cleaning powder, a small seam ripper, and a collapsing bamboo drying rod; to clean a kimono, the garment must be deconstructed, each cloth panel must be washed and dried separately, and then the panels must be sewn back together.

Tattoo Set. Tattoo needles are ordinarily part of a kit that includes needles, various pigments, and other tools used by tattoo artists in their work. Widespread not only in the Dragon Clan, tattoos are also prevalent among the Empire's numerous criminal cartels, which use them both to identify members of specific cartels and to record individuals' criminal exploits.

Weaver's Kit. These kits often contain weaving hooks, framing reeds, dyes, inks, and bamboo lacquer. Some weaver's kits contain shaving knives or other implements to help shave bamboo strips or cut straw.

GAMING SETS

These are used to play a variety of dice games throughout Rokugan and the lands beyond.

Board or Card Game. These are small, portable, sturdy versions of games made to be taken on long journeys. Go, shōgi, and other popular strategy games are the ones most likely to be found in a travel-sized set within Rokugan, while the strategy game of chatrang is popular in the Ivory Kingdoms and has gained a strong following in the Qamarist Caliphate.

Dice and Cup. Gambling is extremely popular in the Emerald Empire, but it is largely frowned upon by samurai. Organized gambling is controlled largely by various criminal syndicates and is often a source of corruption among local officials.

MUSICAL INSTRUMENTS

Rokugani musical traditions are rich and varied. Many people in the Empire can at least pick out a simple tune on a flute or drum. Many courtiers carry an instrument with which to display their artistic talents. In a large city, a skilled player can earn a living playing in tea houses and other entertainment venues. Like clothes, weapons, and other technologies, instruments spread as part of culture, and most instruments popular in Rokugan were inspired by or inspired equivalents in neighboring lands.

Drums. In addition to being simple, musically pleasing, and easily transported instruments, drums are used by samurai in Rokugan during wartime, helping them signal troops and send messages.

Flute. In Rokugan and beyond, one can find many different variations on the design of the flute. A *shakuhachi* is a traditional Rokugani flute, and is particularly associated with an order of mendicant Shinseist monks who play it as a sort of meditation, as well to busk for alms. In the Ivory Kingdoms, the *venu* is an ancient six-holed flute design, typically made of bamboo and respected for its elegant simplicity.

Lute. A plucked string instrument with a body generally covered in animal skin, lutes come in many different varieties. The *biwa*, or short-necked lute, has a long history in Rokugan, and is carried by many traveling musicians due to its portability. The *shamisen* has three strings, a longer neck than the biwa, and a drum-like body, and is popular in many Rokugani courts and tea houses alike, having been popularized at many port cities as the Mantis Clan rose in prominence. The snakeskin-covered *sanshin* of the islands east of Rokugan was likely the inspiration from which the shamisen was developed, and is one of the major instruments of the peoples of those islands. The *tovshuur* is a form of two- or three-stringed lute played by the Ujik peoples of the Plains of Wind and Stone that has become popular in Rokugan via the Unicorn Clan. It is often played in concert with singing, storytelling, and dancing.

Zither. The *koto* is a kind of zither, a stringed instrument that sits horizontally and is played by plucking the strings. Numerous varieties of koto exist, though the most common have thirteen or seventeen strings. The zither gained popularity in Rokugan thanks to the Dragon Clan's contact with Yún Fēng Guó, where the *guzheng* is a popular courtly instrument, and also to the Isawa family of the Phoenix Clan's origins in the mountains to the north, from which they brought the *gayageum*, another offshoot of the venerable guzheng.

MYSTIC IMPLEMENTS

There are many supernatural traditions across Rokugan and its neighboring lands, and several common tools used by many ritualists and sages across the lands are listed here.

Alchemist's Kit. Used by those trained in the art of alchemy, an alchemist's kit can be used to distill the offerings and prayers required to activate an invocation into a potion form. An alchemist's kit is required to create distilled invocations.

TRADE GOODS

The trade goods found in the SRD are all relatively common on the trade routes of Rokugan. The other key trade good in Rokugan is jade. This stone, imbued with power over the creatures of the Shadowlands, is invaluable to the war effort of the Crab Clan. A pound of high-quality jade often sells for as much as 25 gp, or more if conflict is brewing along the Carpenter Wall.

Divination Kit. Popular among both priests and superstitious layfolk, divination kits are used to tell the future or otherwise commune with the Spirit Realms. A divination kit may contain special coins, sticks, bones, or other small items with metaphysical import. Diviners use these kits by casting their coins or sticks on the ground and reading the patterns they create for any omens or portents.

TOOLS OF SUBTERFUGE

In the courts of the Emerald Empire, the wheels of politics are sometimes turned by unsavory means, and it is often shinobi who are charged with carrying out such tasks.

Disguise Kit. Essentially a more practical and full-featured version of the makeup kit, a disguise kit allows a shinobi to alter their appearance radically. False mustaches and beards; hair extensions; prosthetics for ears, noses, and fingers; and concoctions for changing the appearance and texture of the skin by adding lesions or scars are all contained in a disguise kit.

Infiltrator's Equipment. Such kits contain implements also associated with burglary, like thin-picks for lifting wooden barricades on gates and doors, grappling hooks for climbing, and padded sandals for walking noiselessly. Sticks of melting wax are also included, as a common burglary deterrent is sealing a door with wax so that a person can tell if the door has been opened. Lockpicks are less common in Rokugani infiltrator kits, since locksmithing is an uncommon skill and usually only great lords can afford locks. However, many kits do include pliers, drills, oil, a hammer, spikes, and cutting or sawing implements used for breaking into sealed locations. It also contains iron clamps of various sizes in a bracket shape with spiked ends; these can hold a door closed and require a pursuer to spend time forcing the door while a shinobi escapes. An infiltrator's kit is designed to be concealable and overlooked, masquerading as a different object altogether.

Invisible Ink Set. Certain inks are visible only under specific circumstances: when exposed to a flame of a certain heat, when the surface they are written on is dipped in a specific chemical, or when held up against the light. Shinobi frequently use such inks to conceal secret messages on paper that appears to hold only mundane information. If a character does not know the specific means to reveal a hidden message, they must make a DC 17 Intelligence (Investigation) or Wisdom (Medicine) check to discern the required way of revealing it. If they succeed, they ascertain what is required to reveal the writing without destroying the message. If they fail, however, the message is lost forever.

Mounts & Vehicles

Most people in Rokugan get around by walking. There are horses in Rokugan, but they are relatively expensive, and it is unusual for commoners to own horses in most places.

HORSES AND PACK ANIMALS

The following mounts and pack animals are common in Rokugan.

Camels. Camels are native lands of the Qamarist Caliphate and are sometimes brought to Rokugan when trade caravans arrive in Khanbulak. A camel uses the profile found in the SRD.

Elephants. While they are almost never seen in Rokugan, noble warriors of the Ivory Kingdoms sometimes ride elephants into battle. An elephant uses the profile found in the SRD.

Oxen. Useful for pulling a plow or a cart, oxen can be found in Rokugan's heartland.

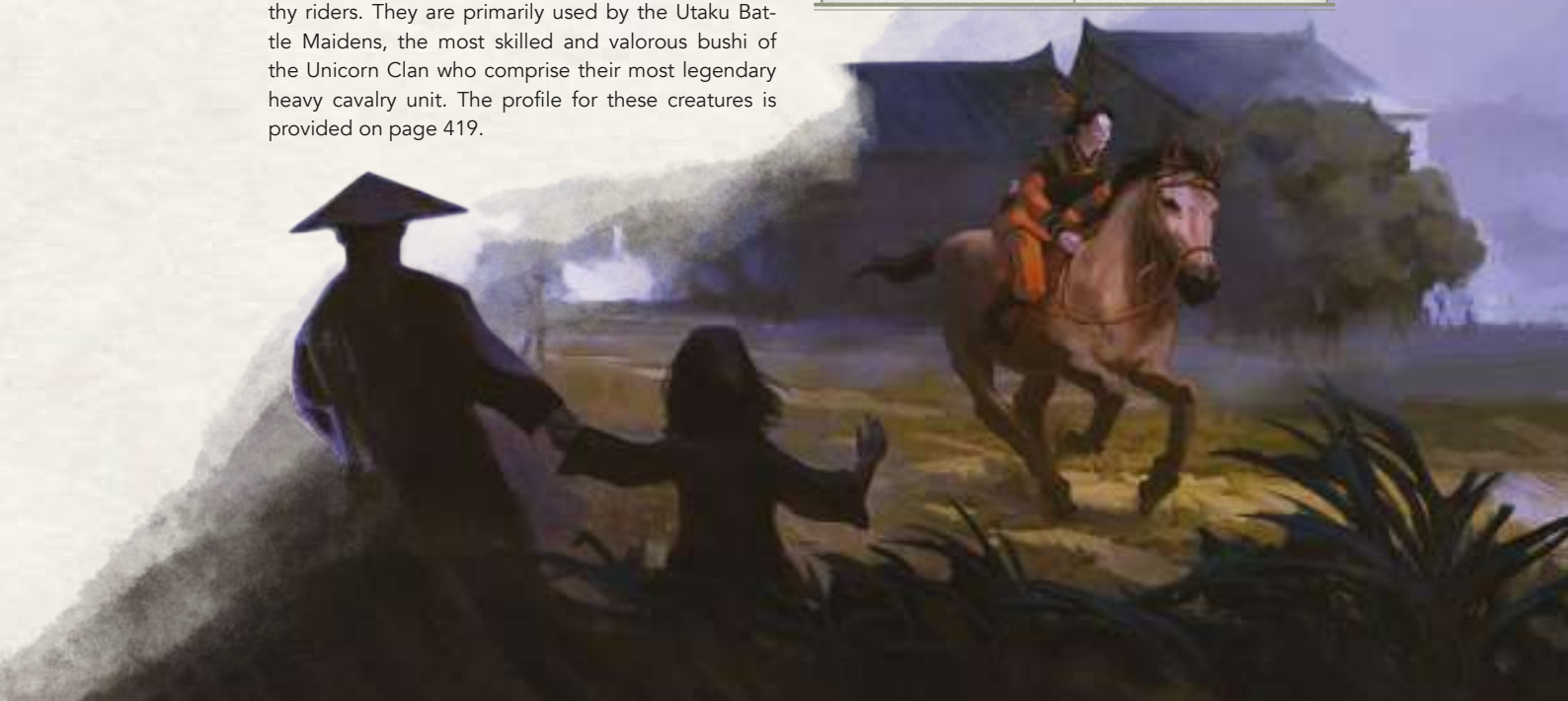
Rokugani Ponies. The horses common to Rokugan are slight compared with warhorses or drafthorses, and are generally not ridden into the fray in battle, though samurai might use them to get from place to place. A Rokugani pony uses the profile for a pony found in the SRD.

Unicorn Horses. The Unicorn Clan's venture into the Plains of Wind and Stone lead to their encounters with the Ujik peoples, from whom they purchased much larger, sturdier horses. The Unicorn have bred these horses for centuries, and their warhorses are now renowned in Rokugan. A Unicorn Clan horse uses the profile for a warhorse found in the SRD.

Utaku Blessed Steeds. The Blessed Steeds of the Utaku are the finest among Unicorn horses. Powerful, intelligent, and willful, these horses reject all unworthy riders. They are primarily used by the Utaku Battle Maidens, the most skilled and valorous bushi of the Unicorn Clan who comprise their most legendary heavy cavalry unit. The profile for these creatures is provided on page 419.

TABLE 4–8: MOUNTS AND VEHICLES

MOUNT OR ITEM	PRICE
MOUNTS	
Camel	100 gp
Elephant	800 gp
Ox	40 gp
Pony	30 gp
Warhorse	400 gp
Utaku Steed	1,000 gp
TACK AND GROUND VEHICLES	
Saddle, Common	5 gp
Saddle, Stirruped	25 gp
Cart, Drawn	15 gp
Cart, Personal	5 gp
Palanquin	50 gp
SHIPS	
Ferry Raft	5 gp
Mantis Trading Ship	25,000 gp
Performer's Boat	500 gp
Water-Spider	5 gp
Tub-Boat	1 gp





TACK AND DRAWN VEHICLES

The following types of mount paraphernalia and pulled vehicles are found in Rokugan.

Saddle, Common. Rokugani saddles prior to the return of the Unicorn Clan did not have stirrups, as they were not needed for the style of riding generally practiced in Rokugan at the time. With the arrival of powerful cavalry on their battlefields, these simple saddles have fallen out of favor in wartime, but are still used by many people at other times.

Saddle, Stirruped. The Unicorn Clan's saddles, adopted from the Ujik and refined over the centuries, allow for much finer control of a steed, especially during mounted combat.

Cart, Drawn. Carts drawn by horses, camels, and other animals are often seen as part of caravans traveling to and from the city of Khanbulak to trade, or as part of the baggage trains of armies. Some merchants and other commoners also own horse- or ox-drawn carts.

Cart, Personal. Human-pulled carts are more common in Rokugan, and are used by many farmers to move their harvests around. In some port towns, personal carts can be hired if one needs to load or unload wares.

Palanquin. One popular means of transport is the noble palanquin. A palanquin consists of a small, covered chamber in which a single passenger may recline on a soft surface, shadowed on the left and right by curtains. The chamber is suspended from two beams that extend to the front and rear. Four or more servants bear the palanquin on their shoulders. The palanquin allows the occupant to conceal their identity or show off their opulence at their discretion.

BOATS AND SHIPS

In addition to its long shoreline, Rokugan is criss-crossed by rivers, making boats a common sight in many cities and even in inland towns.

Ferry Raft. Often used for river crossings, there are many different designs for small rafts. These vessels are usually flat topped, and moved across the shallow water via pole.

Mantis Trading Ship. Part trader's vessel, part warship, Mantis ships are swift, maneuverable vessels capable of overtaking most other craft that ply the oceans near the Rokugani coastline. This makes them excellent vessels for Mantis captains who chase glory and gold on the seas.

Performer's Boat. One enduring fashion in the design of gardens and grounds for opulent castles is the incorporation of ponds and streams, which are as expensive as they are beautiful. A perennial tradition at outdoor gatherings that allows the host to show off their wealth is the placement of hired musicians aboard a beautiful wooden raft with crew poling it back and forth across the artificial waterways. These rafts are masterpieces of craftsmanship, incorporating elaborate, carved dragon or waterfowl heads at the prow. Artisans often craft these boats as masterworks, competing to shape the most beautiful or most complex ornamentation.

Water-Spider. A water-spider, or *mizugumo*, consists of five air bladders made of animal hide and pine resin and strung together. To use a water-spider as a flotation device, the shinobi places it on the water's surface underneath their torso and paddles with their arms and legs. The item's name comes from the shinobi's appearance while using it: the shinobi skates along the water's surface like the Rokugani fishing spider.

Tub-Boat. Tub-boats are small, barrel-shaped, circular vessels five to six feet in diameter, designed for one operator who steers by oar. Sturdy and cheap to build, they serve as additional vessels for families in many fishing villages across Rokugan, and as single-person landing craft aboard some Mantis vessels.

Stipends and Jobs

Adventurers in many settings generally earn their money by plundering what they find, but in Rokugan, there are other ways a character typically earns an income. This section covers two major ways a PC might gain money to spend: a stipend for serving as a samurai or the sorts of temporary labor often undertaken by wandering adventurers.

SAMURAI STIPENDS

Samurai are provided a yearly stipend by their lord, which is intended to be enough to cover their living and professional expenses. In some provinces, this is received in goods and services, meaning the samurai is not given any money but instead directly given lodgings, food, tools, and wargear with value roughly equivalent to their stipend. In other places, especially cities, it can be simply impractical to house and feed all of one's retainers, and so lords pay their samurai in currency or trade goods and expect them to deal with the details. Naturally, some samurai receive far more than they need and others far less, so some samurai seek other means to supplement this income. Some samurai see working for direct compensation as beneath their station's dignity, but others are more practical and believe that if serving their lord requires them to work, then working is a perfectly valid means of service. Some impoverished lords are even supported by the income of their retainers.

This section provides general guidance on the yearly stipends for the upper nobility of the Imperial Court, samurai of the Great and Minor Clans, and the lesser samurai who serve as foot soldiers in the armies of the Great Clans. However, the individual financial circumstances of a character's lord dictate the specifics of the actual amount of money a character receives (and the form in which they receive it). Additionally, a character separated from their lord by a great distance might need to arrange for a way for their stipend to be delivered, and the delivery might not happen quickly. The GM is the final arbiter of when, whether, and how a samurai's stipend is paid.

TABLE 4–9: SAMURAI STIPENDS

RANK	STIPEND
Imperial Court	1,000 gp per year
Great Clan Samurai, Main Family	500 gp per year
Great Clan Samurai, Vassal Family	300 gp per year
Minor Clan Samurai	300 gp per year
Lesser Samurai, Squad Leader	100 gp per year
Lesser Samurai (Ashigaru)	52 gp per year

JOBS

Samurai may be nobles supported by the rest of society in exchange for their protection, but everyone else has to work for a living. This can range from subsistence living in a small forest village to the brisk industry of a big city. This section provides a number of examples of the money a rōnin or other itinerant adventurer can expect to make by working for a given period of time. Naturally, costs for labor vary by region, time of year, and other factors.

USING SCARCITY AS A THEME (OR NOT)

When deciding the themes of a game, the GM should discuss with the players whether money is a significant consideration to their characters and the story at large or not. If a character's motivation revolves around acquiring wealth, having a regular stipend might weaken that motivation. By contrast, if all characters are driven primarily by chivalric ideas and money is not something their players want to spend time thinking about, the GM can de-emphasize it by having their stipend or job cover their material needs, with their lord or employer giving them access to supplies, arms, and armor as required. This route would leave PCs room to pursue other challenges that interest their players more.

Table 4–10: Jobs and Incomes

TASK	DESCRIPTION	BASE WAGE
LOW RISK		
Administration	Maintaining documents for tax collectors, general administration of an estate, scribing documents, and writing letters.	2 sp/day
Attendant	Acting as a lantern or umbrella bearer or as a servant coordinator.	2 sp/week
Carpentry	Mending fences, boats, or houses.	2 sp/day
Ceremony	Performing a peasant wedding, blessing a new patch of ground before construction, or purifying leather being tanned.	4 sp/day
Combat Training	Peasant levy training using basic weapons like clubs, spears, and farming tools, along with instruction on preparing moats.	5 sp/week
Crafting	Crafting goods or tools, overseeing the creation of leather, or forging weapons. The wage does not include materials.	3 sp/day
Farming	Helping during planting or the harvest.	4 sp/week
Hunting	Gathering food or other resources through the hunting of game.	3 sp/week
Sailing	Acting as a crew member aboard a sailing vessel.	5 sp/week
Tutoring	Teaching someone a skill or art.	7 sp/week
MEDIUM RISK		
Bodyguard or Guard	Serving on a city patrol, as protection for an individual, or for a group such as a caravan.	8 sp/week
Bounty Hunting	Hunting down a group or individual who has been plaguing a town or village with the aim of capturing or eliminating the threat.	8 sp/week
Extortion	Threatening someone to gain some benefit or payment for an employer.	1 gp, 4 sp/week
Firefighting	Offering service to fight fires breaking out in a city, town, or village.	4 sp/week
Negotiation	Acting on behalf of a lord or powerful merchant who wishes to deal with another group that may be considered unpredictable or whose activities are illicit.	1 gp/week
Thievery	Stealing from an estate or individual; includes espionage.	6 sp/week
HIGH RISK		
Assassination	Eliminating an important member of a town council, a local administrator, or a bandit leader.	10 gp/job
Protection	Protecting a township, a village during harvest, or a shrine from opportunists during a ceremony.	1 gp/week
Smuggling	Taking livestock, goods, or individuals across established borders without seeking permission or paying tariffs.	2 gp/job
Soldiering	Serving in a lord's army as a lesser samurai or mercenary.	1 gp/week

Expenses

Being an adventurer can be costly. The prices in this section are intended to give GMs a sense of what PCs should pay for various goods and services needed to live comfortably.

LIFESTYLE EXPENSES

Lifestyle expectations vary widely across Rokugan—the luxury of the Imperial Court is quite different from the rustic accommodations of a mountain village, though the latter certainly has its charms and far fewer deadly intrigues. Expenses in this section are broken down by region type. Commoners generally live at a humble level, though in cities it is not uncommon to encounter merchants who live a lavish lifestyle thanks to their considerable income. Most samurai generally live at a secure level, though some clans tend toward a more austere means of living (such as the ascetic Dragon Clan and the pragmatic Crab Clan), while other clans tend to live more lavish lifestyles (such as the Crane, Scorpion, and Unicorn Clans). The families of provincial lords and other nobles of substantial status generally live at a lavish level if they live in the countryside. However, based on the higher costs of living, even the wealthiest nobles of Rokugan may struggle to maintain a lavish lifestyle for long in a big city on a stipend alone.

Rustic. A humble rustic lifestyle usually entails living in a communal boarding house in a village or in a one-room house, and usually means growing and harvesting most of one's one food and making most of one's own clothes and other household goods. A bad harvest, increase in taxes, or war can jeopardize a humble rustic lifestyle. A secure rustic lifestyle usually involves living in a larger house, and gives a character a greater degree of economic certainty in the face of a bad year, but still does not offer many of the luxuries available at a humble level in a city. A lavish rustic lifestyle involves living on a large estate or even a castle, and gives the character enough economic security to pursue hobbies such as hunting.

Urban. A humble urban lifestyle usually involves living in a boarding house or a small home outside of the city center, with some small luxuries afforded by the trade that inevitably flows through large cities. However, a single bad week can throw most characters living a humble lifestyle into economic tumult, and they may not have the community support they would enjoy in a rustic village. A secure urban lifestyle usually involves living in a higher quality boarding house or inn in the heart of the city, or a home outside of it, and gives a character the economic freedom to enjoy much of the arts and culture living in a city offers. A lavish city lifestyle usually involves living in a high-end boarding house or small home in the heart of the city, or an estate on its outskirts, and gives a character the wealth required to enjoy everything the city has to offer.

FOOD, DRINK, LODGINGS, AND OTHER GOODS

Rokugani food is highly regionalized, and costs vary by region. These prices are included in total lifestyle expenses.

SERVICES

The PCs might eventually have enough funds to hire attendants or assistance of their own. See **Jobs** on page 209 for more information about the cost of hiring others to assist with basic tasks.

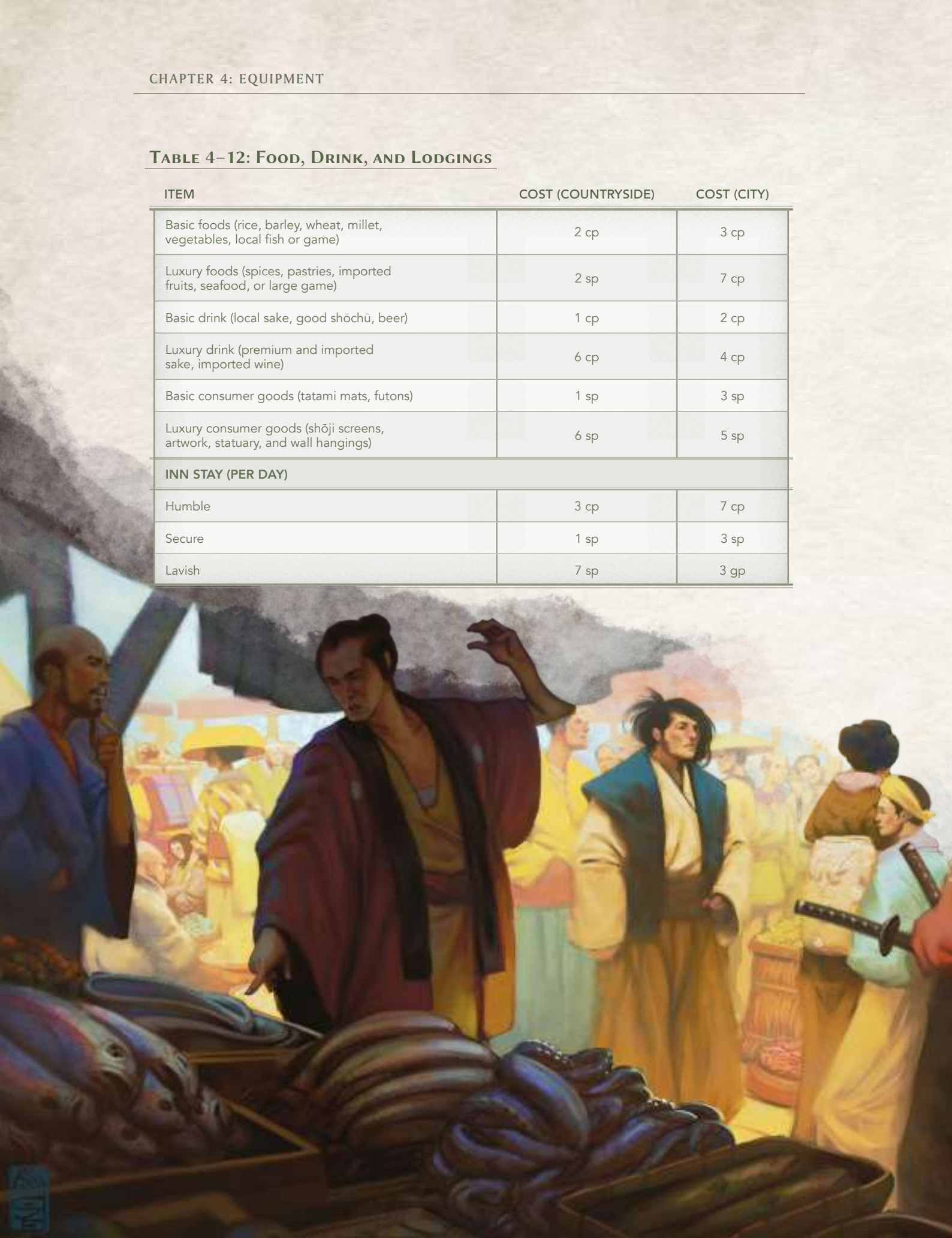
TABLE 4–11: LIFESTYLE EXPENSES

LIFESTYLE	PRICE/DAY
Rustic, Humble	5 cp
Rustic, Secure	2 sp
Rustic, Lavish	1 gp
Urban, Humble	1 sp
Urban, Secure	6 sp
Urban, Lavish	4 gp



Table 4–12: Food, Drink, and Lodgings

ITEM	COST (COUNTRYSIDE)	COST (CITY)
Basic foods (rice, barley, wheat, millet, vegetables, local fish or game)	2 cp	3 cp
Luxury foods (spices, pastries, imported fruits, seafood, or large game)	2 sp	7 cp
Basic drink (local sake, good shōchū, beer)	1 cp	2 cp
Luxury drink (premium and imported sake, imported wine)	6 cp	4 cp
Basic consumer goods (tatami mats, futons)	1 sp	3 sp
Luxury consumer goods (shōji screens, artwork, statuary, and wall hangings)	6 sp	5 sp
INN STAY (PER DAY)		
Humble	3 cp	7 cp
Secure	1 sp	3 sp
Lavish	7 sp	3 gp



Awakened Objects

Everything in Rokugan has a spiritual presence. People, animals, places, and objects all exist within the complex weave of spiritual realms that overlap and intertwine with the mundane world. Within an object, this spiritual power is usually dormant, but through long or exceptional use, it can awaken. A suit of ancestral armor worn for centuries in defense of a castle might come to embody the dedication of generations of its wearers, becoming as impervious as the castle's walls. A brush used to write a hundred thousand poems might rise to complete a verse under its own will. A spear used to destroy a sect of necromantic Bloodspeakers might become attuned to their foul magic, revealing the presence of undead to its wielder. Or a sword swung in a particularly vicious betrayal might become a corrupted blade, whispering of guilt and torment to its wielders.

MAGIC ITEMS IN ROKUGAN

Awakened items are slightly different from magic items as they are typically presented in the SRD, though most of the SRD's magic items could be flavored as awakened items if the GM desires. Because awakened items only come about over time or through heroic action, they tend to not merely to be items of power, but also have political and historical significance. An awakened sword can be used to perform heroic feats, but it also functions as a symbol of its clan's or organization's power, prestige, and worthiness. If a dynasty loses access to one of its ancestral weapons, it can be a grave political blow indeed, and some might take it as a sign that they have lost the favor of fortune or the gods. Many of the most famous awakened items are famous in myth and legend, and identifiable to any who have heard their tale.



On one hand, this means PCs are far less likely to simply stumble across a magic sword in a bandit or monster's hoard (though this can still happen, especially in the wilderness or in a blighted region like the Shadowlands), and buying and selling them is generally out of the question. On the other hand, a PC who knows they are facing a supernatural threat might be able to identify and locate a famous awakened item that can solve their problem by looking to history or myth. It might even be a part of their family lore, perhaps carried by a relative of theirs as a symbol of office, kept in a warded family shrine, or even protected by a sect of monks. Of course, convincing the current keeper of such an artifact to allow it to be taken on a dangerous quest could be a heroic feat in and of itself...

THE PROCESS OF AWAKENING

An item usually awakens over years or generations rather than through a single exceptional action. However, PCs are exceptional individuals, so GMs can have their items awaken more quickly if they desire. This can be a good way to give PCs equipment upgrades without having them replace items that carry great narrative importance, such as ancestral armor or weapons handed down from a mentor.

Awakened Items and Attunement

Awakened items are magic items, and are subject to the usual rules for Attunement covered in the SRD. If an awakened item comes into a character's possession, they can attune themself to it in the normal manner.

If an item becomes awakened while in a character's possession, that character immediately becomes attuned to it. If the character is attuned to three or more other magic items already, they must choose one of the items to which they are attuned and end the attunement to that item.

Awakening Level

To reflect the gradual process of an item awakening, an awakened item has an awakening level. The GM determines when an item reaches a new awakening level, and these upgrades can be awarded in lieu of loot that might be found in a more typical 5e campaign. They can also be tied to particularly heroic events, or moments of character growth and development, as the GM sees fit. Each Awakening Table includes a number of example events that might be suitable for an item to awaken to that level from the previous one, but the GM should not feel constrained to these examples.

Bound Invocations

When an item awakens to a certain level, a character attuned to it can call upon the spirit within it to perform a particular invocation (see **Invocations** on page 260). The invocation type varies based on the item type.

When a character attuned to an item uses it to perform the bound invocation, the character can gain favor equal to the item's level bonus to spend on its empowerments. Favor gained this way that is not spent is lost. After a character does so, they cannot gain this favor again until they complete a long rest.

Table 4–13: Weapon Awakening

Awakening Level	Example Suitable Events	Bonus	Other Effects
1	Delivering the finishing blow to a foe of CR 3 or higher, being used to pursue a wielder's motivation for a month, clashing with a powerful awakened weapon.	Becomes a +1 weapon	Add 1d6 to critical hits inflicted with this weapon.
2	Delivering the finishing blow to a foe of CR 6 or higher, being used to pursue a wielder's motivation for a year, being wielded in a battle where the wielder is the only one left standing, being blessed by a Lesser Fortune.	Becomes a +2 weapon	Based on the event that awakened the weapon to this stage, the GM and player work together to choose a motivation for it (see page 240). A character attuned to the item is instinctively aware of this motivation. Once per long rest, when the wielder misses an attack with the weapon while wielding it in service of its motivation, the wielder gains inspiration.
3	Delivering the finishing blow to a foe of CR 9 or higher, being used to pursue a wielder's motivation for a 10 years, breaking in a dramatic manner and being reforged.	Becomes a +3 weapon	The GM and player work together to choose a smite invocation. This invocation becomes a bound invocation in the weapon.
4	Delivering the finishing blow to a foe of CR 12 or higher, being used to succeed in fulfilling its wielder's motivation, being wielded in a seemingly unwinnable battle.	Becomes a +4 weapon	Add 3d6 to critical hits inflicted with this weapon instead of 1d6.
5	Delivering the finishing blow to a foe of CR 15 or higher, being tempered upon a celestial or infernal forge in the afterlife, being blessed by a powerful Fortune.	Becomes a +5 weapon	When performing the bound invocation, the wielder can spend inspiration to gain 4 favor to spend on its empowerments. This favor is lost if not spent.

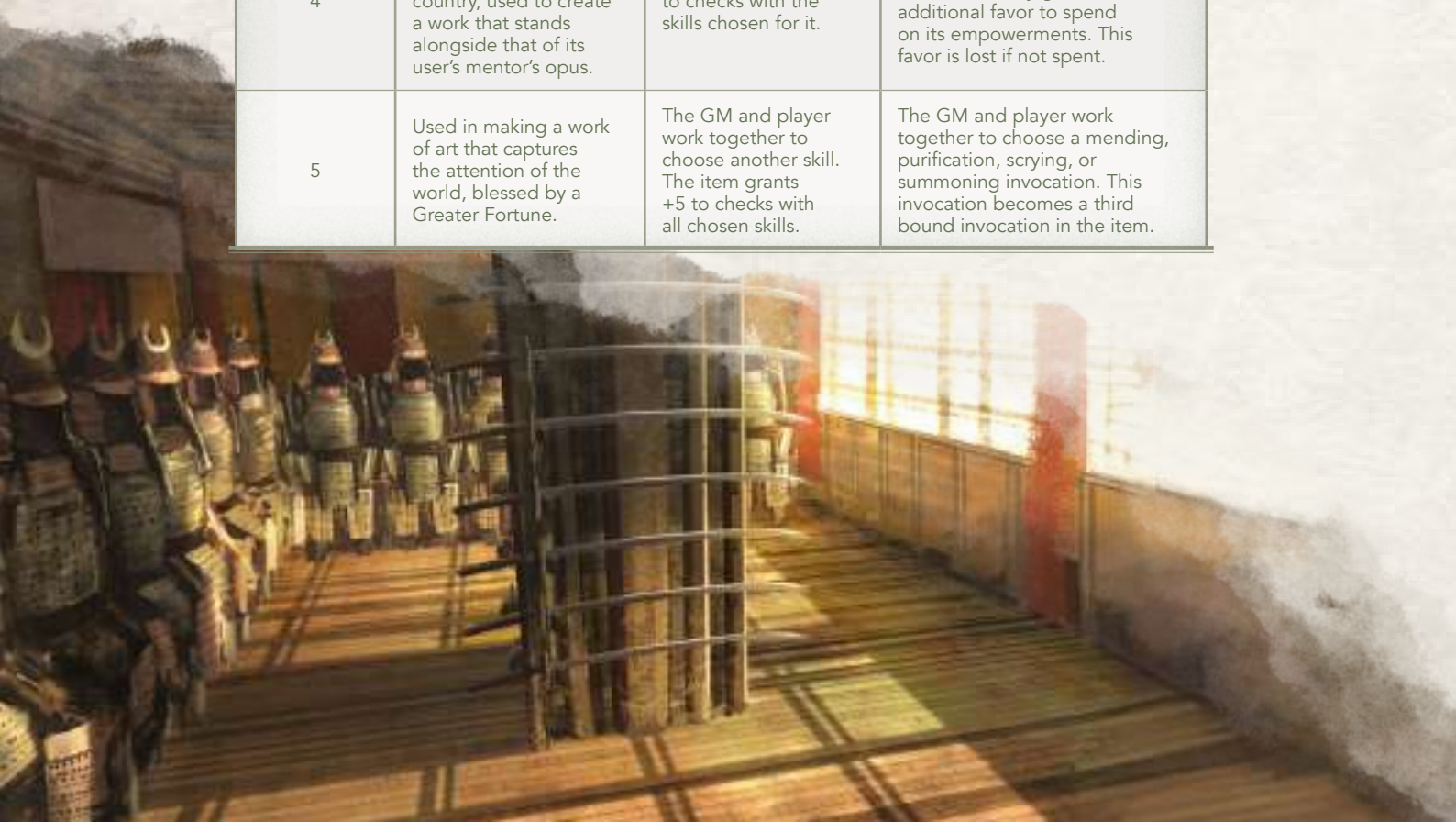


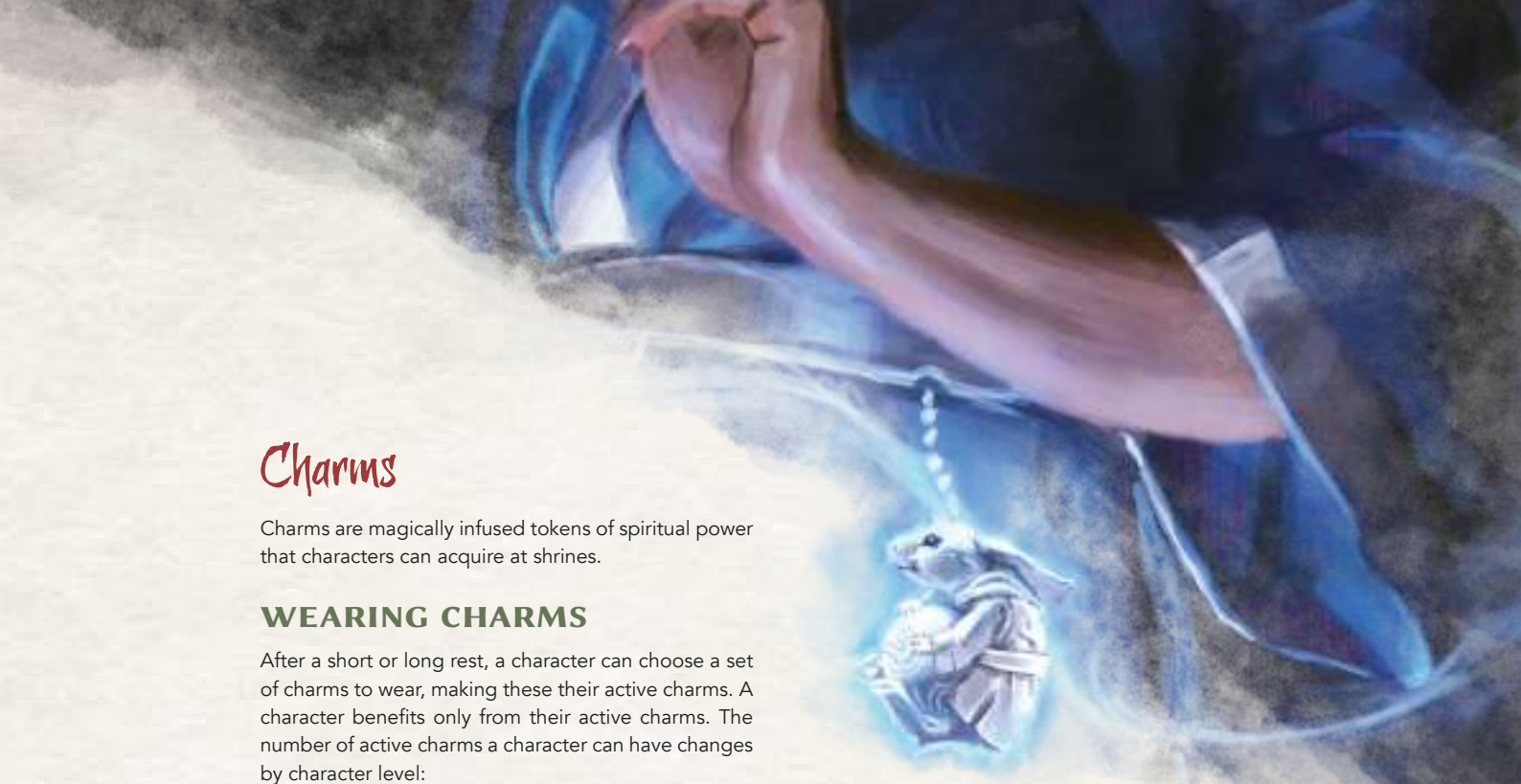
Table 4–13: Armor Awakening

Awakening Level	Example Suitable Events	Bonus	Other Effects
1	The wearer suffers 20 or more damage in a single hit and is not incapacitated, the wearer is incapacitated while pursuing their motivation, the wearer succeeds on a death saving throw with a roll of 20, the armor is donned in the desperate defense of one's home or ideal.	Becomes a +1 armor	Proficiency on Charisma saving throws while wearing the armor.
2	The wearer suffers 40 or more damage in a single hit and is not incapacitated, the armor is severely damaged protecting the wearer, being blessed by a Lesser Fortune.	Becomes a +2 armor	Based on the event that awakened the armor to this stage, the GM and player work together to choose a motivation for it (see page 240). A character attuned to the item is instinctively aware of this motivation. Once per long rest, when the wielder suffers damage while fighting in service of its motivation, the wielder gains inspiration.
3	The wearer suffers 60 or more damage in a single hit and is not incapacitated, being worn during a key moment of conflict between the wearer's motivations.	Becomes a +3 armor	The GM and player work together to choose an augmentation invocation. This invocation becomes a bound invocation in the item.
4	The wearer suffers 80 or more damage in a single hit and is not incapacitated, enhanced with a unique supernatural material such as a dragon's scale or a kirin's hair.	Becomes a +4 armor	Once per long rest, the first critical hit the wearer suffers becomes a normal hit.
5	The wearer suffers 100 or more damage in a single hit and is not incapacitated, being worn by a hero in their final battle to uphold their ideal, being blessed by a Greater Fortune.	Becomes a +5 armor	The GM and player work together to choose an ability score. That ability score is increased for the wearer by +2, to a maximum of 22.

Table 4–14: Other Item Awakening

Awakening Level	Example Suitable Events	Bonus	Other Effects
1	Used for a successful skill check for which the user rolls a 20, used in making a work of art that captures the attention of a town, used to achieve a milestone in pursuing its user's motivation.	The GM and player work together to choose a skill for which the item is helpful. It grants an additional +1 to skill checks made using it.	The GM and player work together to choose a mending, purification, scrying, or summoning invocation. This invocation becomes a bound invocation in the item.
2	Used in making a work of art that captures the attention of a large city, blessed by a Lesser Fortune.	The item grants +2 to checks with the skills chosen for it.	Based on the event that awakened the item to this stage, the GM and player work together to choose a motivation for it (see page 240). A character attuned to the item is instinctively aware of this motivation. Once per long rest, when the wielder fails a skill check in service of its motivation, the wielder gains inspiration.
3	Used in making a work of art that captures the attention of a province, used to overcome its user's greatest rival.	The GM and player work together to choose another skill. The item grants +3 to checks with all chosen skills.	The GM and player work together to choose a mending, purification, scrying, or summoning invocation. This invocation becomes a second bound invocation in the item.
4	Used in making a work of art that captures the attention of a country, used to create a work that stands alongside that of its user's mentor's opus.	The item grants +4 to checks with the skills chosen for it.	When a character wielding the item performs a bound invocation, they gain 3 additional favor to spend on its empowerments. This favor is lost if not spent.
5	Used in making a work of art that captures the attention of the world, blessed by a Greater Fortune.	The GM and player work together to choose another skill. The item grants +5 to checks with all chosen skills.	The GM and player work together to choose a mending, purification, scrying, or summoning invocation. This invocation becomes a third bound invocation in the item.





Charms

Charms are magically infused tokens of spiritual power that characters can acquire at shrines.

WEARING CHARMS

After a short or long rest, a character can choose a set of charms to wear, making these their active charms. A character benefits only from their active charms. The number of active charms a character can have changes by character level:

- At 1st level, a character can have one active charm of rank 1.
- Starting at 5th level, a character can have one active charm of rank 1, and one additional active charm of up to rank 2.
- Starting at 11th level, a character can have one active charm of rank 1, one active charm of up to rank 2, and one active charm of up to rank 3.

The Charm Connoisseur feat improves charm utilization (see page 224).

RANK 1 CHARMS

After you use a rank 1 charm, you cannot use it again until you complete a long rest. Alternatively, you can visit any shrine, spend an hour in contemplation, and make its required offering to regain the use of it more quickly.

Ancient Mountains Charm. The Fortune of Longevity smiles upon you and wraps you in a protective embrace. When another character damages you with an attack, you can use this charm and your reaction to reduce the damage by 1d6 + your proficiency bonus.

Discernment Charm. The Fortune of Rhetoric and Performance plants a hunch in your mind to help you avoid being deceived. When another character you can perceive makes a Charisma check against you, you can use this charm to learn their motivation (see **NPC Motivations** on page 387)

Imbuement Charm. The Fortune of Blessed Art imbues your weapon with supernatural qualities. You can use this charm and a bonus action to treat your weapon and unarmed attacks as magical for the purposes of overcoming resistances and immunities until the end of your turn.

Obstinacy Charm. The Fortune of Wisdom and Mercy aids you in seeing past the emotional manipulations you are facing and reminds you of your purpose. If you are charmed or frightened, you can use this charm and a bonus action to remove that condition.

Preservation Charm. The Fortune of Midday Sun grants you another breath. When you make a death saving throw, before rolling dice, you can use this charm to automatically succeed.

Protection Charm. The Fortune of Physical Mastery fortifies your flesh against a certain type of damage. When you acquire this charm, choose one of the following damage types: bludgeoning, cold, fire, force, lightning, thunder. You can use this charm and your action to gain resistance against damage of that type until the start of your next turn.

Purification Charm. The Fortune of Clear Waters washes your body free of poison. If you are poisoned, you can use this charm and a bonus action to remove that condition.

Restoration Charm. The Fortune of Healing and Medicine applauds your trust in them. When you are healed for 1 or more hit points, you can use this charm to heal additional hit points equal to 1d6 + your proficiency bonus.



Rank 2 Charms

After you use a rank 2 charm, you cannot use it again until you complete a long rest. Alternatively, you can visit the shrine where you acquired it, spend an hour in contemplation, and make its required offering to regain the use of it more quickly.

Drifting Cloud Charm. The Fortune of Open Skies blesses you with swiftness. On your turn, you can spend this charm to increase one of your movement speeds by +5 feet until the end of your turn.

Flowing River Charm. The Fortune of Longevity grants you increased protection from harm. You can spend your action, this charm, and one Hit Die to regain hit points equal to that hit die's maximum value.

Foresight Charm. The Fortune of Fateful Encounters urges you to never take your eyes off your enemies. After you use your reaction, you can spend this charm to gain an additional reaction that you can use before the start of your next turn.

Inner Strength Charm. The Fortune of Persistence whispers to you to keep your mind clear and your heart open. Choose one of the following resources that you have access to from a class feature or feat: favor or focus. On your turn, you can spend this charm to gain 1 of that resource.

Observation Charm. The Fortune of Wisdom and Mercy blesses you with keen instincts. You can spend a bonus action and this charm to learn the challenge rating, Armor Class, highest ability score, or motivation (see **NPC Motivations** on page 387) of another character you can perceive.

Prosperity Charm. The Fortune of Wealth blesses you with abundance. When acquiring money from any means other than collecting payment for a job, receive 10% more.

Rank 3 Charms

Rank 3 charms provide a passive benefit and can also be used for an active benefit. After you use a rank 3 charm's active benefit, you cannot use that benefit again until you complete a long rest, but you continue to benefit from its passive benefit.

Unlike rank 1 and 2 charms, rank 3 charms cannot be purchased at a shrine. Instead, a character must acquire one by interacting with a powerful spirit who chooses to bestow its boon upon the character, likely in recognition of a service done or an act of great valor or piety.

Iron Skin Charm. The Fortune of Mountains and Caves fortifies your body against attacks. Increase your Armor Class by 1. You can use this charm and a bonus action to gain advantage on Constitution and Strength saving throws until the start of your next turn.

Mastery Charm. The Fortune of Craft rewards you for your efforts in honing your abilities. Choose an ability score. You have proficiency on saving throws of that ability score. After you fail a saving throw of that ability score, you can use your reaction and this charm to gain temporary hit points equal to 2d8 + your proficiency bonus.

Ultimate Imbuement Charm. The Fortune of Blessed Art blesses your weapon with impressive supernatural qualities. Your unarmed and weapon attacks count as magical for the purposes of overcoming resistances and immunities. When you hit with an attack, you can use this charm to increase the damage by 1d6 + your proficiency bonus.

Ultimate Preservation Charm. The Fortune of Midday Sun encourages your soul to stay bound to your mortal body. You cannot be killed by Instant Death. After you succeed on a death saving throw, you can use this charm to regain 1 hit point.

Ultimate Protection Charm. The Fortune of Physical Mastery fortifies your flesh and your mind against unwanted conditions. You have advantage on checks and saving throws to remove conditions. On your turn, you can use this charm to remove one condition of your choice from yourself or another character within 15 feet.

Table 4–15: Charms by Rank

Charm	Rank	Offering Required	Locations Available
Ancient Mountains Charm	1	1 gp	Any shrine
Discernment Charm	1	1 gp	Any shrine
Imbuement Charm	1	1 gp	Any shrine
Obstinacy Charm	1	1 gp	Any shrine
Preservation Charm	1	1 gp	Any shrine
Protection Charm	1	1 gp	Any shrine
Purification Charm	1	1 gp	Any shrine
Flowing River Charm	1	1 gp	Any shrine
Drifting Cloud Charm	2	1 gp	A shrine to Fortune of Open Skies
Flowing River Charm	2	5 gp	A shrine to the Fortune of Longevity
Foresight Charm	2	5 gp	A shrine to the Fortune of Fateful Encounters
Inner Strength Charm	2	5 gp	A shrine to the Fortune of Persistence
Observation Charm	2	5 gp	A shrine to the Fortune of Wisdom and Mercy
Prosperity Charm	2	5 gp	A shrine to the Fortune of Wealth
Iron Skin Charm	3	—	Narrative reward only
Mastery Charm	3	—	Narrative reward only
Ultimate Imbuement Charm	3	—	Narrative reward only
Ultimate Preservation Charm	3	—	Narrative reward only
Ultimate Protection Charm	3	—	Narrative reward only



CHAPTER

5

Customization and Feats

There are numerous ways you can customize your character, the most prominent of which are multiclassing and feats. This section provides restrictions and guidance on multiclassing options, as well as a list of setting-specific feats.

The names and game statistics of the feats in this chapter are designated as Open Game Content. The background descriptions in this chapter are designated as closed content.

Multiclassing

Multiclassing functions on the same paradigm discussed in the SRD. Given that there are new classes, however, this section covers the prerequisites for multiclassing into these classes and explains how certain combinations of abilities interact.

PREREQUISITES

When multiclassing, the following ability score prerequisites are required to take levels in a new class, as listed in the table below.

Table 5–1: Multiclassing Prerequisites

CLASS	ABILITY SCORE MINIMUM
Bushi	Strength 13 or Dexterity 13
Duelist	Strength 13 or Dexterity 13
Courtier	Charisma 13
Shinobi	Dexterity 13
Ritualist	Intelligence 13 or Charisma 13 or Wisdom 13
Pilgrim	Constitution 13
Acolyte	Strength or Dexterity 13

CLASS FEATURES

Multiclassing sometimes allows a character to gain class features that interact, and these interactions are explained in this section. For any class feature already covered in the SRD's multiclassing section (such as Extra Attack), this information has not been repeated.

Focus Points

Both the bushi and duelist class grant a character access to the Focus Points feature. The focus points feature is shared between these classes, and can be used for the features and martial techniques granted by either class. A character with one or more levels in both bushi and duelist gains only 1 focus point at the end of each of their turns plus any focus points granted by their Combat Stance. Additionally, they use their combined bushi and duelist level to determine their focus point maximum. For example, if a character is a 4th level bushi and a 5th level duelist, their focus point maximum is equal to that of a 9th level bushi (or a 9th level duelist). Their martial techniques and other class features are determined separately by their level in each class.

Combat Stances

A character can master combat stances from both the bushi and duelist classes, but can still only ever use one stance at a time.

Feats

The following setting-specific feats are available, and are acquired in the manner described in the SRD. At the GM's discretion, a character can also select feats from other 5e sources.

GENERAL FEATS

The following feats are available to all characters who meet their prerequisites.

Battlefield Training

You have studied the traditional Rokugani ways of war, and gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with the following weapons: katana, iron-studded club, longbow, naginata, warspear.
- You gain proficiency in two other martial weapons listed in **Chapter 4: Equipment** (see page 186).
- You gain proficiency with light armor, medium armor, and lacquered armor (but not other heavy armor).

Charm Connoisseur

You have visited numerous shrines and taken a deep interest in the creation and use of charms. You gain the following benefits:

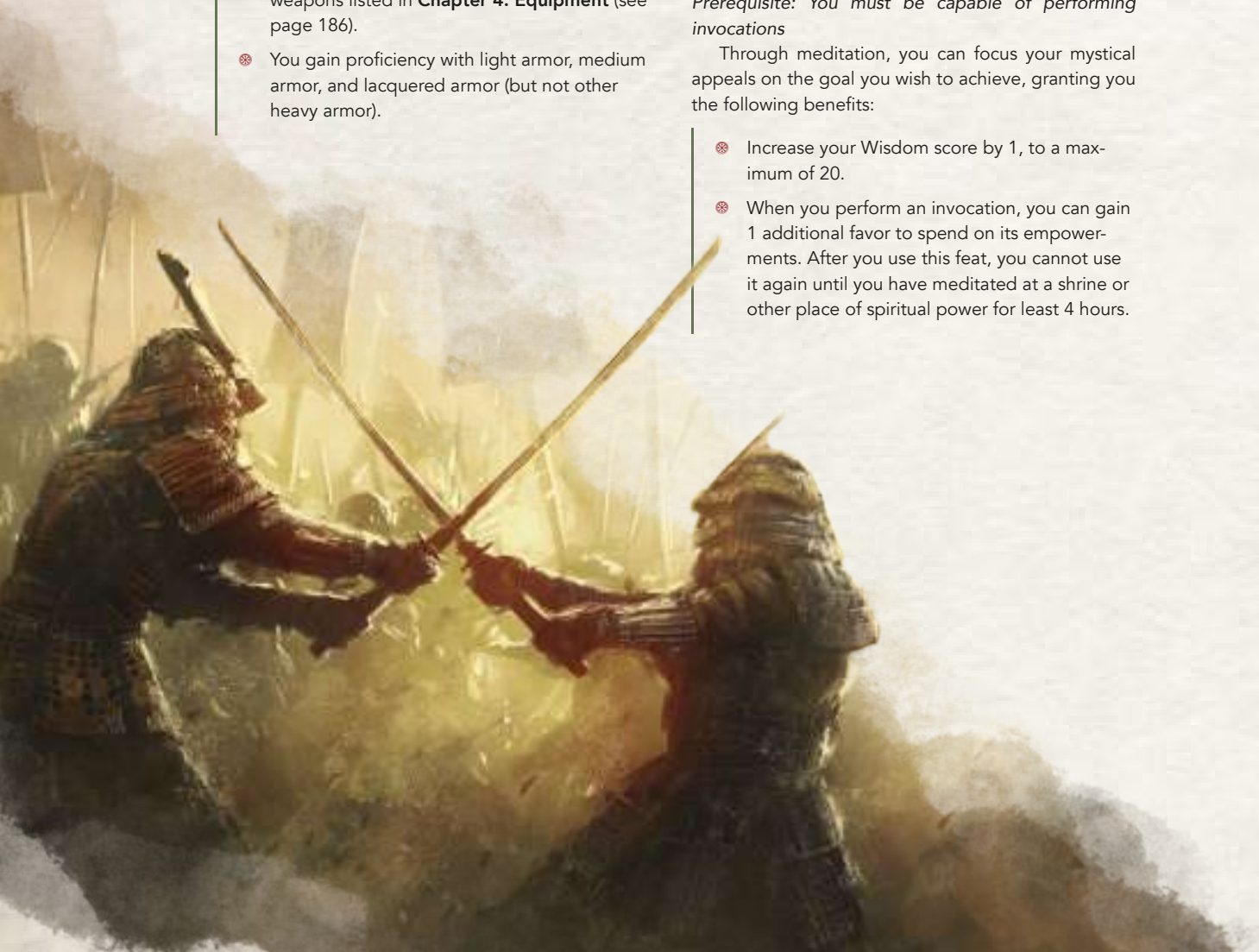
- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the calligraphy set artisan tool.
- You can create copies of basic charms. This process takes 2 hours of focused work and 5 sp of consecrated paper and ink, at the end of which you must make a DC 15 Intelligence (Religion) check. If you succeed, you create one copy of any rank 1 charm in your possession that you can give to another character.
- On your turn, you can spend a bonus action to exchange one of your inactive charms with one of your unused active charms of the same rank.

Clarity in Solace

Prerequisite: You must be capable of performing invocations

Through meditation, you can focus your mystical appeals on the goal you wish to achieve, granting you the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- When you perform an invocation, you can gain 1 additional favor to spend on its empowerments. After you use this feat, you cannot use it again until you have meditated at a shrine or other place of spiritual power for least 4 hours.



Fashionable

You have insight into what various outfits say about their wearers, and always keep up with the latest trends. Gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- When you spend at least 5 minutes in a place inhabited by sentient creatures, you can tell what the local fashions are, and how best to blend in (or stand out).
- As part of a long rest or by spending one hour of focused work, you can prepare your outfit immaculately, granting you the benefit of either resplendent regalia or unremarkable clothes (see page 188), no matter what you are wearing. You can gain this benefit even while wearing armor. This benefit lasts until your next long rest. Alternately, you can make a DC 15 Charisma (Persuasion) check to choose another character and grant them this benefit instead.

Forbidden Sorcery

Prerequisite: You must have a forbidden text or a practitioner of forbidden arts who can train you

From digging through heretical texts or participating in profane rites, you have learned some amount of forbidden sorcery. Your spellcasting attribute is Intelligence. Your spell attack modifier is equal to 10 + your proficiency bonus + your Intelligence modifier, and your spell save DC is equal to 8 + your proficiency bonus + your Intelligence modifier. You can cast several spells from the SRD on a limited basis, requiring no components: *bane*, *command*, and *inflict wounds*. After you cast one of these spells this way, you cannot cast any of them again until you complete a long rest. Additionally, you can cast the *mark of desecration* spell found on page 403 at will. Your use of these dreadful powers is not easily detected, and so a creature that witnesses you using one of these spells must make a Wisdom saving throw with DC equal to your spell save DC to realize that you cast a spell. A creature that already suspects you can make an Intelligence (Arcana) check with DC equal to 10 + your spell save DC. On success, it discerns your use of forbidden sorcery.

If your use of such baleful powers becomes widely known among the spirits of Rokugan, however, they might forsake you and refuse to grant power to your charms or answer your invocations until you make suitable amends.

Multi-Source Multiclassing

Mechanically, there is nothing preventing players from multiclassing using classes from the SRD, other 5e core materials, or other 5e materials approved by the GM. In fact, class levels from other sources could be used to reflect characters from unique traditions, far-flung lands, or even other worlds. However, GMs should be aware of several factors while considering whether to allow multiclassing with classes outside this book.

First and foremost, certain classes fill similar roles. In most cases, the opportunity costs to multiclassing or relatively redundant features keep this under control. However, in a few cases, there are significant synergies. For instance, the bushi and duelist classes and the Fighter class in the SRD are extremely strong together, as low-level fighter class features like Action Surge and Fighting Styles grant a potentially multiplicative benefit when combined with the abilities of the bushi and duelist.

The simplest option is to restrict classes to the ones presented in this book, but that might not be the most fun for all groups of players. A slightly more permissive stance would allow classes from other 5e sources, but restrict multiclassing to classes that appear within the same source. The most complex option, but potentially the most fun for players who enjoy optimization, is to allow players to multiclass as they please across sources and simply tune the difficulty of encounters to compensate for the strength of the PCs. GMs should consider whether they want to allow multiclassing with outside sources as they begin their campaign, and discuss this with their players before character creation to make sure that everyone is on the same page and the options available reflect the group's mindset on the matter.

Genuine Idealist

You can maintain a sunny attitude in almost any circumstance, granting you the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When the GM gives you inspiration, you can choose a friendly character who can perceive you to gain inspiration as well. If you already have inspiration, you can choose two friendly characters who can perceive you to gain inspiration instead.

Graceful Combatant

Prerequisite: Dexterity 13 or higher

You strike with poise and precision. You gain proficiency in Dexterity saving throws. Additionally, you can use your Dexterity instead of your Strength for the attack and damage rolls you make using the following:

- Your unarmed strikes.
- Simple melee weapons.
- Improvised weapons.

Impromptu Duel Coach

Whether you built your skills on the rowdy streets of a big city or in the deadly silence of a court dueling ground, you know a thing or two about standing as a second in a duel. This grants you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- On initiative count 20 (losing ties) during each round of a duel (or a combat encounter in which two characters are dueling), if you are an onlooker and another friendly character is participating against a hostile duelist, you can make a Charisma (Performance) roll to offer encouragement to your allies and scorn to your enemies (as subtly or overtly as you desire). The DC is the passive Perception score of the hostile duelist. On success, the friendly character removes a d6 danger die and the hostile duelist gains a d6 danger die. On failure, the friendly character replaces a d6 danger die of their choice with a d4 danger die.

Paragon

Prerequisite: Charisma 13 or higher

You strive to exemplify an ideal, virtue, or philosophy. Choose one of your motivations (see Motivations on page 240) and gain the following benefits associated with it:

- When you are granted inspiration for pursuing this motivation, you gain temporary hit points equal to 1d8 + your proficiency bonus. If your current hit points are lower than or equal to half of your maximum hit points, you regain that many hit points instead.
- You can spend your inspiration and a bonus action to rouse your comrades to your cause. Each friendly creature who can perceive you gains temporary hit points equal to 1d4 + your proficiency bonus. If its current hit points are lower than or equal to half of its maximum hit points, it regains that many hit points instead.
- If your motivation ever changes, you can either select a new feat to replace this one or, with the GM's permission, become a paragon of your new motivation.

Shadowlands Might

Prerequisite: You can choose this feat only if you have come into contact with a Lost creature, traveled in the Shadowlands, or otherwise been exposed to its cursed essence

You are marked by the Shadowlands, and the agony of Fu Leng burns in you, granting you the following benefits and drawbacks:

- Choose an ability score. That ability score is increased by +2, and can now be raised to a maximum of 22 by this or a future increase.
- You become a Lost creature.
- Choose or roll for a power from **Table A–11: Shadowlands Powers** on page 410 as your latent power. Normally you do not have access to this power, but whenever you begin your turn, if your current hit points are lower than or equal to half your maximum hit points, you can tap into your latent power. You can do this even if you are at 0 hit points. If you do, you immediately regain 2d8 hit points and gain this power until the end of the encounter. You cannot use this feat again until you complete a long rest.

- You have disadvantage on Wisdom saving throws to resist the powers and abilities of Lost creatures.
- You are forever bound to the destiny of Fu Leng.

Unusual Weapon Mastery

Prerequisite: Dexterity 13 or higher

You have dedicated yourself to becoming skilled at wielding a particular unusual type of object as a weapon. You treat this item as if it were a martial weapon in which you are proficient. See the table below for a number of example items and their damage profiles, or discuss with your GM and select or modify a similarly shaped weapon's profile based on the examples.

Additionally:

- You gain proficiency in the use of this item as a tool, if relevant.
- The first time you perform a martial technique using your unusual weapon each encounter, you can resolve the technique as if you had spent 1 additional focus.
- If your unusual weapon is an awakened item (see page 213), you treat it as having the attack roll and damage bonuses of an awakened weapon of the same awakening level.

Watchful Ancestors

The spirits of those who passed before you guard you against slipping into the next realm without a fight. Gain the following benefits:

- You gain one additional Hit Die (a d4).
- Increase the number of death saving throws you must fail to perish to 4. You still stabilize after 3 successful death saving throws.
- When making your final death saving throw to avoid perishing, you have advantage on the roll. If you succeed on this death saving throw, you can spend one or more Hit Dice. If you do, recover hit points as if you had spent those Hit Dice during a short rest.

Table 5–2: Unusual Weapon Examples

ITEM	PROFILE	PROPERTIES
Boat Oar	1d6 bludgeoning	versatile 1d8
Book	1d4 bludgeoning	defensive
Cooking Pan or Pot	1d4 bludgeoning	defensive
Fishing Net	1d4 bludgeoning	light, snaring
Fishing Rod	1d6 slashing	reach, snaring, two-handed
Flute	1d4 bludgeoning	light, finesse
Gardening Rake	1d8 piercing	two-handed
Lute	1d6 bludgeoning	versatile 1d8
Rope (10+ ft.)	1d4 slashing	finesse, snaring
Scroll	1d4 bludgeoning	defensive
Trowel	1d4 piercing	finesse, light
Umbrella	1d6 bludgeoning	versatile 1d8
Zither	2d4 bludgeoning	heavy, two-handed



Crab Clan Feats

The following feats are suggested options for building iconic Crab Clan characters. They can be selected by any character who meets their prerequisites.

Ceaseless Vigilance

Prerequisite: Crab Clan background or Wisdom 13 or higher

Life in a dangerous place has taught you to watch your back, and beware of even seemingly innocuous changes in your environment. You gain the following benefits:

- You gain proficiency on Wisdom saving throws.
- When you are in the Shadowlands or another haunted place, you gain a +5 bonus to initiative and you can't be surprised.
- When a friendly creature that can perceive you makes a Wisdom saving throw, after rolling the die, you can spend your reaction to deliver a swift warning, adding 1d4 to the result.

Endurance Training

Prerequisite: Crab Clan background or Constitution 13 or higher

Through long practice, you are familiar with heavy weapons and armor, and gain the following benefits:

- You ignore the Strength requirements for wearing heavy armor with which you are proficient.
- When you wear heavy armor with which you are proficient, you gain a +2 bonus to Strength and Constitution saving throws.
- When you wear heavy armor with which you are proficient and wield a heavy weapon with which you are proficient, you gain a +1 bonus to your AC.

Engineering Experience

Prerequisite: Crab Clan background or Intelligence 15 or higher

You have studied machines and contraptions of all sorts, and gain the following benefits:

- You gain proficiency in crossbows, heavy crossbows, and repeating crossbows.
- Once per turn when you make an attack with a loading weapon (such as a crossbow, heavy crossbow, or repeating crossbow), you can add your Intelligence modifier to the damage, and the attack inflicts a critical hit on a result of 19 or 20.
- After five minutes of observing any mechanical contraption including non-magical traps, you understand how it works. You know what steps are required to dismantle, repair, or improve it (if possible).

Fell Strikes

Prerequisite: Crab Clan background or Strength 15 or higher

You are versed at delivering blows that can punch through even the toughest hides. When you make a melee attack using a heavy weapon with which you are proficient, you can reroll up to one of the damage dice with a result that is lower than or equal to your Strength modifier. If the new result is still lower than your Strength modifier, you can use your Strength modifier instead of the die's result.

Crane Clan Feats

The following feats are suggested options for building iconic Crane Clan characters. They can be selected by any character who meets their prerequisites.

Cautious Rhetorician

Prerequisite: Crane Clan background or Wisdom 13 or higher

You are skilled at achieving your ends through diplomacy and negotiation, granting you the following benefits:

- You learn any 2 support rhetorical flourishes of your choice from among those available to the Courtier listed under Additional Rhetorical Flourishes (see page 69).
- If you already have intrigue dice, you gain 1 additional intrigue die.
- If you do not have intrigue dice, you gain 1 intrigue die, which is a d8. This die is used for your rhetorical flourishes, and you recover it after you complete a short or long rest.

Poise and Purpose

Prerequisite: Crane Clan background or Dexterity 13 or higher

You have studied acting with intention, allowing you to make the most of your effort. When you succeed on a roll you made with advantage, if both the higher and the lower d20 had a result high enough to succeed, you gain 1 of the following benefits of your choice:

- If you have the favor resource (such as from the Ritualist class), recover 1 spent favor.
- If you have focus points (such as from the Bushi or Duelist class), gain 1 focus point.
- If you have intrigue dice (such as from the Courtier class), recover 1 expended intrigue die.
- Recover 1 expended Hit Die.
- Gain temporary hit points equal to 1d4 + your proficiency bonus.

After you use this feat, you cannot use it again until you complete a short or long rest.

Resolve of Iron

Prerequisite: Crane Clan background or Wisdom 15 or higher

You are extremely resolute in your principles, and hard to startle on the field of battle or in the web of schemes that surrounds courtly politics.

- You have advantage on saving throws to resist being frightened or stunned.
- When you are frightened or stunned, you can spend and roll 1 Hit Die as a free action at the start of your turn. On a result of 5 or higher, you remove the condition immediately. On a result of 4 or lower, you remove the condition at the end of your turn instead.
- When your current hit points are lower than or equal to half your maximum hit points, you gain resistance to psychic damage.

Well-Connected

Prerequisite: Crane Clan background or Charisma 15 or higher

You have friends in many places, and can usually find a contact to assist you no matter where you travel. You gain the following benefits:

- During a long rest in a place inhabited by sentient beings, you can find a friendly contact who can help you acquire items and services you may need.
- When visiting one of your contacts, you can get them to provide an item to you free of charge, with a cost no greater than the Maximum Item Cost listed in the table below. Certain items may not be available in certain areas at the GM's discretion.

Table 5–3: Well-Connected Item Acquisition

Character Level	Maximum Item Cost
1-3	5 sp
4-6	1 gp
7-10	5 gp
11-15	20 gp
16-20	100 gp

Dragon Clan Feats

The following feats are suggested options for building iconic Dragon Clan characters. They can be selected by any character who meets their prerequisites.

Adaptable Strategy

Prerequisite: Dragon Clan background or Wisdom 13 or higher

You are always looking for new avenues and options, and ways to learn widely useful lessons from past missteps. When you make a roll with disadvantage, you can set aside the higher result. The next time you roll with disadvantage, you can substitute the set-aside result for the lower result.

After you use this feat to substitute a die, you cannot use it again until you complete a short or long rest.

Altitude Training

Prerequisite: Dragon Clan background or Constitution 13 or higher

You have lived among the mountains and become extremely acclimated to the effects of lowered oxygen on your body, granting you the following benefits:

- You gain proficiency in Constitution saving throws.
- You recover more quickly, allowing you to spend up to 10 minutes per short rest pursuing a task you can complete in that time. This could include setting up traps, scouting the local area, or some other activity your GM deems appropriate.
- When you spend a Hit Die to heal during a short rest, if it results in a 1, regain that spent Hit Die.

Disruptive Strikes

Prerequisite: Dragon Clan background or Wisdom 15 or higher

You have studied the natural flow through the body, and can land unarmed blows that imbalance your foe's Yin and Yang energy. You gain the following benefits:

- You gain proficiency in the Medicine skill.
- Your unarmed strike uses a d4 for damage, and you can add your Wisdom modifier to the damage instead of your usual ability score modifier.
- When you inflict a critical hit with an unarmed strike, you can make a Wisdom (Medicine) check contested by a Constitution check by your target. If you win the contested check, your target suffers the stunned condition until the end of its next turn. If you lose the contested check, it suffers the distracted condition (–2 AC, removed after it is hit by an attack) until the end of its next turn instead.

Keen Study

Prerequisite: Dragon Clan background or Intelligence 15 or higher

You are skilled at achieving your ends through studious observation of others, granting you the following benefits:

- You learn any 2 intuition rhetorical flourishes of your choice from among those available to the Courtier listed under Additional Rhetorical Flourishes (see page 69).
- If you already have intrigue dice, you gain 1 additional intrigue die.
- If you do not have intrigue dice, you gain 1 intrigue die, which is a d8. This die is used for your rhetorical flourishes, and you recover it after you complete a short or long rest.



Lion Clan Feats

The following feats are suggested options for building iconic Lion Clan characters. They can be selected by any character who meets their prerequisites.

Combat Drill

Prerequisite: Lion Clan background or Strength 13 or higher

You have trained extensively in the arts of combat, and gain the following benefits:

- You gain proficiency in any 3 martial weapons of your choice.
- You learn any 2 martial techniques of your choice found beginning on page 251.
- If you do not have focus points used by the Bushi (see page 44) and Duelist (see page 54) classes, your maximum focus becomes 2. You gain 1 focus point at the end of each of your turns as long as you are conscious. At the end of each encounter, your unused focus points are lost.
- If you already have access to focus points, your maximum focus is increased by 1.

Field Medicine

Prerequisite: Lion Clan background or Wisdom 13 or higher

You have picked up life-saving skills on the battlefield, and know that swift intervention is often the most important medicine. You gain the following benefits:

- You gain proficiency in the Medicine skill.
- While you are equipped with a medicine kit, you can spend your action and make a DC 15 Wisdom (Medicine) check to remove one of the following conditions from a creature within 5 feet: bleeding, blinded, deafened, maimed.
- When you make a check to stabilize a creature, on a roll of 19 or 20, the creature instead immediately regains 1 hit point.

Marching Stamina

Prerequisite: Lion Clan background or Constitution 15 or higher

You have significant experience serving in armies or militant organizations, and know how to march, follow orders, and fight. You gain the following benefits:

- You gain proficiency in Light and Medium Armor.
- Finishing a long rest reduces your exhaustion level by 2 instead of by 1.
- If using the variant rules for Encumbrance, you halve the movement speed penalties for being encumbered or heavily encumbered.
- If you rest for ten minutes, you can spend 1 Hit Die to roll that die and recover hit points equal to the result plus your Constitution modifier. Once you have used this part of this feat, you cannot use it again until you complete a long rest.

Motivating Storyteller

Prerequisite: Lion Clan background or Charisma 15 or higher

You know the importance of myth in motivating others, and use your stories to keep your friends and allies reaching for the stars. You gain the following benefits:

- You gain proficiency in the Performance skill.
- You gain proficiency on Charisma saving throws.
- On your turn, you can spend an action and make a DC 15 Charisma (Performance) check to recount a heroic anecdote relevant to your current predicament. On success, each conscious friendly creature that can understand you gains temporary hit points equal to 1d4 + your Charisma modifier. Each affected creature with current hit points lower than or equal to half its maximum hit points instead regains hit points equal to 1d4 + your Charisma modifier. After you use this part of this feat, you cannot use it again until you complete a long rest.

Phoenix Clan Feats

The following feats are suggested options for building iconic Phoenix Clan characters. They can be selected by any character who meets their prerequisites.

Apprentice Ritualist

Prerequisite: Phoenix Clan background or Wisdom 13 or higher

You are versed in simple invocations, and can draw upon the favor of the spirits in a limited way. Gain the following benefits:

- You gain proficiency in the Religion skill.
- If you do not have the favor class resource, you gain 1 favor, which you can use to empower your invocations. See the Ritualist class on page 86. After you spend this favor, you regain it after you complete a short or long rest, or after you spend 4 hours meditating at a shrine or other place of spiritual power.
- If you have the favor class resource, you gain 1 additional favor.
- You learn the following invocations: commune with the spirits (see page 268), divination (see page 269), threshold barrier (see page 286). You can perform these invocations at will.

Elemental Alignment

Prerequisite: Phoenix Clan background or Intelligence 13 or higher

You are especially attuned to an element, and you push yourself harder when invoking that element as a result. Choose Air, Earth, Fire, or Water, then gain the following associated benefits:

- When you roll a 1 on a damage die for an invocation of the chosen element, you can reroll it. If the second result is also a 1, treat it as a 2 instead.
- When you perform an invocation of the chosen element, you can spend and roll up to 1 Hit Die. If you do, you gain additional favor to spend on its empowerments equal to half the result (rounded down, to a minimum of 1). This favor is lost if it is not spent.

You can select this feat multiple times, choosing a different element each time.

Loremaster

Prerequisite: Phoenix Clan background or Intelligence 13 or higher

You are extremely versed in the history, lands, and peoples of Rokugan and its neighboring countries, granting you the following benefits:

- You gain proficiency in the Arcana, History, Nature, and Religion skills.
- Choose one language from the ones listed on page 126. You learn this language, and can speak, read, write, and sign it as applicable.
- When you make an Intelligence-based skill check within a library or other place of learning, you halve the time needed to undertake the research.
- When you fail an Intelligence-based skill check, you gain advantage on the next Intelligence-based skill check you make using a different skill within the next 10 minutes.

Valorous Bodyguard

Prerequisite: Phoenix Clan background or Strength 15 or higher

You are skilled at keeping a charge safe and sound, even on the battlefield, granting you the following benefits:

- You gain proficiency in the Athletics skill.
- When a friendly creature within range of a melee weapon you are currently wielding is targeted by an attack roll, you can spend your reaction to make an Athletics check with DC equal to the attacker's passive Perception score. On success, you impose disadvantage on the attack roll and the creature becomes provoked by you (it has disadvantage on attack rolls targeting creatures other than you) until the end of its next turn. On failure, the creature becomes provoked by you after completing its attack.
- You gain a +1 bonus to AC against attacks made by creatures provoked by you.



Scorpion Clan Feats

The following feats are suggested options for building iconic Scorpion Clan characters. They can be selected by any character who meets their prerequisites.

Secrets upon Secrets

Prerequisite: Scorpion Clan background or Charisma 13 or higher

You are skilled at achieving your ends through misdirection and manipulation, granting you the following benefits:

- You learn any 2 scheme rhetorical flourishes of your choice from among those available to the Courtier listed under Additional Rhetorical Flourishes (see page 69).
- If you already have intrigue dice, you gain 1 additional intrigue die.
- If you do not have intrigue dice, you gain 1 intrigue die, which is a d8. This die is used for your rhetorical flourishes, and you recover it after you complete a short or long rest.

Tenebrous Arts

Prerequisite: Scorpion Clan background or Dexterity 13 or higher

You have some training in ninjutsu and other clandestine skills, granting you the following benefits:

- You gain proficiency in the Sleight of Hand and Stealth skills.
- You gain proficiency in all tools of subterfuge (see page 206).
- You gain proficiency in two ninja tools of your choice from those available to the Shinobi (see page 206). You can prepare up to two of these tools after you complete a long rest. When using ninja tools, your ninjutsu attack modifier is equal to your proficiency bonus + your Dexterity modifier. Your ninjutsu saving throw is equal to 8 + your proficiency bonus + your Dexterity modifier.

Tread Lightly

Prerequisite: Scorpion Clan background or Charisma 15 or higher

You know that the greatest threat is the one you never have to speak aloud, and that fear of your venom is a poison with special qualities all its own. You gain the following benefits:

- You gain proficiency in the Intimidation and Persuasion skills.

- When a creature moves to within 5 feet of you, if it can perceive you, you can spend your reaction to make a Charisma (Intimidation) check against it, with DC equal to its passive Perception. On failure, it is menaced by your poise and presence, and the creature suffers the distracted condition (–2 AC, removed after it is hit by an attack) until the end of its next turn. If it is already distracted, it becomes frightened of you for 1 minute instead. At the start of each of its turns, a creature frightened this way can make a Wisdom saving throw to overcome its fear, with DC equal to 8 + your Charisma modifier + your proficiency bonus.
- Friendly creatures other than you within 10 feet of you gain a +2 bonus to their damage rolls against distracted and frightened creatures.

Weakness as Strength

Prerequisite: Scorpion Clan background or Intelligence 15 or higher

You know the value of appearing weak where you are strong, and projecting strength where you are weak. When you make a roll with disadvantage, you can choose a creature that can perceive you. If its passive Perception score is lower than or equal to the higher of your two d20 results plus your Intelligence modifier, it suffers one of the following conditions of your choice until the end of its next turn: distracted (–2 AC, removed after it is hit by an attack) or provoked (disadvantage on attack rolls targeting creatures other than you).

Unicorn Clan Feats

The following feats are suggested options for building iconic Unicorn Clan characters. They can be selected by any character who meets their prerequisites.

Animal Companion

Prerequisite: Unicorn Clan or Charisma 13 or higher

You have an animal companion who aids you in your travels and combat. You gain proficiency in the Animal Handling skill. Additionally, choose a beast with CR based on the chart below to be your animal companion.

Your animal companion generally follows your direction and assists you both in combat and narrative scenes. In battle it takes a turn immediately before or after yours instead of generating its own initiative. On your turn, you can spend your bonus action to have your animal companion perform an attack or use the Aid action. If you are within 5 feet of the enemy you order it to attack, the attack roll has advantage.

If your animal companion is lower than the maximum animal companion CR for your character level, it gains the following:

- Increase its hit points by 4 per step on the table it is under your maximum.
- It gains a +1 bonus to attack and damage rolls per step on the table it is under your maximum.

Table 5–4: Animal Companion Options

CHARACTER LEVEL	MAXIMUM ANIMAL COMPANION CR	EXAMPLE ANIMAL COMPANIONS
1–2	1/4	Camel, Cat, Eagle, Goat, Hawk, Mastiff, Pony, Wolf, Raven
3–4	1/2	Black Bear, Warhorse
5–6	1	Brown Bear, Lion, Tiger, Utaku Steed
7–10	2	Rhinoceros, Polar Bear
11–15	3	Killer Whale
16–20	4	Elephant

For example, if your animal companion is a wolf (CR 1/4) and your character is level 5, your wolf gains 8 hit points and a +2 bonus to attack and damage rolls.

When your animal companion is reduced to 0 hit points by an attack, it narrowly avoids harm by fleeing the battlefield instead of being killed or becoming incapacitated (even if it would normally suffer instant death). It finds you and returns to your side with 1 hit point 1d12 minutes after the encounter ends, or after you complete a long rest. If your animal companion ever does perish, during your next long rest, you can either replace this feat with a different feat or, at the GM's discretion, acquire a new animal companion.

Seasoned Rider

Prerequisite: Unicorn Clan background or Dexterity 13 or higher

You have spent a great deal of time around riding animals, and know how to handle them deftly. You gain the following benefits:

- You gain proficiency in the Animal Handling skill.
- Once during each of your turns, you can mount or dismount as a free action.
- While you are riding a controlled mount, your mount ignores the additional movement cost from mundane difficult terrain, and has advantage on its Dexterity saving throws.
- When an effect would cause you to make a check or fall from your mount, you can choose to pass or fail.
- You gain a +2 bonus to damage rolls with melee weapons that have reach and ranged weapons while riding a mount.

Trade Expert

Prerequisite: Unicorn Clan background or Intelligence 15 or higher

You know about the prices of commodities, common trade routes, and general business sense, granting you the following benefits:

- You can accurately estimate the value of any item without making a check.
- You know the major trade hubs of the surrounding region and beyond, and which markets have the highest demand (and prices) for particular commodities.
- When making a check to haggle over the price of a purchase or a sale, you can add a bonus equal to your Intelligence modifier to the result.

Unwavering Heart

Prerequisite: Unicorn Clan background or Wisdom 15 or higher

You know that compassion and empathy are as important as courage and valor to achieving your goals. You gain the following benefits:

- You gain proficiency in the Insight skill.
- You gain proficiency on Wisdom saving throws.
- On your turn as a free action, you can spend your inspiration to make an appeal to an ally, cutting through the fog of fear or confusion. Choose a charmed or frightened friendly creature other than yourself that can perceive you. It removes the charmed or frightened condition and gains temporary hit points equal to 1d4 + your Wisdom modifier. If you appeal to that creature's motivation, it gains temporary hit points equal to 1d8 + your Wisdom modifier instead.



Imperial Family Feats

The following feats are suggested options for building iconic Imperial characters. They can be selected by any character who meets their prerequisites.

Celestial Authority

Prerequisite: Imperial Family background or Charisma 15 or higher

You can speak with imperious tone, reminding everyone of your importance not just in mortal affairs, but in the wider cosmic order. When you make a Charisma-based check, you can give yourself advantage on the roll. Once you use this feat, you cannot use it again until you complete a long rest.

Minor Clan Feats

The following feats are suggested options for building iconic Minor Clan characters. They can be selected by any character who meets their prerequisites.

Dreamscape Journey

Prerequisite: Moth Clan background or proficiency in Religion

When you take a long rest, you can journey into the Realm of Dreams to gain hints of what is to be, performing divine the omens invocation (see page 269) on the completion of the rest. You gain additional favor to spend on this invocation's empowerments equal to your proficiency bonus.

Exorcist's Sight

Prerequisite: Falcon Clan background or proficiency in Arcana

You have the capacity to see the specters that walk invisibly in the world, granting you the following benefits:

- You can see invisible undead creatures and target them with attacks without penalty, even if they normally cannot be attacked in their current state.
- When you make a weapon attack against a creature with immunity to bludgeoning, slashing, or piercing damage, you treat that immunity as resistance instead.
- When an intangible creature passes through you, you can spend your reaction to cause it to take radiant damage equal to 1d6 + your proficiency bonus.

Favor of Lady Sun

Prerequisite: Centipede Clan background or proficiency in Religion, must be able to perform invocations

You are blessed by Lady Sun, granting you the following benefits:

- When you perform a fire invocation, you can choose any number of friendly, non-Lost creatures. Each of those creatures gains immunity to fire and radiant damage dealt by this invocation.
- When you perform a fire invocation, you can spend additional favor up to your proficiency bonus. If you do, choose that many creatures within 20 feet of you. Each of those creatures regains 1d6 hit points.
- On your turn, if you have 0 favor and you are in sunlight, you can spend your action to regain favor equal to your proficiency bonus. Once you use this part of this feat, you cannot use it again until you complete a long rest or spend 4 hours in meditation at a shrine to Lady Sun.



Hearty Boast

Prerequisite: Mantis Clan background or proficiency in Performance

Before battle, you can rouse the hearts of those around you by professing the great deeds that will raise your ship on the tides of glory. You can spend 1 minute making a rousing speech, making a Charisma (Performance) check with DC equal to 3 times the number of friendly creatures who can perceive you that you wish to affect. If you succeed, each character gains advantage on their next initiative check. Once you use this feat, you cannot use it again until you complete a long rest.

Innocuous Presence

Prerequisite: Deer Clan background or proficiency in Stealth

You have studied the subtle art of avoiding other people's attention. You gain the following benefits:

- When you roll initiative, if you are wearing unremarkable garb and there are at least 2 friendly creatures within 10 feet of you, you can immediately take the Hide action.
- When you are hidden from a creature and miss it with an attack, making the attack doesn't reveal your position.
- Creatures provoked by friendly creatures other than you automatically miss attacks they make against you.

Killing Grip

Prerequisite: Badger Clan background or proficiency in Athletics

You are trained in the art of wrestling, and can crush the life from your foes, granting you the following benefits:

- When you make an unarmed attack against a creature you are grappling, you use a d6 for your unarmed strike.
- When a creature fails to escape a grapple with you, it suffers bludgeoning damage equal to your proficiency bonus.
- Creatures that are one size larger than you don't automatically succeed on checks to escape your grapple.

"Legitimate Business Connections"

Prerequisite: Tortoise Clan background or proficiency in Sleight of Hand

You know your way around illicit goods, and how to make the most money buying and selling them. You gain the following benefits:

- You can carry up to three small items in hidden pockets or other locations on your person. Creatures searching for these items have disadvantage on their checks to uncover them.
- You always know a clandestine market where you can buy or sell any given illicit item, without making a check.
- When you attempt to sell an illicit item, you can drive a hard bargain, increasing the DC of your checks required to make the sale by 5 (or giving your opponent advantage in a contested check) but doubling the final sale price of the item if you succeed. Once you have used this part of this feat, you cannot use it again until you complete a long rest or arrive at a different clandestine market.

Obfuscating Demeanor

Prerequisite: Dragonfly Clan background or proficiency in Charisma saving throws

You can be extremely confounding when you choose to be, meeting the appeals of others with all the interest and dedication of a bureaucrat five minutes from their workday's end. You gain the following benefits:

- If you are aware of another creature in your environment, you have advantage on your passive Perception (a +5 bonus) against that creature's abilities and effects.
- You have advantage on saving throws to resist being charmed. When you succeed at such a saving throw, you can spend your reaction to force the creature that attempted to charm you to suffer 1 level of exhaustion unless it chooses to suffer 1d6 psychic damage.
- Increase the DC of checks to learn your motivation by 5.

Phantom Thief

Prerequisite: Cat Clan background or proficiency in sleight of hand

You have trained in the feline art of subtle entry, granting you the following benefits:

- You double your proficiency bonus on sleight of hand checks you make.
- During combat, you can take a bonus action on your turn to attempt to disarm a trap.
- When you trigger a trap, before resolving its effects, you can make a Dexterity saving throw with DC equal to the trap's detection DC. If you succeed, you gain resistance against damage the trap deals and do not suffer any negative conditions it would inflict upon you.

Sling Specialist

Prerequisite: Sparrow Clan background or proficiency in Survival

You are extremely precise with your slingstones, capable of wounding much even very tough foes. You gain the following benefits:

- When you make an attack roll with a sling, if you miss, the target suffers the distracted condition (–2 AC, removed after it is hit by an attack) until the end of its next turn.
- When you make an attack roll with a sling with advantage, if both the lower and the higher die result would hit the target's AC, you deal an additional 1d4 damage.
- If you are outdoors and you run out of ammunition for your sling, you can spend a bonus action to scoop up 1d6 usable rocks that function as slingstones.

Spiritual Evasion

Prerequisite: Hare Clan background or proficiency in Religion

You have honed your reflexes to help you evade heretical sorcery as nimbly as mundane projectiles. When you are targeted by a spell, before dice are rolled, you can spend your reaction to add your proficiency bonus to your AC or to a saving throw you must make against that spell. If you do and the spell attack roll misses or you succeed on the saving throw, you do not suffer any ill effects that would occur on a miss or on a successful save. If you use this against a spell that hits automatically (such as *magic missile*), you gain resistance against its damage.

Spiritual Mediator

Prerequisite: Fox Clan background or proficiency in Nature

You have experience dealing with spirits, celestial beings, and other powers beyond mortal ken, granting you the following benefits:

- You know the nature and taboos of the local spirits that inhabit your region.
- When you spend at least 5 minutes studying a spirit, you can identify it as a celestial, elemental, fiend, or undead creature without making a check.
- When you make a Charisma (Persuasion) check to interact with a celestial, elemental, fiend, or undead creature, you can make an offering worth 5 sp. If you do, you have advantage on the roll.
- You have advantage on your saving throws to resist being charmed or frightened by celestial, elemental, fiend, and undead creatures.

Sting of Agony

Prerequisite: Wasp Clan background or proficiency in Perception

You are capable of extremely painful bow-shots that debilitate your target. When you make a ranged attack roll using a hunting bow, greatbow, longbow, or Shinjo horsebow that hits a creature, instead of dealing damage, you can force the target to make a Constitution saving throw with DC equal to 10 + your proficiency bonus. On failure, you inflict your choice of the bleeding condition (1d4 damage at the start of each of its turns, removed after it regains HP) or maimed condition (–10 ft of speed, disadvantage on dexterity saving throws) for one minute. On success, it suffers your choice of bleeding or maimed until the end of its next turn instead.

Regional Background Feats

The following feats are suggested options for building iconic characters from various regional backgrounds. They can be selected by any character who meets their prerequisites.

Artisan's Ingenuity

Prerequisite: Non-samurai background or Charisma 15 or higher

You are skilled at making things, and know how to get the most out of even a little. You gain the following benefits:

- As part of a long rest in a city, town, or other place the GM determines you can gather supplies, you can acquire raw materials with which to create new items, improve existing works of art, or undertake other artistic pursuits. You acquire these items via foraging, bartering your skills, or finding discarded objects. These items must be raw materials, not finished items, and their total value cannot exceed your character level in gp.
- When you fail a check to create an item, you can always recoup all the material costs required for the project.

Brawler's Edge

Prerequisite: Non-samurai background or Strength 15 or higher

You might not have any formal martial arts training, but you know your way around a knock-down, drag-out fight. You gain the following benefits:

- You have advantage on saving throws to resist being stunned.
- Your unarmed strike uses a d4 for damage.
- Whenever you inflict a critical hit with an unarmed attack, your target suffers the bleeding condition (1d4 piercing damage at the start of each of its turns, removed after it regains HP) for 1 minute.
- When you use the Attack action, you can choose to make one mighty attack instead of the normal attacks you would make. Make an unarmed attack with disadvantage that inflicts a critical hit on a result of 19 or 20. On a hit, you deal 2d4 bludgeoning damage, plus an additional 1d4 for every extra attack you could have performed via the Extra Attack feature.

Laborer's Endurance

Prerequisite: Non-samurai background or Constitution 15 or higher

You have worked the land for many years, building a resilience of body that makes you formidable. You gain the following benefits:

- Your hit point maximum increases by an amount equal to your character level upon selecting this feat. Whenever you gain another level, it increases by an additional 1.
- You do not suffer disadvantage on ability checks or attack rolls as a result of suffering from exhaustion.
- After you are healed for 1 or more hit points, if your current hit points are still lower than or equal to half your maximum hit points, you can gain additional hit points equal to 1d8 + your proficiency bonus. You cannot use this part of this feat again until you complete a long rest.

Merchant's Streetwise

Prerequisite: Non-samurai background or Dexterity 15 or higher

You have spent a great deal of time around other people, and know how to avoid unwanted attention in dangerous places. You gain the following benefits:

- You can identify dangerous places and individuals in a city or other place heavily inhabited by sentient beings without a check.
- You can always identify the best restaurant or inn (or the cheapest) in a city or town.
- Choose one language from the ones listed on page 126. You learn this language, and can speak, read, write, and sign it as applicable.
- When you are in a city or other place heavily inhabited by sentient beings, you gain a +5 bonus to initiative and you can't be surprised.

Species Feats

The following feats enhance the unique physiological abilities of non-human characters. They can be selected by any character who meets their prerequisites.

Survivalist's Eye

Prerequisite: Non-samurai background or Wisdom 15 or higher

You have lived in the wilds beyond the company of others, and understand the solitude and dangers of the woods, mountains, or seas. You gain the following benefits:

- You always know which way is north.
- You can identify edible plants and animals without a check.
- You can understand but cannot speak animal speech (see page 126).
- When you are in the wilds or another place uninhabited by sentient beings, you gain a +5 bonus to initiative and you can't be surprised.

Translator's Knowledge

Prerequisite: Non-samurai background or Intelligence 15 or higher

You have the skills to work as an interpreter, brokering deals between parties who do not share a language. You gain the following benefits:

- Choose three languages from the ones listed on page 126. You learn these languages, and can speak, read, write, and sign them as applicable.
- You know the customs associated with the people who speak those languages, and have advantage on checks that benefit from the use of proper etiquette when interacting with those people.
- You know about international relations, and are at least vaguely aware of the political machinations even in far-away lands without making a check.

Constriction

Prerequisite: Naga species

You become skilled in grappling other creatures with your serpentine tail. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Gain a +5 bonus to contested Strength rolls to maintain a grapple.
- At the end of a creature's turn, if it is grappled by you, it suffers bludgeoning damage equal to your proficiency bonus.

Enhanced Demonic Transformation

Prerequisite: Oni species

You can wield more of your demonic power in the Mortal Realm, granting you the following benefits:

- Increase your Strength score by 1.
- Choose 1 new demonic form feature. You gain this feature while transformed.
- When you transform into your demonic form, roll 1d4 and increase the number of rounds you can maintain that transformation by a number of rounds equal to the result.

Haunting Phenomena

Prerequisite: Specter species

You become capable of manifesting chilling phenomena in your environment, granting you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain the ability to cast the message and prestidigitation spells from the SRD at will. You can do this even while you are dispersed with your Ghostly Dispersal feature.

Nimble Glider

Prerequisite: Tengu species

You become adept at swift aerial maneuvers, granting you the following benefits:

- Increase your Dexterity by 1, to a maximum of 20.
- Increase your flying speed by 10 feet.
- When you are flying, gain a +2 bonus to your AC against any attack made from below your current elevation.

Persistence

Prerequisite: Human species

Humans are nothing if not persistent, and can remain committed to a goal despite considerable hardship and seemingly insurmountable obstacles. You gain 1 effort point, which you can spend in the following ways as a free action:

- You immediately gain 1 of any one of the following class resources: favor, focus points, or intrigue dice.
- You grant yourself inspiration.
- You stumble upon a clue to something you could do next to reach your current goal. The GM should provide this clue, and it should give you a tangible course to follow, though the clue should not solve the problem on its own.

You regain this effort point after you complete a long rest.

Scamper

Prerequisite: Nezumi species

You become especially skilled at avoiding danger, granting you the following:

- Increase your Dexterity by 1, to a maximum of 20.
- Increase your walking speed while skittering by 10 feet.
- After you succeed at a Dexterity saving throw, you can spend your reaction to immediately move up to 10 feet. You do not provoke opportunity attacks with this movement.

Skilled Shapeshifter

Prerequisites: Animal yōkai species

You become more skilled at controlling your transformations. You gain the ability to perform the *ever-changing waves* invocation (see page 271) without spending favor. When you do, you gain bonus favor to spend on its empowerments equal to half your proficiency bonus, rounded up. After performing this invocation, you cannot perform it again this way until you complete a long rest or spend at least 2 hours in the Realm of Animals.





CHAPTER 6
Motivations

Each player character in ***Adventures in Rokugan*** has two primary motivations, selected during this section of character creation. These are tools to help inform the character's developing story, giving both the GM and the player a clear picture of the sorts of conflict, story hooks, and plot beats the character should encounter in their evolving narrative.

Motivations are the main way that both the GM and the players can call upon characters' motivations to introduce complications into the story. They are also the main way in which characters gain inspiration in ***Adventures in Rokugan***. Inspiration functions as described in the SRD, allowing characters to make rolls with advantage, but ***Adventures in Rokugan*** adds a number of new ways for characters to gain inspiration in addition to as a reward for acting, speaking, thinking, or feeling in line with one's character motives when the GM sees fit.

Choosing Motivations

After you finish the prior steps of character creation, choose two motivations as described in this section. There are six categories of motivations from which players can choose, described below:

- **Bonds:** Connections with other people that are key to a character's story
- **Desires:** Personal goals a character wishes to achieve
- **Duties:** Obligations a character must fulfill
- **Fears:** Misapprehensions about oneself or the world that lead a character to question themself, or once-rational fears that have grown into obsessions
- **Ideals:** Firm beliefs a character holds that lead them to behave chivalrously
- **Regrets:** Past events that weigh heavily on a character's mind

Players can choose from the listed examples in each category, or invent their own motivations within these categories. A player can choose two motivations from the same category if they desire. Regardless of which categories a character's motivations come from, however, it is highly recommended that a player consider how the two might at times conflict with each other. While a character's two motivations do not need to be polar opposites, creating innate tension between the two can make for exciting and dynamic storytelling!

Using Motivations

Motivations are useful in several ways, described in this section.

MOTIVATIONS INFORMING ROLEPLAYING

First and foremost, motivations are here to help you get into your character's mindset. The narrative friction that can arise between a character's two motivations (or between the motivations of two or more characters) can provide a great deal of fodder for roleplaying. Players should consider their characters' two motivations when making choices for their characters, and GMs should look at what their players chose when planning story arcs.

Whenever the GM feels that a player has done something in the game that reflects their character's motivation especially well, they can grant that character inspiration.

ADDING COMPLICATIONS FOR INSPIRATION

Complications provide an additional, slightly more codified way for players and GMs to use these character motivations at the table. A complication is a slight narrative turn or brief moment that stems from one or more characters' motivations and gives the characters involved inspiration in exchange for adding a problem relating to their motivation to the current scene.

The GM can introduce a complication at any time, and a complication can apply to a single motivation, arise from a conflict between a character's motivations, or even arise when characters have conflicting motivations.

Narratively, complications can be relatively mild or wildly melodramatic, depending on the tenor of the story. Complications can apply to a single motivation, or put two or more motivations in conflict with one another. Example complications could include:

- Receiving a letter from a loved one the character has not seen in some time
- Realizing that a masked enemy is, in fact, the character's long-lost sibling
- Encountering the haunting scent of a perfume often worn by the character's deceased friend
- Running into a character's secret lover somewhere the two cannot acknowledge each other
- Spotting an obvious reminder of one's unfulfilled oath to bring the enemy of the clan to justice
- Noticing a chance to pursue one's desire or duty—at cost to the group's current goal
- Meeting someone who is considering doing something a character regrets doing themself

A player can also suggest a complication that might arise for their character. If the GM accepts this complication, they narrate it into the scene as they would any other complication, and the character gains inspiration. To help share the spotlight between all players, the GM should accept a maximum of 1 such suggestion from each player per game session.

Table 6–1: Example Motivation Conflicts has more guidance on how various types of motivations can conflict in the story.

CHARACTER DEVELOPMENT AND EVOLVING MOTIVATIONS

Motivations do not need to stay consistent over the life of a character. Emotion is a living thing, and so motivations are not cast in stone. They can evolve as the character develops over the course of the story. If a character ever reaches a moment of true clarity on the matter of one of their motivations through the events of the narrative, they can exchange that motivation for a new motivation, discussing with the GM what makes sense for this based on the character's development. For instance, a character who has overcome a fear motivation might exchange it for an ideal, having come to some positive conclusion about how to live without their fear holding them back. Alternately, a character who becomes disillusioned with an ideal might exchange it for a regret motivation, having seen how difficult the ideal is to uphold in the face of harsh circumstances, and then might later renew their belief in the ideal after overcoming those circumstances. There are many ways motivations can evolve, and having a motivation change can both direct and highlight a character's growth.





Motivation Categories

Motivations are desires, beliefs, or questions to be answered about a character. They are chosen by players. A motivation can be broad ("face injustice wherever I encounter it") or specific ("avenge my deceased mentor by vanquishing a specific organization"), but it should be something that the PC will grapple with in the scope of the campaign. Further, it should be concrete enough that the player is clear on how it shapes their character's worldview and priorities, even when the GM isn't providing specific plot hooks for it. And most importantly, it should be something that the player wants to interact with over the course of the story. The character might not want to interact with their motivation, but their player should be excited to see an opportunity to engage with it in the story. If the thought of a prospective motivation coming up in play doesn't excite you as a player, consider choosing a different motivation.

BONDS

Bonds are personal relationships between two or more individuals. While all PCs have various connections, bonds carry greater narrative weight than most relationships. If you select a bond for your character, you are signaling to the GM that the character with whom you have a bond will always be an important part of your character's story, and should recur in various ways throughout the narrative. The primary question a bond implies is "How will the relationship between these two individuals change over time?" If two friends are pulled into different factions as a war breaks out, their camaraderie might shift into sorrowful rivalry. If two lovers are separated by circumstances, they might seek each other out even across vast distances only to find they have grown apart in the interim. If two enemies are stuck together on a remote island, they might realize they have more in common than they thought and become fast friends. Bonds can even be with deceased characters, if reflecting upon a fallen comrade or mentor gives a character strength or helps them to better understand how to live in the world without them. A character with a bond might even encounter the deceased in dreams, visions, or trips to one of the many realms of the afterlife.

Example Bonds

The following are some examples to consider when you select a bond as one of your character's motivations:

- An old flame with an agenda of their own, who knows your best and worst qualities
- A former partner from a life you left behind
- A charge you seek to protect at any cost
- A rival against whom you desire to test your skills
- A long-lost sibling you desperately desire to find
- A star-crossed love who you cannot pursue due to circumstances
- A nemesis who you seek to destroy at any cost
- A mentor you once looked up to who has fallen from grace
- A foe with whom you share a friendly rapport

DESIRES

Desires are perhaps the simplest form of motivation: your character wants something, and the primary question a desire poses is "What will this character do to get what they desire?" Desires can be positive or negative; a character could desire something that is not necessarily what will make them happy or serve their growth as a person. As you pursue the desire through roleplaying, consider how your character might react to actually getting what they desire, and whether their character arc will lean toward achieving that desire or realizing that they would be better off leaving it behind.

Example Desires

The following are some examples to consider when you select a desire as one of your character's motivations:

- Create a future with (or for) the one you love
- Become the greatest duelist in the Emerald Empire
- Protect a small group's interests
- Create a work of art that wins eternal praise
- Take revenge on a powerful organization
- Protect a group from a particular enemy
- Found a new school
- Uncover lost secrets vital to combating a specific foe
- Discover your biological parentage
- Achieve a particular rank within your clan
- Become the captain of a ship
- Acquire exorbitant wealth
- Become famous as a performer
- Join a powerful family by marriage or adoption
- Become stronger than your greatest rival
- Find permanent employment from a lord or other wealthy patron

DUTIES

A duty is a task a character is obligated to carry out, either by social expectation or personal commitment. Many samurai are given duties by their lords, while others find unexpected duties that their moral fiber demands they complete. These might involve heroic quests to recover lost artifacts, secret instructions to vanquish hidden threats to Rokugan, or protecting a particular place or individual from those who would harm them. The primary question of a duty is "How will the rigors of this duty challenge a character to grow and develop as a person?" Duties can be especially good selections for characters who are either unprepared for a particular task or unhappy to find it as their responsibility. This will require the character to develop as a person, either growing into their responsibilities or finding that they are unable or unwilling to do so, both of which are interesting outcomes with rich storytelling potential.

Example Duties

The following are some examples to consider when you select a duty as one of your character's motivations:

- Restore the reputation of your teacher's dōjō
- Invent a new technology or weapon that will give your clan an advantage
- Protect the life of a charge put in your care
- Capture a particular region of land held by an enemy group
- Persuade a powerful leader to join your lord
- Negotiate a trade agreement with a major ally
- Gather information and use it to topple an enemy faction
- Keep a particular secret of your lord's from becoming public
- Maintain the reputation or prosperity of a specific shrine
- Attend to the needs of a particular spirit
- Protect a set of sacred artifacts from anyone who would abuse their power
- Assassinate specific members of an enemy faction



FEARS

As a motivation, a fear is not merely something one is afraid of—as the emotion of fear is often rational and protective. Fearing a powerful foe or a deadly creature is normal for all living beings, and while some champions work hard to master that emotional response, it is a part of life that everyone must face. For a fear to be a motivation, it must be a coherent negative belief about oneself or the world. This could be a deep-seated misapprehension that drives a character to actions that are not necessarily in their best interest, or a perspective-warping fear that might have begun as a rational response to danger but long ago surpassed being a helpful warning against danger to become an obsession. The primary question posed by a fear is: "How can the character grow past this fear, either replacing it with another motivation or learning to live with it without giving in to it?"

Example Fears

The following are some examples to consider when you select a fear as one of your character's motivations:

- A misapprehension that only the strong can prosper, and thus you must become as strong as possible
- A delusion that only you can solve some problem, and you cannot afford to rely on anyone else in the process
- A misbelief that your weakness is a liability to your friends
- A fallacy that your actions are meaningless in the face of some overwhelming force or enemy
- A misapprehension that some ideal or virtue you once held is childish or unworthy
- A delusion that without zealous enforcement of the law, society would collapse into chaos
- A misbelief that everyone is ultimately self-serving, regardless of their professed values

IDEALS

Ideals are extremely important to many chivalric stories, as heroes are often defined by their commitment to a particular virtue, philosophy, or code of conduct, especially when standing by that commitment requires more effort or risk than compromising their values. An ideal poses this question of a character: "How will they uphold their ideal even in the face of hardship?" As ***Adventures in Rokugan*** is an optimistic game of chivalric fantasy, the default assumption is that through effort, cleverness, and determination, a character can uphold their ideal in the long run, but it may well be tested in the moment. Consider how your character might struggle with their ideal over the course of the story, and what might help reinforce their belief in its importance even when they are at their lowest. See **Ideals of Rokugan** beginning on page 23 for more on some of the ideals important to the people of Rokugan.

Example Ideals

The following are some examples to consider when you select an ideal as one of your character's motivations:

- Accountability—Taking responsibility for one's own actions with humility
- Compassion—Mercy and kindness shown without expectation of reciprocation
- Courage—Initiative to act or restrain oneself in the face of hard circumstances
- Courtesy—Showing respect to one's own cultural traditions and those of others
- Faithful Friendship—Keeping your friends' needs as an important priority in your life
- Filial Piety—Showing proper consideration to one's elders, mentors, and family, born or chosen
- Loyalty—Upholding your obligations to your lord, other members of your community, or your dependents
- Justice—Standing up for the good of individuals and society without sacrificing the needs of one for the other
- Ritual Propriety—Showing respect to one's own religious and spiritual traditions, and those of others
- Sincerity—Being truthful to yourself and others



REGRETS

Regrets are things that a character has done that they cannot change but cannot leave entirely in the past, either. The primary question raised by a regret is: "How can a character come to terms with this regret, and accept responsibility where needed while forgiving themself as appropriate?" A regret should be significant in scope, but does not have to be an action they took: regrets could stem from inaction, or from association with organizations and individuals who took actions the character sees as immoral or negligent. A regret could be purely personal in nature, relating to a single relationship or an internal conflict, or have wide, societal ramifications. When selecting a regret, make sure to choose something you want the character to reflect upon and deal with in the scope of the story. One way to stage a dynamic regret is to give a character a regret they do not even realize they hold, but is nonetheless unconsciously swaying their decisions for the worse. In this case, the first step is identifying that they hold the regret at all, and once they do, they must decide if they want to change their way of living to address it.

Example Regrets

The following are some examples to consider when you select a regret as one of your character's motivations:

- A guilty conscience over your past criminal activities
- Wistfulness about having let love slip through your fingers to pursue your ambitions
- Survivor's guilt over surviving a battle when your comrades were not so lucky
- Anguish about fulfilling cruel orders given to you by your former lord
- Self-reproach over a missed opportunity to advance your ambitions
- Anger at yourself for someone playing you for the fool in the past
- Grief over your inability to help a late friend
- Ambivalence at the moral complexity of an organization into which you were born

Table 6–1: Example Motivation Conflicts

CATEGORY	CONFLICTS WITH A BOND WHEN...	CONFLICTS WITH A DESIRE WHEN...	CONFLICTS WITH A DUTY WHEN...	CONFLICTS WITH A FEAR WHEN...	CONFLICTS WITH AN IDEAL WHEN...	CONFLICTS WITH A REGRET WHEN...
Bond	the two bonds are with characters who are in opposition to one another.	the bond's relationship requires suppressing the desire.	the bond and the duty require the character to hold loyalties to potentially opposed groups or individuals.	pursuing the bond means reevaluating the misbelief that the fear exemplifies.	maintaining the bond requires overlooking certain tenets of the ideal.	the way the bond develops is limited by the regret.
Desire	the desire harms the relationship of the bond.	the two desires cannot both be pursued fully at the same time.	the desire tempts the character to consider abandoning the duty.	attaining the desire would inherently contradict the misapprehension that the fear imposes.	fulfilling the desire requires subverting some or all of the ideal.	the desire cannot be attained without risking similar outcomes to the regret.
Duty	fulfilling the duty requires acting as though the bond does not exist.	the duty stands in the way of fulfilling the desire.	upholding both duties is difficult in a particular situation.	the duty requires setting aside the misbelief that the fear causes.	performing the duty requires dealing with messy realities that the ideal cannot account for adequately.	upholding the duty requires dealing with consequences that stem from the action of the regret.
Fear	the misapprehension of the fear dictates that the bond should not exist.	the fear makes pursuing the desire feel futile or hopeless.	behaving according to the misapprehension of the fear would cause the character to neglect the duty.	satisfying the delusions of both fears at the same time is impossible.	the fear's misapprehension is contradictory to the tenets of the ideal.	living according to the fear's delusion could lead to repeating the circumstances of the regret.
Ideal	the ideal's tenets dictate that a character should maintain distance from the relationship of the bond.	the ideal's tenets say that the desire is unattainable or unbecoming.	upholding the tenets of the ideal means acting contrary to the duty's instructions or scope.	the ideal's tenets demand rejecting the misbelief the fear creates.	the tenets of the two ideals demand contradictory responses to a particular situation.	following the ideal's tenets unflinchingly in the past led to the regretted situation occurring.
Regret	the regret formed around action or inaction involving a person who is similar to the other person in the bond.	the regret is over pursuing similar, past desires.	the regret makes the thought of failing in the duty unbearable to the point that the character can't actually uphold it.	avoiding repeating the circumstances of the regret requires confronting the misapprehension of the fear.	the regret comes from somebody failing at upholding the ideal's tenets in the past.	the two regrets are over making different choices in a similar situation and having regrets in both cases anyway.



CHAPTER 7
Techniques

Techniques are special abilities used by several classes in ***Adventures in Rokugan***: duelists and bushi use martial techniques, which represent heroic feats of physical prowess, and ritualists use invocations, which allow them to commune with the spirits for powerful supernatural effects. Each class that has access to techniques acquires those techniques as it progresses, as described in its class table.

Using Techniques

There are several new concepts that are important for understanding techniques, described below.

Areas of Effect

Areas of effect interact with techniques as described below.

Cube

Cubes behave as described in the SRD.

Line

Lines are described in full in the SRD. In ***Adventures in Rokugan***, lines are assumed to be 5 feet wide unless specified otherwise. If it has multiple targets, a line affects creatures in order from closest to farthest away, as shown in the graphic below:



Slam

A slam is 15 feet wide, 5 feet tall, and is centered on the character or point from which it originates. Its length varies. If it has multiple targets, a slam affects creatures in order from closest to farthest away and from left to right, as shown in the graphic below:



Sphere

Spheres behave as described in the SRD.

Sweep

A sweep is a crescent, centered on the character or point from which it originates. It is 5 feet tall, and its length varies. When performing a sweep, a character chooses if the sweep moves left to right or right to left. If it has multiple targets, a sweep affects creatures in order from the chosen direction to the other and from closest to farthest away, as shown in the graphic below:





Wave

A wave is a triangular emanation that widens as it extends. It begins 5 feet in front of its user. Its length varies by the ability that produces it, and its width at any point is equal to its length. If using a grid, it affects any creature whose space falls partially or entirely within its area of effect. A wave is 5 feet tall unless specified otherwise. If it has multiple targets, a wave affects creatures in order from closest to farthest away and from left to right, as shown in the graphic below:



Combining Technique Effects

The ongoing effects of different techniques are cumulative, and a character can benefit (or suffer) from the ongoing effects of two or more different techniques at once.

However, the ongoing effects of techniques with the same name are not cumulative. Instead, if a technique's ongoing effects would be applied to the same character multiple times, the most potent effect is the only one applied. This is the one with the most significant numerical bonus, or the one that the GM arbitrates to be the strongest.

Multitarget Attacks and Attack Rolls

Some techniques and other abilities call upon a character to make an attack roll that strikes against multiple targets in range, called a multitarget attack. These are made in the manner of a normal attack roll, with several exceptions:

- Instead of targeting only one creature, the attack targets each creature fully or partially within its area of effect.
- To determine if the attack hits a creature, the character compares their attack roll to that creature's AC.
- The attacker checks if the attack hit its targets in the order determined under Technique Areas of Effect, above. If a creature's reaction or other ability causes the attacker to be unable to continue performing the attack (such as if the attacker is killed, incapacitated, or moved out of range), the attack counts as missing all subsequent creatures.
- If the attack hits a creature, it inflicts its listed damage and other effects upon that creature. Effects that apply on a missed attack cannot be applied to this creature, even if the attack misses another creature.
- If the attack misses a creature, effects that apply on a hit cannot be applied to this creature, even if the attack hits another creature.
- The attacker cannot gain advantage on a multitarget attack roll unless the effect that grants advantage explicitly specifies that it applies to multitarget attack rolls.

New Conditions

A number of techniques and other abilities in ***Adventures in Rokugan*** apply new negative status conditions. Remember that multiple iterations of a single condition cannot "stack," per the SRD, but applying a new instance of a condition refreshes its duration.

Bleeding. A creature that is bleeding takes 1d4 piercing damage at the start of each of its turns. This effect ends once the creature has recovered hit points by any effect, or after the listed duration ends.

Disoriented. A disoriented creature can't make attacks of opportunity. The duration of the disorientation depends on the ability that applies it.

Distracted. A distracted creature has a –2 penalty to its Armor Class. This condition ends after an attack hits the creature or after the listed duration ends.

Maimed. A creature that is maimed has –10 movement speed and has disadvantage on Dexterity saving throws. This effect ends once the creature has recovered hit points by any effect, or after the listed duration ends.

Marked for Death. A creature that is marked for death takes an additional 1d8 force damage the next time the creature that marked it for death hits it with a melee attack. This condition ends after the bonus damage is dealt or after the listed duration ends.

Provoked. A provoked creature has disadvantage on attack rolls against any creature other than the one that provoked it. The duration depends on the ability that applies it.

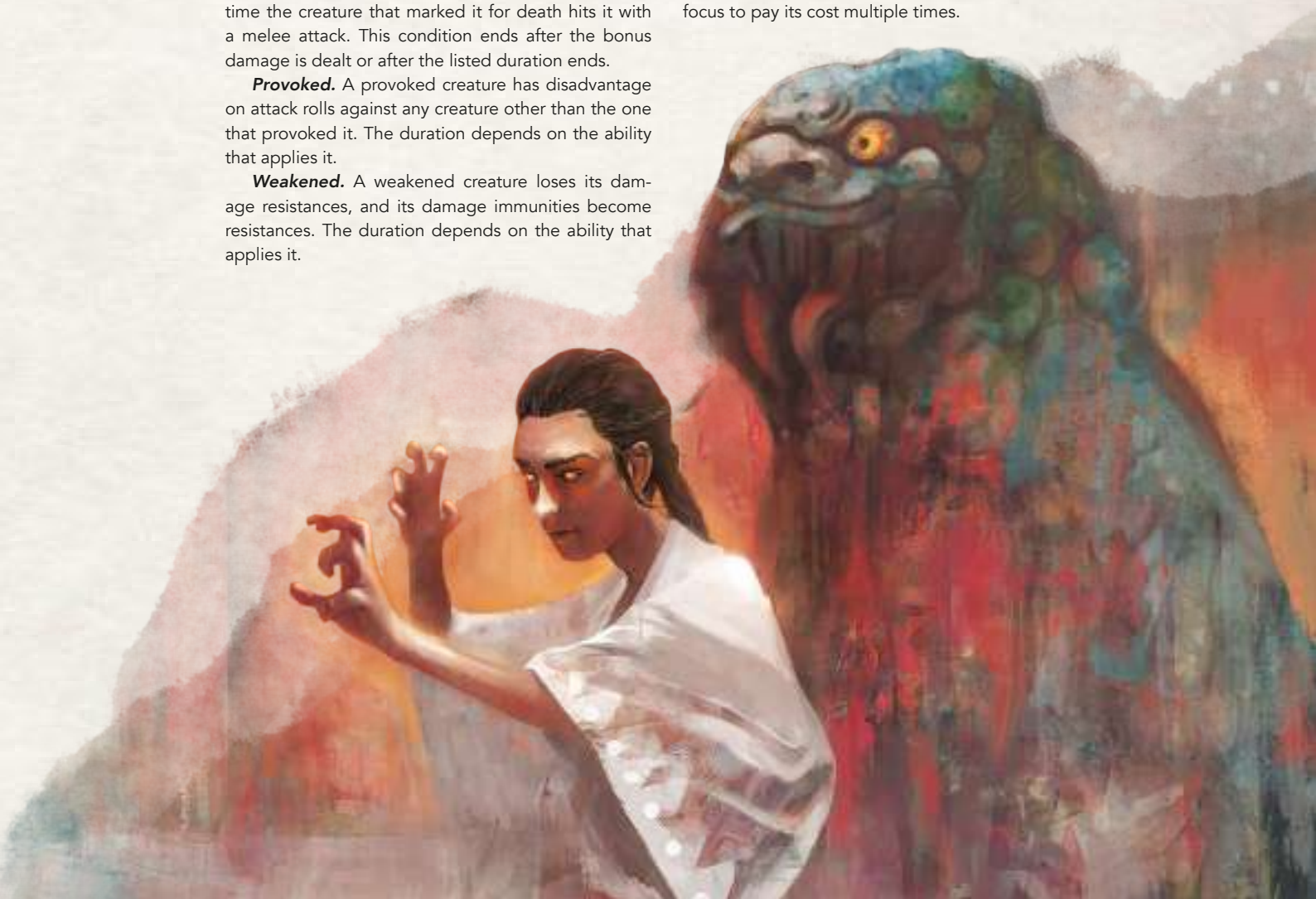
Weakened. A weakened creature loses its damage resistances, and its damage immunities become resistances. The duration depends on the ability that applies it.

Martial Techniques

Many martial arts traditions in Rokugan and the lands beyond teach their students training forms, ranging from practiced reactions to various attacks to longer, more intricate rehearsed sets of moves. Longer forms are generally composed of individual movements that a martial artist can use in more practical situations.

In the hands of the most skilled martial artists, these techniques can allow a combatant to perform incredible physical feats and capitalize on openings that might slip away from less skilled combatants. As a practitioner advances in skill, some of these techniques can become overwhelmingly powerful. A few bushi and duelists in every generation even become known as legends who can bat aside entire squads with an earth-shattering sweep or cut down numerous foes in a fatal flurry of steel, far surpassing what the average soldier can do. Such individuals might be called sword saints, great masters, heroes, or villains, depending on how they decide to use the abilities they have honed to this nearly supernatural level.

You can activate each martial technique a maximum of 1 time per turn, even if you have sufficient focus to pay its cost multiple times.





MARTIAL TECHNIQUE TERMS

The following terms are used in a martial technique, and appear in the following order.

Activation Time

The activation time of a martial technique is based on the way you activate it. Martial techniques can be activated in the following ways:

- **1 Action:** You must spend your action to activate this martial technique.
- **1 Attack (Your Turn):** You must spend one attack (made as part of the Attack action, during your turn) to activate this martial technique, in which case you perform the technique instead of making that attack. When you make the Attack action, if you have the Extra Attack class feature, you can spend any number of these attacks to activate different martial techniques in any order of your choosing. For instance, if you had four attacks and 5 focus to spend, you could use Crashing Wave Cut, make two standard attacks, and then end your Attack action with a Flashing Steel Cut.
- **1 Opportunity Attack:** You must spend one opportunity attack to activate this technique.
- **1 Reaction:** You must spend your reaction to activate this martial technique, and you can only activate it in response to a specified event described in the effect.

Focus Cost

This is the number of focus points you must spend to activate the technique. Some focus costs have a "+" symbol alongside the number, in which case you can spend any number of focus points beyond the base cost (the printed number). Some part of the technique scales with these additional focus points spent.

Range

A technique's range is the area that it can affect. If a technique affects an area, this will specify that area of effect. If the area of effect originates with you, it will say "Self (area of effect)."

When a technique's range exceeds the range of the weapon used to execute it, this is because the force of the blow is such that even faraway foes are harmed. ***Adventures in Rokugan*** is fantasy with its roots in myth and folklore where such feats are commonplace, after all, and even heroes who do not wield magic can exceed the practical limits of the real world.

Mandatory Movement

Some techniques require space or speed to execute properly. Mandatory movement is movement that a character must have undertaken during their turn to perform the technique. Mandatory movement always specifies if it must take place before or after the technique is used. For instance, a technique might have a mandatory movement of "10 feet (before attacking)," in which case a character must have moved at least 10 feet during their turn prior to activating it. A character can undertake this movement by spending their movement speed to move (as normal), by moving as part of the technique, or by moving in any other way the GM deems appropriate. The movement can be in any direction unless the technique specifies otherwise.

Weapon Used

This specifies the weapon type with which a technique must be executed. When a character performs a technique, they must choose one weapon of this type that they are already wielding with which to execute it. That weapon is used for the remainder of the technique.

Effects

This section explains the effects of performing the technique. If an effect has a duration, that duration is specified here.

Bonus Effects

This section explains any additional effects that occur if you met a specified condition when using the technique. For instance, if you used a weapon that deals slashing damage for the technique, you would resolve any bonus effects that begins with "If you used a weapon that deals slashing damage, …" and so on. If a bonus effect has a duration, that duration is specified here.

Other Terms

These other terms are needed to understand martial techniques.

Weapon's Damage. The damage and damage type your weapon deals. For instance, if you are wielding a spear in one hand (1d6 piercing), your weapon's damage is 1d6 piercing. If you are wielding that spear in two hands (with its versatile property), your weapon's damage is 1d8 piercing instead. If an effect deals a multiple of your weapon's damage, you only double the dice (e.g. "two times your weapon's damage" would be 2d6 piercing damage with a spear in one hand), and not any additional damage added (such as your ability modifier).

Weapon's Range. If a technique's range is "Weapon's Range," then it is determined by the range of the weapon. For most melee weapons, this is 5 feet. For melee weapons with the reach property, it is 10 feet. For ranged weapons with the ammunition property, it is the weapon's long range. For ranged weapons with the thrown property, if you choose to throw it as part of the technique, it is the property's long range. However, you can only choose to use a weapon's thrown property if the technique specifies that it can be used with a thrown weapon.

Your Ability Modifier. If a technique adds your ability modifier to the damage, you add the ability score modifier that you use to wield that weapon (e.g. Strength for most melee weapons, or your choice of Strength or Dexterity for a weapon with the finesse property).

Martial Technique Descriptions

The martial techniques are presented in alphabetical order.

Crashing Wave Cut

Your weapon rakes across your foes' flesh, threatening them with a bloody gash that is sure to slow their movements and leave them reeling.



Activation Time: 1 Attack
Focus Cost: 3+
Range: Self (wave: weapon's range + 5 feet)
Mandatory Movement: 10 feet before the attack
Weapon Used: Any melee weapon or unarmed
Effect: Make a multitarget melee weapon attack against all creatures in range. On hit, a creature in range takes your weapon's damage plus your ability modifier. Additionally, it suffers the maimed condition (–10 feet. of speed and disadvantage on Dexterity saving throws, removed after it regains HP) for 1 minute.
Bonus Effects: If you use a weapon that deals slashing damage, each creature you hit also cannot use reactions until the end of its next turn.

If you spent at least 4 focus points, increase the range to "weapon's range + 10 feet."

If you spent at least 6 focus points, increase the range to "weapon's range + 15 feet."

Crescent Moon Defense

You retaliate without hesitation after blocking or evading, striking during the instant that your defense puts you inside of your foe's guard.

Activation Time: 1 Reaction
Focus Cost: 3
Range: Weapon's range
Mandatory Movement: None
Weapon Used: Any melee weapon or unarmed
Effect: After you are missed by an attack, if the attacker is in range, you can spend your reaction to make a melee weapon or unarmed attack against it. On hit, a creature takes your weapon's damage + your ability modifier.
Bonus Effects: If you use a weapon that deals slashing damage, whether you hit or miss, you gain advantage on the next attack roll or multitarget attack roll you make using that weapon before the end of your next turn.

Crimson Leaves Blow

You land a blow atop the foes' weapons, scattering them from their hands like falling leaves.

Activation Time: 1 Attack
Focus Cost: 3+
Range: Self (slam: weapon's range)
Duration: Instantaneous
Mandatory Movement: 5 feet before attacking
Weapon Used: Any melee weapon or unarmed
Effects: Make a multitarget melee weapon or unarmed attack against all creatures in range. On hit, a creature takes your weapon's damage plus your ability modifier. If you hit a creature and your attack roll also equals or exceeds its passive Perception score + 5, you can disarm that creature of one weapon it is holding. You choose whether the weapon falls at its feet, or is knocked 5 feet away in a direction of your choice. You cannot disarm a creature of a weapon that is part of its body this way.
Bonus Effects: If you use a weapon that deals bludgeoning damage, each creature you miss takes your weapon damage + 1 per focus you spend beyond the base cost.

If you spent at least 5 focus, the range becomes "weapon's range + 5 feet."

If you spent at least 7 focus, the range becomes "weapon's range + 10 feet."

If you spent at least 9 focus, increase the range to "weapon's range + 15 feet."

Falling Heavens Shot

You arc your shot high into the sky, angling it to hit your foe at the moment they least expect it.

Activation Time: 1 Action
Focus Cost: 2+
Range: Weapon's short range
Mandatory Movement: None
Weapon Used: Any ranged or thrown weapon
Effects: You launch a projectile in a high arc, carefully planning out where and when it will land. Choose a 5-foot cube within range as the landing location and inform the GM where the landing cube is.

For the next minute, on any of your subsequent turns, you can spend a bonus action to have your launched projectile land at the chosen location. If one or more creatures are standing in the cube, choose one to be struck by the projectile. Make an attack roll against that creature with the weapon you fired, using the creature's passive Perception score instead of its AC for the attack roll. On a hit, the creature takes damage equal to your weapon damage, plus an additional 1d6 piercing damage per round that has elapsed since you fired the launched projectile. You can do this once before the effect's duration ends. If all projectiles have not landed by the end of the duration, any projectiles that are still in the air land harmlessly at a location of the GM's choosing.

After you have launched a projectile this way, you cannot use this technique again until all of your projectiles have landed.
Bonus Effects: If you use a weapon that deals piercing damage, a creature hit by this attack suffers an additional 1d8 damage per round, instead of 1d6.

If you spent at least 4 focus points, the range becomes "weapon's range."

If you spent at least 8 focus points, you can launch up to 3 projectiles, choose up to 3 5-foot cubes within range, and resolve the landing effect up to 3 times (spending one bonus action per use) before the effect's duration ends. You can only use each landing location once, but you can overlap the landing locations if you desire.

Flashing Steel Cut

Lashing your weapon in a sharp arc, you intentionally signal a mighty blow to your opponent, forcing them to move or risk being cleft in twain.

Activation Time: 1 Attack
Focus Cost: 2+
Range: Weapon's range
Duration: Instantaneous
Required Weapon: Any melee weapon
Mandatory Movement: None
Effects: Make a melee weapon attack with advantage against one creature in range. On a hit, a creature takes your weapon's damage unless it spends its reaction to move 10 feet in a direction of your choice, plus 5 feet per additional focus point spent. It does not provoke opportunity attacks from you with this movement.
Bonus Effects: If you use a weapon that deals slashing damage, on a miss, a creature must make a Wisdom saving throw with DC equal to 12 + 2 per focus you spent beyond the base cost. On failure, it becomes frightened of you for 1 minute. It can repeat this saving throw to end the effect at the end of each of its turns.

Flowing Water Strike

You use fluid footwork to open or close gaps, sticking to your foe or rolling away from them at a key moment.

Activation Time: 1 Attack
Focus Cost: 2+
Range: Self (sweep: weapon's range)
Duration: Instantaneous
Mandatory Movement: None
Required Weapon: Any melee weapon or unarmed
Effects: Make a multitarget melee weapon or unarmed attack against each creature in range. On a hit, a creature takes your weapon damage plus your ability modifier and suffers the disoriented condition (it can't make opportunity attacks) until the end of your turn.

Before or after making this attack, you can move 10 feet, plus 5 feet per additional focus spent.
Bonus Effects: If you use a weapon that deals bludgeoning damage, each creature you missed has disadvantage on opportunity attacks until the end of your next turn.

If you spent at least 4 focus points, increase the range to "weapon's range + 5 feet."

If you spent at least 7 focus, increase the range to "weapon's range + 10 feet."

Grip of Lord Hida

You seize into your foe at a joint or weak point and turn their weight against them, pinning or strategically damaging specific body parts.

Activation Time: 1 Attack
Focus Cost: 3
Range: Touch
Duration: Instantaneous
Mandatory Movement: 10 feet
Required Weapon: Unarmed
Effects: Make an unarmed attack with advantage against a creature in range. On a hit, you deal damage equal to your unarmed damage + your ability modifier and you can subject it to the grappled condition.
Bonus Effects: Each large creature you hit suffers the prone condition, and each huge or gargantuan creature you hit also suffers the maimed condition (–10 feet. of speed and disadvantage on Dexterity saving throws, removed after it regains HP) until the end of your next turn.

Heartpiercing Thrust

You launch yourself forward in a thrust, stabbing out with your weapon to skewer your foes.

Activation Time: 1 Attack
Focus Cost: 3+
Range: Self (Line: weapon's range + 5 feet)
Duration: Instantaneous
Mandatory Movement: 10 feet (before attacking)
Required Weapon: Any melee weapon
Effects: Make a multitarget weapon attack against each creature in range. On a hit, a creature suffers two times your weapon damage + your ability modifier.

After this attack, you lose any remaining unused movement speed that you did not use before the attack.
Bonus Effects: If you use a weapon that deals piercing damage, each creature you hit suffers an additional 1 damage for every 5 feet you have moved this turn.

If you spent at least 5 focus points, increase the range by +5 feet for every 2 focus points you spent beyond the base cost.

Iaijutsu Cut: Crossing Blade

Iaijutsu is the art of the draw cut, practiced by many of Rokugan's warriors to assure they can react swiftly to unexpected danger. You focus all of your energy into one devastating draw cut, by twisting your scabbard outward to cut horizontally.

Activation Time: 1 Action
Focus Cost: 4+
Range: Self (sweep: weapon's range)
Duration: Instantaneous
Mandatory Movement: 5 feet
Required Weapon: Any sheathed melee weapon
Effects: Draw your weapon and make a multitarget weapon attack against each creature in range. On a hit, a creature takes your weapon damage times the maximum number of attacks you can perform with the Extra Attack class feature.
Bonus Effects: If you use a slashing weapon, each creature you hit suffers additional slashing damage equal 1d4 per focus spent beyond the base cost.

If you spent at least 6 focus points, increase the range to "weapon's range + 5 feet."

If you spent at least 9 focus points, increase the range to "weapon's range + 10 feet."

Sheathed Melee Weapons

A sheathed melee weapon is one that is on your person but has been in its scabbard since the end of your last turn. You are not generally considered to be wielding it.

Iaijutsu Cut: Rising Blade

You grip your scabbard against your hip and draw, cutting upward with shocking alacrity to catch an advancing foe off guard. This turns their momentum into more force for your blow, making it an excellent counterattack against charging enemies.

Activation Time: 1 Reaction
Focus Cost: 3
Range: Weapon's range
Duration: Instantaneous
Required Weapon: Any sheathed melee weapon
Effect: After a creature chooses you as a target for an attack but before it rolls its attack die, you can spend your reaction to draw your weapon and make a melee attack roll against that creature. On a hit, it takes your weapon's damage + 1d4 damage for every 5 feet it has moved this turn.
Bonus Effects: If you use a slashing weapon, the creature must make its attack roll with disadvantage.

Iron Forest Defense

You use your spear to control spacing and the flow of battle, forcing your foes to weigh the risk of impalement each time they advance.

Activation Time: 1 Reaction
Focus Cost: 3
Range: Weapon's range
Duration: Instantaneous
Mandatory Movement: None
Required Weapon: Any reach melee weapon
Effects: After a creature moves into range, you can spend your reaction to make a melee attack roll against it. On a hit, it suffers your weapon's damage + your ability modifier. Additionally, it suffers the maimed condition (–10 feet. of speed and disadvantage on Dexterity saving throws, removed after it regains HP) until the end of your next turn. If this reduces its unused movement for the turn to 0, it must stop at its current location.
Bonus Effects: If you use a piercing weapon, on a hit, the creature suffers the maimed condition for 1 minute instead.





Laughing Fox Defense

The moment an attack is launched is often the moment of a foe's greatest vulnerability. You smoothly shift in this instant, redirecting a strike against you into a nearby enemy or pulling a foe into the blow.

Activation Time: 1 Reaction
Focus Cost: 3+
Range: Weapon's range
Duration: Instantaneous
Mandatory Movement: None
Required Weapon: Any snaring melee weapon or unarmed
Effects: When you would be hit by an attack, make a melee attack roll against a creature other than the attacker within range. If your attack roll's result is equal to or higher than the attack roll that would have hit you, the attack strikes that creature instead of you.
Bonus Effects: If you use a bludgeoning weapon, after you cause an attack to hit another creature this way, you can immediately force the creature that was hit by the attack to move 5 feet in a direction of your choice.

If you spent at least 5 focus points, you gain an additional reaction that you can use before the start of your next turn. This reaction is lost if not spent.

Snapping Branch Strike

You whirl the haft of your weapon, jabbing at a foe with the blunt end to create distance.

Activation Time: 1 Attack
Focus Cost: 2+
Range: Self (slam: weapon's range)
Duration: Instantaneous
Mandatory Movement: None
Required Weapon: Any reach melee weapon
Effects: Make a multitarget weapon attack against each creature in range. On a hit, a creature takes bludgeoning damage equal to 1d6 + your ability modifier. Additionally, if it is the same size as you or smaller, you can immediately push the creature 5 feet in a direction of your choice unless it chooses to be knocked prone. This movement does not provoke opportunity attacks.
Bonus Effects: If you use a bludgeoning weapon and you hit a creature, it must choose to suffer the stunned condition to avoid being pushed instead.

If you spent at least 4 focus points, the range becomes "weapon's range + 5 feet."

If you spent at least 6 focus points, the range becomes "weapon's range + 10 feet."

If you spent at least 8 focus points, increase the range to "weapon's range + 15 feet."

Sparking Steel Defense

A direct parry can stop a blow in its tracks, protecting not just yourself but others nearby.

Activation Time: 1 Reaction
Focus Cost: 2+
Range: Self
Duration: Instantaneous
Mandatory Movement: None
Required Weapon: Any melee weapon
Effects: When you are targeted by a multitarget attack roll or subjected to an effect that allows you to make a Constitution, Dexterity, or Strength saving throw, you can spend your reaction to interpose your weapon between the effect and the source of the effect. Until the start of your next turn, you gain a +3 bonus to your AC and to your Strength, Dexterity, and Constitution saving throws. Additionally, when you are subjected to an effect that triggers on an attack that missed you or from a successful saving throw you made, you reduce any damage you suffer from that effect to 0.
Bonus Effects: If you use a defensive weapon, when a multitarget attack roll misses you during this technique's duration, it automatically misses each creature it targets after you as part of the multitarget attack.

If you use a defensive weapon, when you succeed at a Constitution, Dexterity, or Strength saving throw during this technique's duration, you can choose any number of other creatures within range of your weapon who must make that saving throw. Each of these creatures counts as succeeding on that saving throw.



Soaring Thunderbolt Strike

You hurl your weapon unexpectedly, hoping to take the foe off guard or open a gap in their defenses that you can exploit.

Activation Time: 1 Action
Focus Cost: 2+
Range: 20 feet, minimum 10 feet from you
Duration: Instantaneous
Mandatory Movement: 10 feet (before attacking)
Required Weapon: Any melee weapon
Effects: You throw your weapon to a point of impact within range, then draw a wave away from yourself from the point of impact. The length of the wave is equal to 5 feet + 5 feet per additional focus spent. Make a multitarget melee weapon attack against each creature fully or partially in the wave. On a hit, a creature suffers your weapon's damage plus your ability modifier.
Bonus Effects: If you use a bludgeoning weapon, choose one creature you hit to make a Constitution saving throw with DC equal to 12 + 2 per focus point spent beyond the base cost. On failure, it is stunned.

If you use a piercing weapon, choose one creature you hit to make a Dexterity saving throw. On failure, it suffers 1d10 additional piercing damage per 2 focus points spent beyond the base cost.

If you spent at least 4 focus points, the range becomes "40 feet, minimum 10 feet from you."

If you spent at least 6 focus points, the range becomes "60 feet, minimum 10 feet from you."

Soul-Sundering Strike

You focus deeply on your weapon, and throw a probing strike to find a mortal weakness in your foe's resolve. This can allow you to cut even beings that steel will not normally bite.

Activation Time: 1 attack
Focus Cost: 3+
Range: Weapon's range
Duration: Instantaneous
Mandatory Movement: None
Required Weapon: Any melee weapon or unarmed
Effects: Make a weapon or unarmed attack targeting a creature in range, using its passive Perception score in place of its armor class to set the DC for the attack roll. On a hit, your target takes your weapon damage. Additionally, it suffers the marked for death condition (your next successful melee attack against it deals an additional 1d8 force damage) for one minute.
Bonus Effects: If your target is a celestial, fiend, undead, or Lost creature and you hit, it suffers the weakened condition (it loses its damage resistances and its damage immunities become resistances) until the end of its next turn. If you spent at least 8 focus, it suffers the weakened condition for 1 minute instead.

Swirling Viper Shot

You swiftly fire a shot in the fray of battle, creating an opening to dart back out of harm's way.

Activation Time: 1 Attack
Focus Cost: 2+
Range: Weapon's short range
Duration: Instantaneous
Mandatory Movement: None
Required Weapon: Any ranged or thrown weapon
Effects: Make a ranged attack roll against one creature in range. On a hit, the creature suffers damage equal to your weapon's damage plus your ability modifier.

After making this attack, you can move up to 10 feet. You do not provoke opportunity attacks during this movement.
Bonus Effects: If you are within 10 feet of your target and you hit, your target takes 1d6 additional piercing damage, plus a further 1d6 piercing damage for every 2 focus points you spent beyond the base cost.

If you spent at least 3 focus points, the range becomes "weapon's range."

If you spent at least 4 focus points, increase the distance you can move after making the attack to 20 feet.

Twin Streams Thrust

Wielding two blades as a single instrument of violence, weave through your foes inflicting a series of deadly cuts, emerging past them covered in red.

Activation Time: 1 Action and 1 Bonus Action or 2 Attacks
Focus Cost: 2+
Range: Self (line: 5 feet)
Duration: Instantaneous
Mandatory Movement: 10 feet (before attacking)
Required Weapons: Any two paired melee weapons
Effects: Make a multitarget melee attack roll using one of your weapons. On a hit, a creature takes damage equal to your weapon damage plus your ability modifier.

Then make a second multitarget melee attack roll using your other weapon with advantage. On a hit, a creature takes damage equal to your weapon damage plus your ability modifier.
Bonus Effects: If you use two slashing weapons, after you make both attacks, you can move an additional 10 feet. You can move through enemies during this movement, and do not provoke opportunity attacks while doing so.

If you spent at least 3 focus, increase the range by +5 feet per focus spent beyond the base focus cost.

Vanishing World Flurry

Seeing nothing but your enemy, you surge forward in a flurry of strikes, seeking to land a hit to the eyes, temple, or other vulnerable area. This sudden series of blows can leave the enemy staggered, giving you a chance to finish the fight with your next attack.

Activation Time: 1 Action
Focus Cost: 3+
Range: Self (slam: weapon's range)
Duration: Instantaneous
Mandatory Movement: 10 feet (before attacking)
Required Weapon: Any heavy melee weapon
Effects: Make a multitarget attack roll against each creature in range. On a hit, a creature suffers your weapon's damage plus your ability modifier.
Bonus Effects: If you use a weapon that deals bludgeoning damage, each creature you hit must expend its reaction or one of its legendary actions. If it cannot, it suffers the stunned condition until the end of your next turn.

Veiled Menace Thrust

You throw a feint to draw your foe's attention from your true strategy, using guile to tip the scales against your foe.

Activation Time: 1 Attack
Focus Cost: 2
Range: Weapon's range
Duration: Instantaneous
Mandatory Movement: None
Required Weapon: Any light melee weapon
Effects: Make a melee or ranged weapon attack against one creature in range. On a hit, the creature takes your weapon damage. Additionally, it suffers the disoriented condition (it can't make opportunity attacks) until the end of your next turn.
Bonus Effects: If you use a weapon that deals piercing damage, for the next minute, the first attack roll or multitarget attack roll you make using a weapon that deals a different damage type is made with advantage.

Wasp's Spite Volley

You fire a spray of shots into a crowd, making all foes worry about whether they are your next target.

Activation Time: 1 Action
Focus Cost: 2+
Range: Weapon's short range, minimum 10 feet from yourself
Duration: Instantaneous
Mandatory Movement: None
Required Weapon: Any ranged or thrown weapon
Effects: Choose a point of impact within range, then draw a 10-foot wave away from yourself from the point of impact. Make a multitarget ranged weapon attack against each creature fully or partially in the wave. On a hit, a creature suffers your weapon's damage plus your ability modifier. On a miss, a creature must make a Wisdom saving throw or become frightened of you until the end of your next turn. The DC is equal to 12 + 2 per focus point spent beyond the base cost.
Bonus Effects: If you use a piercing weapon, you may choose one creature you hit to suffer the poisoned condition for one minute.

If you spent at least 3 focus points, the range becomes "weapon's range, minimum 10 feet from yourself."

If you spent at least 4 focus, the length of the wave is increased by 5 feet for every 2 focus points spent beyond the base cost.

Invocations

A ritualist performs an invocation by calling upon one or more spirit: the elemental spirits that inhabit the Mortal Realm around them or the various spirits that make their homes in the Celestial Realms beyond. Most ritualist traditions are secretive, training only a select few. Therefore, ritualists of different traditions might have access to very different invocations, or know the same invocations by very different names, rites, and practices.

ELEMENT, TIER, AND TYPE

Each invocation has an element listed under its name: air, earth, fire, water, or any. If an invocation's element is "any," choose air, earth, fire, or water. That is its element. An invocation's element has no specific mechanical effects, but many abilities and class features interact with different elements in different ways.

Each invocation also has a tier listed under its name: tier 0, tier 1, tier 2, or tier 3. This reflects the complexity of the invocation, and when in a ritualist's studies it becomes possible for them to learn it. Higher tier invocations are not strictly more powerful than their lower-tier equivalents, but they usually produce more narratively substantial effects. Tier 0 invocations are notable because they are the sorts of invocations that can be performed by most people with religious training, such as NPC spiritualists who are not trained as ritualists or non-ritualist characters who have selected the Apprentice Ritualist feat (see page 230).

Finally, each invocation has a type listed beneath its name. The types are:

- **Augmentation:** Invocations that change or bolster their targets.
- **Mending:** Invocations that restore their targets.
- **Purification:** Invocations that cast out or prevent the passage of evil spirits.
- **Scrying:** Invocations that reveal information or show glimpses of other places and times.
- **Smite:** Invocations that cause harm to targets.
- **Summoning:** Invocations that create something.

FAVOR

Favor reflects the willingness of the spirits with whom the ritualist communes to perform extraordinary feats on their behalf. Ritualists have a pool of favor they can use for their invocations (see Invocations and Favor on page 90).

Many invocations have a base favor cost of 0, meaning they can be used at will, while more powerful invocations have a base favor cost of 1 or more, meaning they can be used only if the ritualist pays that favor cost.

Certain class features and effects such as Resonances (see page 262) grant "bonus favor." Bonus favor can be spent only on empowerments (see below), and **cannot** be used to pay base favor costs.

Spending Favor on Empowerments

In addition to being used to pay an invocation's favor cost, favor can be spent to add one or more empowerments to an invocation. Empowerments can be added only when the invocation is being performed, and the favor for empowerments must be paid at the same time as the base favor cost.

Both standard favor (granted by levels in the ritualist class) and bonus favor from resonances and other sources can be spent on empowerments.

INVOCATION TERMS

The following terms are used in an invocation, and appear in the following order.

Casting Time

Each invocation has a casting time, which specifies whether the character performing the invocation must use an action, reaction, minutes, or another timeframe to perform it.

For many invocations, the casting time can be shortened by spending favor, allowing an invocation that takes minutes to be performed in an action, or in an even shorter timeframe.

Base Favor Cost

The amount of favor a ritualist must pay to perform the invocation. Note that for many invocations, this cost is 0, meaning the invocation can be performed at will, but for especially potent invocations, it can be higher.

INVOCATIONS AND SPELLS

Invocations are distinct from the spells presented in other 5e materials, from the perspectives of both story and mechanics. They are spiritual contracts with beings innate to Rokugan that do not necessarily exist in other worlds, and their mechanics reflect their specific nature. They have different requirements and restrictions, and use an entirely different resource system in the form of favor. On the other hand, if using other 5e materials alongside ***Adventures in Rokugan***, it is useful to know how abilities that affect spells can interact with invocations.

If the GM determines it is logical for a particular ability that interacts with spells to interact with an invocation, the GM can do so in the following manner:

- Treat all instances of "spell" as "spell or invocation"
- If the ability in question calls for a spell's level, use the invocation's rank plus the amount of favor used to empower it, to a minimum of 1 and a maximum of 9.
- The GM is the final arbiter of whether a particular ability that interacts with spells also interacts with invocations or not. For instance, the GM could determine that an anti-magic field created by someone unfamiliar with Rokugan's spirits doesn't actually prevent them from acting, but a warded field set up by someone familiar with them does.

Range

The targets of an invocation must be within its range. For some invocations, the target is a creature or object. For others, it is an area of effect around the invoker or a point in space within range.

Once an invocation has been performed, its ongoing effects aren't limited by its range unless these effects specify otherwise.

Components (Required)

Invocations can have some or all of the following components:

Verbal and Somatic Components. All invocations require specific intonations and gestures to perform. These components are verbal (V) and somatic (S). Verbal components are words of power to entice the spirits, while somatic components are physical movements to direct their efforts. If a character cannot complete these parts of the ritual, they cannot perform the invocation. Thus, if a character cannot speak (such as if they are gagged) or does not have at least one hand free (such as if they are holding something in both hands or suffering the restrained condition), they generally cannot perform invocations. See **A Note on Accommodations** for more about how individual characters' verbal and somatic components might vary.

Material Components. Additionally, a few invocations require specific tools or objects called material components (M) to even attempt. These components must be acquired in advance, and are expended as part of the invocation.



Resonances

Some invocations are more effective under certain circumstances where the spirits they invoke are at the pinnacle of power. For instance, a prayer to Lady Sun is more effective under her blazing light, and an invocation of a forest spirit is more powerful away from places of human habitation. When a character performs an invocation, resonances can grant bonus favor listed after the resonance that the character can spend to empower the invocation. Bonus favor granted by resonances can be used only on empowerments. If that bonus favor is not spent, it is lost. If an invocation lists multiple resonances, a character can use more than one resonance so long as they meet all the listed circumstances.

Bonus favor gained this way or through class features cannot be used to pay the base favor cost or any ongoing costs for an invocation.

A NOTE ON ACCOMMODATIONS

Disabled characters can make substitutions for narrative and mechanical requirements for techniques, class features, feats, and other abilities as needed. For instance, a character with only one arm could wield a two-handed weapon through training and adaptation of the martial forms for that weapon. As every disability is different, and even characters with the same disability may seek different ways of navigating life as an adventurer, there is no way to account for every possibility within the rules except to say that players can work with their GMs to find suitable alternatives to make sure their characters are able to interact with the world as they would like to. Mechanical accommodations should not be exploited by players who only seek to utilize this flexibility in the rules for mechanical advantage and are not willing to do basic research into fairly representing the disability of their character.

From a narrative standpoint, disabilities are not seen as shameful or dooming by society in ***Adventures of Rokugan***, and most people are more than happy to oblige when an accommodation is in order.

Duration

The amount of time the invocation's effects persist. This can be rounds, minutes, hours, or even years. The duration also applies to any secondary effects of the invocation, such as its empowerments, unless they explicitly state otherwise.

Some invocations have a duration of "Ongoing" with a cost (usually in favor) listed in parentheses. These invocations last until the start of the character's next turn by default. However, at the start of their turn, they can pay the cost to extend an ongoing invocation. If the character does not pay the cost, the effect ends immediately. If they do pay the cost, it continues until the start of their next turn, when they can again choose to pay the cost to extend the duration.

Effects

This section offers a description of the invocation and explains the effects of performing it.

Empowerments

The empowerments available for an invocation are listed alongside their favor costs. If an empowerment's listed cost includes a "+" (e.g. 1+ favor or 2+ favor), the character performing the invocation can spend any number of additional favor beyond the number listed for some scaling bonus to the empowerment, described within the empowerment's text. Additionally:

- Each empowerment can be selected only once per use of an invocation.
- A character chooses which empowerments they wish to use when they select the invocation they are performing, before they choose targets or resolve any of the invocation's effects. Favor costs for these empowerments must be paid at this time.
- When an invocation's duration ends, all of its empowerments end unless they explicitly state otherwise.





INVOCATION DESCRIPTIONS

The invocations are presented in alphabetical order.

Armor of Stone

Tier 2 earth summoning
Casting Time: 1 action
Base Favor Cost: 1
Range: Self
Components (Required): V, S
Resonances: You are outdoors in rocky terrain (1 bonus favor), you are in a cavern or edifice primarily made of stone or dirt (1 bonus favor)
Duration: Ongoing (1 favor per round)
Effects: You place a hand on the ground and stones spring up and fly toward you, fastening around you to shield your body in rocky armor. For the duration of the invocation, your base AC becomes 16, and you have disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 bonus action."

1 favor: The armor boasts hard stone gauntlets. Your unarmed attacks deal 1d6 bludgeoning damage.

1+ favor: Additional chunks of rock attach to your armor and break away to deflect hits against you. You gain temporary hit points equal to 1d8 per favor spent this way.

1+ favor: You transmogrify the rocks, compacting them and transforming their material properties with heat and pressure. Your AC increases by an additional 2 per favor spent this way, to a maximum of 20.

2 favor: You dramatically hasten the rites, treating this invocation's casting time as "1 reaction action."

2 favor: You pull up additional stones as ablative defenses. Reduce all nonmagical damage you suffer for the duration of the invocation by 3.

3+ favor: You create a seal of jade on the armor which drives off evil entities. Each fiend, Lost, or undead creature that can see the seal becomes frightened of it for the duration of the invocation. At the start of each of its turns, a creature frightened of the seal can make a Wisdom saving throw to attempt to overcome its fear. On success, it shakes off its fear and is no longer frightened by the seal until the end of the encounter. On failure, it suffers 2d6 radiant damage.

Barricade of Earth

Tier 2 earth summoning
Casting Time: 1 minute
Base Favor Cost: 1
Range: 30 feet
Components (Required): V, S
Resonances: You are outdoors in rocky terrain (1 bonus favor), you are in a cavern or edifice primarily made of stone or dirt (1 bonus favor)
Duration: 1 hour
Effects: You call upon the spirits of rock and stone, then stomp on the ground, raising a barricade before you at a point of your choice within range. The earthen barricade is up to 6 inches thick, and is up to 10 feet tall by 10 feet wide. If the barrier cuts through a creature's space when it appears, the creature is pushed to one side of the barricade (your choice).

The barricade can be shaped as you desire, though it can't occupy the same space as a creature or object. The barricade doesn't need to be vertically oriented, but it must extend up from the ground with a solid foundation, and if its foundation is destabilized, it collapses. You can shape the barricade with crenelations, arrow-slits, and the like.

The barricade is a non-magical object made of dirt, which can be damaged and breached. It has AC 13 and 10 hit points per inch of thickness. Reducing the barricade to 0 hit points destroys it, or punches a hole in it at the GM's discretion. It persists for the duration of the invocation, after which point it begins to crumble and collapse.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 action."

1+ favor: You increase the range of the invocation by +10 feet per favor spent this way.

1+ favor: Calling forth the earth spirits in multiple places, you create 1 additional barricade at another point of your choice within range per favor spent this way. If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), it can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

1+ favor: Layering on dirt and stone, you make the barricade 2 inches thicker per favor spent this way.

1+ favor: You press in the dirt densely in the barricade, making it sturdy enough to withstand the elements. It lasts an additional hour per favor spent this way.

2 favor: You dramatically hasten the rites, treating the invocation's casting time as "1 bonus action."

2 favor: You infuse the barricade with the purifying essence of jade. It gains resistance to necrotic damage, and after a Lost creature makes an attack against it, that creature suffers 1d6 radiant damage, plus 1d6 additional radiant damage per additional barricade within five feet of it.

Bind the Shadow

Tier 3 earth purification
Casting Time: 1 minute
Base Favor Cost: 2
Range: 10 feet
Components (Required): V, S, M (A spiritually sanctified vessel such as a prepared ritual circle which requires a DC 20 Religion check, 1 hour of focused work, and 5 gp of materials to create, or an innately suitable vessel like an ancient tree, an object connected to the creature's past, or something else the GM deems to be appropriate)
Resonances: You can see the sun from your current location (1 bonus favor), you are in a shrine, temple, or other place of spiritual power (2 bonus favor)
Duration: 1 hour

Effects: Using words of power, you attempt to seal an elemental, fiend, or undead creature in range inside of a prepared vessel within 5 feet of you. The creature must make a Wisdom saving throw with advantage. If it is incapacitated, it makes this saving throw with disadvantage instead. On failure, it gains 1 level of exhaustion. If this would kill the creature, it instead becomes sealed within the vessel for the duration of the invocation. Once it is sealed within the vessel, the vessel cannot house any other creatures.

While sealed within the vessel, a creature cannot take any action, affect, or be affected by other creatures or the environment outside. It is aware of the passage of time but does not age, and can communicate telepathically with any creature that touches the vessel. A character outside of the vessel can attempt to break the binding by making an Intelligence (Arcana or Religion) check with DC equal to your invocation save DC at the time you bind the creature.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 action."

1 favor: You put the creature into a sleep of ages. While sealed, it slumbers, and cannot consciously communicate. However, anyone who touches the vessel can perceive its dreams, at the GM's discretion.

1 favor: You strengthen the binding. It lasts for 10 hours.

1+ favor: You weave complex ciphers into your invocation, increasing the DC of the saving throw the creature must make to resist being sealed and the DC of any check by a creature outside the vessel to break it free by 3 per favor spent this way.

1+ favor: You increase the range by +10 feet per favor spent this way.

1+ favor: If the creature fails its saving throw, it gains 1 additional level of exhaustion per favor spent this way.

3 favor: You seal the binding with the unyielding essence of earth. If the creature is bound, the binding lasts for 100 years.

5 favor: You crystalize the binding with the greatest words of power possible. If the creature is bound, the binding lasts for 1,000 years.

Biting Steel

Tier 1 fire augmentation
Casting Time: 1 action
Base Favor Cost: 0
Range: Touch
Components (Required): V, S
Resonances: You are at a famous historical battlefield (1 bonus favor), you are wielding one or more awakened weapons (1 bonus favor), you can see the sun from your current location (1 bonus favor)
Duration: 1 minute
Effects: You imbue a weapon in range with flame's passion and force. For the duration of the invocation, it becomes a magic weapon if it was not already. When a character makes an attack with it, they can choose to have it deal fire damage instead of its usual damage type.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You transform the weapon into a glowing brand. It inflicts a critical strike on a roll of 19 or 20.

1+ favor: You increase the range of this invocation by +10 feet per favor spent this way.

1+ favor: You imbue one additional weapon in range per favor spent this way.

2+ favor: You infuse the weapon with the heat of embers. It deals an additional 1d4 fire damage per 2 favor spent this way.

3+ favor: You infuse the weapon with the searing energy of a bonfire. Increase the additional fire damage it deals by 1d8 per 3 favor spent this way.

Blade of the Elements

Tier 1 any element summoning
Casting Time: 1 action
Base Favor Cost: 0
Range: Self
Components (Required): V, S
Offerings (Optional): A gemstone chip (1 bonus favor)
Resonances: You are at a famous historical battlefield (1 bonus favor), you are at a blacksmith's forge (1 bonus favor)
Duration: 1 minute, or until the end of any turn in which the weapon leaves your hand
Effects: You extend your hand and a weapon of elemental energy forms in your hand. A weapon of earth juts up from the ground, while a weapon of flame seethes into existence with a crackle of ignition. A weapon of wind swirls into your hand, and a weapon of water coalesces from the moisture in the air around you. You create and ready a simple melee or ranged weapon of your choice made of the element you used to perform this invocation. It persists for the duration of the invocation. Its damage is considered magical for overcoming resistances and immunities, and its type is based on the element used:

- *Air:* Thunder
- *Earth:* Bludgeoning
- *Fire:* Fire
- *Water:* Cold

At the end of its duration, the weapon crumbles, extinguishes, dissipates, or evaporates.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 bonus action."

1 favor: The weapon persists even if it leaves your hand, and can be wielded by others. You can voluntarily end its duration by spending your reaction or a bonus action on your turn.

1 favor: You create a martial weapon instead of a simple weapon.

1 favor: You create two identical weapons instead of one weapon. These must be weapons with the light or paired property.

1 favor: You summon a shifting weapon. On your turn as a bonus action, you can change the weapon to any type of weapon you could have summoned with the invocation and its empowerments, or change the weapon's damage type to any damage type you could have selected.

1 favor: You summon a different aspect of the element on which you call. The weapon's damage type changes as follows:

- *Air:* Force
- *Earth:* Radiant
- *Fire:* Lightning
- *Water:* Acid

1+ favor: You cause the weapon to seek the foe of its own volition. When making an attack roll with it, add an additional +1 to hit for every favor spent this way.

3 favor: When the weapon's duration ends or it is otherwise destroyed, instead of harmlessly vanishing, it explodes in a torrent of elemental power. Each creature within 5 feet of it must make a Dexterity saving throw. On failure, it suffers 2d8 damage of the weapon's damage type.



Breath of the Fire Dragon

Tier 3 fire smite
Casting Time: 1 action
Base Favor Cost: 2
Range: Self
Components (Required): V, S
Resonances: It is summertime (1 bonus favor), you are in a very dry or flammable location such as somewhere it has not rained for at least a week or inside of a wooden palace (1 favor), it is sunrise, sunset, or noon (1 bonus favor)
Duration: Ongoing (1 favor per round)
Effects: You draw in air, the spirits turning your breath to flame. You gain resistance to cold damage. Additionally, as a bonus action on your turn, you can make a multitarget invocation attack against each creature in a 10-foot wave. Each creature you hit suffers 2d6 fire damage.

Empowerments

You can spend favor for the following empowerments of this invocation:

1+ favor: When using the multitarget invocation attack from this invocation, increase the length of the wave by +10 feet per favor spent this way.

1 favor: You intensify the flames. When using the multitarget invocation attack from this invocation, increase the damage by 1d6.

2 favor: You breathe the storm's fury. When using the multitarget invocation attack from this invocation, it deals lightning damage instead of fire damage. Additionally, any creature slain by this attack is reduced to ash, and cannot be raised as an undead creature.

2+ favor: You intensify the flames even further. When using the multitarget invocation attack from this invocation, increase the damage by 1d6 per 2 favor spent this way.

Call of Cinders

Tier 1 fire smite
Casting Time: 1 action
Base Favor Cost: 0
Range: 30 feet
Components (Required): V, S
Resonances: You are in a very dry or flammable location such as somewhere it has not rained for at least a week or inside of a wooden palace (1 bonus favor), it is sunrise, sunset, or noon (bonus 1 favor)
Duration: Instantaneous
Effects: You call upon flame spirits to create or extinguish fire in your environment. If you choose to create fire, make a ranged invocation attack against one creature or object within range. On a hit, it takes 1d10 fire damage. A flammable object hit by this invocation ignites if it isn't being worn or carried.

If you choose to extinguish fire, choose an ignited creature or object within range and extinguish it. If that ignited object is an elemental or other creature that naturally produces flame, make a ranged invocation attack against it. On a hit, it suffers 1d10 cold damage.

Alternatively, you can use this invocation to create or extinguish a small amount of fire without rolling, such as quickly lighting a set of torches within range with a gesture or snuffing out a campfire in range with a wave. If you light a torch or lantern this way, it burns for twice as long as it normally would despite only consuming the normal amount of fuel.

Empowerments

You can spend favor for the following empowerments of this invocation:

1+ favor: You blister your target, causing it to become vulnerable to cold and fire damage dealt by sources other than this invocation for one minute.

1+ favor: You increase the range by +10 feet per favor spent this way.

2 favor: You feed the power of the elements in your invocation, increasing the damage dealt by 1d10.

4 favor: You feed even greater power of the elements into your invocation, increasing the damage dealt by 3d10.

Caress of Earth

Tier 1 earth mending
Casting Time: 10 minutes
Base Favor Cost: 0
Range: Touch
Components (Required): V, S
Resonances: You are at a blacksmith's forge (1 bonus favor), you are in an area of high volcanic activity (2 bonus favor)
Duration: Instantaneous
Effects: You point at a damaged, non-magical object in range and restore it to a better state. If the object has lost hit points, you restore 1d8 hit points to it. Otherwise, it becomes narratively repaired, flaws and damaged sections weaving back together until it is functional again.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 minute."

1 favor: You can target elemental and construct creatures with this invocation, healing them in the same manner as an object.

1+ favor: You amplify the restoration, restoring an additional 1d8 hit points to the object per favor spent this way (or further restoring its narrative capabilities, at the GM's discretion).

1+ favor: You increase the range by +10 feet per favor spent this way.

1+ favor: You restore one additional object in range per favor spent this way.

2 favor: You dramatically hasten the rites, treating the invocation's casting time as "1 action."

3 favor: You invoke the spirit of the object, allowing you to affect magic items (such as awakened items) with this invocation.

Cleansing Rite

Tier 0 any element purification
Casting Time: 1 minute
Base Favor Cost: 0
Range: Touch
Components (Required): V, S
Resonances: You are standing or swimming in a body of fresh water such as a river or pond (1 bonus favor), you can see the sun from your current location (1 bonus favor), you are in a shrine, temple, or other place of spiritual power (2 bonus favor)
Duration: Instantaneous
Effects: You perform a rite of purification, dispelling one of the following temporary conditions from a creature in range based on the element you used:

- *Air:* Stunned
- *Fire:* Charmed
- *Earth:* Frightened
- *Water:* Poisoned

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 action."

1+ favor: You increase the range by +10 feet per favor spent this way.

1+ favor: You purify one additional creature in range, granting it the benefits of this invocation.

3 favor: You can additionally remove one of the following temporary conditions based on the element you used: Air (Deafened), Fire (Paralyzed), Earth (Blinded), Water (Petrified).

Commune with the Spirits

Tier 0 any element scrying
Casting Time: 1 minute
Base Favor Cost: 0
Range: 30 feet
Components (Required): V, S
Resonances: You are in a shrine, temple, or other place of spiritual power (2 bonus favor), you are in one of the afterlife realms (2 bonus favor), you are in the Realm of Animals or Realm of Dreams (2 favor)
Duration: Instantaneous
Effects: You reach out to the spirits in the world around you, gaining a boon based on the element you used:

- *Air:* You ask the spirits of air for whispers of the beings around you. You detect all elemental, fiend, and undead beings in range, even if they are invisible, incorporeal, or otherwise hidden. You do not know their exact locations, but you know how many of these creatures there are and whether their intentions toward you are hostile, neutral, or friendly.
- *Earth:* You ask the spirits of earth to center you within the world. You learn which realm you are in (the Mortal Realm, or one of the spirit realms, as described on page 20), the direction of north, and the general direction of the nearest habitation of sentient beings.
- *Fire:* You seek inspiration or a creative answer to a problem you are facing, and the spirits of fire answer with a flash of insight. You have a brief vision of either a possible answer to your problem or a place where you could get an answer. The GM is the final arbiter of the contents of this vision, but it should help you progress in solving the problem you have encountered.
- *Water:* You ask the spirits of water for lost treasures, specifying a particular object you are seeking. If that object is present in range, water spirits inform you of its location. If it is not present, the spirits inform you of the general direction you must travel to reach it. If the object does not exist at all, or has left the Mortal Realm, the spirits are silent.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 action."

1+ favor (Air and Water Only): You increase the range by +10 feet per favor spent this way.

1+ favor (Earth and Fire Only): The specificity of the information you receive increases for each favor spent this way. For example, instead of learning that you are in the Mortal Realm, you might learn that you are exactly six miles south of the Imperial Capital, or instead of seeing a flash of a blacksmith's hammer, you might see the face of a blacksmith you know improving your sword with sigils of demon banishment. The GM is the arbiter of what additional specification may mean within this context.

Dance of Seasons

Tier 1 water augmentation
Casting Time: 1 minute
Base Favor Cost: 0
Range: 30 feet
Components (Required): V, S
Resonances: It is up to one week before or after any solstice or equinox (1 bonus favor), you are standing or swimming in a body of fresh water such as a river or pond (1 bonus favor), you are standing or swimming in the ocean (2 bonus favor),
Duration: Instantaneous
Effects: With fluid grace, you point at a source of water in a solid (ice), liquid (water), or vapor (fog or clouds) state within range and change it to a different state. You can affect a single 5-foot cube of water this way. This invocation does not affect any water inside of a creature.

If a creature is standing on ice that you turn into liquid or vapor, it must make a Dexterity saving throw. On failure, it falls into whatever is below. On success, it can spend its reaction to move up to its speed to solid ground.

If a creature is standing in a source of liquid or vapor that you turn to ice, it must make a Constitution saving throw. If it is swimming in water, it makes this saving throw with disadvantage. On failure, it becomes restrained and suffers 1d12 cold damage; on its turn as an action, it can make a Strength saving throw to break free of the restraining ice. On success, it suffers half that amount of cold damage.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 action."

1 favor: You chill your targets to the bone, and those that fail the saving throw to resist being trapped in ice become vulnerable to bludgeoning damage for one minute.

1+ favor: You increase the range by +10 feet per favor spent this way.

1+ favor: You extend the size of the invocation, affecting an additional 5-foot cube of water within range per favor spent this way. All cubes of water you affect must undertake the same state change.

1+ favor: On your next turn, you can spend your action to repeat the transformation of water from one state to another you undertook with this invocation, using the same set of empowerments you did the previous time (without paying additional favor for them). You can do this for a number of turns equal to favor spent this way, but if you do not take this action on your turn, this effect ends.

Divine the Omens

Tier 0 any element scrying
Casting Time: 10 minutes
Base Favor Cost: 0
Range: 5 feet
Components (Required): V, S
Resonances: You can see the stars from your current location (1 bonus favor), you are in a shrine, temple, or other place of spiritual power (2 bonus favor)
Duration: Instantaneous
Effects: You seek the fate of a particular creature in the patterns of the stars, the char marks upon animal bones, the placement of cast shells, or other omens you can read. Make a DC 15 Religion check. On success, you discover something about the creature's coming destiny based on the element you chose:

- *Air:* You see the Omen of the Weaver and the Cowherd, indicating a separation or a reunion. At the start of the next encounter, the creature increases its AC by 1 until the end of its first turn.
- *Earth:* You see the Omen of the Duel of Akodo and Hantei, indicating the creature will face a great test. At the start of the next encounter, the creature gains 1d10 temporary hit points.
- *Fire:* You see the Omen of the Courtship of Doji, indicating that the creature will be inspired with sudden vision. At the start of the next encounter, the creature gains a +2 bonus to its initiative bonus.
- *Water:* You see the Omen of the Moon Vessel, indicating change or an encounter with the unexpected. At the start of the next encounter, the creature cannot be surprised.

Additionally, the GM determines any narrative effects the omen may have.

On failure, the GM chooses one of the omens above and applies it to the creature. The creature gains that omen's mechanical effects, and the GM determines any narrative effects the omen may have.

You cannot repeat a divination upon the same creature for 24 hours.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 minute."

1+ favor: You weave a prophecy for a group, allowing you to extend the effects of the omen to one additional creature in range per favor spent this way.

3 favor: You have a flash of a specific possible future event for the creature alongside the more cryptic omens. The GM determines the contents of this prophecy.

Dominion of Water

Tier 2 water scrying
Casting Time: 1 minute
Base Favor Cost: 1
Range: Touch
Components (Required): V, S, M (a pool of liquid water)
Resonances: You are standing or swimming in a body of fresh water such as a river or pond (1 bonus favor), you are standing or swimming in the ocean (2 bonus favor), you are in the Realm of Animals or Realm of Dreams (2 bonus favor)
Duration: 1 minute
Effects: You transform a pool of liquid water in range into a scrying mirror, allowing you to see a distant location through it. The pool of water displays an image from a second body of liquid water of your choice and its surroundings as if the onlooker were just below the surface. This second body of water must be within five miles of the pool you targeted, and you must know the specific location of the second body of water to connect the two. If the location is warded against your passage, such as with a threshold barrier, you are unable to connect the two.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 action."

1 favor: You shroud the vision from others, so that only you can perceive what the pool shows.

1 favor: You can connect water in any state this way, including clouds, fog banks, snow, or sheets of ice.

1 favor: In addition to being able to see out the other pool of water, you can hear (very muffled) noises.

2 favor: You dramatically hasten the rites, treating the invocation's casting time as "1 bonus action."

3 favor: The location you see can be any distance from the pool of water you targeted, but you must still know its specific location.

5 favor: In addition to being able to see out of the other body of water, you and up to 5 other characters can pass through the temporary portal you have created to the other location. The trip is always one way, and you always arrive soaked.

Earth Becomes Sky

Tier 2 earth smite
Casting Time: 1 action
Base Favor Cost: 1
Range: Self (10-foot slam)
Components (Required): V, S
Resonances: You are outdoors in rocky terrain (1 bonus favor), you are in a cavern or edifice primarily made of stone or dirt (1 bonus favor)
Duration: Instantaneous
Effects: You strike the ground and utter a word of power, and a boulder launches into the air to smash your foes. You make a multitarget invocation attack against each creature in a 10-foot slam. Each creature you hit suffers 2d4 bludgeoning damage, and if it is large or smaller, is pushed 10 feet away from you unless it chooses to become prone.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: Each restrained creature hit by this invocation is vulnerable to the damage it deals.

1+ favor: You increase the length of the slam by +10 feet per favor spent this way.

2 favor: Each creature hit by this invocation takes an additional 3d4 bludgeoning damage.

3 favor: Each creature hit by this invocation takes an additional 4d4 bludgeoning damage.

3 favor: You infuse the boulders with the sanctified power of jade, causing this invocation to deal radiant damage instead of bludgeoning damage.

5 favor: Choose one creature you hit with the multitarget attack roll. It becomes stunned until the end of its next turn.

Embrace of the Earth Dragon

Tier 3 earth augmentation
Casting Time: 1 action
Range: 10 feet
Components (Required): V, S
Resonances: It is springtime (1 bonus favor), you are outdoors in rocky terrain (1 bonus favor), you are in a cavern or edifice primarily made of stone or dirt (1 bonus favor)
Duration: 1 minute
Effects: You imbue the body of a willing creature in range with the ability to stick to earthen surfaces, allowing that creature to traverse even vertical surfaces made of earth or stone for the duration of the invocation. That creature can move up, down, or across these surfaces, and gains a climbing speed equal to its walking speed.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You attune the creature to the rumblings of earth spirits, granting it tremorsense (30 feet).

1+ favor: You increase the range by +10 feet per favor spent this way.

1+ favor: You ask spirits of earth to open a path for the creature. It gains a burrow speed equal to half its walking speed.

1+ favor: Choose one additional target within range per favor spent this way. Each of those targets also gains the benefits of this invocation and its empowerments for the same duration.

3 favor: You reinforce the body of the creature you augment with the durability of stone. It gains resistance against Acid, Bludgeoning, Cold, Piercing, Poison, and Slashing damage.

Ever-Changing Waves

Tier 3 water augmentation
Casting Time: 1 action
Base Favor Cost: 2
Range: Self
Components (Required): V, S
Resonances: You are in the wilds away from civilization (1 bonus favor), you are in the Realm of Animals or Realm of Dreams (2 bonus favor)
Duration: Ongoing (1 favor per round)
Effects: You transform yourself into a new form. This form must be a beast with challenge rating 1/2 or lower.

This transformation lasts for the duration, or until you drop to 0 hit points or die.

You assume the hit points of your new form. Your game statistics are replaced by the statistics of your new form, except for your Intelligence, Wisdom, and Charisma. You retain your personality and motivations. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You are limited in the actions you can perform in your new form. You can only speak the languages spoken by your new form (animal speech, for animals), and your senses become those of your new form. You can still perform invocations.

If you are in animal form, your gear melds into your new form, and you can't activate, use, wield, or otherwise benefit from equipment.





Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 bonus action."

1 favor: You can transform yourself into a beast of CR 1 or lower.

1+ favor: Choose one additional willing creature within 10 feet per favor spent this way. Each of those targets also gains the benefits of this invocation and its empowerments for the same duration.

2 favor: You can transform yourself into a beast of CR 2 or lower.

3 favor: You can transform yourself into a beast of CR 3 or lower.

4 favor: You whisper words of the Spirit Realms in your invocation. You can transform into a celestial creature, fiend, or monstrosity of your choice (within the CR restriction) instead of an animal, and it can be of CR 3 or lower. You can speak any languages spoken by that creature. If the form has suitable appendages and morphology, you can choose to have one or more pieces of your gear not meld into your new form, and you can activate, use, wield, and benefit from those as the GM deems appropriate.

4 favor: You extend the transformation, treating the duration as "1 hour" instead.

Fury of Osano-wō

Tier 2 fire smite
Casting Time: 1 action
Base Favor Cost: 1
Range: 60 feet
Components (Required): V, S
Resonances: You are outdoors (1 bonus favor), it is already stormy (1 bonus favor), your target has not yet suffered lightning or thunder damage this encounter (1 bonus favor)
Duration: Instantaneous
Effects: You call forth a blast of fury from the sky, smashing your foes like the divine fist of the Fortune of Storms, Osano-wō. Make a ranged invocation attack against one creature or object within range. On a hit, the target takes lightning damage equal to 1d12 + your invocation ability modifier.

Empowerments

You can spend favor for the following empowerments of this invocation:

1+ favor: You increase the range by +10 feet per favor spent this way.

2 favor: The target takes an additional 1d12 lightning damage.

3+ favor: Each creature in a 20-foot sphere around the target (including the target) must make a Constitution saving throw. On failure, a creature suffers an additional Xd6 thunder damage, where X is equal to the favor spent this way, and is deafened until the end of its next turn. On success, it suffers half that amount of thunder damage.

3+ favor: The target takes 1d12 additional lightning damage per 3 favor spent this way.

Gentle Rains

Tier 2 water mending
Casting Time: 1 action
Base Favor Cost: 1
Range: Self (20-foot sweep)
Components (Required): V, S
Resonances: You are outside at a cloudy or foggy location (1 bonus favor), you are in the Realm of Animals or Realm of Dreams (2 bonus favor)
Duration: Ongoing (1 favor per round)
Effects: You call upon the water spirits to shower healing rains upon a twenty-foot sweep around you, invigorating the area. The rains continue to fall in this area for the duration, moving with you.

At the start of its turn, each creature in the area of effect that is not a fiend, undead, or Lost creature can spend 1 Hit Die to roll that die to regain hit points equal to the result + its Constitution modifier.

Empowerments

You can spend favor for the following empowerments of this invocation:

1+ favor: You imbue the rains with purifying power. When a fiend, undead, or Lost creature begins its turn in the rains, it suffers 1d8 acid damage per favor spent this way.

1+ favor: You increase the length of the sweep by +5 feet per favor spent this way.

2 favor: You soak unholy creatures to the bone with your invocation, causing fiend, undead, and Lost creatures that start their turn in the area of effect to become vulnerable to cold damage until the start of your next turn.

2 favor: The healing rains you invoke are especially merciful. Whenever a character affected by this invocation rolls a result of 1 on a hit die, they treat it as being equal to your invocation save modifier instead.

4 favor: You amplify the power of the rains, bringing down a torrent. The duration becomes "1 minute."

Grace of the Air Dragon

Tier 3 air augmentation
Casting Time: 1 bonus action
Base Favor Cost: 2
Range: 10 feet
Components (Required): V, S
Resonances: It is autumn (1 bonus favor), you are outside in a windy area (1 bonus favor), you are in a mountainous region at high altitude (2 bonus favor)
Duration: 1 minute
Effects: You suffuse the body of a willing creature with the grace of air. The creature has advantage on Dexterity checks and Dexterity saving throws. Additionally, it always lands on its feet when it falls, and does not suffer falling damage as long as it is not incapacitated.

Empowerments

You can spend favor for the following empowerments of this invocation:

1+ favor: You increase the range by +10 feet per favor spent this way.

1+ favor: You shroud the creature with the elusiveness of a breeze, increasing its armor class against ranged attacks and opportunity attacks by 1 per favor spent this way, to a maximum of 21.

1+ favor: Choose one additional target within range per favor spent this way. Each of those targets also gains the benefits of this invocation and its empowerments for the same duration.

3+ favor: You call upon powerful gusts to carry the creature aloft, granting it a fly (hover) speed of 30 feet per 3 favor spent this way.

4 favor: You call upon the air spirits to empower your target's strikes, granting that creature a +4 bonus to damage rolls for its attack rolls based on Dexterity.

Guardian of the Sacred Gate

Tier 1 earth summoning
Casting Time: 1 minute
Base Favor Cost: 0
Range: 10 feet
Components (Required): V, S
Resonances: You are wearing or wielding at least one awakened item (1 bonus favor), you are in one of the afterlife realms (2 bonus favor)
Duration: Ongoing (1 favor per round)
Effects: You invoke spiritual protection, and a warrior spirit heeds your call. You summon one spectral trooper to fight for you for the invocation's duration (see the Spectral Trooper profile on page 417). It appears at a point of your choice within range. The spectral trooper does not take its own turn, but instead acts after your turn each round, either moving its speed or performing one action. It can perform opportunity attacks and other reactions.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 action."

2+ favor: You summon one additional spectral trooper to a position within range per 2 favor spent this way. The duration of this invocation becomes "Ongoing (1 favor per round per trooper)," and must be paid in full or all troopers vanish.

3 favor: You substantially empower each of your spectral troopers, increasing their maximum hit points to 21 and increasing their AC to 15.

3 favor: You infuse the weapons of each spectral trooper you summon with purifying might. Each one deals 1d4 additional radiant damage with its attacks.

4 favor: You dramatically empower each of your spectral troopers, increasing their maximum hit points to 41, granting them advantage on all saving throws, and increasing their AC to 16.

Hands of the Tide

Tier 2 water augmentation
Casting Time: 1 action
Base Favor Cost: 1
Range: 30 feet
Components (Required): V, S
Resonances: You are standing or swimming in a body of fresh water such as a river or pond (1 bonus favor), you are standing or swimming in the ocean (2 bonus favor), you are in the Realm of Animals or Realm of Dreams (2 bonus favor)
Duration: Instantaneous
Effects: You call upon the malleability of water to shift the world around your friends and foes. Choose two Small or Medium creatures within range. Each one immediately teleports to the other's previous position.

If any creature is unwilling to be moved, it can resist with a Strength saving throw. On success, that creature does not exchange places with any other creature affected by the invocation, and as it does not leave its position, another creature cannot be moved to occupy its position. It is also unaffected by the invocation's empowerments.



Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 bonus action."

1+ favor: You increase the range by +10 feet per favor spent this way.

1+ favor: Choose any number of additional creatures of the same size within range. Each creature moved this way must end in a position previously occupied by a creature affected by this invocation.

1+ favor: You call upon dizzying eddies of water to make your invocation harder to resist, increasing the DC of the saving throw a creature must make to avoid being moved by 3 per favor spent this way.

2 favor: You call upon tidal forces to amplify your invocation, allowing you to target Tiny and Large creatures as well.

2 favor: You call upon the spirits of water to exchange the fortunes of affected creatures. Choose a condition that at least one affected creature is suffering. It loses that condition, and any number of other affected creatures gain that condition. You cannot choose the following conditions this way: exhausted, incapacitated, grappled, restrained, or unconscious. If the condition has an object (e.g. frightened and charmed), you become the object of the condition (e.g. the creatures become frightened of you or charmed by you).

3 favor: You disorient any number of the creatures affected of your choice, causing them to suffer the distracted condition (–2 AC, removed after it is hit by an attack).

Heart of the Water Dragon

Tier 3 water augmentation
Casting Time: 1 action
Base Favor Cost: 2
Range: 10 feet
Components (Required): V, S
Resonances: It is wintertime (1 bonus favor), you are standing or swimming in a body of fresh water such as a river or pond (1 bonus favor), you are standing or swimming in the ocean (2 bonus favor)
Duration: 1 minute
Effects: You infuse the body of a willing creature with the mercurial energy of water, allowing it to shrug off spiritual attacks with ease. For the duration, when the creature is targeted by an invocation or spell, it can spend its reaction to increase its AC by 3 and gain advantage on any checks and saving throws that invocation or spell requires it to make.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You beseech the blessing of the seas, granting the creature the ability to breathe underwater and a swim speed equal to its walking speed.

1+ favor: You increase the range by +10 feet per favor spent this way.

1+ favor: Choose one additional creature within range per favor spent this way. Each of those creatures also gains the benefits of this invocation and its empowerments for the same duration.

1+ favor: You draw the cascading energies of water into your invocation. When the invocation's duration ends, the creature regains 2d4 hit points per favor spent this way.

2 favor: You weave amplifying restorative energies into the invocation. Whenever the creature regains hit points by spending one or more Hit Dice, it regains additional hit points equal to your invocation ability score modifier.

3 favor: You call upon cleansing waters to wash the creature of harm. At the start of each of its turns, it can remove one of the following conditions: blinded, deafened, marked for death, paralyzed, petrified, poisoned.



Invigorating Heat

Tier 2 fire mending
Casting Time: 1 action
Base Favor Cost: 1
Range: Touch
Components (Required): V, S
Resonances: You can see the sun from your current location (1 bonus favor), you are in an area of high volcanic activity (2 bonus favor)
Duration: 1 minute
Effects: You grant one willing creature in range the brilliance of a roaring bonfire. For the duration of the invocation, your target has advantage on Intelligence checks and saving throws. Additionally, it ignores up to 1 level of exhaustion (for example, if it had 1 level, it would behave as if it had 0 levels, and if it had 2 levels, it would behave as if it had 1). After the duration ends, the creature gains 1 level of exhaustion.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 bonus action."

1+ favor: You increase the range by +10 feet per favor spent this way.

1+ favor: Choose one additional target within range per favor spent this way. Each of those targets also gains the benefits of this invocation and its empowerments for the same duration.

2 favor: You dramatically hasten the rites, treating the invocation's casting time as "1 bonus action."

3 favor: You resonate the invocation with the target's inner energies, increasing the duration to "10 minutes."

3+ favor: At the start of each of your target's turns, it gains 1d4 temporary hit points. If its current hit points are less than or equal to half its maximum hit points, it gains 1d8 temporary hit points instead.

Jade Strike

Tier 1 earth purification
Casting Time: 1 action
Base Favor Cost: 0
Range: 10 feet
Components (Required): V, S
Resonances: You can see the sun from your current location (1 bonus favor), you are in a shrine, temple, or other place of spiritual power (2 bonus favor)
Duration: Instantaneous
Effects: With a righteous whisper, you cast out evil with the purifying shine of jade. Make a ranged invocation attack against one creature within range. If you hit and it is a fiend, undead, or Lost creature, it suffers 1d8 radiant damage, then suffers the weakened condition (it loses all of its damage resistances, and its damage immunities become resistances) until the end of its next turn.

If you hit and the target is not a fiend, undead, or Lost creature, it suffers no ill effects. Additionally, the earth spirits become disgruntled with your flippant summons. You lose 1 favor, and you cannot perform this invocation again until you complete a long rest.

Empowerments

You can spend favor for the following empowerments of this invocation:

1+ favor: You increase the range by +10 feet per favor spent this way.

2 favor: You infuse the purifying energies even more deeply into your invocation. While a creature is weakened by this invocation, it also has disadvantage on saving throws it makes.

2 favor: You weave your invocation with barbs of jade energy that cling in the creature's flesh. Conditions caused by this invocation last for 1 minute.

2+ favor: You amplify the force of the strike, increasing the damage it deals by 1d8 per 2 favor spent this way.

3 favor: You blast away at your target's unholy protections. While a creature is weakened by this invocation, its damage immunities are lost entirely instead of becoming resistances.

Lady Sun's Smile

Tier 1 fire purification
Casting Time: 1 minute
Base Favor Cost: 0
Range: Self (30-foot line)
Components (Required): V, S
Resonances: You can see the sun from your current location (1 bonus favor), it is sunrise, noon, or sunset (1 bonus favor)
Duration: 1 minute
Effects: You call forth a ray of sunlight to soothe the anger of Lady Sun's lost children. This creates an area of bright light extending in a line from your position. Each fiend, undead, and Lost creature in the area of effect must make a Charisma saving throw or be blinded as long as it stays within the ray of light.

If a solid object (such as a creature that is medium or larger, or a wall) blocks the light, the effect may end early for one or more creatures affected.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 action."

1+ favor: You increase the length of the line by 10 feet per favor spent this way.

2 favor: Creatures blinded by this invocation are also restrained while they remain within the ray of light.

3 favor: Instead of a line, the area this invocation affects is a slam of the same length that is 30 feet wide.

5 favor: Each creature that fails the saving throw suffers 5d6 radiant damage. Creatures that succeed suffer half damage instead. If a creature is killed this way, its body burns to ash and its spirit passes on peacefully to the afterlife.

Lord Moon's Gaze

Tier 2 air scrying
Casting Time: 1 minute
Base Favor Cost: 1
Range: Self (30-foot line)
Components (Required): V, S
Resonances: You can see the moon from your current location (1 bonus favor), it is the night of a full moon (2 bonus favor)
Duration: 1 minute
Effects: You call forth a moonbeam to illuminate all signs of illusion in a line starting at your position. This creates an area of bright light in the area of effect. Additionally, illusions created by invocations, spells, and other magical sources within the area glow with a silvery hue, and all creatures who can perceive these illusions become aware of their illusory nature without needing to succeed at a saving throw.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 action."

1 favor: Any hidden doors, panels, levers, or other mechanisms in the affected area are revealed with a golden glow.

2 favor: Instead of a line, the area this invocation affects is a slam of the same length that is 30 feet wide.

3 favor: Each illusory object revealed this way immediately dissipates in a puff of haze. Illusory creatures affected by this invocation must make a Wisdom saving throw. On success, an illusory creature does not dissipate, but suffers 5d6 psychic damage at the start of each of its turns if it is in the invocation's area of effect. On failure, a creature immediately dissipates in the same way as an illusory object.

Mask of Wind

Tier 1 air illusion
Casting Time: 10 minutes
Base Favor Cost: 0
Range: Touch
Components (Required): V, S
Resonances: You are in an area of dim light or darkness (1 bonus favor), it is the night of a new moon (2 bonus favor), you are in the Realm of Animals or Realm of Dreams (2 bonus favor)
Duration: Ongoing (1 favor per round)
Effects: You shroud a willing creature in range in a guise of falsehood. For the duration of the invocation, their distinguishing features are hidden by an illusory guise that makes them appear as a new person of a species of your choice. This guise is not accurate enough to impersonate someone specific, nor can it disguise a creature as a being of a larger or smaller size. To see through this illusion, a suspicious onlooker must make an Intelligence (Investigation) check against your invocation save DC.

Alternately, you can conceal a handheld object within range, making it appear to be a different object of similar size for the duration of the invocation.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 minute."

1 favor: You weave a cloak of night around your target, making it invisible instead. If your target is a creature, it remains invisible for the duration or until it attacks or takes other hostile action towards another creature. If it is an object, it remains for the duration. If it is a weapon, its wielder has advantage on opportunity attacks while wielding it.

1+ favor: Choose one additional target within range per favor spent this way. Each of those targets also gains the benefits of this invocation and its empowerments for the same duration.

1+ favor: You make the illusion more convincing, increasing the DC of checks to see through it by 3 per favor spent this way.

2 favor: You can disguise a target as something one size category larger or smaller (e.g. you can make a Medium target appear Small or Large, but not Huge).

2 favor: You dramatically hasten the rites, treating the invocation's casting time as "1 action."

3 favor: You craft a much more convincing shroud, making the target's features resemble those of another you have perceived. To spot an error in the disguise, such as a missing scar or misplaced regional colloquialism, a creature must make an Intelligence (Investigation) check against your Invocation save DC.

3 favor: You extend the invocation's effects. The duration becomes "10 minutes" instead.

4 favor: You dramatically extend the invocation's effects. The duration becomes "1 hour" instead.

Nature's Touch

Tier 1 air augmentation
Casting Time: 1 action
Base Favor Cost: 0
Range: Touch
Components (Required): V, S
Resonances: You are in the wilds far from civilization (1 bonus favor), you are in the Realm of Animals or Realm of Dreams (2 bonus favor)
Duration: 1 hour
Effects: You gift a willing creature in range with the ability to understand and speak animal speech.

Empowerments

You can spend favor for the following empowerments of this invocation:

1+ favor: Choose one additional target within range per favor spent this way. Each of those targets also gains the benefits of this invocation and its empowerments for the same duration.

2 favor: You help the target seem more friendly to animals, granting them advantage on their checks to persuade animals to assist them.

4+ favor: You summon one beast native to your current environment with challenge rating lower than or equal to the favor spent this way. The beast is neither inclined to help nor harm you, but may be convinced to assist through entreaties, threats, or bribes at the GM's discretion.

Path to Inner Peace

Tier 1 water mending
Casting Time: 1 action
Base Favor Cost: 0
Range: Touch
Components (Required): V, S
Resonances: You are standing or swimming in a body of fresh water such as a river or pond (1 bonus favor), you are in a shrine, temple, or other place of spiritual power (2 bonus favor)
Duration: Instantaneous
Effects: You call upon palliative water spirits to soothe the wounds of one creature within range. If it has 0 hit points, it immediately stabilizes. If that creature has 1 or more hit points, it can spend and roll 1 Hit Die. It immediately regains hit points equal to the result + its Constitution modifier.

Empowerments

You can spend favor for the following empowerments of this invocation:

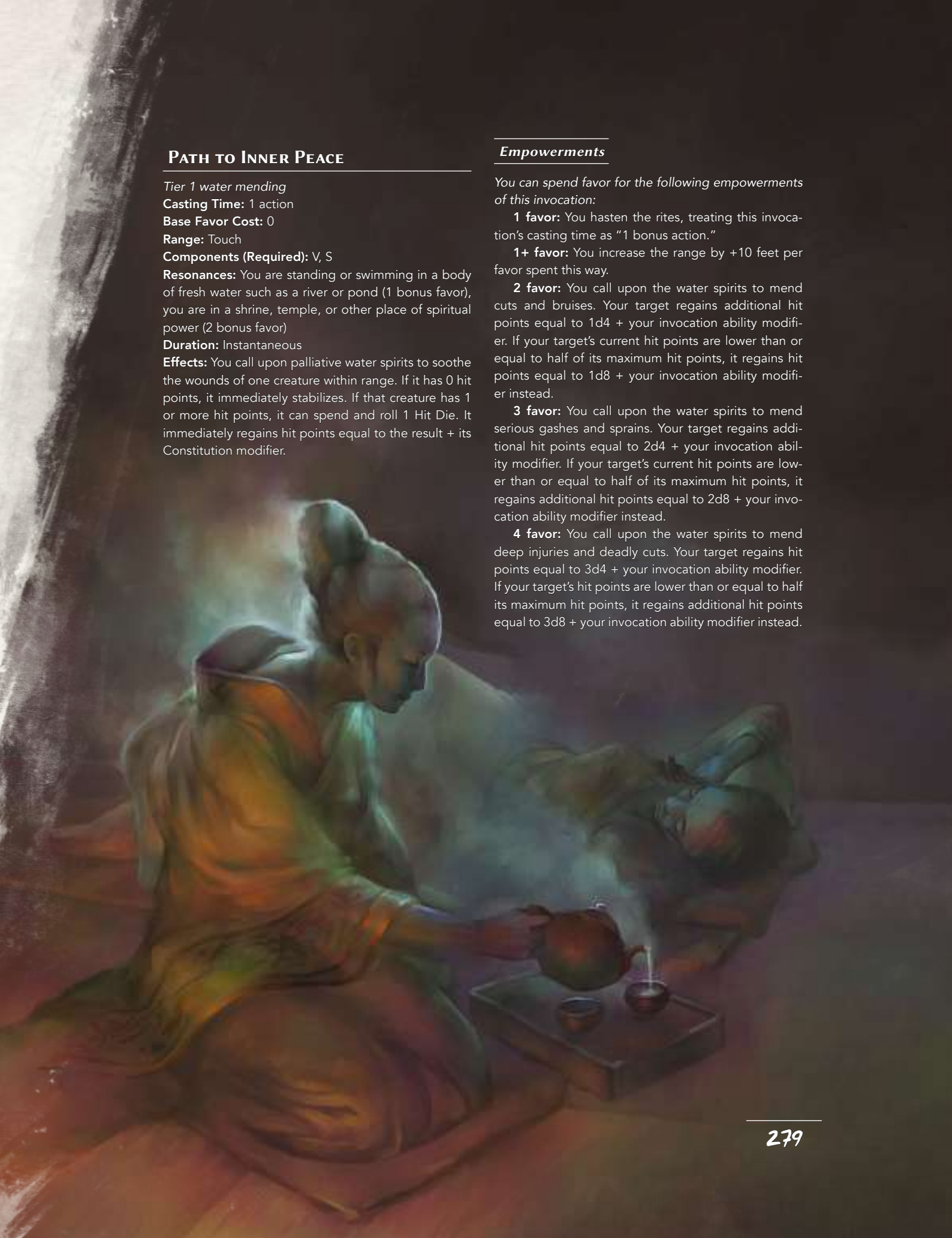
1 favor: You hasten the rites, treating this invocation's casting time as "1 bonus action."

1+ favor: You increase the range by +10 feet per favor spent this way.

2 favor: You call upon the water spirits to mend cuts and bruises. Your target regains additional hit points equal to 1d4 + your invocation ability modifier. If your target's current hit points are lower than or equal to half of its maximum hit points, it regains hit points equal to 1d8 + your invocation ability modifier instead.

3 favor: You call upon the water spirits to mend serious gashes and sprains. Your target regains additional hit points equal to 2d4 + your invocation ability modifier. If your target's current hit points are lower than or equal to half of its maximum hit points, it regains additional hit points equal to 2d8 + your invocation ability modifier instead.

4 favor: You call upon the water spirits to mend deep injuries and deadly cuts. Your target regains hit points equal to 3d4 + your invocation ability modifier. If your target's hit points are lower than or equal to half its maximum hit points, it regains additional hit points equal to 3d8 + your invocation ability modifier instead.





Realm of Illusion

Tier 3 air illusion
Casting Time: 10 minutes
Base Favor Cost: 2
Range: Self (30-foot sphere)
Components (Required): V, S
Resonances: You are in an area of dim light or darkness (1 bonus favor), it is the night of a new moon (2 bonus favor), you are in the Realm of Animals or Realm of Dreams (2 bonus favor)
Duration: 1 hour, or until you leave the sphere
Effects: You murmur an appeal to trickster spirits to create a false realm that fills the range of the invocation. This illusory terrain can look like anything you choose, from an enchanted glen to a vast desert to a battlefield covered in broken weapons to a copy of a real place in the Mortal Realm or beyond. Any creature that encounters the illusion must make a Wisdom saving throw to realize it is not real. A creature that is within the area when the invocation is completed has advantage on its saving throw. If a creature realizes the illusory nature of the area, it must still spend an action and make a successful Intelligence (Investigation) check with DC equal to your invocation save DC to find what is hidden beyond the illusory facade.

You can create any number of objects within the area, and up to 3 illusory creatures. These illusions appear to have all sensory qualities of the things they represent (appearance, texture and the feel of weight, sounds, smell, and taste). However, objects created this way cannot function as their equivalents, and creatures created this way are intangible.

The sphere remains in place if you move inside of it, but ends when you leave its confines.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 minute."

1+ favor: You weave an especially subtle illusion. Increase the DC of saving throws to resist the illusion and checks to see past it by 3 per favor spent this way.

1+ favor: You increase the radius of the sphere by +10 feet per favor spent this way.

1+ favor: You can create up to 3 additional illusory creatures per favor spent this way.

2 favor: This invocation's duration is increased to 4 hours.

2 favor: Inanimate, non-magical objects within the illusory realm have mass, and can function as their physical equivalents within this area. Creatures created as part of the illusion are still intangible.

2 favor: You empower yourself to change the illusion as desired. On your turn, you can spend a bonus action to either change one aspect of the existing illusion or to create one new illusion of an object or creature with all of the empowerments for the invocation.

2 favor: You dramatically hasten the rites, treating the invocation's casting time as "1 action."

2+ favor: Creatures with CR lower than two times the favor spent this way that you create as part of the illusion have mass, believe themselves to be real, and can function as their physical equivalents within this area. They are inclined to help you, but have their own motivations and desires. If you re-create a creature this way, you can choose whether it remembers the previous times it was created or not.

3 favor: You weave the illusion as a circuitous mental snare, carefully redirecting anyone who attempts to leave back toward the center. A creature who is unaware of the illusion and has not passed a check to see beyond it cannot voluntarily leave the area. It can still be hurled outside involuntarily by effects that move it.

3+ favor: Your trickery is so sophisticated that even the illusions you create can believe themselves real, the spirits of illusory items awakening at your call. When you activate this invocation, you can attempt to create one awakened weapon, armor, or other item for every 3 favor spent this way (see **Awakened Items** on page 213). For each such item you attempt to create, choose a magic weapon, armor, or other item you have observed and make an Arcana check with DC equal to 10 plus 5 times its level bonus (e.g. DC 15 for +1, DC 20 for +2, etc). On success, you create a replica of the item that functions as its equivalent within the area.

Searing Barricade

Tier 2 fire summoning
Casting Time: 1 action
Base Favor Cost: 1
Range: 20 feet
Components (Required): V, S
Resonances: You are in a very dry or flammable location such as somewhere it has not rained for at least a week or inside of a wooden palace (1 bonus favor), it is sunrise, sunset, or noon (1 bonus favor)
Duration: 1 minute
Effects: You call forth a blazing wall of flame on a solid surface within range. You can make the wall up to 15 feet long, 10 feet high, and 1 foot thick. The wall is opaque and lasts for the duration. When a creature moves through the wall, it takes 1d8 fire damage.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, that creature takes 1d8 fire damage, or half as much damage on a successful save.

Empowerments

You can spend favor for the following empowerments of this invocation:

1+ favor: You whisper searing prayers that intensify the flames upon creation, increasing the damage that the wall deals when it appears by 1d8 per favor spent this way.

1+ favor: You increase the length or height of the wall by 5 feet for each favor spent this way.

1+ favor: You increase the range of the invocation by +10 feet per favor spent this way.

1+ favor: One creature of your choice within 30 feet per favor spent this way is unaffected by the wall, which parts harmlessly around it.

2 favor: For the invocation's duration, you can move the wall up to 5 feet in any direction of your choice by spending a bonus action on your turn.

2 favor: One side of the wall, selected by you when you perform this invocation, deals 1d8 fire damage to each creature that ends its turn within 10 feet of that side or within the wall. A creature takes the same damage when it ends its turn there. The other side of the wall deals no damage.

3 favor: Creatures damaged by the wall suffer the blinded condition until the end of their next turn.

Secrets on the Wind

Tier 2 air scrying
Casting Time: 1 minute
Base Favor Cost: 1
Components (Required): V, S
Range: Self (10-foot sphere)
Resonances: You are in a large city or other place of significant habitation (1 bonus favor), you are in a palace or other large estate (1 bonus favor), there are a large number of birds or insects roosting or flying in the area (2 bonus favor)
Duration: 10 hours
Effects: You call upon the air spirits to spy for you at your current location. For the duration of the invocation, you hear anything that transpires in the affected area as a whisper in your ear narrating the events and repeating anything that is said. This occurs even if you leave the area.

Detecting your invocation requires an Intelligence (Arcana) or Intelligence (Religion) check with DC equal to your invocation save DC.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 action."

1+ favor: Increase the radius of the sphere by 5 feet per favor spent this way.

1+ favor: You increase the duration of the invocation by ten hours per favor spent this way.

1+ favor: You weave especially subtle charms into your invocation, increasing the DC to detect it by 3 per favor spent this way.

2 favor: You dramatically hasten the rites, treating the invocation's casting time as "1 action."

Sinkhole's Hunger

Tier 1 earth smite
Casting Time: 1 action
Base Favor Cost: 0
Range: Self (10-foot line)
Components (Required): V, S
Resonances: You are outdoors in rocky terrain (1 bonus favor), you are in a cavern or edifice primarily made of stone or dirt (1 bonus favor), you are in an area of high volcanic activity (2 bonus favor)
Duration: Instantaneous
Effects: You call upon covetous chthonic spirits to devour your foes, pulling them into the bowels of the earth. You create a crevasse in the ground in a direction of your choice, extending as a 10-foot line. The crevasse is 5 feet wide and 5 feet deep.

Each creature standing in the path of the crevasse must make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer above the crevasse. Otherwise, it falls into the crevasse, suffering 1d8 bludgeoning damage and becoming restrained until the end of its next turn.

Empowerments

You can spend favor for the following empowerments of this invocation:

1+ favor: You increase the length of the line by 10 feet per favor spent this way.

1+ favor: The rumbling earth makes it harder for creatures to keep their feet, increasing the DC of the saving throw to avoid the crevasse and of any checks needed to escape it by 3 per favor spent this way.

2+ favor: Increase the depth of the crevasse by 5 feet per 2 favor spent this way. Creatures that fall suffer an additional 1d8 bludgeoning damage per 2 favor spent this way.

3+ favor: The crevasse becomes a slam that is 15 feet wide instead of a line 5 feet wide.

Sparking Swarms

Tier 1 fire summoning
Casting Time: 1 action
Base Favor Cost: 0
Range: Self
Components (Required): V, S
Resonances: You are in a very dry or flammable location such as somewhere it has not rained for at least a week or inside of a wooden palace (1 bonus favor), it is sunrise, sunset, or noon (1 bonus favor)
Duration: 1 minute
Effects: You summon 3 sparks of blazing hunger, which swarm around you begging for fuel to consume. Each time you perform a fire invocation, you can spend up to 1 spark to gain 1 favor that you can use for that invocation's empowerments. If that favor is not spent, it is lost.

At the end of your turn, you lose 1 hit point for each spark in the swarm.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You can spend up to 2 sparks per invocation instead.

1+ favor: You call forth 2 additional sparks per favor spent this way.

2 favor: On your turn, you can spend a bonus action and one spark to fire that spark at a creature within 10 feet. Make an invocation attack roll against that creature. On a hit, it suffers 1d4 fire damage and the distracted condition (–2 AC, removed after it is hit by an attack).

3 favor: The sparks zip around you voraciously, throwing up tiny showers of light as they contact other objects and creatures. Whenever a creature ends its turn within 5 feet of you, it must make a Dexterity saving throw. On failure, it suffers 1d4 fire damage per spark in the swarm and is blinded. On success, it must either spend its reaction to move 5 feet away from you (without provoking opportunity attacks) or take 1d4 fire damage.





Strike of the Tsunami

Tier 1 water smite
Casting Time: 1 action
Base Favor Cost: 0
Range: Self (5-foot sweep)
Components (Required): V, S
Resonances: You are standing or swimming in a body of fresh water such as a river or pond (1 bonus favor), you are standing or swimming in the ocean (2 bonus favor)
Duration: Instantaneous
Effects: You call up a curtain of water to smash your foes backward in a 5-foot sweep around you. Make a multitarget attack against each creature in the sweep. On a hit, a creature suffers 1d6 cold damage, and if it is Medium or smaller, the creature is pushed 5 feet in a direction of your choice.

Empowerments

You can spend favor for the following empowerments of this invocation:

1+ favor: You increase the length of the sweep by 5 feet.

1+ favor: You push with greater force, allowing this invocation to move creatures up to one size category larger per favor spent this way.

2 favor: You push the affected creatures further, moving them up to 20 feet instead.

2+ favor: You form the water into freezing blades, increasing the damage dealt by 1d6 per 2 favor spent this way.

3 favor: You bring down the crushing force of the ocean, causing each creature you hit to suffer the maimed condition until the end of its next turn.

3+ favor: After using this invocation, you can move up to half your walking speed by spending bonus action. You do not provoke opportunity attacks during this movement.

Summon Fog

Tier 2 air summoning
Casting Time: 1 action
Base Favor Cost: 1
Range: 10 feet
Components (Required): V, S
Resonances: You are in a particularly wet place, such as one where it has rained in the last week (1 bonus favor), you are in the Realm of Animals or Realm of Dreams (2 bonus favor)
Duration: 1 minute
Effects: You call forth a cloud of fog that occupies a 5-foot sphere centered on a point within range. The area covered by the cloud becomes heavily obscured. It lasts for the duration, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

You can spend a bonus action on your turn to move the cloud up to 5 feet in any direction.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 bonus action."

1+ favor: You increase the radius of the sphere by 5 feet per favor spent this way.

2 favor: You dramatically hasten the rites, treating this invocation's casting time as "1 bonus action."

4 favor: You whisper malice into the fog, causing it to twist into phantasmal shapes of your enemies' worst fears. When a hostile creature starts its turn within the fog, it must make a Wisdom saving throw. On failure, it becomes frightened of the fog and suffers 5d4 psychic damage. On success, it suffers half that amount of psychic damage instead.

Surge of Air

Tier 1 air smite
Casting Time: 1 action
Base Favor Cost: 0
Range: Self (30-foot line)
Components (Required): V, S
Resonances: You are outside in a windy area (1 bonus favor), you are in a mountainous region at high altitude (2 bonus favor)
Duration: Instantaneous
Effects: You call forth a column of air to blast your foes. Make a multitarget invocation attack against each creature in the line. On a hit, a creature suffers 1d6 thunder damage.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You pull your targets off-balance, causing each creature you hit to suffer the disoriented condition (it can't make opportunity attacks) until the end of its next turn.

1 favor: Instead of making a multitarget invocation attack, the effect of this invocation is that you create a pillar of air to launch yourself in a direction of your choice, moving as if you had a flying speed of 30 feet. If you do not end this movement on solid ground, you fall the remaining distance to the ground at the end of your turn.

2+ favor: You blast your foe with surging currents of air, inflicting 1d6 additional thunder damage per 2 favor spent this way.

The Elements Rise

Tier 3 any element summoning
Casting Time: 1 minute
Base Favor Cost: 2
Range: 10 feet
Components (Required): V, S
Resonances: You are in the wilds away from civilization (1 bonus favor), it is up to one week before or after any solstice or equinox (1 bonus favor)
Duration: Ongoing (2 favor per round)
Effects: You summon a manifest elemental based on the element you chose for this invocation, as follows:

- *Air:* Manifest Air Spirit (see page 413)
- *Earth:* Manifest Earth Spirit (see page 413)
- *Fire:* Manifest Fire Spirit (see page 413)
- *Water:* Manifest Water Spirit (see page 413)

This spirit is friendly to you and your allies and generally complies with your directions, but has its own initiative and takes its own actions on its turn. It attempts to attack your enemies in a manner of the GM's determination, prioritizing higher-CR foes first. On your turn, you can spend a bonus action to have the spirit make a weapon attack against one target of your choice in range.

At the end of the duration, the spirit's corporeal form swirls into wind, crumbles into dust, fades into cinders, or turns to mist.



Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You unleash the spirit on a particular creature. It dedicates its efforts to destroying that creature for the duration of the invocation. You can also choose an object this way.

2 favor: You hasten the rites, treating this invocation's casting time as "1 action."

2 favor: You persuade the spirit to protect a particular creature. The spirit attempts to stay within 10 feet of that creature for the duration of the invocation, interposing itself between attackers and the designated creature as best it can. You can also designate an object or location this way.

3 favor: Extend the effects of the invocation. The duration becomes "10 minutes."

4 favor: You weave powerful prayers into the spirit's body that detonate upon its destruction. When the spirit's duration ends or it is otherwise slain, instead of harmlessly vanishing, it explodes in a torrent of elemental power. Each creature within 5 feet of it must make a Dexterity saving throw. On failure, it suffers 2d8 damage of the damage type associated with the elemental's attack actions.

The Rushing Wave

Tier 2 water augmentation
Casting Time: 1 bonus action
Base Favor Cost: 1
Range: Self
Components (Required): V, S
Resonances: You are standing or swimming in a body of fresh water such as a river or pond (1 bonus favor), you are standing or swimming in the ocean (2 bonus favor)
Duration: 1 minute
Effects: You call forth a wave of water to carry you forward. For the duration of this invocation, your walking speed is increased by 10 feet, and you gain a swim speed equal to your walking speed.

Empowerments

You can spend favor for the following empowerments of this invocation:

1+ favor: You stride with the swiftness of the river, increasing your walking speed by an additional 5 feet per favor spent this way.

1+ favor: You extend the blessing to others. Choose one other willing creature within 30 feet per favor spent this way. Each of those targets also gains the benefits of this invocation and its empowerments for the same duration.

2 favor: For the duration of this invocation, after a creature misses you with a melee attack, you can spend your reaction to move 10 feet. This movement does not provoke opportunity attacks.

2 favor: After performing this invocation, you can immediately move a number of feet equal to half your walking speed. You make this movement as if you were walking, except that creatures cannot make opportunity attacks against you during this movement.

3+ favor: The first time you make a saving throw against an invocation or spell, you do so with advantage.



Threshold Barrier

Tier 0 any element purification
Casting Time: 10 minutes
Base Favor Cost: 0
Range: Self (15-foot line)
Components (Required): V, S
Resonances: You are in a shrine, temple, or other place of spiritual power (2 bonus favor)
Duration: 1 hour
Effects: You draw a line across an egress or other gateway up to 15 feet wide, erecting a sanctified barrier that repels certain forms of creature based on the element you choose:

- *Air:* Fiends and celestial creatures
- *Earth:* Lost creatures
- *Fire:* Undead creatures
- *Water:* Animals and sentient living creatures

The barrier is 1 inch wide and extends to the top of the passageway on which it is cast, or 10 feet if the threshold has no ceiling.

To cross the barrier, a creature must make a Wisdom saving throw. On success, it can cross the barrier. On failure, it cannot pass, and loses any remaining movement it had.

Empowerments

You can spend favor for the following empowerments of this invocation:

1 favor: You hasten the rites, treating this invocation's casting time as "1 minute."

1+ favor: Increase the length of the line by +10 feet.

2 favor: You dramatically hasten the rites, treating the invocation's casting time as "1 action."

2 favor: The threshold barrier also prevents scrying invocations and similar abilities from perceiving anything within the protected area.

3 favor: You weave powerful bindings into the barrier. When a creature of the chosen type crosses it, it suffers 2d10 radiant damage.

3 favor: You can surround an entire edifice, cave, or other sealed area instead of creating a line.

4 favor: You brace your barrier against multiple types of creatures. It applies to any or all of the creatures associated with the various elements with which you could perform it.

Token of Memory

Tier 1 air illusion
Casting Time: 1 minute
Base Favor Cost: 0
Range: Touch
Components (Required): V, S
Resonances: You are in an area of dim light or darkness (1 bonus favor), it is the night of a new moon (2 bonus favor), you are in the Realm of Animals or Realm of Dreams (2 bonus favor)
Duration: 1 hour
Effects: You entreat spirits of wind to create an illusion of an inanimate object no larger than 5 feet in any dimension. The illusion appears to have all sensory qualities of the object (appearance, texture and the feel of weight, sounds, smell, and taste). It cannot actually function as the object it appears to be, however, as it has no mass.

Any creature that encounters the illusion must make a Wisdom saving throw to realize it is not real. A creature that observes the illusion when it is being created has advantage on its saving throw. If a creature realizes the illusory nature of the object, it must still spend an action and make a successful Intelligence (Investigation) check with DC equal to your invocation save DC to perceive anything the illusion is obscuring.

Empowerments

You can spend favor for the following empowerments of this invocation:

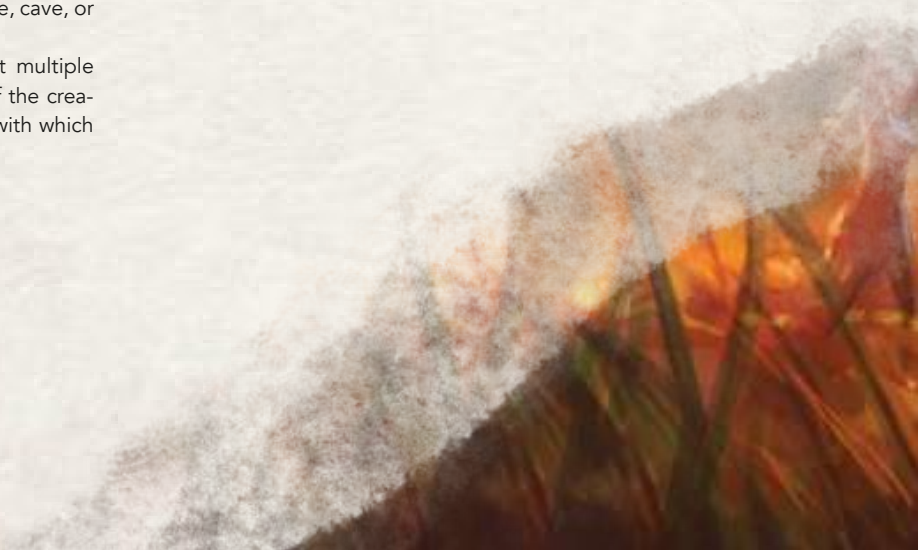
1 favor: You hasten the rites, treating this invocation's casting time as "1 action."

1 favor: This invocation's duration is increased to 10 hours.

1+ favor: You weave an especially subtle illusion. Increase the DC of saving throws to resist the illusion and checks to see past it by 3 per favor spent this way.

1+ favor: You create one additional copy of the item per favor spent this way.

2 favor: You dramatically hasten the rites, treating the invocation's casting time as "1 bonus action."



Wings of the Phoenix

Tier 3 fire augmentation
Casting Time: 1 action
Base Favor Cost: 2
Range: Self
Components (Required): V, S
Resonances: You are in a very dry or flammable location such as somewhere it has not rained for at least a week or inside of a wooden palace (1 bonus favor), it is sunrise, sunset, or noon (1 bonus favor)
Duration: 1 minute
Effects: You speak words of fiery power, and torrents of flame converge behind you, amplifying your power. For the duration of the invocation, triple your jump distance and do not suffer falling damage. Additionally, you have advantage on your multitarget invocation attacks.

Empowerments

You can spend favor for the following empowerments of this invocation:

1+ favor: Increase the flying speed this invocation grants you by +5 feet per favor spent this way.

1+ favor: Choose one other willing creature within 10 feet per favor spent this way. Each of those targets also gains the benefits of this invocation and its empowerments for the same duration.

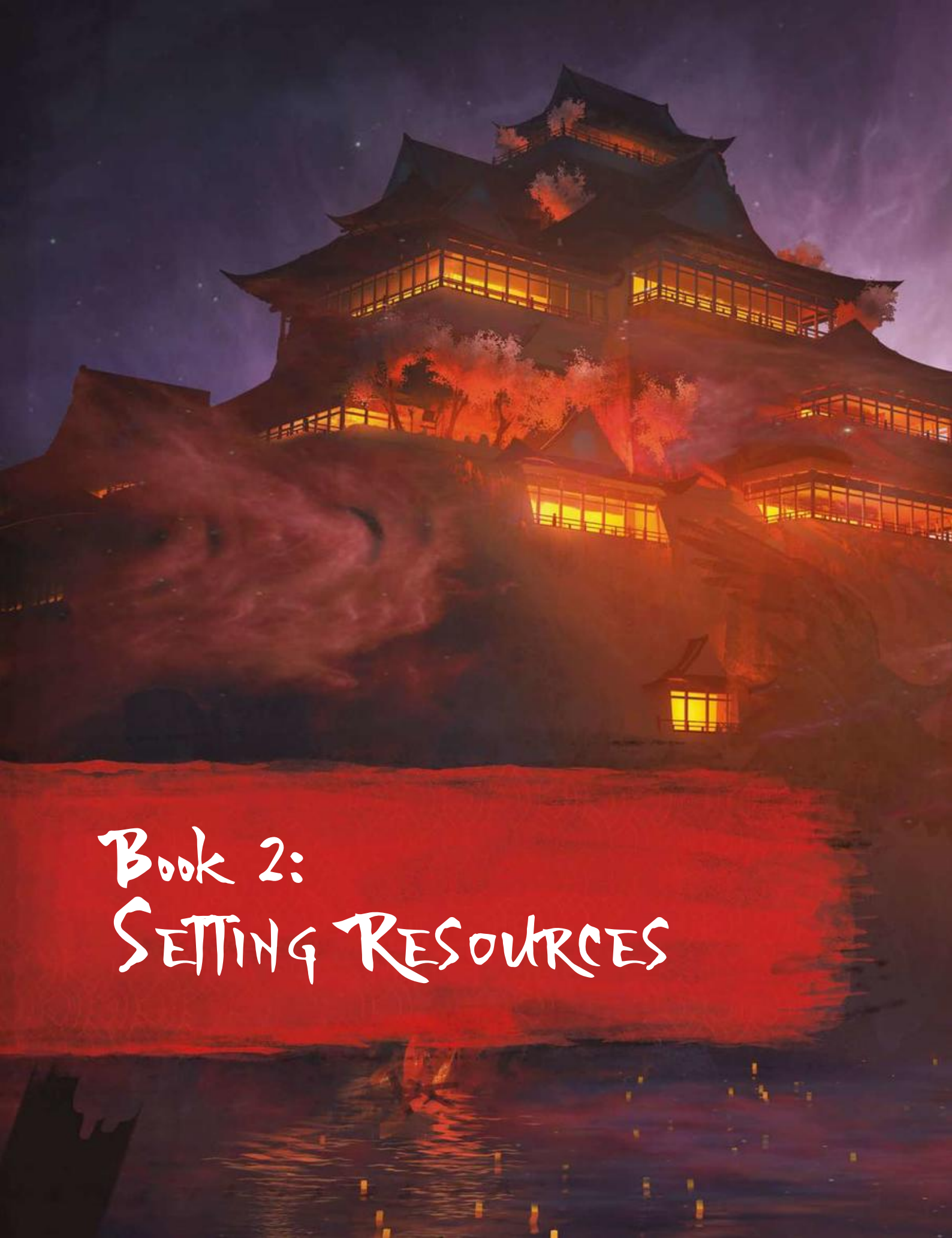
2 favor: You shield yourself in protective flames, gaining resistance to cold and fire damage for the duration.

2 favor: You rise into the sky on wings of flame. For the duration of the invocation, you gain a flying speed equal to two times your walking speed.

3 favor: This invocation's duration is increased to 10 minutes.

4 favor: For the invocation's duration, you can use a bonus action on your turn to perform the *searing barricade* invocation. You gain 2 additional favor to spend on this invocation's empowerments, which are lost if not spent.





Book 2: Setting Resources





CHAPTER

1

Adventuring in Rokugan

This chapter contains two main sections: **How to Run Adventures in Rokugan** (see page 291), a section including guidance on campaigns in Rokugan, and **Duels** (see page 296), a set of rules for including epic clashes between two combatants in your game. The background and setting text in this chapter is designated as closed content. The rules for dueling are designated as open content.

How to Run Adventures in Rokugan

Alongside the 5e core materials that provide the rules of the game, ***Adventures in Rokugan*** contains the materials you'll need to run a campaign in Rokugan. This section delves into how to structure stories, engage character motivations, and think about how the PCs fit into the wider world.

STORIES FOR ADVENTURERS

The characters in ***Adventures in Rokugan*** are bound for interesting tales of heroism. Each of their backstories should line them up for satisfying character arcs and impressive accomplishments. However, nothing is fulfilling if it is not earned. The trials and complexities of their journeys may bring the PCs to their knees more than once. This is a good thing. Becoming familiar with rock bottom makes victories all the sweeter.

It is important to think of a group as a whole and as a combination of individuals who may desire different things and be bound by different values. GMs should work to create both good will and tension between the PCs as the plot allows, testing their ability to work together and overcome their differences. The heroic tasks they undertake could start as small, chivalric deeds or explorations and eventually evolve to larger-than-life missions which might involve saving an important figurehead or perhaps even all of Rokugan.

Campaign Archetypes

Adventurers might engage in various activities in Rokugan, each of which lends itself to certain themes and exploration of particular ideas. Here are a few of the many structures for campaigns GMs might consider when putting forth an idea for a campaign to a prospective group of players:

The Heroic Quest. The most classic of adventure formats, the PCs are heroes on a journey to overcome a threat. The scope might vary from a desire to protect their home to a need to face a threat to the entire world, but the heroes are (generally) selfless actors with a clear purpose: right a particular wrong, seal a specific evil, or discover the meaning of a prophecy. Multiple quests could even be linked together this way to tell a larger set of stories in which the heroes overcome numerous great challenges across the realm. The antagonists in these stories might be heretical sorcerers bent on resurrecting an ancient evil, oni or other supernatural beings seeking to destroy Rokugan and wreak havoc across the land, or even callous nobles of the Emerald Empire seeking to misuse powerful relics entrusted to them in ages past.

The Warrior Band. Groups of combatants who come together for a cause or out of a desire for the stability of chosen family in a chaotic world often share a warrior's bond, having sweated and bled together. Whether they are magistrates united by the search for justice, a group of rōnin who unite to protect a village from bandits and marauding beasts, commoners who organize to face off against a tyrannical lord, members of a samurai dynasty trying to rebuild itself after a fall from grace, or hail from a combination of these, the PCs are united against powerful enemies and can rely only on each other. Opponents in these stories might be warlords intent on conquest, crime lords seeking to expand their control, cults that prey upon the weak, or even oppressors from within society.

The New Founding. New Minor Clans are sometimes founded in Rokugan, to administrate contested territory or in recognition of a great deed. The PCs could be members of various organizations selected to form a new Minor Clan or even a new Great Clan. In such a campaign, the PCs would be tossed into a role of leadership regardless of their origins, and might have to lead armies to war against neighboring lords, vanquish dangerous threats to their domain, or engage in courtly intrigues to keep their rivals at bay. The antagonists in such stories might be the leaders of rival clans, Imperial bureaucrats who seek to stoke the conflict between clans, or even ambitious characters in the PCs' own court.



Fitting Adventurers into the World

Why do PCs become adventurers? "Adventurer" is not a common profession in Rokugan, but somehow the PCs have found themselves walking a path usually reserved for the heroes of myth and legend. Tales of adventurers in the past might drive samurai or commoner alike to take to the roads with a weapon in hand. From the legendary Hantei Genji, whose exploits have been written about in novels and plays for centuries, to the beloved writer Kitsuki Emika, who wrote her own commentary on the Code of Akodo to make a suitable version for adventurers, there are more than a few historical role models PCs might look to for inspiration. Yet the day-to-day life of an adventurer is difficult and uncertain. Support systems for adventurers are also far and few in Rokugan. For many samurai, there are responsibilities to consider that make journeying into the wilds for long periods of time difficult. For most commoners, taking on the life of a wandering hero presents economic challenges, for they will need to find a way to earn the money to survive on the road. Depending on a character's background, there are any number of reasons they might have chosen to forgo the certainty of a predetermined life to become an adventurer. Or perhaps they had no choice in the matter, and despite their best efforts at a stable life, the call to adventure could not be ignored.

Samurai as Adventurers. A samurai might become an adventurer because they are assigned to a quest of some sort by their lord. Alternately, they might be assigned to protect someone who is undertaking a dangerous mission. A samurai working as a magistrate might be sent undercover into a criminal organization

and end up on an adventure. Or they might have a personal connection to a quest, and ask their lord for time to pursue it. In extreme cases, a samurai might be launched onto an adventure when their family or clan is in peril, and only swift action can save it.

Rōnin as Adventurers. Rōnin, or samurai with no lord, are some of the most common adventurers in Rokugan. Rōnin tend not to have formal responsibilities, live an itinerant lifestyle by necessity or choice, and must often take on odd jobs for money, making them excellent candidates to be adventurers. Some began their lives as samurai with positions and responsibilities but were driven from them or felt the call of the warrior's pilgrimage. Other rōnin never had a lord to serve, having come up from the ranks of the lesser samurai by their own skill, having been born into a family that was cast out, or having been trained by other rōnin with no title to inherit.

Commoners as Adventurers. Commoners have much clearer reasons to become adventurers, but the risks are also in many ways higher. Lacking the economic power of most samurai, a commoner seeking upward social mobility might undertake an adventure, or might do so on behalf of someone who needs them. Alternately, a commoner might be launched into the life of an adventurer when disaster threatens their village or a crisis at home requires someone to venture out into the wider world.

Outsiders as Adventurers. Foreigners, non-human characters, and others who do not fit neatly into Rokugan's society are in some ways the most obvious candidates to be adventurers. They may be pursuing something specific, or they may be transient and flexible. Whatever their goal or purpose, their knowledge of the world in-between and beyond almost always becomes an asset. Members of the Great Clans do not typically carry any prejudice against those who do not subscribe to their way of life, but many are largely indifferent to their problems as well. The Great Clans are not responsible for the wellbeing of outsiders, but they can often be swayed to help them by the trade of information or commodities outside their typical range of access.

MOTIVATIONS AND THEMES

When considering the story you and your players will tell together, look to the motivations that players chose for their characters for ideas about where the story might go and the themes it might explore.

Engaging Character Motivations

Character motivations are a great resource for forming compelling narratives (found on page 240). Every character should have two motivations that can work in tandem or clash, depending on what is needed to carry a story forward with suspense and an engaging level of complexity. While these motivations affect characters on an individual level, they also lead to meaningful interactions between two or more characters in a party. GMs might find it helpful to keep the motivations of all of their PCs in their notes for easy reference.

It's important to keep in mind that group storytelling is meant to highlight all members of the group. GMs should be cognizant of introverted players who don't receive as much limelight. While all players should be courteous to each other and practice proper role-playing etiquette, GMs have a special opportunity to make sure everyone is included with some level of equality. This can be accomplished by integrating specific parts of a character's backstory into the current plotline or simply by asking the player first what their character would like to do in a situation and making space for them to answer without others speaking over them.

Using Atmosphere and Themes

The themes you and the players choose to explore in your game will have a significant impact on the tone and tenor of your adventures. This section details several iconic themes of ***Adventures in Rokugan*** that you might want to delve into.

Character motivations, as described on page 240, are one indicator of possible themes for the campaign. Each of the following sections lists one or more ways in which character motivations might provide a good opportunity to explore the theme.

Friendship and Loyalty

Among adventurers on the road, the bonds of friendship can help make a hard life more bearable. The burden is always less when it is carried by more, and hearing another's woes is a salve against one's own suffering. Many like-minded groups band together in order to survive. To them, friendship is a way to help ensure they have a safety net against the troubles so common to their lifestyle.

In contrast, true friendship is harder to find among nobles who must swim in the treacherous political waters that surround the Great Clans. Amongst the powerful, almost everyone has an agenda and ambitions of their own. This can make outsiders especially valuable as friends and confidantes, for a commoner or foreigner with no great stake in the schemes of court might be a much more trusted ally than their noble peers.

If some or all of your PCs have bonds as motivations (see page 241), consider making friendship and loyalty a major theme of your campaign.

Haunted Pasts

The past can be like a malign ghost: no matter how far you travel, it can follow you. Find you. Haunt you. Misdeeds, lamented acts performed with good intentions, failures they cannot outlive, or consequences they are trying to escape; a character haunted by their past might hide or run, often adopting a nameless persona, taking on another identity, or living in self-exile. Such characters tend to be self-punishing, living with the shame of concealing their past and identity. Or they may be doing it to protect someone else, someone whose life would be in danger if they dared make themself known.

Often this tone incorporates a theme of mystery. Besides building toward revealing what happened, the story may also reveal details about the event that the character themself doesn't know. Maybe it wasn't actually their fault after all. Maybe they were set up. Maybe they were betrayed. As they are forced to confront the horrible misdeed that led to their expulsion, they may discover that there was more to it than they originally knew, casting a new light on their situation.

If some or all of your PCs have fears as motivations (see page 241), consider making haunted pasts a major theme of your campaign.

Idealism

Adventures in Rokugan is itself idealistic, placing players in a position to have their characters become great heroes who right wrongs and save the day. Some or all of the PCs might be samurai, but they are able to behave more like wandering champions than the soldiers of feudal lords if their players desire. The story does not need to be centered on the inherent injustices of feudalism, social class, or economic disparity.

However, this does not mean that cynicism has no place in stories in ***Adventures in Rokugan***, just that idealism should always have a chance to prevail if the PCs stand by their values. Sometimes, the heroes might encounter a samurai or other noble who is entirely self-serving. Corrupt magistrates, assassins without a twisted moral code, killers for hire, and cruel lords who oppress their vassals can all be excellent villains in an idealistic story. The heroes might sometimes even lose a battle while fighting the good fight against such foes, but as long as they have the chance to rise again and fight, the story can maintain the theme of idealism.

If some or all of your PCs have ideals as motivations (see page 241), consider making idealism a major theme of your campaign.

Intrigue

Rokugan has no shortage of mysteries. Those inclined toward curiosity must chase clues, decipher lies, and persist against all odds in order to learn the elusive truths of the Emerald Empire. Some of these enigmas are created by mortal beings and some are woven into the fabric of the world by benevolent or mischievous deities. Certain classes lend themselves particularly well to physical or spiritual investigation, but all with a keen sense of purpose and unfailing resolve may uncover secrets that can change the course of their personal destiny, or greater yet, the fate of all of Rokugan. Other mysteries are personal: characters might be driven to discover secret family history, lost lore, or even the truth of their own heart. While following threads of intrigue can take a character to the far reaches of the Emerald Empire, or even beyond its borders, one thing is universally true. The eventual discovery is likely to have a profound impact on a character as they redefine their understanding of the rules and conventions of their world. It is wise to tread lightly though, for some realities are so dark, even the most valiant explorers and investigators may never fully recover from what they find. While it is not for the faint of heart, the excitement and fulfilment that accompany a life of hunting for answers is undeniable.

If some or all of your PCs have desires as motivations (see page 241), consider making intrigue a major theme of your campaign.

Justice

Some samurai live to embody the virtues of their role, but others are hypocrites or oppressors of the common people. After all, a magistrate who wields the power of the law can use this authority to harm and oppress as easily as they can to heal and reconcile. A feudal lord might be kind and protective of the people they rule, but they might also be cruel and exploitative of the peasant class, or completely indifferent to the cruelty of criminals and the struggles of the weak. In such cases, adventurers might have to act as an external force of justice, protecting the meek and swearing allegiance to no one. The common people might approach well-known heroes to help them set things right, or one or more PCs might even be commoners who have decided to take matters into their own hands.

Sometimes the one who needs justice isn't the common person, but someone who cannot operate within the law. Nobles whose hands are tied by politics may turn to outsiders for help, since rōnin and other adventurers can go where they cannot, act as deniable assets, and leave town if things get too hot afterwards.

If some or all of your PCs have ideals as motivations (see page 241), consider making justice a major theme of your campaign.

Redemption

Redemption can be a compelling theme for stories in ***Adventures in Rokugan***. This theme has much in common with the haunted past, with one important distinction: instead of running from their past, the character attempts to redeem themself. In addition to contending with external conflict, protagonists seeking redemption usually feel a great sense of remorse. Sometimes the act they committed is one society considers justified, but deep down, they know they have done wrong and must find a way to right it. Sometimes, the act is kept secret, but never for long.

Redemption stories commonly feature an oath or vow, almost always related to their past sin in some way. It may be refusing to use a specific type of weapon, abstaining from a specific behavior, or simply refraining from violence. In this way, the redemption path is similar to a warrior pilgrimage. In some stories, a samurai voluntarily becomes a rōnin to seek atonement, their guilt being so powerful as to dissolve the worthiness of their position in their own eyes, or because they cannot continue to serve their lord while seeking redemption.

If some or all of your PCs have regrets as motivations (see page 241), consider making redemption a major theme of your campaign.

Social Obligation

Samurai are members of a warrior class. This means they have certain social privileges, as they are not expected to have to farm or produce products for a living and often receive social deference from commoners. But it also entails certain duties, such as service to a lord and protection of the commoners in one's community. In theory, in a time of crisis, all samurai are expected to take up arms to protect the people from invading armies, monsters, and other threats. In peacetime, they are expected to serve as magistrates and bureaucrats who keep the people safe and keep the Emerald Empire running.

Of course, some samurai take this responsibility more seriously than others. There are those who aspire to the heroic ideals of myth and others who see such things as childish fantasy.

If some or all of your PCs have duties as motivations (see page 241), consider making social obligation a major theme of your campaign.



Duels

Duels are personal battles, usually fought between only two combatants. Some duels are formal affairs, used to settle legal or social disputes that cannot be put to rest with words alone. Other duels are clashes of skilled combatants out in the world or on the battlefield, with each combatant striving to claim victory over the other. Before the duel starts and between bursts of action, the two combatants eye each other warily, looking for opportunities to land a decisive blow that will determine the fate of the battle.

BEGINNING A DUEL

The rules for dueling above can also be used as part of a larger combat. On their turn, a character not currently involved in a duel can spend a bonus action to challenge one foe who can perceive them and is not currently dueling. Players decide for their characters whether they accept or not, and the GM decides for NPCs. At their discretion, the GM can call for a contested Charisma (for the challenger) versus Wisdom (for the challenged) check to see if the challenged character accepts, especially if they have good reason to refuse. If the challenged agrees, then the duel begins. If a combat encounter was already ongoing, the duel starts at the beginning of the next round. Otherwise, combatants roll for initiative to begin the encounter as normal.

RUNNING A DUEL

A duel is run as a combat between two characters. Additionally, the following rules are in effect.

Danger Dice

As a duel wears on, the chance of a decisive blow rises, represented by the number of danger dice (d6's) assigned to a character. Characters can be assigned danger dice in various ways, such as the ones described under **The Staredown**, below.

The Staredown

Before the start of each round, the GM calls for a special new phase: the staredown. During the staredown, each participant in the duel secretly chooses a number from 1 to 6 (such as by hiding a d6 under their hand).

Then, all participants reveal their numbers simultaneously.

The character with the higher number takes the decisive posture (see page 297), and the character with the lower number takes the watchful posture (see page 297). The character with the higher number is assigned danger dice equal to the number revealed by the character with the lower number.

If the two characters choose the same number, both adopt neutral posture (see see page 297) and each gains 2 danger dice.



Postures

There are three postures a character can assume during the staredown, which last until the next round's staredown.

- **Decisive:** You act at the start of the round, before all other characters, instead of at your normal initiative.
- **Watchful:** You act at your normal initiative.
- **Neutral:** You act at your normal initiative.

Ending a Duel

A duel ends when one participant is killed, reduced to 0 hit points, or surrenders. **The Finishing Blow**, below, is one means by which a duel will often end.

The Finishing Blow

After a character makes an attack roll that hits, before rolling damage dice, they can spend all of the target's danger dice and add them to the damage roll as extra damage. If their opponent's hit points would be reduced to 0 by this attack, the character can choose one of the following:

- **Fatal Blow:** The character cuts their foe down, killing them instantly.
- **Nonlethal Strike:** The character delivers a strike that ends the fight but does not slay their foe, reducing them to 0 hit points.
- **Demonstration of Superiority:** The character holds their blade to their foe's throat, or otherwise holds them in a losing position. Their foe suffers no damage, but it is clear to all that they have lost the duel. Foes with a sense of integrity (or self-preservation) are likely to surrender or at least retreat at this point, but an especially prideful enemy might refuse, in which case the winning character can choose whether to deliver a fatal blow or nonlethal strike, above. In any event, the duel is over and any further combat after this point is resolved with a combat encounter as normal.

If their opponent is not defeated in one of these ways by the finishing blow, the character who made the finishing blow gains danger dice equal to the danger dice they added to their damage roll.

Interference in Duels

While social convention dictates that duels should be conducted with a sense of decorum, even on the battlefield, interference and cheating does occur from time to time. It is handled as described below.

Overt Interference

Once a duel has begun, if a character not fighting in a duel interferes by attacking or taking any other overt action the GM deems to be clear interference, the combatant on whose behalf they intervened gains 1d6 danger dice, and the next attack roll made against that combatant has advantage. Additionally, there may be social ramifications for interference, such as the opposing side not seeing the duel's outcome as valid. Generally, offering moral support is not seen as interference, but any physical action or use of a supernatural ability during the duel is.

If a character interferes on neither combatant's behalf (such as by attacking both, or creating a scene that spills into the arena of battle), the duel simply ends at the end of the round instead. There might be social consequences for the character who interfered, but generally the combatants are held faultless unless there is reason to suspect foul play.

Stealthy Cheating

Once a duel has begun, if a character not fighting in the duel interferes covertly or a combatant takes an action that breaks the social etiquette of the duel as outlined before it began (see **Conventions of Dueling** below), that character only suffers consequences if they are caught. The GM can call for an Intelligence (Investigation) check, Wisdom (Insight) check, or other appropriate check from the opposing duelist and the onlookers to discern what has occurred if appropriate. If a character is caught interfering this way, it is resolved as described under **Overt Interference**, above. If a combatant is caught cheating, they immediately gain 2d6 danger dice, and the next attack roll against them has advantage. Additionally, they lose the duel at the start of the next round, and even if they win before then, they may face social censure.

Substitution

While interfering in duels is seen as unbecoming of a samurai, there is one means of intervention that is acceptable: a character not involved in a duel can "cut in," substituting themself for one combatant in the deadly dance of swords. As a bonus action on their turn, a character can make a challenge to replace a combatant of their choice, as described in **Beginning a Duel**. If the foe accepts, at the start of the next round, the new challenger takes the place of the chosen combatant, gaining all of their danger dice; then the duel continues between the two new combatants. This can occur a maximum of one time per round.

CONVENTIONS OF DUELING

Within the laws of Rokugan, duels are one of the legally sanctioned means to settle many conflicts that arise between samurai.

Legal Duels

Duels are at times used to settle overtly political disputes, such as contested claims to land, letting both belligerent parties avoid a costly war. Duels can also play a role in personal disputes, when one samurai feels wronged by another but lacks legal recourse (or political clout) to pursue a magistrate's judgement, or simply prefers to settle the matter with their own hands. If challenged, a samurai is not usually obligated to accept a duel, but declining can have social ramifications—their peers might look at it as a tacit admission of fault or fear of direct conflict, either of which a samurai's enemies might try to capitalize on in the future. A samurai can also appoint a champion to fight for them, a task that bodyguards often take on when quarrels between courtiers grow especially dire.

Commoners do not often participate in legal duels. Within villages, village heads will generally adjudicate the law. In cities, magistrates of the local ruling clan hand down judgment to the commoners. If two commoners fight to resolve an issue, the result is not legally recognized (and one or both may be arrested for brawling or even murder, if someone dies). However, it has been known to happen if a commoner challenges a samurai and the samurai accepts. The risks for the samurai are considerable, however, and the rewards are few. After all, if a samurai wins, there are no accolades for a victory that is expected, and if they lose, they are now bound by a legal judgment against them and potentially the derision of their peers. Most lords forbid their samurai from dueling with peasants so as to keep the social strata clearly delineated, but in any organization, there are invariably at least a few hotheads who ignore the rules when it pleases them.

Setting the Terms

Before a legal duel begins the participants must come to agree on the terms, which include:

- The weapons allowed
- The armor allowed
- The techniques (martial techniques, invocations, spells, externalizations, etc) allowed
- The location and defined arena for the duel (if any)
- Whether the duel is to defeat or to the death

If the belligerent parties cannot agree to terms for the duel, it falls to the reigning lord (the one on whose lands the duel is taking place) to decide the method of battle and stakes of victory.

Adjudication and Cheating

A legal duel is generally overseen by a legal authority such as a local clan magistrate or lord, as well as one or more judges to ensure that there is no foul play. A character caught cheating not only forfeits the duel, but may also be imprisoned or subject to other legal repercussions, depending on the circumstances.

The following are forms of cheating:

- Breaking the terms of the duel
- Using weapons, armor, or techniques forbidden in the terms of the duel
- Using poisons
- Having others interfere on your behalf



Battlefield Duels

Even as other combatants swirl around them, heroes frequently mark each other out for challenges, testing their mettle and wits against a single foe. When two champions mark each other out this way, allies often draw back, giving them the chance to fight unhindered.

Battlefield duels are not duels in the same legal sense, but there are conventions in Rokugani warfare around them. When two fighters are locked in a struggle this way, it is seen as highly discourteous for anyone else to interrupt them.

Battlefield duels are generally to the death, though it is not uncommon for them to end inconclusively when the tide of battle pushes the two combatants apart.

The Etiquette of Killing in Duels

Killing one's foe is the goal of some duels and unacceptable in others, based on circumstances and prior agreements. Killing a foe in a duel to defeat is a tragic accident at best and possible grounds for a murder investigation at worst.

Killing one's foe in a duel to the death is the expected outcome, but not necessarily the only one. While dispatching your opponent without killing them can be done rudely (simply leaving them on the roadside, for instance), it can also be done gracefully, such that all but the most prideful duelists accept it. When a victor is clear, they might ask their vanquished foe to retire to a monastery but keep their life, or even take up their sword to help the victor on a quest. Sparing a foe's life can also be practical, letting a duelist end a battle without drawing the ire of the friends or family of the defeated.

Common Forms of Duels

In different places in Rokugan and beyond, duels take various forms. When traveling in a different region, samurai must usually defer to local customs for dueling (unless they can convince their opponent to agree to some or all of their terms). Here are a few examples of different styles of duels that might come up during the campaign, and the circumstances under which PCs are most likely to encounter them:

Iaijutsu Duels

Iaijutsu is the art of drawing a blade, and iaijutsu duels are highly ritualized engagements, in which combatants wear ceremonial clothes, only swords are permitted, and each contestant must begin with their blades sheathed. It is considered especially auspicious to win such a duel with one's drawing cut.

- **Armor Allowed:** Ceremonial clothes
- **Weapons Allowed:** Swords
- **Common In:** Crane, Phoenix, and Scorpion lands

Mounted Duels

Whether with bow or with spear, duels from horseback are dangerous affairs, allowing combatants to fight over a much larger area of terrain, and with the full power of their steed behind them. For such duels, contestants are usually given either a bow or a spear, armor, and a steed.

- **Armor Allowed:** Any
- **Weapons Allowed:** One martial weapon or bow per combatant
- **Common In:** Unicorn lands

Ritual Duels

Ritualists do not generally fight in duels with swords, spears, or bows, instead favoring clashes of spiritual power.

- **Armor Allowed:** Sanctified robes
- **Weapons Allowed:** None
- **Common in:** Any part of Rokugan, so long as both belligerent parties are capable of using invocations

Sparring Bout

For samurai who serve on the front lines, training often includes fighting frequent practice duels to sharpen one's skills and build calluses that will serve on the battlefield. Combatants are expected to use training weapons and wear armor.

- **Armor Allowed:** Any
- **Weapons Allowed:** Wooden sword or staff per combatant
- **Common in:** Crab and Lion lands



Winding Road Clash

There is a rougher sort of duel favored by many rōnin who wish to prove their martial skill, that a lord might see and engage their services. Such duels are fought with any weapons on hand and few regulations.

- **Armor Allowed:** Any
- **Weapons Allowed:** Any
- **Common in:** Any region

Unarmed or Wrestling Contests

In some places, the most prominent duels are fought without any armor, and with only those weapons the body provides.

- **Armor Allowed:** Any
- **Weapons Allowed:** None
- **Common in:** Dragon and Unicorn lands

GUIDANCE FOR GMING DUELS

The following guidance is intended to help GMs keep duels at their table exciting and engaging for everyone playing.

Involving the Group in the Stakes

A duel can occur in any number of contexts, but the stakes should always be clear to the participants. For instance, in a combat encounter, a duelist might be attempting to keep a particularly deadly foe engaged so that their comrades can complete an objective on the battlefield, in which case winning is less important than buying time. Alternately, at court, a duel might be for another member of the group's reputation, giving them a clear reason to care about the outcome and help the duelist prepare for their upcoming battle. By involving characters beyond the duelist in the stakes of the duel and making those stakes clear, the duel will stand out more in the story.

Keeping Everyone Engaged

Duels are a chance for certain characters to shine, but remember that, unless you are running a one-on-one session, you likely have a whole group at the table. As such, duels should be interwoven into other scenes. For instance, a duel at court over a legal matter could be run at the same time as a social encounter, with each PC not fighting the duel able to take one appropriate social action per round of the duel - gossiping about the outcome, studying the combatants, or using it as a chance to hobnob and make alliances.

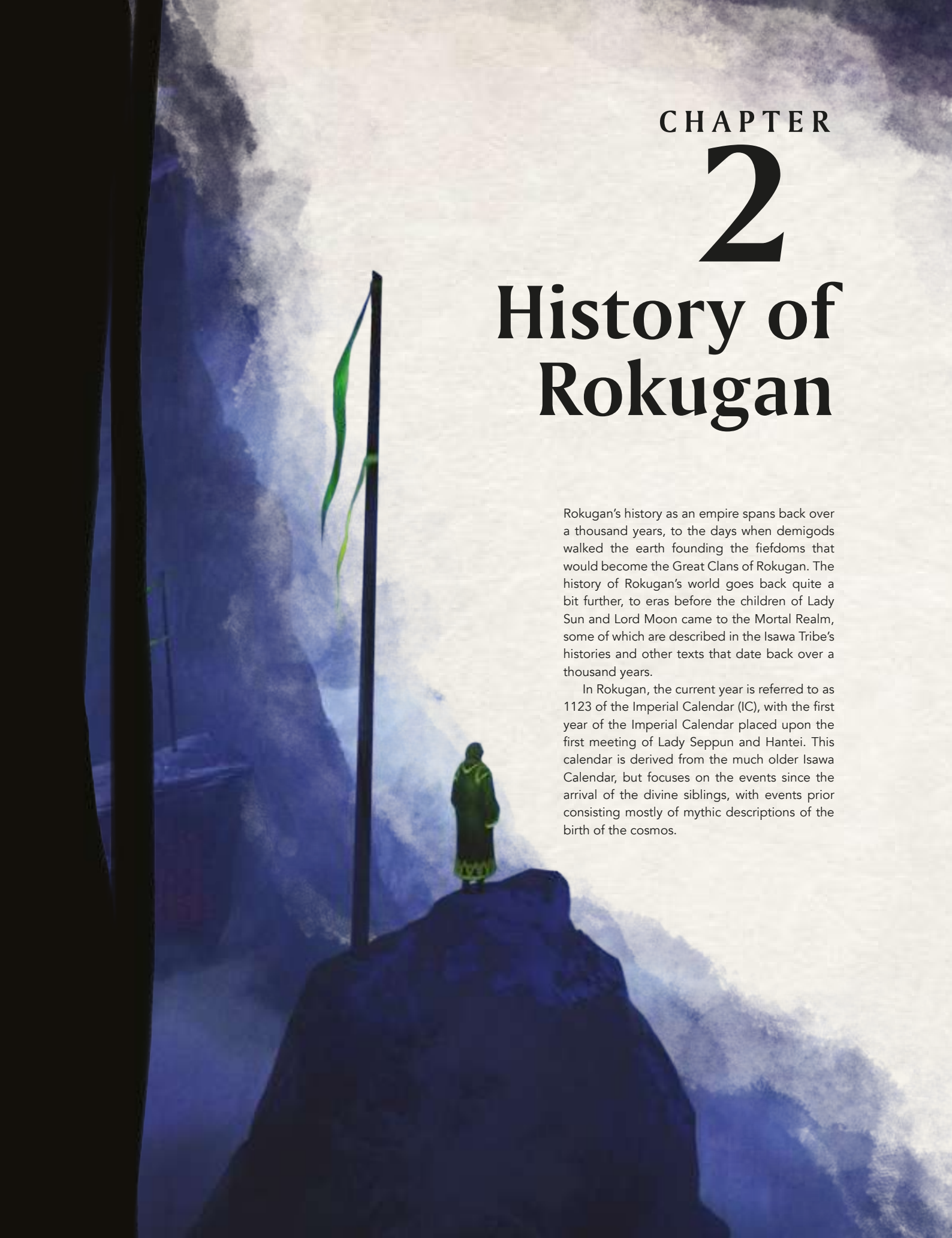
Alternately, a duel on the battlefield can easily be integrated into a larger combat encounter. If a duelist character is present, simply setting an opposing duelist to challenge them during the battle gives them a chance to fight while everyone else is dealing with a mob of less-elite foes, or a dangerous monster that requires multiple PCs' attention.

Roleplaying the Opposition

Duels are meant to allow for significant upsets, thanks to the danger dice which accumulate during the battle. This means that a foe with a CR higher than normally recommended can be a valid enemy in a duel. However, duels do not exist in a vacuum, and just as important as choosing a mechanically suitable foe is considering how you will use that foe. Some duelists might be arrogant, drawing out a battle longer than they should to humiliate a weaker enemy.

Even if a PC has accumulated enough danger dice for the enemy to likely defeat them, some foes might wait to act, giving the PC a chance to seize victory from the jaws of defeat.

Alternately, some duels can be a good opportunity for PCs to lose battles without suffering serious consequences. If a PC loses a battlefield duel but comports themself with dignity, an enemy commander might choose not to cut them down, or even send them back to their camp unharmed in hopes of drawing them to their own side someday. If a PC is defeated in a political duel, it might be more advantageous to let them live so as not to start a cycle of violence between Great Clans at court. All in all, when roleplaying an enemy duelist, consider their attitude, their political goals, and their personal feelings at least as heavily as how they might act to win the battle in the moment.



CHAPTER

2

History of Rokugan

Rokugan's history as an empire spans back over a thousand years, to the days when demigods walked the earth founding the fiefdoms that would become the Great Clans of Rokugan. The history of Rokugan's world goes back quite a bit further, to eras before the children of Lady Sun and Lord Moon came to the Mortal Realm, some of which are described in the Isawa Tribe's histories and other texts that date back over a thousand years.

In Rokugan, the current year is referred to as 1123 of the Imperial Calendar (IC), with the first year of the Imperial Calendar placed upon the first meeting of Lady Seppun and Hantei. This calendar is derived from the much older Isawa Calendar, but focuses on the events since the arrival of the divine siblings, with events prior consisting mostly of mythic descriptions of the birth of the cosmos.



THE DAWN OF THE EMPIRE (PREHISTORY–39 IC)

Rokugani scholars do not agree upon exactly how long the fallen divine siblings wandered the earth, discovering humanity and their newfound mortality alike. The eight fell into lands predominantly populated by humans, but they did not land near one another, so each had to make their own way in a world of uncertainty, fragile beauty, and fleeting mortal lives.

The Wandering Years (Prehistory–5 IC)

For years, decades, or perhaps even the better part of a century, these demigods roamed the earth. In this time, some forged kingdoms and others became great heroes. Hantei, for his part, sought his siblings. All accrued followers, humans who swore fealty to them after witnessing their divine might, or pledged to assist them in repayment of aid, or stood as their boon companions. While not all of the eight sought to rule over humans at first, their vast power inevitably led them to positions of leadership. Some, such as Shiba and Togashi, accepted authority only reluctantly, while others, such as Akodo and Doji, took it with conviction, skillfully vanquishing or winning over any rival who challenged them. Even reduced to mortal form, the divine siblings had power beyond human measure.

THE CREATION OF THE WORLD

As compiled by Togashi Akina, Chronicler.

In the beginning there was Nothing, the cosmic uncreation, empty and alone. After uncountable ages, Nothing realized it was alone, and it became afraid. Its fear created a third of the world. Then Nothing longed for a companion, and this longing created another third of the world. Then Nothing realized what it had done and regretted fear and longing, and the last third of the world was born of its regret. In this moment, there was no more Nothing, and in its place was the world.

At that time, the world was formless and fluid, like dark oil swirling in water. Eventually, the lighter parts separated out and became the Heavens, and the heavier parts sank and became the earth. Then the Three Nameless Gods appeared, and they saw that while Heaven and earth had been formed, everything within them was still wild and unshaped. They sent gods into every land, and first among these were the pair of divinities who are visible in every land. This pair named the earth, and in doing so, gained names: Lady Sun and Lord Moon.

Now that it was named, the earth was filled with life, and new gods and beasts came into names of their own: the Lord of the Oceans, the Wind God and the Four Cardinal Winds, the Elemental Dragons, and the countless courts of gods of other lands.

Attending Lady Sun and Lord Moon in the Heavens were the shinzoku, or the celestial tribe of the gods, while the mazoku—demons of the underworld—toiled beneath the earth to oversee the afterlives and the souls of the dead (few though they were in those days).

THE DESCENT OF THE STARS

As compiled by Hantei Hisaya.

Lady Sun and Lord Moon were blessed with numerous children: wise Doji, mighty Hida, valorous Akodo, curious Shinjo, the loyal twins Shiba and Bayushi, keen-eyed Togashi, resolute Fu Leng. And youngest among them, brilliant Hantei. For a time, the Celestial Heavens were joyful, but as the children grew, Lord Moon could not help but see their talents with growing envy. And so he began to fear that one of them would usurp his power. His heart grew bitter, until finally, he resolved to make sure that this would never come to pass—by devouring his children. Lady Sun wept bitterly at the thought, her tears falling to the earth below in shimmering pools. As a being of her august power warring with Lord Moon directly would tear creation asunder, she sought a different path. Each time Lord Moon swallowed one of the children, she offered him a cup of sake with a single drop of poison in it. By the time he came to the youngest child, Hantei, Lord Moon was so muddled by his drinks that Lady Sun was able to swap a stone wrapped in Hantei's clothing for the real child and her husband swallowed it instead. Then he fell asleep.

Lady Sun smuggled Hantei out of the palace and hid him. As he grew, she taught him of ethics and war. When he had learned everything she could teach him, she armed him with a sword of starlight and sent him to rescue his siblings. Lord Moon was awakening from his sleep as Hantei strode to the palace. Seeing his shining son, Lord Moon roared with anger, seized his sword, and rushed out for battle. Hantei struck swiftly and with conviction. As Lord Moon's blood fell from Heaven, it landed in the pools of Lady Sun's tears, and from these pools of light and shadow, humanity was born.

After an interminable time, Hantei found his opening. Gathering all his strength, he cut deeply across his father's stomach, and his siblings came tumbling out and fell to earth. Fu Leng was the last, and Lord Moon caught him as he fell. Hantei swung again and cut his father's hand off, leaving Fu Leng to fall with the others. Howling in despair, Fu Leng grabbed for Hantei, and both brothers fell. As the glory of the Heavens receded, the brothers tumbled apart, and Hantei did not know where his brother fell.

ADVENTURE FLASHPOINTS

Along with the history of Rokugan, this chapter also contains several adventure flashpoints, each of which highlights a time and scenario in which heroic adventurers could have a hand in the making of history. GMs can use these as seeds for campaigns set in these eras, putting their PCs at the forefront of events in addition to (or even instead of) the figures described here. A GM could even run a campaign linking numerous flashpoints, telling the history of their Rokugan across multiple story arcs in different eras!

The Tournament of the Gods (5 IC)

Eight of the siblings reunited through Hantei's efforts, congregating at the place now called Seppun Hill, near the Imperial Capital. They had seen many different things in their journeys: the ugliness of mortality, and the beauty of it. The ephemerality of mortal lives and kingdoms. The inhumanity of revenge and war that seemed inescapable in the Mortal Realm.

Each had their own idea of how this realm they found themselves should be ordered, improved, or left to flourish on its own, and what role they should take in that future. Their arguments grew deeper, and the air grew tense. Yet they feared repeating the mistakes of their father, Lord Moon, and so it was decided: a contest would determine who would reign, and who would serve to bring that sibling's vision to fruition. Lord Togashi did not participate in the tournament, for it is said that in his great wisdom, he foresaw that Hantei would be the victor. So it was that after a series of bouts, Hantei stood victorious above all challengers, emperor of this new realm.

The Dawn of the Empire (5–39 IC)

Except for Emperor Hantei, all of the siblings had established clans made up of their followers and the domains they had already established. The Emperor chose as the site of his capital the hill where they first reunited, and the Imperial Capital was built. Hantei decreed that the eight siblings had fallen from the heavens for the purpose of guiding the humans they had met. He proposed that they unite the mortals living in the lands nearby and form a single empire. In their journeys, some of the siblings had encountered travelers from great domains such as Yún Fēng Guó to the north and the vast city of Bhavyatapura atop the Sonagiri plateau to the south, and Hantei believed that uniting the domains of his siblings could create an enduring civilization in their own image. His siblings undertook his command, though the newly formed domain was far smaller than the current span of the Emerald Empire.

The War Against Fu Leng (39 IC–42 IC)

For many years, the Emerald Empire prospered. The clans waxed in power, and took on animal icons: Hida's Crab, Doji's Crane, Togashi's Dragon, Akodo's Lion, Shiba's Phoenix, Bayushi's Scorpion, Shinjo's Ki-Rin, all united under the Imperial rule of Hantei.

One day, Fu Leng arrived in the Imperial Capital and reunited with his siblings. The others were at first joyous to learn that their brother had survived, but worry soon clouded their elation. Hida spoke of an evil stirring to the south, from where Fu Leng had come. When Hida confronted their brother with hostility, Fu Leng raged against his siblings for having excluded him from the tournament that had decided who would rule Rokugan. He revealed that he had fallen through the ground into the pits of the deepest hell itself, and even now a part of his essence was trapped within that realm of torment, causing him unfathomable and endless spiritual agony. He accused his siblings of leaving him to suffer eternally, and of choosing not to search for him.

Fu Leng demanded the right to challenge Hantei for leadership of Rokugan. Hantei accepted the duel and chose Togashi as his champion. When Fu Leng told Togashi to choose a weapon, the forlorn founder of the Dragon Clan chose all of Rokugan and all who dwelt within it. Further enraged, Fu Leng departed to the Shadowlands, vowing to return with his own army.

Soon, word came from the south of towns and villages overrun by armies of creatures born of nightmare. Warriors sworn to defend the new Empire gathered to do battle against this terrible host, and were massacred. The armies raised by Hantei and his siblings were pushed to the brink by the monsters born of their brother's inexhaustible anguish.

A Divinity Kneels

It was during this time that the tribe of Isawa joined the Emerald Empire. Previously, Isawa, who was a spiritual leader of great ability, saw no reason to risk his people's culture or future by joining the Emerald Empire. As the war proceeded, Lord Shiba went to the tribe and asked them to help in the war. Isawa refused, as he did not want his tribe to lose their traditions, preserved for centuries from their ancient homeland of the Dawn Peaks to the north. Never having desired to conquer or rule, Shiba knelt before Isawa and swore that he and his descendants would serve and protect Isawa and his people if they agreed to become part of the Emerald Empire. To this day the Isawa Elemental Council rules over the Phoenix Clan, served by the heir of Shiba, who carries his ancestral sword. As a result, the Phoenix Clan's traditions are some of the oldest continuous traditions in Rokugan, and among the least changed by the rise of the Empire.



The Arrival of the Little Teacher (42 IC)

One day, an old man in humble pilgrim's garb came to Hantei's camp. He said his name was Shinsei, and that he knew how the Emperor could defeat the armies of Fu Leng. Hantei would not listen at first, but after Shinsei defeated the guards sent to remove him without a weapon in hand, the Emperor became curious. The two talked the whole night, and Shiba diligently copied down all that was said. These scrolls became the Teachings of Shinsei, and they contain much of the Little Teacher's wisdom concerning the world and Enlightenment.

Above all, Shinsei told the Emperor that fortune favors the mortal hands, and so he would gather seven human warriors, one from each Great Clan, to defeat Fu Leng. Shinsei led these warriors, the Seven Thunders, into the south.

The Day of Thunder (42 IC)

For many weeks, nothing was heard from the Thunders. Then one day, in the midst of a great battle, the armies of Fu Leng suddenly became confused and disarrayed. The warriors of the Empire took heart and drove their enemies from the field. It was clear to all that the Thunders had won. Heroic Shiba rushed to the Shadowlands to find the Thunders. Only Shinsei and the Scorpion Thunder survived but they were pursued by a terrible oni of unfathomable power. Shiba crossed blades with the creature, and the two cut each other down. What the divine siblings had suspected was now certain: they too were mortal after falling to earth, if not bound so tightly as humans by age or infirmity.

Escaping thanks to Shiba's valor, the Scorpion champion carried twelve scrolls, in which she said she had bound the defeated Fu Leng. Hantei ordered that these scrolls never be opened and gave them to the Scorpion Clan for safekeeping.

ADVENTURE FLASHPOINT: THE DAY OF THUNDER

Concept: The PCs are early allies of the divine siblings, chosen to be the Thunders. As a last, desperate attempt before the fledgling realm is overrun, they must journey into the Shadowlands, facing horrors the likes of which they have never seen before and culminating in a battle with a fallen god in the pits of the deepest hell. But perhaps vanquishing and sealing away Fu Leng is not the only answer? Their actions could create a Rokugan that looks entirely different from the one described in this chapter...

Themes: Heroism, Mythic Adventure, Destiny

THE SECOND ERA OF EXPANSION (42 IC–390 IC)

So began the next era of expansion. Of course, expansion cannot occur without war and brutality, and not all peoples of the realm that would become Rokugan bent the knee to the descended stars and their newly founded clans. Akodo the strategist brought many domains into the Emerald Empire with the force of his legions, while courtly Doji spread influence via culture and trade, subtly but no less effectively expanding Hantei's dominion. Blood was shed in vast quantities in the name of an end to bloodshed, an irony even warlike Akodo would one day come to regret. Other neighboring human kingdoms joined the Empire willingly, in the hopes of overtaking rivals of their own or settling old grudges against local foes. Some groups retreated to other lands beyond the reach of the Emerald Empire rather than giving up their way of life. All the while, loyal Bayushi watched his own siblings, standing as a reminder that none should let their own ambitions or morals eclipse their brother's vision.



The Ki-Rin Clan Departs (45 IC)

With the threat of Fu Leng receding into memory, many people in Rokugan celebrated a new era of safety and peace. Hantei wasn't convinced the danger of the Shadowlands had been sufficiently subdued, even now that Fu Leng was seemingly no more. He knew the disturbing creatures might return and feared future devastation. It was possible other lands faced similar adulterations, and Hantei was interested in pooling knowledge to better protect the Emerald Empire.

Lady Shinjo had always been the wanderer of the family, curious and compassionate, and the Emperor gave her and her followers the mission of exploring outside the Empire to forge alliances and seek knowledge about the hellish blights of the world and how to combat them. Lady Doji was sad to see her dear sister leave, and she gave Shinjo a beautiful fan that she herself had painted as a reminder of their bond.

THE FADING OF THE STARS (46 IC –290 IC)

Not long after Shinjo's departure, Hantei passed beyond the Realm of Mortals. Some records state that he died from the lingering effects of a wound he had suffered in the war, and others say returned to the Celestial Heavens in a flash of light.

The others departed within the following centuries. Doji, for instance, is said to have vanished into seafoam on the shore where she first awoke in the Mortal Realm. Others died in battle, or receded from mortal affairs and eventually vanished. By 290 IC, power seemed to have passed entirely to the hands of their many mortal successors. But one continued to act upon the mortal world in secret, his enigmatic work unfinished: Togashi.

The First Successors (47 IC–160 IC)

Hantei was succeeded as Emperor by his son Hantei Genji, known as the Shining Prince. Genji was an elegant and accomplished man who, in his youth, pursued numerous adventures and escapades, thus blessing storytellers with an abundance of material and helping to cement the archetype of a noble hero wandering the land in disguise. As Emperor, he sponsored the building of many temples and monasteries, spreading the philosophies of the Five Elements and the Teachings of Shinsei.

Upon his death, he passed the throne to his eldest daughter, Murasaki. Murasaki continued to build on her father's legacy, widely propagating the laws first codified by Doji Hatsuo and Soshi Saibankan and vastly expanding the authority of the Emerald Magistrates, officials with Imperial writs of authority to investigate crimes and pass judgment across all clans' lands. Emerald Magistrates are a powerful force in Rokugan to this day.

THE RENEWAL OF THE EMERALD THRONE (385–406 IC)

Near the end of the fourth century, altercations occurring between the Crane and Crab Clans came to a head. The conflict escalated when the Yasuki family renounced their loyalty to the Crane and swore fealty to the Crab Champion. Alliances dragged one clan after another into an escalating war. And while a powerful Imperial Court might have been able to end the war, the Emperor was under the sway of advisors who sought to control Imperial authority for themselves: powerful members of the Crane, Phoenix, and Scorpion clans. When the Emperor died, the realm nearly descended into chaos and the legacy of Hantei was imperiled. The conspirators from the Crane, Phoenix, and Scorpion Clans had total sway over the heir apparent, and intended to install themselves as permanent shadow rulers of the Empire. But before the realm could be shattered entirely, Yugozohime, the youngest child of the Emperor, came to the forefront of the conflict and seized control. Backed by the Lion Clan, she struck down the conspirators and their would-be puppet Emperor, quelling rebellion for centuries.

ADVENTURE FLASHPOINT: BATTLE FOR THE THRONE

Concept: The PCs are powerful lords of the Great Clans in the time of the succession crisis. When Yugozohime makes her claim to the throne, she is not the only potential candidate. Do they back the Lion Clan and this bold claimant to the throne? Or do they try to find an heir who will steer the Emerald Empire in a direction of their own choosing?

Themes: Politics, War, Power & Responsibility

The Blooming of the Lotus (435 IC–442 IC)

By the fifth century, the organization of monks known as the Brotherhood of Shinsei had begun to make significant advances in healing and medicine. As a result, both commoners and nobles increased their support for monks across Rokugan. Due to the Brotherhood's burgeoning resources and the respect it commanded, the Brotherhood became a relevant actor on the political stage. During this time in particular, monks often served as key advisors to the leaders of the Great Clans.

Determined to spread correct teachings as widely as possible, the Brotherhood sponsored festivals in cities and towns across the Empire. The festivals featured dramatizations of events from the life of Shinsei interspersed with sermons and readings from the Teachings of Shinsei and became an important and persistent cultural touchstone of Rokugan. The style of theater called Kabuki was one mainstay of these festivals, rising to become a major art form of the day.

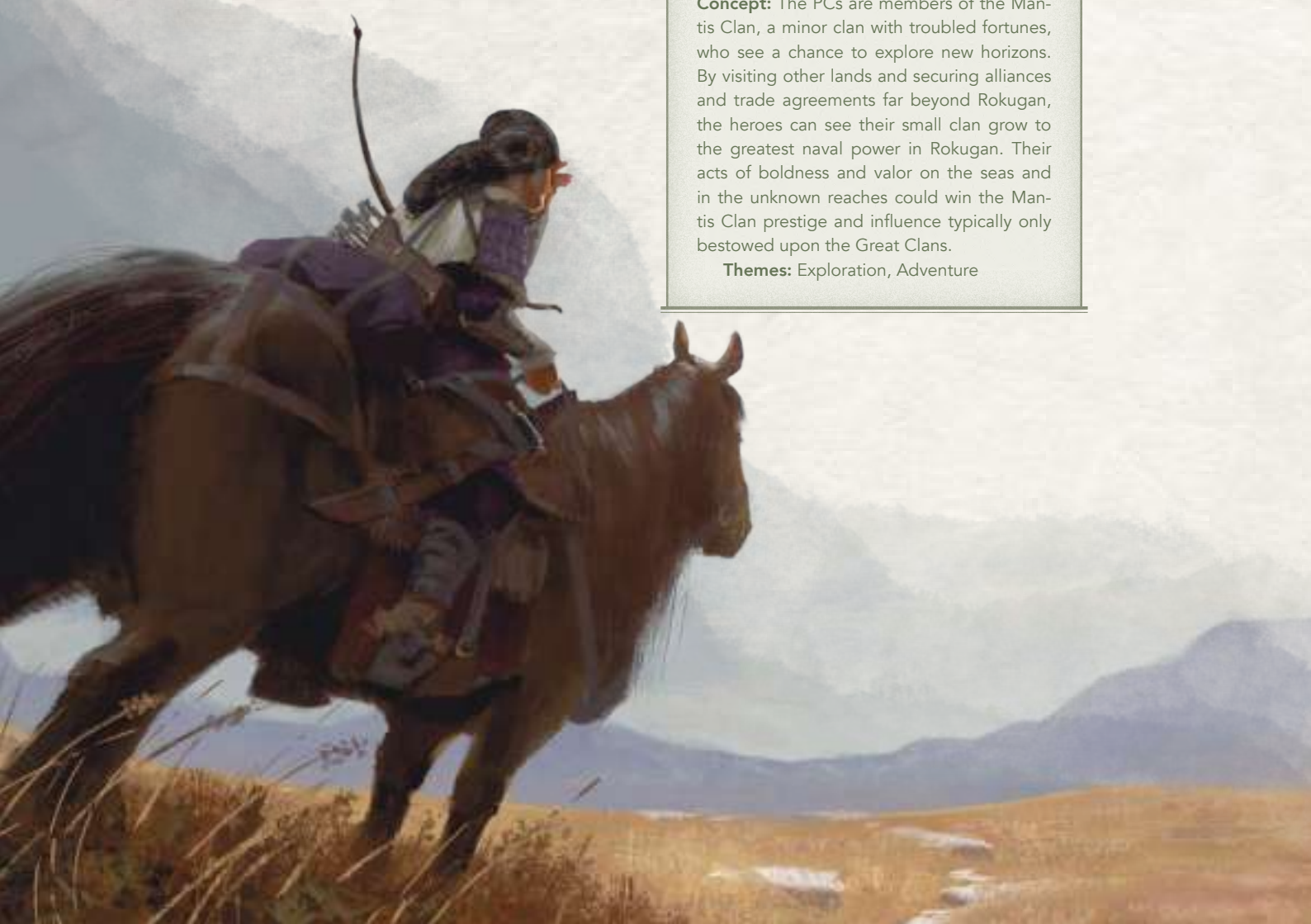
The Blossom of Friendship (440 IC)

In the fifth century, foreigners came to the Imperial City seeking an audience with Emperor Yugozohime: a trade guild that dealt in numerous lands, including the realm of the Myantu Alliance, Asturiam, even the Vyzantari Kingdom. To the court's surprise, she assented, allowing the traders to establish a post there. While foreigners were not unknown in Rokugan, as the Crab Clan dealt periodically with the Ivory Kingdoms and the Dragon Clan's members frequently made pilgrimages to Yún Fēng Guó in the north, foreign trade by sea was a novelty. The Mantis Clan rose to prominence during this time, becoming a substantial sea power by trading with (and occasionally preying upon) foreign vessels in the waters near Rokugan and beyond.

ADVENTURE FLASHPOINT: OPEN SEAS

Concept: The PCs are members of the Mantis Clan, a minor clan with troubled fortunes, who see a chance to explore new horizons. By visiting other lands and securing alliances and trade agreements far beyond Rokugan, the heroes can see their small clan grow to the greatest naval power in Rokugan. Their acts of boldness and valor on the seas and in the unknown reaches could win the Mantis Clan prestige and influence typically only bestowed upon the Great Clans.

Themes: Exploration, Adventure





THE AGE OF HOPES AND DISASTERS (442 IC–610 IC)

While Yugozohime's ascension brought a level of stability to the Empire, this stability could not last forever—nor could her rule.

The Battle of White Stag (442 IC)

Despite the wealth brought to Rokugan by foreign traders sailing to the Imperial Capital, tensions in the city rose between the local magistrates and the traders. When a raid for contraband turned into a violent skirmish, the entire capital was dragged into a pitched battle. Tragically, when Emperor Yugozohime arrived to quell the conflict, she was killed in the chaos of battle. Rokugani forces rallied and chased the foreign traders from the port, and in a rage, Yugozohime's successor banned the presence of foreigners from Rokugani soil. This ban has been loosened and renewed over the centuries as political expediency of the day has dictated.

Rise of the Blood Sorcerer (501 IC–505 IC)

A festering wound came to light at the beginning of the sixth century, when the famous sword-maker Asahina Yajinden presented swords he had forged to the champions of the Crab, Crane, Lion, and Scorpion Clans. Soon afterward, the Lion Clan Champion launched a disastrous winter battle against the Dragon Clan, the Crab Clan Champion murdered his children, and the Crane Clan Champion confessed to a love affair in front of his entire court. All three champions died in the ensuing chaos. Only the Scorpion Clan Champion escaped such a fate, soon revealing the smith's corruption, and the presence of a cult previously unknown in Rokugan: the Bloodspeakers, a vile cult of heretical arcanists.

This cult was led by a sorcerer named Iuchiban, who had deceived Yajinden with whispers of power to create a distraction. His true goal was the acquisition of a Black Scroll of Fu Leng. After opening and reading the scroll, Iuchiban unleashed a dreadful new enemy upon Rokugan. Hordes of vile undead spread across the land, powered by the anguish of Fu Leng but bound to the will of Iuchiban. Through heroism and sacrifice, Iuchiban was defeated, though whispers tell of a tomb in which the immortal being was imprisoned. Neither did the nightmare end after Iuchiban fell, for the dead continued to rise, rallying with other creatures born of the Shadowlands to threaten Rokugan. After this disaster, the Emperor issued a decree that all corpses must be cremated to prevent them from being desecrated by foul magic.

ADVENTURE FLASHPOINT: DEATH COMES TO ROKUGAN

Concept: The PCs are minor samurai, rōnin, and commoners living in an isolated village. Rumors start come down the road about unthinkable creatures: shambling corpses haunting cemeteries and hunting the living. Of course, there are yōkai and other shadowy creatures in the woods, but stories of the walking dead seem to strain credulity. Yet as the days wear on, refugees begin to arrive from nearby towns telling of horrific attacks by rotting carcasses. And then one day, the refugees stop coming. A few weeks later, the dead come shambling out of the woods. Can your village survive? Can you?

Themes: Horror, Survival, Heroism

A Lamp Relit (507 IC–550 IC)

The years of peace that followed saw the revival of Noh theater, which had begun to decline in the face of Kabuki. The playwright Kakita Iwane wrote a stunning series of plays about the lives and deaths of Rokugan's founding deities, which reignited interest in the form. For many, after the tragedies of the Battle of White Stag and the Bloodspeaker assault on the Imperial Capital, Noh offered a connection to Rokugan's glorious past, fulfilling a longing for those legendary days. Iwane's plays focused on the actors' ability to communicate vast emotional ranges with minimal action and served to differentiate the style from its younger, showier rival, Kabuki.

Heaven's Judgment (563 IC–570 IC)

The final years of the century saw the coronation, reign, and death of Hantei XVI, the only emperor said to have lost Lady Sun's favor. While the first few years of his rule were promising, the so-called Steel Chrysanthemum came into conflict with his advisors time and again. Records of these events are murky: the official histories say he became paranoid and violent, ordering even the death of his own mother. Other accounts claim he moved to greatly curtail the authority of the Great Clans in favor of direct Imperial rule, angering those who kept him in power. Perhaps both are true. It is certain that his only heir rose in rebellion against him, and after participating in the bold plot to kill his father, cut his hair and joined a monastery to atone for his role in the patricide. This left the title of Hantei XVII to fall to the Steel Chrysanthemum's brother, whose reign marked a return to the status quo.

Advancements in the Arts (571 IC–605 IC)

Toward the end of Hantei XVII's reign, a Dragon alchemist named Agasha Hyuotaru developed new ceramic glazes that possessed a depth of color not previously seen. At the same time, Kaiu Naizen developed a new type of kiln flue that gave potters more control over the firing process. The two advances combined to create a wide array of new decorative effects in ceramics, and gave rise to new interest in tea ceremony, a tradition Doji was known to have favored.

Tides of Light and Darkness (610 IC–815 IC)

Though the Emerald Empire survived the crisis of authority that deposed the Steel Chrysanthemum, the next two centuries were marked by chaos and disaster. At the time, many believed these disasters were divine punishment for the Steel Chysanthemum's ascribed sins, or for his retainers' crime of deposing him.

The Battle of the Tidal Landbridge (715 IC)

Evil stirred in the Shadowlands. An inestimably powerful corrupted oni, the Gold-Clad Oni, led a vast army of monsters not seen in centuries to strike at Crab lands. This conflict would come to a head at the Battle of the Tidal Landbridge. While a large force under the command of the lesser Twisted Bone Oni distracted the main forces of the Crab, a second force led by the Gold-Clad Oni attacked the watchtower near Earthquake Fish Bay, threatening to break through into Rokugan unchecked. The watchtower's defenders were nearly overwhelmed before reinforcements arrived in the form of the Daidoji commander, Daidoji Masashigi, and his personal guard. They charged across the bay at low tide and eventually drew the Shadowlands forces back out into the bay, where the rising tide engulfed both forces.

None of Masahigi's forces survived the battle, and when his battered helmet washed up on shore, the Crab built a shrine in which to house it. Crab survivors began to refer to the Daidoji family as "Iron Cranes," a sobriquet that eventually spread to the rest of the Empire.

The Maw (716–718 IC)

As later became apparent, the invaders defeated at the Battle of the Tidal Landbridge were only a harbinger of the threat to come. The next year, the forces of The Maw swept across Crab lands. The Maw's power and cunning exceeded that of previous Shadowlands horrors who had raised previous armies. The creature pushed the clan's lines so far north that Daylight Castle, the ancestral fortress of the Hiruma family, was lost entirely. Eventually, at great cost, the Crab Clan stopped the foul advance, and the architects of the Kaiu family built the Carpenter Wall as it stands today. The Hiruma lands were never recovered, marking the first catastrophic loss of territory since the founding of the Empire.

The Return of Iuchiban (750 IC)

Centuries after his first defeat, the evil sorcerer Iuchiban struck at Rokugan once again, continuing his quest to seize control of the Emerald Empire. Using possession to control a pawn with the favor of the Imperial Court, Iuchiban attempted a political coup while launching an army of sorcerous cultists and undead horrors to blight the Empire. His pawn offered salvation from the spreading threat even as his cult spread. After a grueling campaign and the discovery of Iuchiban's pawn by Emerald Magistrates from multiple clans, the united armies of the Great Clans stopped the advance of Iuchiban's forces at the Battle of Sleeping River, and the sorcerer vanished. Popular legends say his tomb was re-consecrated to prevent his spirit from escaping again, but the wise suspect that Iuchiban is still a tangible threat to Rokugan, wherever his undying consciousness may truly reside.

ADVENTURE FLASHPOINT: IUCHIBAN AND INTRIGUE

Concept: The PCs are Emerald Magistrates or others with reason to investigate a suspected traitor within the Imperial Court. As the investigation goes deeper, it becomes clear that at least one member of the court is in league with Iuchiban's Bloodspeaker cult. But who is the traitor? And are they something altogether more sinister than merely an opportunist or collaborator?

Themes: Investigation, Intrigue, War



A NEW WIND BLOWS (815 IC–1123 IC)

The return of the much-changed Ki-Rin Clan to Rokugan began a time of great change and social upheaval within the Emerald Empire. Some clans were frustrated about having to redraw territory lines and accommodate another powerful entity in the already complex political structure of the Empire. Others rejoiced in the wealth of knowledge, culture, and talent the Unicorn Clan had acquired during their centuries of travel.

A Clan of Horses and Samurai (815 IC)

The children of Shinjo returned from their wandering in a dramatic fashion. As the Shadowlands had spread north since their departure, they found themselves in dangerous and uncharted territory. In their haste to escape that cursed wasteland, they ignored diplomacy and simply used their powerful cavalry and mysterious magic to overrun the Crab defensive lines, going so far as to blast a hole in the Carpenter Wall. The Empire was thrown into an uproar, for at first, its people did not recognize Shinjo's clan. Along their journey, their heraldry had shifted from the Ki-Rin to the Unicorn, and they had adopted clothing and customs from the many cultures they had encountered in their journeys, such as the Ujik of the Plains of Wind and Stone and the Ganzu people of the Hidden Valley. Their language had shifted over the centuries as well. At first, many people in Rokugan mistakenly believed them to be invaders intent on conquest.

As the Unicorn forces pushed past the Scorpion Clan with the might of their heavy cavalry and made their way across the Spine of the World Mountains, the Lion Clan mobilized to respond. The two forces clashed in brutal battle until the intervention of the Crane Clan. One of the treasures the khan of the Unicorn bore was an ancient fan of surpassing beauty, and a Crane Clan delegation verified that it was the fan that Lady Doji had given her sister Shinjo, making the Unicorn the returned Ki-Rin Clan. At the Crane Clan's urging, the Emperor ordered an end to hostilities and restored the ancestral lands of the Ki-Rin to the Unicorn Clan, though the Lion Clan was bitter over the loss of fertile farmlands they had once controlled.

In the centuries following the reunion, most inhabitants of of Rokugan have come to celebrate the Unicorn Clan's return. While the Unicorn Clan has the same political tensions with its neighbors that any Great Clan does, the only unfamiliar practice that continues to cause significant conflict is the Unicorn Clan's use of name magic. With name magic, the Unicorn ritualists can command and bind spirits, a practice mastered by the sorcerous polyglot Iuchi. To this day, aspiring practitioners travel to the tower of the mysterious Grandfather Iuchi, who carries on the name and skills of Shinjo's original follower. While name magic is powerful, some within the Phoenix Clan view it as a disruption of the natural order, and fear it may destabilize long-held relationships between humans and spirits in Rokugan.

The Rise of Cities (1000 IC–1123 IC)

The tenth and eleventh centuries saw the biggest expansion of urban areas since the early days of the Empire. Several factors contributed to this growth, including the many innovations brought by the Unicorn Clan, and the vast amounts of trade along the Sand Road that their return heralded.

Various advances in agricultural techniques and tools improved crop yields, allowing villages to meet the demands of the tax assessors even as youths left for the cities in greater numbers. The harnesses and yokes brought by the Unicorn made oxen and other beasts significantly more useful, while improvements in hand-operated pumps allowed for more efficient irrigation of fields. Some farmers began to trade their own goods in neighboring towns and cities, becoming merchants themselves.

The upward mobility of the commoners is now a major issue of political contention, and in many cities the wealth and influence of merchant houses rivals that of samurai families.

The Perfect Land Beckons (884 IC–1123 IC)

In the late ninth century, a young monk of the Shrine of the Seven Thunders formulated the controversial doctrine that gave rise to the Perfect Land Sect. Yuzue believed that the conversation between Shinsei and Hantei had initiated an Age of Celestial Virtue that lasted eight hundred years—a century for each of Rokugan's founders who heard Shinsei's teachings—and that the ninth century began the Age of Declining Virtue, marked by corruption and difficulty in following the Teachings of Shinsei. To beseech Shinsei to return, the monk ceaselessly chanted the mantra "devotion to the Little Teacher." Yuzue came to believe that if enough people chanted this mantra with sincerity, Shinsei would return to usher in a new Age of Celestial Virtue.

Yuzue's student Gatai founded the Perfect Land Sect following Yuzue's death, based on a sutra she had written shortly before her passing. This scroll claimed that Shinsei did not return to the Void when he departed from the Mortal Realm, but instead dwelt in a Perfect Land within the Celestial Heavens. The Perfect Land Sect believes that those who chant the mantra can join Shinsei in the Perfect Land upon their death, rather than face judgment in the Realm of Waiting and rebirth based on their karma. In the Perfect Land, under the tutelage of the Little Teacher himself, the faithful can achieve Enlightenment without suffering on the wheel of rebirth.

Members of the Brotherhood of Shinsei railed against the Perfect Land Sect, but it quickly gained popularity among the peasantry, as it offered something previously unknown: freedom from the trials of this mortal life, and the next. Many commoners believed the Age of Declining Virtue was a reference to corruption among the samurai class. This belief led many samurai to denounce the sect, with the Phoenix Clan declaring it a heretical sect in 1045 IC. After this point, many members of the Perfect Land Sect fled into the mountains of Dragon lands, where their religious explorations are largely tolerated.

Elemental Imbalance (estimated 1060 IC–1123 IC)

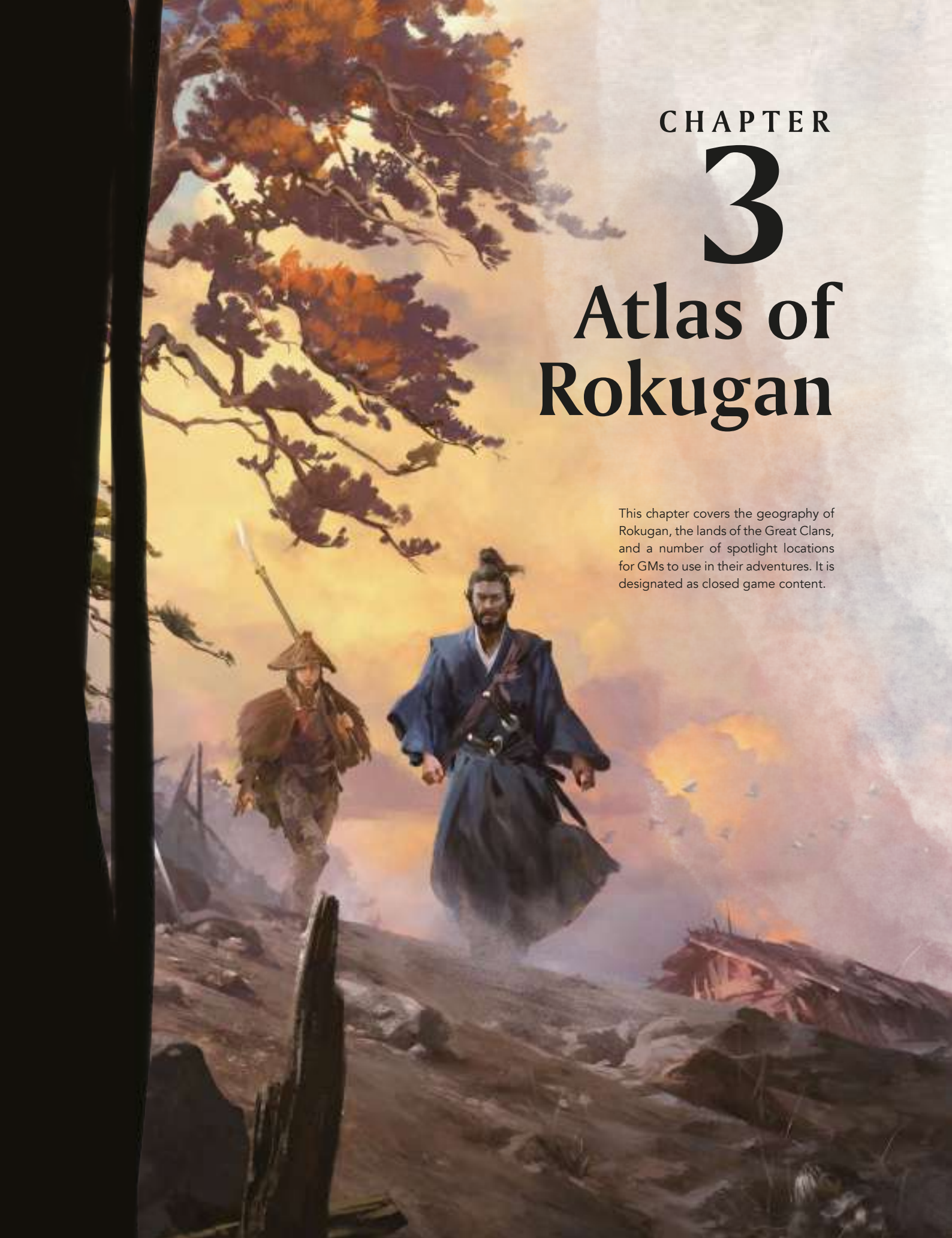
Though few outside of the Phoenix Clan know it, another threat to Rokugan swirls beneath the surface. The elements have grown troubled in Rokugan, and natural disasters are becoming more common. The reason behind the imbalance is unknown, as is the exact date it began, but it threatens to destabilize Rokugan in a way unseen for generations.

ADVENTURE FLASHPOINT: A NEW DAY OF THUNDER

Concept: Rokugan faces many crises, from the elemental imbalance to the rise of the Perfect Land Sect. The days of the samurai seem to be waning. One by one, the Black Scrolls have been opened over the centuries, and the last is bound to be opened sooner or later. Evil stirs in the Shadowlands once again. The PCs are new heroes, perhaps reincarnations of the original Seven Thunders. Will the PCs prove that the ideals of the samurai are still worth upholding even as Rokugan changes and grows? And will they seek to seal Fu Leng again, or will they find a way to break the cycle of history?

Themes: Heroism, Destiny, Cycles of History





CHAPTER

3

Atlas of Rokugan

This chapter covers the geography of Rokugan, the lands of the Great Clans, and a number of spotlight locations for GMs to use in their adventures. It is designated as closed game content.

Geography

Rokugan is a massive realm with a wide variety of topographies: vast swaths of striking coastline, plains of waving grass, high mountains, and deep, primordial forests. A map of the whole of Rokugan can be found in the introduction, on page 13.

COAST

The Rokugani people have built villages, towns, and cities on the more accessible sections of the coast to facilitate farming, fishing, trading, and travel. The rest of the coast—the cliffs, crags, and crumbling shorelines—presents far more dangers than boons and remains isolated. The coastal lands of the north tend to be rocky, from their sheer cliffs to their beaches of stones. The massive cliffs, cold and blustery winds, and roar of the chilly ocean can give even the most stoic monk pause, as the elements whip and churn around them. As a traveler moves south, the coast becomes flatter and more pleasant due to the warmer currents. With calm winds, temperate weather, and soft, sandy beaches, these coastal areas elicit tranquility and contemplation.

FORESTS

Among the forest birdsong and sighs of cicadas are echoes resonating from other realms. Ethereal forms dart about in the periphery of perception beneath the shifting canopy's shadows. Even in the absence of sounds, one can hear a forest breathe. Forests are living beings, each with its own unique temperament. The Shinomen Forest, the Kitsune Forest, and several other massive, ancient forests are well-known spiritual locations in Rokugan. Anyone would be a fool to enter such a woodland without first learning its rules.

PLAINS

Much of central Rokugan is covered by sweeping plains. These regions are fertile farmlands, filled with villages that produce the majority of Rokugan's food. Crisscrossed with rivers and broken periodically by rolling hills, Rokugan's heartland is a stunning sight. From a hilltop or castle wall, one can see over vast distances, tracking storms for hours as they approach. In times of war, it is not storms but armies that wrack the land, for the value of this farmland has made it contested ground many times over the centuries by the Great Clans.

MOUNTAINS

The mountains of Rokugan limn the horizon, whispering of a tumultuous age when the ground heaved upward until stone met sky. Once bringers of catastrophic change, they are now slumbering giants, insurmountable by even the ocean's winds. Their chaotic forms create expansive walls, defining the borders of Rokugan and its internal territories, but they are far more than just barriers. The Spine of the World Mountains cut across Rokugan, creating a natural barrier between north and south, while the Great Northern Mountains and Twilight Mountains set the boundaries of Rokugan's domain.

RUINS

Ruins never truly die. They hold the memories of their previous lives and the anguish of their decay. These memories infuse ruins with distinct personalities. Stone ruins, leftovers from castles or noble estates, stand proud despite their disrepair. What remains of a crumbling structure provides a landmark for travelers and a refuge against wind and rain. The oldest of ruins tend to be packed-earth structures or burial mounds, the simplest of construction, almost indistinguishable from any natural structure. Few such burial mounds remain, however, for many were defiled by Iuchiban during his war on Rokugan or by the Bloodspeaker cultists he inspired in the years since.



The Lands of the Great Clans

Each of the Great Clans administrates a number of Imperial provinces, and each province is in turn ruled by a member of a Great Clan's main families or vassal families. Minor Clans, monasteries, and other organizations hold sway over small swaths of Rokugan, but the majority of the Emerald Empire is ruled over by the Great Clans.

CRAB LANDS

The Crab Clan makes its domain in the south of Rokugan. The further south one travels, the more the grip of the Shadowlands can be felt upon the land. The Crab Clan's lands end at the Carpenter Wall, from the towering heights of which it feels one can peer into the abyss itself.

The Lands of the Hida Family

As a traveler approaches the Carpenter Wall, the lands steadily grow rockier and drier. Once the rice paddies grow rare and the ground becomes marred with the crushing footfalls of repeated marches, one has entered the Hida family's domain. The harsh landscape reflects the grim attitude of its ruling family. Visitors from the other Great Clans are rare and when they do show up, they are regarded with suspicion and considered liabilities.

Whether samurai or commoner, almost everyone in the region has a nightmarish story of a hungry monster in the night, a bloody mist that stole away dozens of villagers, or another horror more unspeakable still. Some of these stories draw to a close tragically, but many end with the arrival of a Hida champion who drives back the night once again.

Hida Palace

Hida Palace is easily the most fortified palace in Rokugan. Its thick stone walls tower over 180 feet high, their rough surfaces lined with the latest Kaiu war machines. Giant gates partition the outer walls into a series of kill zones intended to corral invaders. Pulsing through the air are the beats of taiko drums directing the marches of practicing troops. Many soldiers wear heavy armor and grim expressions.

The most striking feature of this palace is mounted above its main entrance—the skull of the Maw, an ancient demon from Rokugan's past grinning out threateningly at all who arrive. The interior of the palace is austere, its only decorations being the banners of the Crab families. Within these halls, adventurers can seek permission from the Clan Champion Hida Kisada to enter the Shadowlands. However, visitors should beware: Hida Kisada is known to hate those who seek glory with no greater purpose.

Sanctuary Rock Garden

The constant state of warfare leaves many among the Crab Clan in need of mental, physical, and spiritual healing. To help its soldiers, Crab Clan healers have created Sanctuary Rock Garden, where traumatized soldiers have access to proper care, guidance, and peaceful meditation spaces so they can recover as much as possible from the horrors of their pasts and graduate to safer and more mundane environments and professions as far away from the Shadowlands as the northern border of Crab land allows.

The Landless Hiruma

Beyond the Wall, in the foothills of the Twilight Mountains, Daylight Castle waits. Shadowlands beasts crawl through its halls, defiling the majestic fortress. Claw marks scar the stone. Bones litter the floor. All is dark and putrid. According to the tales, though, within is Candle Temple, radiating with a divine light. It is a shining beacon calling out to the family for which it burns. Under its guardianship, the last surviving remnants of Hiruma history wait to be reclaimed.

For more on Daylight Castle, see **A Grim Inheritance** on page 354.

Cherry Blossom Snow Village

Far to the north remains one of the few towns still overseen by the Hiruma. Cherry Blossom Snow Village is a place unscarred by war, and Hiruma scouts in need of rest and recovery are sometimes sent there for a time as administrators to be reminded of what it is that their efforts protect. This "village" is nearly the size of the city, and its major export is lumber harvested from the fringe of the Shinomen Forest. However, it is most famous for the ethereal scene of its cherry trees dropping petals across the icy lake that sits at the heart of the town each spring.


Toritake
CASTLE OF THE FALCON
Shinomen Forest
CHERRY BLOSSOM SNOW VILLAGE
RAZOR OF THE DAWN CASTLE
Kaiu
FACE OF THE EAST CASTLE
CARPENTER CASTLE
Crab Lands
CASTLE OF THE FOX
Kuni
THE PORT THAT NEVER SLEEPS
CASTLE OF THE SPARROW
POOL OF VILE REFLECTIONS
SANCTUARY ROCK GARDEN
CASTLE OF THE EARTH
Twilight Mountains
THUMBGIRL'S BLOOD-NOURISHED TREE
CASTLE OF THE FORGOTTEN
YASUKI ESTATES
Southern Crane Lands
BLACK TEAR PEAK
DAYLIGHT CASTLE
Hida
CLEAR WATER VILLAGE
FORGOTTEN TOMB OF FU LENG
HIDA CASTLE
TEMPLE OF THE MORNING SUN
RIVER OF THE LOST
The Shadowlands
FALSE LANTERN GROVE
Earthquake Fish Bay
Yasuki
THE DEFILED COURT OF LADY YUKIKO
FRIENDLY TRAVELLER VILLAGE
THE LOST LIBRARY
BRIDGE'S LAST HOPE
FALLEN CHRYSANTHEMUM LAKE
Festering Pit
Beyond lies the Pit of Fu Leng
The Lands of the Crab and the Domain of Fu Leng

The Lands of the Kaiu

Compared with much of Crab territory, the provinces of the Kaiu are pastoral and calm. Commoners farm safely behind the Kaiu's meticulously maintained sections of the Carpenter Wall. The only interruption of the peaceful ambiance comes with the occasional, if noisy, testing of new war engines. Even then, the Kaiu's citizens find comfort in hearing the family's siege engines smashing hills into bits. Most visitors to the Kaiu lands are either traders avoiding Shinomen Forest on their way to various mountain passes or warriors in search of masterwork Kaiu weapons.

Carpenter Castle

Carpenter Castle, also known as Kaiu Castle, predates and adjoins the Wall. Within its seamless stone facade, master smiths and engineers build the Crab Clan's future. The interior of Carpenter Castle is almost entirely mechanized. It has platforms that rise and lower via groups of clever pulleys and counterweights, gear-propelled conveyor belts made of reed mats, a complex alarm system, lever-operated gates. In the entrance hall stands a famous music box boasting a wide selection of twinkling songs. All of this wonder seems taken for granted by the bustling engineering students, whose pockets overflow with scales, templates, and rolls of schematic-covered paper. Their quiet discussions fill the wide rooms with a soft hum, creating a contemplative atmosphere. Outside, everything is much louder. Prototype war engines line the Carpenter Wall and unleash destruction on the Twilight Mountains beyond. There are nooks along the walkway where teachers and their pupils can duck in case of a machine's failure.

The Sorcerer's Disciples

Iuchiban was a heretical sorcerer who twice brought the Empire to its knees, unleashing the scourge of the undead upon Rokugan. The second time his forces marshalled, many of his disciples rallied in the Twilight Mountains, striking from the northern reaches of these mountains. Stories of sorcerous dens, vile rites, and ancient tombs filled with forgotten horrors in these mountains abound.

Face of the East Castle and Golden Carp Marketplace

The Golden Carp Marketplace lies at the base of the Kaiu family's Face of the East Castle. There, the Unicorn and Crab engage in trade. While much of the market is legitimate, it also hides a thriving underbelly, one of the largest forbidden markets in all of Rokugan. Criminals conduct their business unnoticed, or even encouraged when it results in access to critical supplies that would otherwise be unavailable. The constant flow of merchants allows illegal items to slip through the Golden Carp Marketplace with ease. Smugglers employ the desperate to pick over Crab battlefields, recovering and selling everything from common weapons to priceless heirlooms. A samurai looking to outfit themself with Kaiu weapons can either purchase them at this market or seek them via even less legitimate means.

Razor of the Dawn Castle

A fortress rarely attacked by Shadowlands horrors, Razor of the Dawn Castle is in a naturally defensible position between two rocky hills. This makes it an excellent staging ground for ventures into the Shadowlands. Its proximity to both the Shinomen Forest and the lands of the Falcon Clan also make it a place where the Phantom Hunters of that clan and the skilled monster hunters of the Crab Clan often confer and collaborate on particularly difficult tasks.

The Lands of the Kuni

Several hundred years ago, something began to grow and fester underneath the territories of the Kuni. Plants withered, water became foul, and ritualists lost contact with the spirits. The Kuni began to evacuate and cleared out their invaluable libraries just before hordes of Shadowlands creatures clawed out of the ground. This subterranean army was tunneling into the heart of Rokugan, led by an oni named the Witch of Calamity. The oni's apparent defeat came due to the ingenuity of the Kaiu. Combat engineers diverted aquifers, collapsed tunnels, and invented brutal traps and machines. The Kuni blasted the oni's vile influence from the land with devastating magic, rendering it a vast wasteland. Yet many of the tunnels beneath the land are still filled with horrors, and the Kuni periodically venture into these terrifying, claustrophobic pits to smite the evils that lie within. Some of these tunnels are said to spread as far as the Shinomen Forest, and many purifiers fear that fragments of the Witch of Calamity's power are coalescing to threaten this sylvan realm even today.

Castle of the Earth

Every Crab castle is a near-impenetrable fortress, and the comparatively small seat of the Kuni family is no exception. The barracks filled with loud guards surround the castle, but rarely, if ever, do they go in. The dark halls are nearly abandoned save for a few archivists. The castle appears to be completely empty, for the Kuni laboratories and library are hidden underground. Outsiders are not permitted to browse the Kuni's research without permission from Kuni Yori, the imposing lord of the castle. However, once a year at the winter solstice, the castle hosts the Kuni Symposium. Purifiers return from their country-wide trek to join their family and a few select guests from other clans, and other mystics who have emerged from their lairs. The event is filled with displays of anatomical charts of clawed and tentacled horrors, preserved body parts such as monstrous fangs and strange organs in jars, artifacts brimming with the power of the Shadowlands, translations of texts from faraway lands or ancient ruins, crystals, amulets, and revised systems of wards.

The Lands of the Yasuki

In the centuries since they left the Crane Clan and joined the Crab Clan, the Yasuki have transformed the sleepy fishing villages of Earthquake Fish Bay into exuberant centers of entertainment and commerce. It is their mission to fund the Crab's war against the Shadowlands, and they work to accomplish this goal by any means necessary. However, the Yasuki face another challenge here: the family's bad blood with the Crane Clan has made it the frequent target of some of the most powerful political figures in Rokugan for over five centuries. To stay one step ahead of the Crane Clan, the Yasuki family has had to forge ties with pirates, criminals, and others who operate outside of the law.

Friendly Traveler Village

Friendly Traveler Village is rightly called the sake capital of Rokugan. Nearly every other building is a brewery, each with its own special brews and promotions. The local theaters have a popular appeal, performing crude comedies and music that is easy to sing along to while intoxicated. At night, the village is lit with hundreds of paper lanterns, leading the intoxicated to their beds or at least to a comfortable patch of grass. Friendly Traveler Village also hosts a large criminal contingent, and is raided often by Emerald Magistrates, frequently at the behest of members of the Crane Clan within that organization.

Yasuki Estates

The cliffside estates of the Yasuki are masterpieces of architecture. These cliffside mansions elegantly nestle into the rock face like nesting seabirds, safe and comfortable above the gently lapping seas overlooking Earthquake Fish Bay. Below, long grids of docks harbor a fleet of merchant ships. Visitors disembarking their vessels traverse the pale maple planks to a winding road. Merchants flock to the Yasuki Estates, as do treasure seekers. Many rare items pass through Yasuki hands, after all. The Yasuki also deal in information; if they do not have what someone wants, they likely know someone who does.

The Carpenter Wall

While it is not a domain unto itself, nearly anyone traveling in Crab lands will feel the presence of the Carpenter Wall. Hida Palace is built into this massive structure, as are the many watchtowers that serve as keeps along the Wall. Sophisticated systems of warning and communications are maintained along the Wall as well, and between the Wall and the forces stationed behind it. These include fleet-footed messengers; acoustic methods like signal arrows, drums, and horns; and visual methods such as signal fires and smoke arrows.

The Kaiu Towers

Foremost among the strongpoints are the twelve Towers. The southeasternmost of these is designated the First Tower; they are then successively numbered to the Twelfth Tower, which overlooks the Plains above Evil to the far northwest. Each tower is laid out in essentially the same way, with a stout outer stone wall, enclosing a number of courtyards connected by strong gates. An enemy that breaches the outer stone walls is contained in a courtyard and subject to attack from the surrounding ones, making each of these into a killing zone. The innermost wall contains the keep, the last line of defense for a tower. The keep is itself a formidable fortress, well provisioned in order to withstand a lengthy siege. Massive gates allow large forces to exit a tower to charge enemies as well.

LIFE ON THE WALL

Life on the Wall, or in the armies stationed behind it, is difficult, stressful, and dangerous in a way that most Rokugani really can't appreciate without experiencing it themselves. Crab forces must live in a state of constant readiness, forever poised to launch themselves against foes that personify mind-blasting horror.

For at least one week out of every four, however, the defenders are rotated. They are either moved into a "depth" position behind the Wall or, very infrequently, briefly paused from their duty. Soldiers on respite get drunk; play games such as Fortunes and Winds (a popular dice game), moksha patam (a board game imported from the Ivory Kingdoms), and draw-lot plays (a social game of portraying characters); and often engage in the popular Crab Clan pastime of brawling.

Watchtowers

Interspersed along the Wall between the Kaiu Towers are a multitude of smaller watchtowers. Each of these is garrisoned by a company led by a captain; lesser watchtowers contain squads commanded by a sergeant. A group of three to five watchtowers, often called a Great Watch, has one of these commanders (normally a senior captain) as its overall commander, who reports to the nearest Kaiu Tower.

Watchtowers are officially designated based on the Tower to their south and east. For example, the first watchtower west and north of the Fourth Kaiu Tower is the First of the Fourth Watchtower; the next along is the Second of the Fourth Watchtower, and so on. The towers also have more poetic names used by their inhabitants.

Curtain Walls

The curtain walls that connect the watchtowers and the Kaiu Towers are what most Rokugani envision when they think of "the Wall." These are, indeed, imposing structures—from fifty to one hundred feet tall, up to twenty feet thick and extending deep into the bedrock. Most citizens of Rokugan imagine these massive walls being constantly lined with Crab troops, but the truth is more complicated. While the Crab Clan does make a determined effort to hold threatened sections of the curtain wall, its strategists know that a single, linear defense is simply too fragile to be reliable. Accordingly, the main purpose of the curtain wall is to delay attackers, letting the Crab Clan maneuver forces behind the Wall in order to block and destroy incursions.

Tunnels

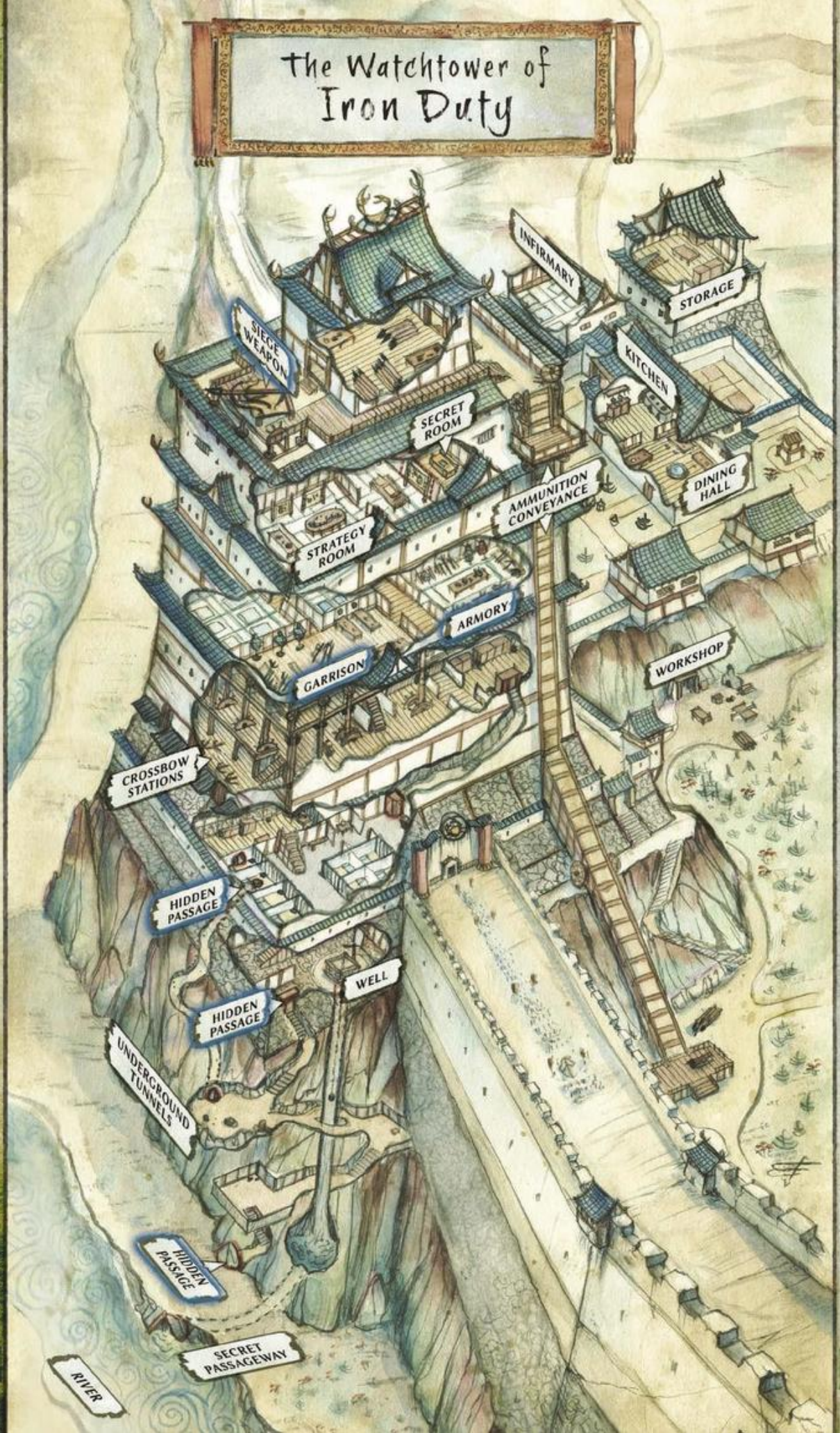
The weakest point in any defensive work is a passage through it, such as a gate. Each of the Kaiu Towers incorporates a massive and heavily defended gate, but these are not the only ways into and out of the Shadowlands. To allow for the much more frequent access by smaller forces, such as patrols and scouting parties, elaborate systems of tunnels are constructed to allow passage under the Wall's defenses. Some are dug for specific purposes and collapsed when they are no longer needed. Other, more permanent complexes are protected by cunning and deadly traps, small parties of dedicated defenders, or their twisting, labyrinthine nature. The local nezumi are instrumental in the construction and maintenance of these vital passages.

Garrisons

The sheer size of the Wall means garrisoning at full strength along its length is impossible, so large cadres are maintained at the Kaiu Towers, with smaller forces stationed at intervening watchtowers. Unless an attack is imminent or underway, most sections of the curtain wall are only patrolled at irregular and unpredictable intervals. The bulk of Crab forces are stationed behind the Wall, encamped at places such as Carpenter Castle, Castle of the Earth, or Hida Palace. This allows them to quickly deploy to reinforce sections of the Wall or block and destroy incursions that breach it.

COMBAT ON THE WALL

No two attacks from the Shadowlands are the same. One may consist of a ravenous swarm of giant insects that advance toward defenses with chaotic abandon. The next may be a horde of undead shambling forward in eerie silence, and the next an incursion by shapeshifting oni seeking to infiltrate the defenses and attack them from within. Ultimately, the nature of the Shadowlands is such that attacks are predictable only in their unpredictability. To deal with these myriad horrors, the Crab Clan meets each attack according to its particular nature with an adaptable defensive mindset.


The Watchtower of
Iron Duty
INFIRMARY
STORAGE
SIEGE WEAPON
KITCHEN
SECRET ROOM
DINING HALL
AMMUNITION CONVEYANCE
STRATEGY ROOM
ARMORY
GARRISON
WORKSHOP
CROSSBOW STATIONS
HIDDEN PASSAGE
WELL
HIDDEN PASSAGE
UNDERGROUND TUNNELS
HIDDEN PASSAGE
SECRET PASSAGEWAY
RIVER

Location Spotlight: The Watchtower of Iron Duty

Each watchtower is a formidable strongpoint, equipped with siege engines and other weaponry, somewhat like a scaled-down tower. However, their primary purpose is surveillance and warning. They are neither designed nor provisioned to withstand a protracted siege, being expected to hold for only a few days at most. The Watchtower of Iron Duty is one such site, famous for the heroics of its garrison in holding out for a full week during the invasion of The Maw.

Key Places

The following are the key locations of the Watchtower of Iron Duty.

Armory. The armory of the Watchtower of Iron Duty is equipped with numerous weapons, including enough crossbows to equip a small regiment.

Garrison. The garrison holds the soldiers who maintain shifts at the Watchtower of Iron Duty. It is also the site of the guest quarters, should the tower receive visitors.

Hidden Passages. The hidden passages that snake beneath the Watchtower of Iron Duty run to the nearby nezumi village of the Scorched-Fur. Three-Toes, a Scorched-Fur nezumi, is tasked with commanding the small group that guards them and liaises with the humans above to trade news of the Shadowlands from time to time.

Siege Weapon. A massive ballista, the pride and joy of Commander Hida Suzu, sits atop the Watchtower of Iron Duty. Capable of devastating even the most resilient of foes from afar, it is a terrifying weapon.

Notable People of the Watchtower of Iron Duty

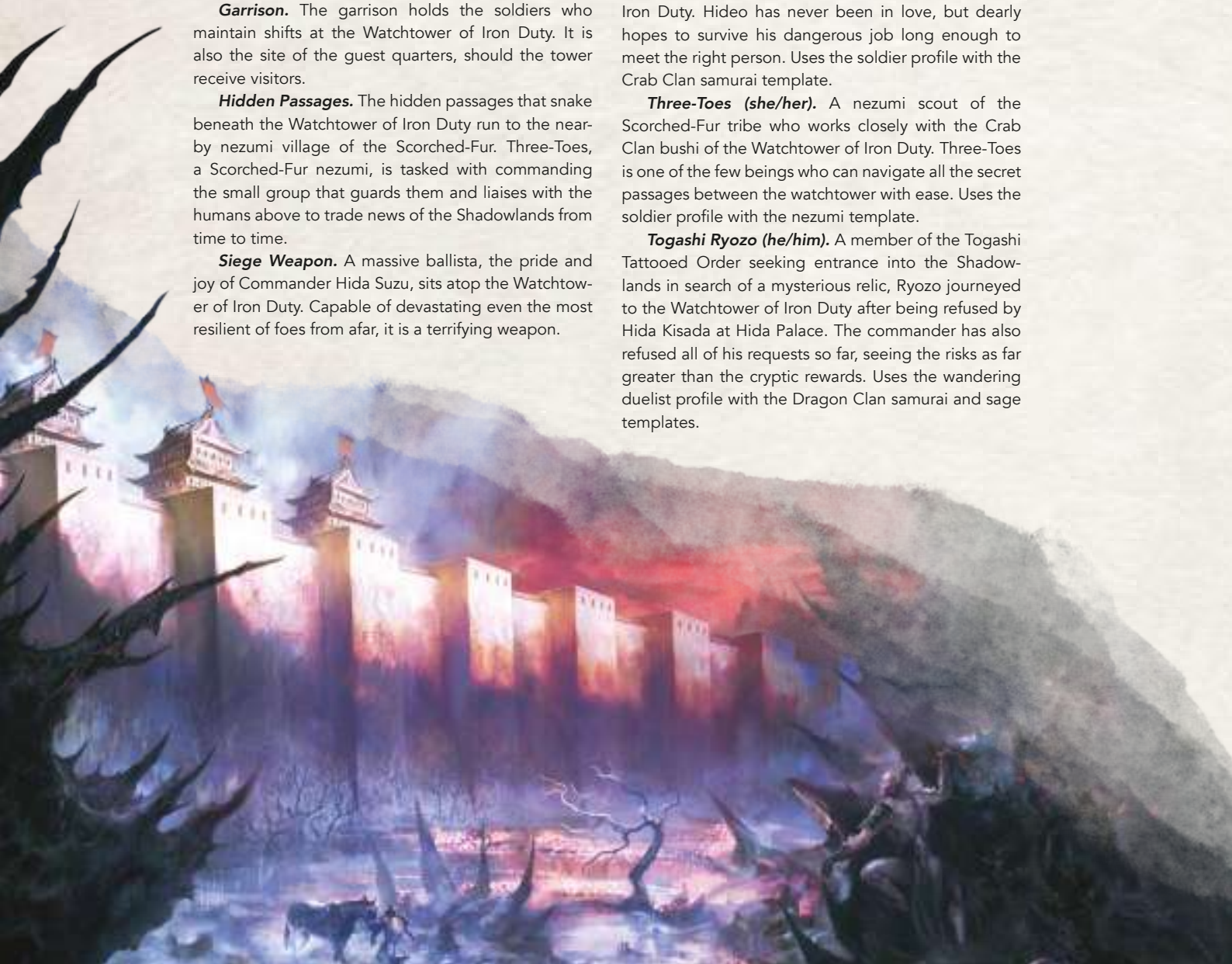
The PCs might encounter one or more of the following NPCs at the Watchtower of Iron Duty. The suggested profiles and templates for these NPCs can be found beginning on page 386.

Commander Hida Suzu (she/her). Boisterous and seemingly taking up more space than her actual modest height would suggest, Hida Suzu is the commander of the Watchtower of Iron Duty. She can often be found inspiring her troops by participating in drills or finding new, increasingly impractical things to fire from the tower's ballista. Beneath her sunny demeanor is someone who has seen too many die senselessly, however. Uses the provincial lord profile with the Crab Clan samurai template.

Sergeant Hida Hideo (he/him). Quiet despite his towering height, Hida Suzu's brother Hideo is the drill-sergeant for the barracks at the Watchtower of Iron Duty. Hideo has never been in love, but dearly hopes to survive his dangerous job long enough to meet the right person. Uses the soldier profile with the Crab Clan samurai template.

Three-Toes (she/her). A nezumi scout of the Scorched-Fur tribe who works closely with the Crab Clan bushi of the Watchtower of Iron Duty. Three-Toes is one of the few beings who can navigate all the secret passages between the watchtower with ease. Uses the soldier profile with the nezumi template.

Togashi Ryozo (he/him). A member of the Togashi Tattooed Order seeking entrance into the Shadowlands in search of a mysterious relic, Ryozo journeyed to the Watchtower of Iron Duty after being refused by Hida Kisada at Hida Palace. The commander has also refused all of his requests so far, seeing the risks as far greater than the cryptic rewards. Uses the wandering duelist profile with the Dragon Clan samurai and sage templates.



CRANE LANDS

The lands of the Crane are among the most geographically diverse in Rokugan, from the clan's verdant northern fields and grasslands, to the rich temperate forests along its northwestern border, to the marshy wetlands dominating its southern provinces. The ancestral Crane lands stretch along the eastern territories of Rokugan, and Crane lands account for seventy percent of its coastline, encompassing rocky cliffs, offshore island clusters, deep bays, and serene, pale beaches. Rivers carve valleys through the ancient mountain range dividing the lands into northern and southern provinces. Abundant with rice paddies in the floodplains, docks and fishing villages on the coast, and rich orchards around palatial estates, Crane lands are considered to be the breadbasket of the Empire.

The Lands of the Doji

The Doji family directly rules over the largest portion of Crane lands, overseeing the pastoral provinces that generate much of the Emerald Empire's wealth. However, the family's main estate of Doji Palace is actually much further north, to better access the Imperial Court. This physical distance between the highly influential cultural center to the north and the more rural but no less vital provinces to the south can make assignments to the outskirts of Doji lands seem like a punishment, as it puts a samurai far from the wheels of political power.

Doji Palace

Also called the Esteemed Palaces of the Crane, Doji Palace is a set of estates designed for aesthetic beauty, and is one of the most common host locations for the yearly Winter Court. Set atop striking cliffs overlooking the sea, the palace has everything needed to make guests comfortable, including dedicated guesthouses for each of the Great Clans and visitors from the Imperial Court.

The Quiet City

Around a series of cascades and waterfall basins, the rocky terrain is covered with lush maples, tall oaks, and thick bamboo groves. Yet the seclusion of this untouched wood shelters one of the Doji's most important cities. The Quiet City, as it is called, it is the home of the illustrious Doji Academy, where students train in courtly arts, political theory, and diplomatic etiquette. Built around the academy with the transient student population in mind, it boasts a few distractions from daily life, such as a theater, a park, and some restaurants, as well as a vibrant nightlife in spite of its size. The predominant shrines include a shrine to the Fortune of Romantic Love and one to Doji Nio, Lady Doji's second son.

The Lands of the Asahina

The Asahina rule the southernmost portion of the Crane Clan's lands, abutting the lands of the Yasuki. These fertile lands on a massive river delta usually generate a large surplus of crops to keep the Crane Clan's coffers overflowing, and wealthy ports like The Port that Never Sleeps further fuel the Crane Clan's economy.

Asahina Shrine

A historical site dedicated to the marriage of Isawa Asahina and Doji Kiriko, this shrine is a reminder of the Asahina family's history and the importance of its pacifistic philosophies. Though the two met on a battlefield, the pair found common ground that eventually led to love. Their story reminds members of the Asahina family to this day that compassion, not violence, is humanity's greatest problem-solving tool.

The Port that Never Sleeps

The Port that Never Sleeps is covered in more detail in the Spotlight Location on page 325.

The Lands of the Daidoji

The Daidoji family's holdings are in the center of the Crane Clan's lands. This is vital, as the Daidoji must be able to reach any Crane province quickly to offer a swift defense if needed. The rivers make transporting troops from one garrison to another easier as well, giving the Daidoji's fabled Iron Warriors the ability to counterattack where they needed, then quickly return to their main fortifications to resupply and rearm.

Son of the Crane Castle

Once the lakeside estates of Doji's son Hayaku, the eventual founder of the Daidoji family turned his residence into a fortress after his harrowing journey in the Shadowlands, to ensure that the Crane would always have valiant defenders at the ready should crisis come to Rokugan. The castle contains an expansive library of military history to rival the Akodo War College, as well as shrines to various Daidoji champions of past eras. The legendary Daidoji Iron Warriors are trained here.


LOYALTY CASTLE
IMPERIAL CITY
KAKITA PALACE
Kakita
SON OF THE CRANE
THE QUIET CITY
LAKE OF SORROWS
SEVEN FOLD PALACE
EXTREMED PALACES OF THE CRANE
Northern Crane Lands
RIVER OF THE BLIND MONK
DAUGHTER VILLAGE
CASTLE OF THE WASP
SHRINE TO THE FORTUNE OF LOVE
Flying Fish Isles
Doji
Meadows
TANGLED PATH VILLAGE
CAVE OF THE STONE CHILDREN
KAORI TEA FARM
WALL ABOVE THE OCEAN VILLAGE
PROSPEROUS PLAINS CITY
THE SUMMERLANDS
CASTLE OF THE FOX
Daidoji
Crane Lands
THE PORT THAT NEVER SLEEPS
WHIRLPOOL OF THE GREAT SEA SPIDER
Southern
HEAVEN'S WISDOM TEMPLE
PALACE OF THE MANTIS
ASAHINA ESTATES
ASAHINA SHRINE
Asahina
Islands
CITY OF LIGHTNING
TEMPLE OF THE MORNING SUN
Coastal
The Lands of the Crane
and the Holdings of the Mantis

Prosperous Plains City

A large city in Daidoji lands and a major economic center for the Crane Clan, Prosperous Plains City has numerous features to draw travelers. It is home to the Wind God's Market, a massive open courtyard full of vendors from across Crane lands, as well as a large shrine to the Fortune of Roads, where travelers hoping for a swift or safe journey can pay their respects in hopes of the Fortune's blessing.

The Lands of the Kakita

The Kakita rule the northernmost part of Crane lands, closest to the Imperial City. This region is highly developed, with numerous large cities, academies of note, and other major institutions. The Kakita's lands are also the nearest to those of the Matsu of the Lion Clan, which has certainly not helped the ancient grudge between the Kakita and the Matsu that dates back to their founders' dramatic duel.

Kakita Palace and the Dueling Academy

The most renowned duelists of the Emerald Empire are trained in the Kakita Dueling Academy. Located inside of Kakita Palace, the facility features training grounds, texts on theory and meditation, and no shortage of skilled opponents against whom to practice. The Kakita tradition focuses on mastery of a single strike—iaijutsu, or the draw-cut—and there is no better place to study this martial style than here.

The Seven Fold Palace

The Seven Fold Palace is an architectural marvel, thanks to the influence of the castle architects who train and practice there. Every detail of the campus, from the joinery used to create the wooden fixtures to the quality of the food served to guests, is an experiment in crafting excellence. From blacksmithing to origami to cuisine, many arts are practiced here. The Seven Fold Palace's occupants are divided into apprentices, journeymen, and masters. On the masters' council sits one master of each craft: a master swordsmith, a master koto maker, a master armorer, a master architect, and several dozen others. It can take decades of study to reach the rank of journeyman, and only a rare few achieve the rank of master.

Location Spotlight: The Port that Never Sleeps

Deep on the southern coast in the Crane lands sits the Port That Never Sleeps, an eclectic old port town pulled up from the silt and the driftwood. The harbor squats at the bottom of an old crater basin on the coast, tucked between two high, arching promontories. This "spilled cup" forms an easily defended natural harbor. The town spreads across the basin and up either side. The city tells its uncertain history in its winding alleys, its switchbacks, its dead ends, hovels, crooked streets and old, moldering houses. Yet in recent years, it has experienced an economic boom thanks to trade that comes in through the coastal islands, making its architecture an odd mix of opulence and decrepitude.

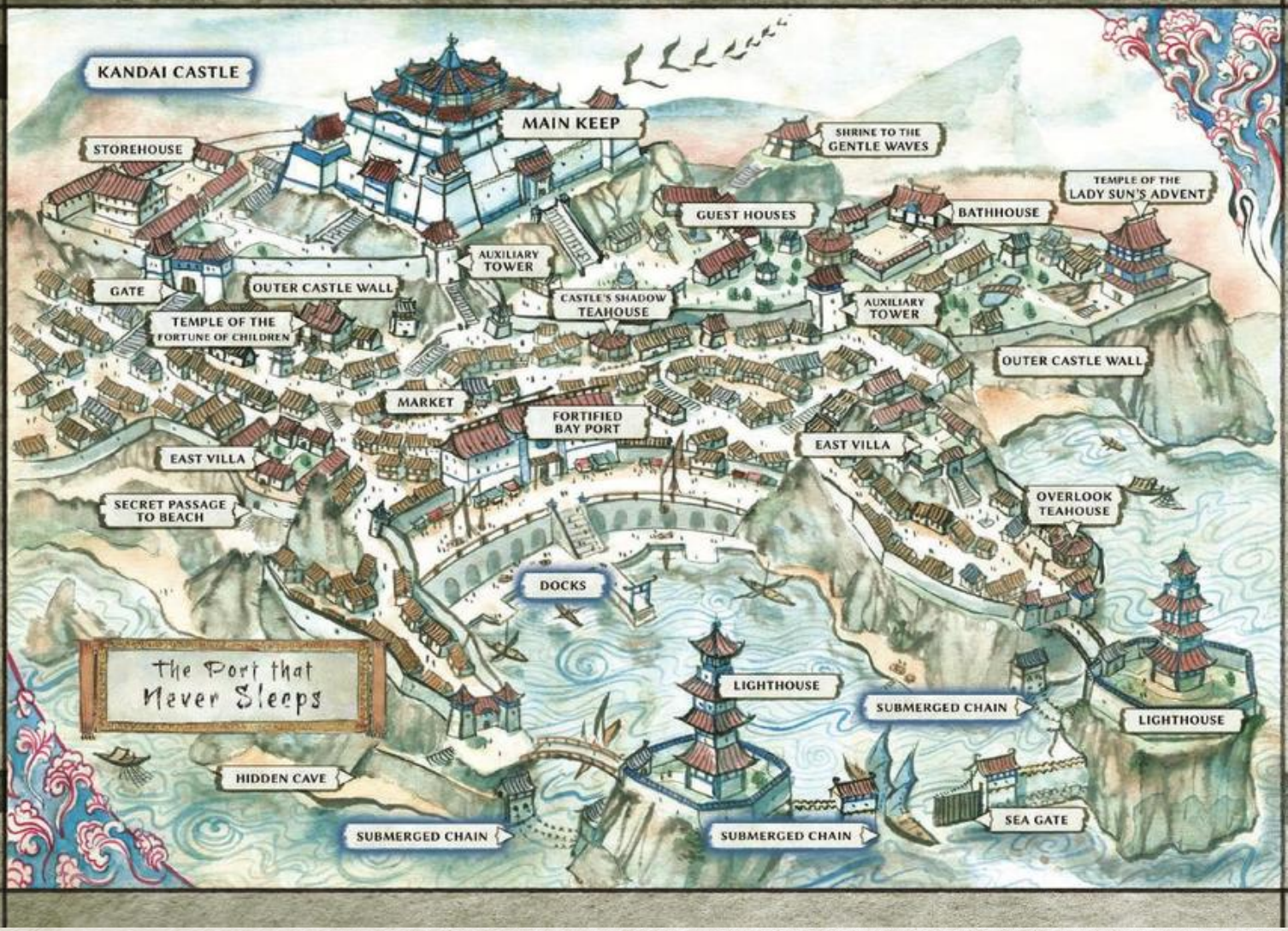
The Port that Never Sleeps is the place to go if one is looking for a particular item, or wants to find passage on a ship up the coast or out to the Coastal Islands. The town magistrate has also offered some legal protections to rōnin and mercenary groups looking for work there, which means that plenty of swords for hire now call the city home.

Key Places

The following are key places of The Port that Never Sleeps.

Kandai Castle. Kandai Castle rests high on the slopes over the bay, on the sharp northern promontory above the Port That Never Sleeps. There, it overlooks the water as though admiring its own reflection. Designed to evoke the eagerness of youth, it once stood proud and handsome; yet, while it is still quite young for a Rokugani castle, its towers have begun to show their age; the lacquer is decaying in the sun, and sparrows have nested in the gables. Yet the castle remains quite functional. The red-orange lacquer on Castle Kandai's timbers hardens and fireproofs the wood, and the color helps mariners to see the outer towers from afar; many of the towers serve double duty as lighthouses.

Port Defenses (Submerged Chains). In order to protect the stability of their hub, the Crane have built watchtowers, established a guard patrol, and installed an unusual defense mechanism at the entrances to the bay: massive chains attached to either side of the harbor entrances that rest at the bottom of the sea until pulled taut. While taut, the chains are obscured just below the water and can scuttle any ship that tries to pass.



The Docks. Paths cross and uncross at the unruly docks, where unexpected alignments and rivalries form. Crane courtiers charter sleazy mercenary boats to convene with pirates upriver. Children sell oysters by the sack and scramble before the buyers notice they're mostly just wet rocks. Castle guards sneak out to the fighting rings just in time to place bets on their captain. Undercover magistrates investigate corrupt magistrates smuggling illegal goods. Veteran naval officers and mangy opportunist rōnin crews set sail from the harbor at midnight, racing for the same prize.

Notable People of The Port that Never Sleeps

The PCs might encounter one or more of the following NPCs in the city. The suggested profiles and templates for these NPCs can be found beginning on page 386.

SLEEPLESS NIGHTS

Several powerful merchant families openly oppose Crane rule of the port, and friction has turned to flouting of the law and increasingly open resistance. The castle daimyō, Asahina Susumu, would delight to see the rebellious merchants arrested, fined, and imprisoned, and has assigned many magistrates to this effort. Unfortunately for Susumu, corruption runs rampant among the magistrates of the port, and progress has been glacial. The PCs might be hired by Susumu to bring in the rebellious merchants, hired by the merchants to send a message to Susumu, or even hired by both to deal with the other!

Asahina Susumu (he/him). The lord of Kandai Castle and highest-ranking Crane Clan official of the city. Susumu wants to regain control over the powerful merchants of The Port that Never Sleeps, but fears creating too much chaos in the city. Uses the provincial lord profile with the Crane Clan samurai template.

Magistrate Shinako (she/her). The chief magistrate tasked with enforcing the law in the city. Shinako is on the payroll of Seijun, who has her focus on hunting pirates rather than enforcing Crane laws upon the local merchant houses. Shinako is very dedicated to the status quo, which makes her job easy and keeps her pockets lined, but does earnestly try to solve serious crimes when they occur. Can often be found in the Castle's Shadow Teahouse. Uses the soldier profile with the Crane Clan samurai and investigator templates.

Seijun (she/her). The head of the Open Sky merchant house, and speaker for all of the local merchant concerns. Seijun feels open conflict is bad for business, but wants to avoid greater legal restrictions being placed by Susumu (or anyone else). Can often be found in the Overlook Teahouse. Uses the crime lord profile with the socialite template.

Yubi (she/her). The youngest and most (in)famous fence in town. Whether this notoriety makes the ambitious eighteen-year-old the best or worst dealer of illicit goods is up to debate. Yubi will always take a quick payout over a long-term bet, and sides with whichever of the town's movers and shakers offers the best incentive at the moment. Can often be found at the Shrine to the Fortune of Children paying local urchins for information. Uses the ruffian profile with the trickster template.



DRAGON LANDS

The Dragon Clan inhabit the harsh mountains to the north. To many travelers, the mountains seem inhospitable, yet Togashi's followers have carved out a place for themselves in this marginal environment. The crops and diet here are quite different than in other parts of Rokugan, with barley, oats, and animal products from goats and yaks making up an important part of the staples.

Lands of the Togashi

Unlike other Great Clan families, the lands of the Togashi are not subdivided into provinces but constitute a single province. They sprawl across the desolate, forbidding mountains of the Great Northern Climb, largely inaccessible and almost wholly undeveloped. There are few roads, none of which are regularly maintained, and little arable land. The landscape is truly stark yet beautiful, barren rock shaped by volcanic eruptions, rushing rivers and spectacular waterfalls, and the patient chew of wind, water, and ice.

The High House of Light

The High House of Light is the primary holding of the Togashi family, an imposing structure perched on a mountainside and reachable only by ascending an obscure path of one thousand steps. It is probably the most prominent temple in the Dragon lands, serving not only as a holy place, and a monastery for the Togashi family, but also as a fortress, a training facility, and the ancestral home of the Dragon Clan Champion. The members of the Togashi order who reside here pursue Enlightenment through meditation, contemplation of the world, study of the Teachings of Shinsei, pursuit of martial arts, and their enigmatic tasks to further Togashi's vision.

Wisdom's Overlook

Built in the sixth century atop a high mountain peak north and west of the High House of Light, the shrine to the Fortune of Wisdom is likely the least resplendent shrine to a Great Fortune in the Empire. Visitors pass through a torii arch located near the base of the mountain, meaning that they must make a lengthy climb—emblematic of an arduous pilgrimage—to the shrine proper, a plain edifice of grey stone and black slate roofing tiles.

Tradition dictates that those who come here to worship the Fortune leave an offering of something made with their own hands. These gifts to the Fortune range from the simple and crude, to sublime masterpieces. Ironically, this makes the shrine a de facto museum and art exhibit containing what is likely the most complete cross-section of artistic achievement in the Empire.

Refuge of the Three Sisters

Located in the mountains known as the Dragon's Teeth, the Refuge of the Three Sisters is a rarity in Rokugan—a shrine devoted to Lord Moon. Visitors must brave an extremely difficult and dangerous ascent along a narrow, switch-back path known as the Climb to the Moon. Different accounts describe different shrines: after passing through a weather-beaten torii arch, some speak of a small stone hut, others a cave, and still others a grove of ancient pines.

Regardless of its particular nature, those who enter the shrine will find three women, the Sisters of the Moon. One is an adolescent girl, one a middle-aged woman, and the third a wrinkled matriarch, variously described as practicing various arts, such as music or painting. The Sisters will answer any question put to them but do so in riddles. Their answer is always true, but often leads to misfortune.

Lands of the Mirumoto

In stark contrast to the rugged, desolate lands of the Togashi, those of the Mirumoto are far more hospitable, having much in common with the territories of the more southerly clans. Consisting of four provinces collectively known as the Lowlands, they extend south from the Great Northern Mountains, in rolling, hilly terrain only slightly more rugged than that of the Lion Clan to the south. The bulk of the clan's samurai and commoners live here, in villages and towns similar to those that would be found in most other parts of Rokugan. Because few outsiders are allowed to proceed beyond these lands, and into the mountainous regions further north, it is in these Lowlands that the Dragon conduct most of their trade, commerce, and political interaction with the rest of the Empire.

Last Glance Castle

Also known as Mirumoto Castle, this fortress is a stark and functional fortress built into the side of a mountain overlooking a steep, winding road ascending from the Lowlands below. The ancestral home of the Mirumoto daimyō, the castle is predominantly a fortress, intended to function as the headquarters of the Dragon army, as well as one of its main barracks. It is nowhere near as resplendent as the homes of family daimyō elsewhere in the Empire, which is why most political delegations are hosted in more accommodating locations, such as the city of Heibesu to the north, or Kitsuki Castle to the west.

Izaku's Foresight

Located on the eastern margin of the Dragon lands, on the edge of the Dragon Heart Plain, Izaku's Foresight is named for the Dragon Clan vassal family that administrates it. The Izaku Library, the Izaku family's great legacy, is located here, housing detailed lore related to agriculture and growing of crops. There are also several large temples here, including a particularly imposing temple devoted to the Fortune of Wealth. Finally, the Mirumoto maintain a strong garrison here, since Izaku's Foresight is one of only a few approaches into Dragon lands from the east.

Iron Mountain Village and Dōjō

Originally intended as the location of the Mirumoto family's castle, Mirumoto's first successor relocated his father's castle to its more suitable, present location. This original foundation was used, instead, for the construction of Iron Mountain Dōjō. Since its construction, this facility has functioned as the training academy for most Dragon bushi, and is also considered the center of excellence for training, study, and refinement of the Niten style of dueling. A village has formed around this training ground over the centuries. As befits Mirumoto's doctrine of flexible thinking, students are encouraged to pursue particular areas that interest them, rather than conforming to a rigid syllabus.

Lands of the Agasha

The lands of the Agasha, known as The Twisting Labyrinth, are a complex sprawl of mountain ranges and peaks, and intervening valleys. Although not as rugged, desolate, and inhospitable as the lands of the Togashi to the north, the Agasha lands are still daunting to traverse and unforgiving of those not prepared for the arduous journey. Roads, while generally well-maintained, are few. Holdings that are, as the crow flies, only a short distance apart, may entail a journey of many days along deep valleys carved by rushing rivers, up steep ridges, and around jagged mountain peaks. There is little arable land, aside from a few, relatively fertile river valleys, so most food must be imported into Agasha lands.


HIGH WALL VILLAGE
FURTHEST FORTRESS
HEAVENSWARD MOUNTAIN
WISDOM'S OVERLOOK
REFUGE OF THE THREE SISTERS
MOUNTAIN SUMMIT TEMPLE
FUCHI VILLAGE
WHITE FLOWER VILLAGE
SHRINE TO ETERNITY
PILLARS OF VIRTUE
THE HIGH HOUSE OF LIGHT
LOST SAMURAI VILLAGE
RUINS OF CHUDA CASTLE
GISU CASTLE
TALL PINE VILLAGE
IZAKU'S FORESIGHT
QUIET STONE MONASTERY
IRON MOUNTAIN VILLAGE
SHRINE OF THE KI-RIN
MOUNTAIN'S ANVIL CASTLE
RED HORN VILLAGE
FIRE TOOTH CASTLE
IRON MOUNTAIN
IRON RINGS CASCADE
SERPENT'S TAIL MINE
MOUNTAIN SONG TEMPLE
LAST GLANCE CASTLE
GREAT FALLS CASTLE
FOOTHILLS KEEP
THE GREAT FALL
MORNING FROST CASTLE
LAST STEP CASTLE
DISTANT PADDY VILLAGE
NAMELESS VILLAGE
TONBO PALACE
KEEN' EYES STRIKE VILLAGE
VIOLENCE BEHIND COURTLINESS CITY
The Dragon Lands

Fire Tooth Castle

The ancestral home of the Agasha family, would-be visitors must be led here from the home of the Mirumoto or the Kitsuki, where designated Agasha guides reside for this very purpose. However, a prospective visitor would have to have a good reason for visiting the Agasha family's abode. Anyone not properly guided can certainly get close to the castle, and see it looming on the peak of a dormant volcano known as Fire Tooth Mountain, but remain unable to find a way in. In fact, the entrance to the castle is a twisting maze of tunnels riddling the mountain beneath it. Fire Tooth Castle is home to the Sacred Library of the Agasha, a repository of natural philosophy and alchemical lore that few outsiders are allowed to visit.

Mountain Song Temple

Located between Agasha and Mirumoto lands, Mountain Song Temple is described in more detail in the Location Spotlight to the right.

The Lands of the Kitsuki

The lands of the Kitsuki are generally rugged, mostly comprising the foothills to the Great Northern Mountains. Nonetheless, their lands are crossed by well-maintained roads and trails connecting numerous, albeit generally isolated villages. Some of these settlements are devoted to farming, although the types of crops are dictated by the rocky soil and short growing season; more villages are actually focused on harvesting timber or mining iron, copper and gold. And some, located at higher elevations, are involved in the raising and husbandry of livestock, particularly goats, which provide food and other products to the clan.

Last Step Castle

The home of the Kitsuki family is a veritable puzzle unto itself, designed to challenge intellect of inhabitants and guests alike. With hidden rooms, false facades, and a dizzying layout, it is said that even the castle's lord does not know every secret it has accrued over the generations.

Keen Eyes Strike Village

Keen Eyes Strike Village is a small, tidy settlement that exists for one purpose—the training of Kitsuki investigators. Those who live in the village have typical livelihoods, such as farmers, artisans, and merchants, but they are also what amounts to actors. The village itself consists of buildings that can be easily taken down and reassembled, allowing the village to be entirely reconfigured in as little as a single day. Crime scenes of nearly any type can be fashioned, with the villagers playing roles in scripted events, giving young Kitsuki investigators an opportunity to hone and polish their skills.

Distant Paddy Village

Distant Paddy Village is the major trade and commercial interface between the Dragon and the rest of the Empire, particularly for bulk commodities, and particularly for grains and other foodstuffs. Because the Dragon Clan is a net importer of food, it is essential to have a centralized location where all food purchased across the Empire can be delivered, prior to being redistributed among the Dragon families. The Dragon Clan, in turn, draws upon its formidable reserves of gold and iron, as well as stone and timber, to pay for this trade. Distant Paddy Village is dominated by a series of large warehouses and granaries. Throughout the summer and autumn, it is almost always bustling with raucous activity and contingents from all the Great Clans.

Location Spotlight: Mountain Song Temple

In the fourth century, a monk seeking a wild, remote place for contemplation in the Dragon lands happened upon a plateau near the boundary of the Agasha and Mirumoto lands where the wind made a rising and falling tone as it blew among the surrounding peaks—the so-called Mountain Song. The plateau came to be connected with an obscure quote from the Teachings of Shinsei, a kōan—*Enlightenment can be found in the song of stone, if only one can learn to listen.*

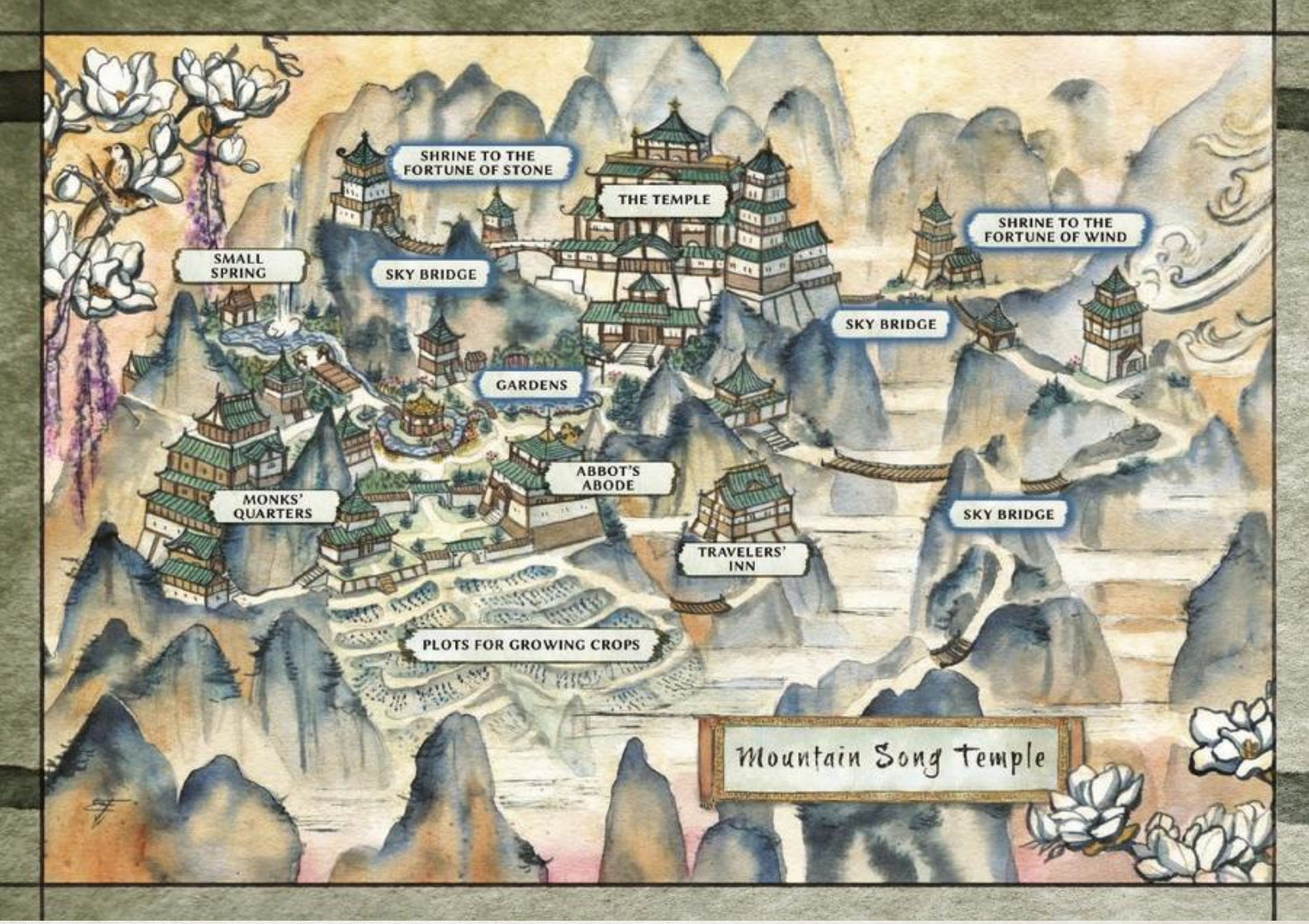
A temple and monastery were later built on the plateau, and many pilgrims come here to listen to the so-called Mountain Song, seeking to discern meaning in its eerie, inconstant notes. While it is officially a holding of the Brotherhood of Shinsei, Mountain Song Temple is unusual, in that it is occupied by monks of many orders, some with very different beliefs and philosophies.

Key Places

The following are key places of Mountain Song Temple.

Shrine to the Fortune of Stone. This shrine takes up a small amount of the temple, and is where many begin their search for the "song of stone." As such, it is surrounded by gifts at most times of the year.

Shrine to the Fortune of Wind. The shrine to the Fortune of Wind is often decorated with flowers and other modest gifts. Farmers frequently come as supplicants to this part of the shrine, praying for favorable weather in the early spring.



Gardens. Mountain Song Temple does not produce enough food to sustain its residents and guests, but the gardens do produce hardy mountain plants, as well as several native flowers that are quite striking against the blue sky.

Sky Bridges. The bridges that reach the various outcroppings on which the houses of the temple are built are creaking affairs, enough to test the faith of those who would cross them on their own!

Notable People of Mountain Song Temple

The PCs might encounter one or more of the following NPCs in Mountain Song Temple. The suggested profiles and templates for these NPCs can be found beginning on page 386.

Shiho (she/her). Shiho is the current Abbot of Mountain Song Temple. She is a respected member of the Brotherhood of Shinsei who once provided political and spiritual counsel to the foremost lord of the Agasha family. However, her health is slowly failing, and she is not confident in any one successor. Uses the seasoned courtier profile with the monastic order and spiritual potency templates.

Norio (he/him). Norio is a member of the Perfect Land Sect. After he was miraculously healed by the "song of stone," he began to preach to outsiders that the temple could provide this healing to others. This has led to a massive influx of supplicants seeking miracles. Though few of these wishes have been fulfilled, Norio believes that the temple's reputation should be expanded so all can benefit from its powers. Uses the soldier profile with the monastic order template.

Kōta (they/them). Kōta, a Fortunist monk who was originally a courtier of the Phoenix Clan, had occasion to visit Mountain Song Temple as part of a delegation seeking a cessation of border hostilities with the Lion Clan. They were utterly captivated by the mysterious "song of stone" and resolved to seek the song's truth in their retirement. They believe that increased traffic to the temple of late is interfering with the monks' ability to study the mystery of the "song of stone," and have turned their old courtier's tricks to becoming the foremost successor of Shiho so that they can reform the temple to limit access by outsiders. Uses the seasoned courtier profile with the Phoenix Clan samurai and monastic order templates.


DRAGONFLY PALACE
Drowned Merchant River
CITY OF THE RICH FROG
VILLAGE OF THE REINSTATED HERO
CASTLE OF THE SWIFT SWORD
VIOLENCE BEHIND COURTLINESS CITY
KYOTEI CASTLE
Koma
Kitsu
LOOKOUT CITY
Heart of Vigilance Forest
AUTHORIZED CITY
SACRED WATCH PALACE
SHRINE TO THE FORTUNE OF STRENGTH
CROSSROADS FORTRESS
RED-BRICK VILLAGE
Akodo
Plains of Battle
THE PALACE OF THE EMERALD CHAMPION
HUMILITY'S LESSON
LOYALTY CASTLE
SEPPUN PALACE
Matsu
CASTLE OF VIGILANCE
KASUGA PALACE
KITSU TOMBS
HEART OF VIGILANCE SHRINE
FOOTNOTE VILLAGE
THE IMPERIAL CITY
HALL OF ANCESTORS
KAKITA PALACE
Spine of the World Mountains
LAST BREATH CASTLE
Osari Plains
Beiden Pass
BEIDEN
Lake of Sorrows
OTOMO PALACE
SON OF THE CRANE
ESTEEMED PALACES OF THE CRANE
Red Lake
Flying Fish Isles
The Lands of the Lion
and the Imperial Provinces

LION LANDS

Continually ready to defend the capital, Akodo built his keep a mere day's ride from the Imperial City. These and the other provinces of the Akodo are dominated by rolling grassy plains. Streams originating from the Empire's two largest rivers work their way across Akodo lands like thin veins, bestowing a bounty of grains, shrubs, and flowering plants. It is common to see armies drilling across Lion lands, even in times of peace.

Lands of the Akodo

The Lion's lands were once the domain Akodo conquered for himself. Continually ready to defend the capital, Akodo built his keep a mere day's ride from Otosan Uchi. These and the other provinces of the Akodo are dominated by rolling grassy plains. Streams originating from the Empire's two largest rivers work their way across Akodo lands like thin veins, bestowing a bounty of grains, shrubs, and flowering plants.

Loyalty Castle

Loyalty Castle is the ancestral seat of the Akodo family's power and the greatest of their fortresses. It is located a day's ride from the Imperial City across mostly flat land, so that the Lion Clan Champion may swiftly respond to any invasion of the capital, which is always visible on the horizon. Here, the Akodo maintain their largest staging grounds and retinue of smithies.

As a keep built for staging military campaigns, Loyalty Castle was never intended to host diplomatic guests, and is austerely adorned.

However, there is one occasion on which the keep welcomes guests. Once a year, Loyalty Castle hosts the grandest Go tournament in the Empire, crowning Rokugan's Go champion after a week-long competition.

Heart of Vigilance Shrine

For ages, the Heart of Vigilance Forest remained untouched, due to rumors that the sturdy pines and bamboo thickets were blessed by the Fortunes. But after centuries of deforestation within Akodo territory, the Akodo saw little choice but to draw their lumber from the ancient forest. Within, samurai discovered a forgotten shrine dedicated to forty-two Lesser Fortunes, including the Fortune of Agriculture and the Fortune of Stacked Stones. Within weeks of this initial harvest, every one of the directing samurai died suddenly. To this day, foresters avoid the trees closest to the shrine, and wood is drawn from the Heart of Vigilance Forest only in times of dire need.

Authorized City

Over the past century, the vibrant town known as Authorized City has rapidly grown from a simple farming village at the mouth of the Golden Valley to a full-fledged city. Historically, this is where travelers have awaited permission to continue on into the Akodo provinces. The growing nonresident presence has given rise to marketplaces, teahouses, and entertainment establishments catering to travelers.

Lands of the Matsu

The varied lands of the Matsu family unfurl across Lion provinces like a waving banner. Oxen and lion prides freely roam the flatlands, while herds of deer wander through the few but dense forests. The lands grow steadily hillier as they reach south and west, eventually culminating in the Spine of the World Mountains, whose foothills house rich copper mines, one of the clan's most important exports. To the southwest is Beiden Pass, one of precious few crossroads through the mountain range and part of the most important trade route in the Empire. It is named for the legendary warrior monk who is said to have defended it singlehandedly against an army in the early days of the Empire. And there has been reason to defend it many times over the centuries, as a person could throw a stone from the edge of Matsu lands and strike the open gates of Kakita Palace, which taunt the military might of the Lion behind treaties and thin diplomacy.

Last Breath Castle and the Valley of Storms

Overlooking Beiden Pass from a rising sea of golden grass before the Lake of Sorrows, Last Breath Castle, or Matsu Castle, is the home of the Matsu family daimyō and the military might of the family. It was built at the historic site where Lady Matsu first met the Kami Akodo. The nearby town was once the tiny village that Matsu called home but is now the largest and most industrious settlement in Lion lands. Visitors from across the provinces arrive at the castle on their pilgrimage to the Hall of Ancestors, which is under the keep's protection.

Hall of Ancestors

Built into the western hills above Last Breath Castle, the most sacred site of the Lion contains the remains of the clan's greatest heroes. Jointly maintained by the Matsu and Kitsu families, the Hall of Ancestors with its many tombs, shrines, and memorials is the largest funerary complex in the Empire. To be enshrined there is to be recognized as a legend among the Lion; it is one of the clan's highest honors. Also inside the complex are the histories of the dead, one of the richest collections of genealogical information available to the clan. Traditionally, Lion samurai visit this place at least once in their lifetime to honor the memories of the great heroes who went before them.

Humility's Lesson

The largest Lion keep against the mountainous Scorpion border, the castle known as Humility's Lesson did not always have that name. Originally belonging to the Ikoma, the castle was infiltrated and taken by the Scorpion Clan in the sixth century. The Scorpion intended to use it as a bargaining chip in their campaign to seize Sacred Watch Palace, the seat of the Ikoma family. However, their campaign was disrupted by the Matsu family, whose samurai stormed the keep to retake it. Since then, the Matsu have retained the castle to keep watch over the Scorpion, renaming it Humility's Lesson in honor of their victory. They hold an annual festival on the anniversary of the castle's recapture, marked with fireworks and boisterous song said to be audible in Scorpion lands nearby.

Lands of the Ikoma

In the northeast corner of the Lion lands lie the Venerable Plains of the Ikoma, a dusty region of rolling hills, wild grasses, bamboo groves, and signal towers along minor rivers. There, the lands resemble those of the Lion's Unicorn neighbors, suitable for the clan's meager pony herds. Relatively sparse throughout, Ikoma lands are more heavily populated at their borders, especially to the south, where they cast a wary eye on the Scorpion.

Sacred Watch Palace

The ancestral seat of the Ikoma family, Sacred Watch Palace stands just beneath the face of the Mountain of Seven Thunders. The castle was originally built as the primary signal tower of the Lion's western border. While suitable to host diplomatic meetings and the Emperor's family, it is still defensible and retains its original military purpose of signaling Western invasions. Within this keep are the vast Ikoma Libraries, the pride of the Ikoma family and the envy of historical scholars throughout the Empire.

Lands of the Kitsu

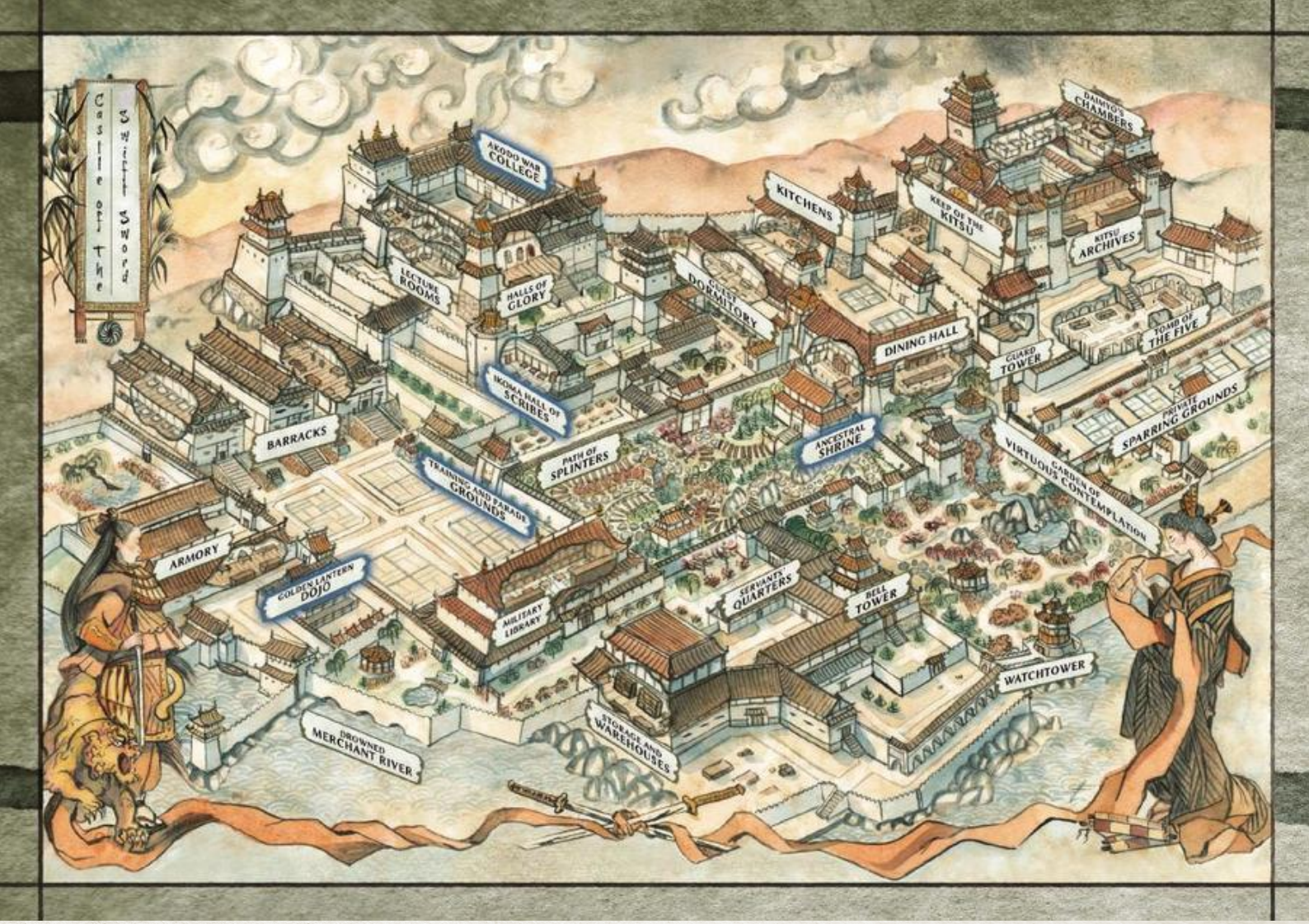
Kitsu family territory is at the heart of Lion lands, protected by other Lion territory on all sides but north. These are the most fertile of the Lion's provinces, boasting their most numerous and prosperous farms and orchards, due in part to the blessings invoked by the Kitsu themselves. Terraced hills, buckwheat fields, trickling streams, and vast plains roll along Kitsu provinces, dotted occasionally by humble shrines, small farming communities, and crumbling tombs from eras long past.

Castle of the Swift Sword

Standing watch over the Lion's northern border at the foot of the Drowned Merchant River, the Castle of the Swift Sword rises above the plains on a steep, curved foundation of ancient stone. Within this foundation sits the Tomb of the Five, where rumors say the sacred bones of the Kitsu family's founders rest in a secret ancestral shrine. Before the fourth century, only a temple stood there, but bandits and other threats necessitated an expansion into a military outpost, and eventually an entire keep was built to surround the sacred grounds. Today, the Castle of the Swift Sword is the official estate of the Akodo War College (see the Location Spotlight on page 335), the most prestigious of the Akodo family's schools, yet it is also the ancestral seat of the Kitsu, where their ritualists train in the family's secret traditions.

The Kitsu Tombs

While most of the Lion Clan's heroes are entombed within the Hall of Ancestors above Matsu Castle, the Kitsu family lay their dead to rest within the ancestral tombs of their family. Although they are a Kitsu holding, the tombs and the temple above them rest within Matsu territory. The Kitsu daimyō owns an estate on the grounds, and several ritualists and other samurai live in the temple's dormitory. The first floor contains the personal library of the Kitsu daimyō, while the second floor is a dōjō training both ritualists and their bodyguards. The third and final floor of the temple is closest to the Heavens—and thus, the honored dead—and is used as a place for meditation and other rites.



Location Spotlight: The Akodo War College at the Castle of the Swift Sword

At the heart of the Castle of the Swift Sword is a single purpose: war. At any given time, thousands of warriors are stationed in or around the castle for training. Battle cries and the ringing of steel can be heard throughout the day, muffled only by the low rumble of hundreds of stomping feet as soldiers conduct drilling maneuvers outside the walls. Although its student population—and therefore, garrison—is smaller than other military academies, its elite warriors would match the mettle of any force that might dare to attack.

The Akodo War College divides its curriculum into three seasonal courses. Students engage in rigorous physical training and weapon mastery through the summer and fall, followed by winter classes in philosophy, tactics, and the Code of Akodo. In the spring, the practical and philosophical are combined in war games. They are expected to set a sterling example for all samurai serving alongside them or under their command.

Key Places

The following are key places of the Akodo War College.

Training and Parade Grounds. What was once a simple dōjō founded by Akodo Tokoyama in the second century has grown tremendously, and the Castle of the Swift Sword is now one of the major military strongholds of the Lion Clan. The central castle still looks much the same as it did when its construction was complete, its traditional design undisturbed by war or changing tastes. However, around the central pagoda, the school has added training grounds and barracks for many bushi, as well as storage space for provisions for the ever-expanding army.

The Ancestral Shrine. A shrine to those who have fallen in battle, this austere site of reverence is frequently visited by soldiers and students of the college alike.

Golden Lantern Dōjō. A unique training facility that is used for members of the Kitsu Medium tradition who call upon ancestral spirits to fight at their side, Golden Lantern Dōjō is known only to a few. Even among students of the War College, it is often overlooked.

Ikoma Hall of Scribes. Adjoining the War College is Ikoma Hall of Scribes. Though smaller than the High Histories at the Ikoma family's seat of power, it is still a very large library, full of vital information for any military scholar. It contains enormous sections on all topics that could be of aid to future military campaigns. Scrolls about architecture provide information that can topple defensive installations, scrolls of geography can help with the movement of troops, and scrolls of history can reveal future tactics foes may use.

Notable People of the Akodo War College

The PCs might encounter one or more of the following NPCs at the Akodo War College. The suggested profiles and templates for these NPCs can be found beginning on page 386.

Kitsu Taigen (he/him). Often found in the military library, he was once a bard trained in the Ikoma tradition but now teaches military history and knows the records at the War College better than anyone. Uses the seasoned courtier profile with the Lion Clan samurai and socialite templates.

Matsu Doju (he/him). A boisterous warrior and recent graduate of the college who has returned to test his skills against his mentors (or anyone else, really). Doju is headstrong, but respects anyone who can defeat him at games of strategy or in a fight. Uses the soldier profile with the Lion Clan samurai and bruiser templates.

Shosuro Aishi (she/her). A member of the Scorpion Clan, Shosuro Aishi is researching a topic related to an ancestral claim by the Scorpion Clan. Kitsu Taigen has been keeping her away from the more sensitive materials, but should her research bear fruit, it might raise tensions between the two clans considerably. Uses the seasoned courtier profile with the Scorpion Clan samurai and investigator templates.

PHOENIX LANDS

Comprised of the northern coastline and surrounding forests and mountain ranges, the Phoenix Clan's lands are marked by stark natural beauty and often-harsh climate. The Phoenix Clan's power is not in its economic productivity or strategic location, however, but in the unparalleled spiritual knowledge of its samurai. Amidst the ancient groves, hidden valleys, and high peaks, the Phoenix Clan's members pursue arcane secrets and religious Enlightenment as one goal, communing with the spirits of their lands in a variety of ways for incredible power.

Lands of the Isawa

The provinces of the Isawa are difficult to access; despite being in the middle of the lands of the Phoenix Clan, they are isolated by mountains and forests. The seacoast is rocky, barren, and lashed by unpredictable weather and frequent storms. Inland, the Isawa lands have a large proportion of wilderness. In particular, the Isawa Forest—a large forest with a reputation for being wild and spirit haunted—occupies much of the area, with only a few roads traversing it. Swamp and marsh border the forest on both its eastern and western sides, while farther west, the ground rises into the barren, rugged mountains that border the eastern side of the Dragon Heart Plains.

Isawa Elemental Academies

The Isawa family's ancestral seat of power, Isawa Palace, is home to the five Isawa Elemental Academies. It is a locus of spiritual practice and research. Although it has little in the way of material defenses, Isawa Palace benefits from powerful and extensive supernatural protection. It is the home of the Great Library, the largest in the Empire, as well as the main council chamber for the Elemental Masters and the contemplative Grove of the Masters.

The Isawa Forest

A strange, spirit-ridden forest, the Isawa Forest is not unlike the far larger Shinomen Forest. The Isawa conduct part of their coming-of-age rites under its eaves; each young Isawa must spend a night alone in the forest in meditation. Because of the Isawa Forest's reputation for harboring many strange and potentially dangerous spirits, very few trees are harvested from it. When they are, the Isawa conduct rituals to appease the spirits, using the wood to make paper for particularly important scrolls or in the construction of shrines.

There are many superstitions and stories about the forest and the strange things that may be found within it, including passageways to the Spirit Realms.

City of Sealed Truths

Although it has existed since before the dawn of the Empire, the City of Sealed Truths is thought by many in Rokugan to be a myth. In fact, it is quite real, but extremely well hidden. Built in the manner of the estate the Isawa abandoned when they left the Dawn Peaks over a millennium ago, the city resembles an ancient township of that land more than it does any city in Rokugan. Additionally, the inhabitants have stayed relatively cloistered from the outside world, and so their clothes, cuisine, and culture have far fewer Rokugani elements than even the inhabitants of other cities in Isawa lands.

The reason for this is simple yet vital: since its foundation before the rise of the Emerald Empire, the City of Sealed Truths has been a place for the storage, curation, and study of all manner of magical artifacts and practices. It is the repository of all the knowledge the Isawa Tribe sought to protect from the Nameless Tyrant, and has kept from others who would misuse it in the centuries since. No small number of the items and lore here are powerful beyond human comprehension, and potentially extremely dangerous in the wrong hands. As a result, the City of Sealed Truths is heavily warded with sigils of power that obfuscate its location and points of entry to those untrained in finding them.

Lands of the Shiba

Unlike the wild, hard-to-access lands of the Isawa, the Shiba provinces are mostly rolling plains sprawling between the Isawa Forest and the Mountains of Regret to the south. Fishing is important, particularly since the coastline of the Shiba lands is somewhat less rugged and better developed than that of the Isawa lands to the north. In fact, Secret Path Castle is the largest Phoenix Clan holding on the coast and is a major port. However, farming is far more prominent than fishing.

Eye of Eternity Castle

Eye of Eternity Castle, or Shiba Castle, is a confusing, apparently haphazard amalgam of different military, architectural, and engineering styles borrowed from almost all of the clans. Some Rokugani claim it was simply poorly planned and constructed, but others, more canny, discern a cunning, sophisticated, and layered defensive strategy wrought into the seeming chaos, one that would confound and defeat almost any conventional attacker. The Shiba family's ancestral seat of power, it hosts not only several prominent Phoenix dōjō, but also the Empire's foremost shrine to Shiba, founder of the clan. As Shiba Castle looks over a major port, most of the clan's trade with the rest of the Empire passes through it.

Twin Soul Temple

Located south of the Asako provinces, Twin Soul Temple is the Empire's foremost academy for the training of ritualists and their bodyguards. The temple contains not only dōjō for the martial training of bushi, but also libraries and shrines for the use of ritualists. The dual aim is to teach bushi, as bodyguards, to protect their charge at all costs, while also teaching ritualists to value the counsel and courage of their bodyguard. This cooperative, even symbiotic, training is a major reason why Phoenix bodyguards are known throughout the Empire as some of the most dedicated and effective.

Lands of the Asako

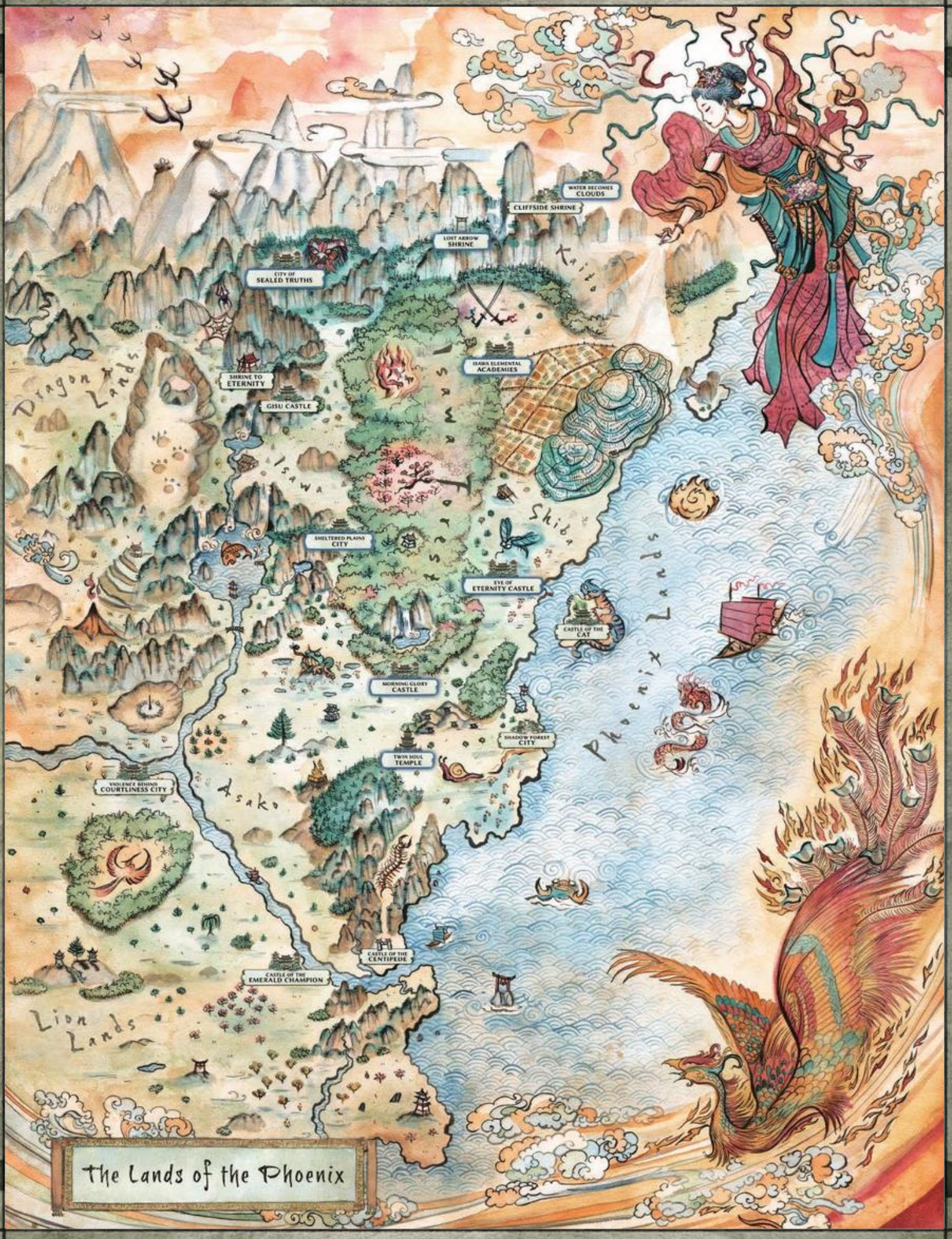
The provinces of the Asako are located mainly in the mountains in the northern and western portions of the Phoenix lands. These lands are rugged and largely infertile, meaning the Asako must depend on imported food and other goods, particularly from the Shiba. While the Asako do not have many holdings, most of the ones they do maintain are located in serene and beautiful places in the mountains. The Asako also maintain several holdings that lie near but technically outside the boundaries of the Phoenix lands, such as the Shrine of the Ki-Rin on the eastern edge of the Dragon Heart Plains.

Morning Glory Castle

Morning Glory Castle, the ancestral seat of power of the Asako family, is a palace located in the Isawa Forest on the easternmost edge of the Asako lands. More details about it can be found in the Location Spotlight on page 339.

Shrine to Eternity

The man who would later become the Fortune of Longevity was once a healer who rose to great prominence among the original followers of Asako. So devoted was he to healing that he was elevated to the status of a Fortune, becoming the Fortune of Longevity. The Shrine to Eternity is now the most important shrine to this Fortune in the Empire. Many Rokugani who are


WATER BECOMES CLOUDS
CLIFFSIDE SHRINE
LOST ARROW SHRINE
CITY OF SEALED TRUTHS
Kaiu
SHRINE TO ETERNITY
GISU CASTLE
Dragon Lands
ISAWA ELEMENTAL ACADEMIES
Isawa
Shiba
SHELTERED PLAINS CITY
EYE OF ETERNITY CASTLE
CASTLE OF THE CAT
Phoenix Lands
MORNING GLORY CASTLE
SHADOW FOREST CITY
TWIN SOUL TEMPLE
VIOLENCE BRINGS COURTLINESS CITY
Asako
CASTLE OF THE CENTIPEDE
CASTLE OF THE EMERALD CHAMPION
Lion Lands
The Lands of the Phoenix

ill or injured make pilgrimages here, beseeching the Fortune for miraculous healing. However, such pilgrims must be determined; the shrine is located high in the western mountains, accessible only via an extremely difficult journey along a single, narrow trail.

Sheltered Plains City

Sheltered Plains City is located on a narrow but relatively flat and open plain between the western mountains and the Isawa Forest. It is the only city entirely controlled by the Asako. Despite the Asako disdain for commerce—they refuse to even name the city's market—the place bustles with trade, particularly from the Dragon and Crane Clans. The city is also home to a massive library, Kanjiro Library, named after the ninth-century city governor who ordered its construction. It is one of the single largest repositories of knowledge in Phoenix lands. However, since Kanjiro Library is generally accessible to any Rokugani scholars who wish to use it, it also contains very little lore that the Phoenix would consider "sensitive."

Lands of the Kaito

The Kaito currently hold only a small area of mountainous land on the very northern edge of the Phoenix Clan lands, at the northern boundary of the Empire. To the north is mountainous wilderness that is still inhabited by the people whom the Kaito know as their ancestors. There is virtually no arable land here: the Kaito are entirely dependent on imported food and whatever they can hunt or fish for in the surrounding wilderness. Cliffside Shrine is their only significant holding. The Kaito are, however, involved with two other, even smaller holdings.

Water Becomes Clouds

Water Becomes Clouds is located in a narrow, steep-sided vale through which flows the Ponderous River. For most of its length, this river is deep and slow, but where it emerges from the valley of Water Becomes Clouds, it plunges over a high cliff, becoming a spectacular waterfall hundreds of feet high. The winds off of the ocean are channeled along the gorge forming the river's lower course, causing the water to disperse as fine spray resembling clouds in the sky, giving the village its name. Despite technically being within the Emerald Empire's geographic bounds, the village is inhabited by a group of people who never joined the Empire in the days of yore and remain independent even now. The Kaito travel here frequently for trade.

Lost Arrow Shrine

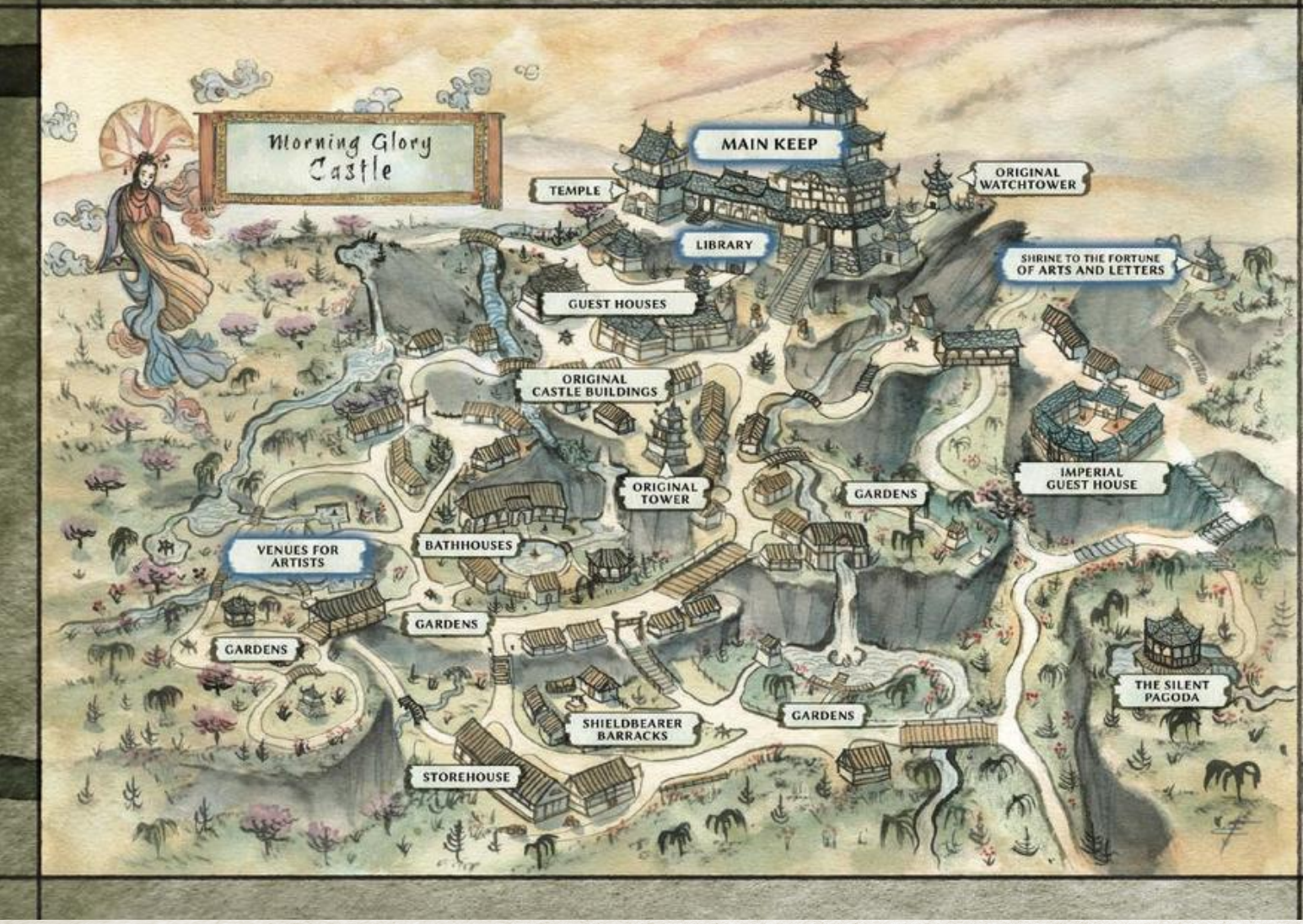
Sometime in the eighth century, the Kaito were wracked by a religious schism, and the daimyō at the time declared that he would leave to establish a new shrine for the family. Using the family's ancestral bow, Mikazuki, the daimyō fired an arrow from Cliffside Shrine, saying they would build a new shrine where it fell. A strong wind caught the arrow and blew it away to the west. It took seven days to find it, lodged in an ancient hemlock tree perched at the top of a cliff. As promised, the daimyō and his followers began building a small shrine around the hemlock and the a new village nearby.

After only a few months, however, there was no further word from what had become known as Lost Arrow Shrine. A party from Cliffside Shrine found the shrine and village partly built—but no sign of the daimyō or his followers. The shrine still exists, and the Kaito still tend it on a regular but infrequent basis.

Location Spotlight: Morning Glory Castle

Also called Asako Palace, Morning Glory Castle rises from the site of a much older castle, one built thousands of years ago, before Rokugan's founding. The earliest foundation stones are said to have been set by a local ruler, positioned according to the counsel of traveling scholars from Yún Fēng Guó, and indeed, several stones are marked with the words and motifs of that distant land. Some of the ancient castle structures—raised wooden buildings and a thatch-roofed watchtower rising into the mist—survive to this day, carefully preserved and restored. Surrounding these monuments to history is a beautiful palace of gleaming pale walls and rich red tile roofs.

Asako Palace was built on a series of hills in a volcanically active region where hot springs dispense mineral-rich water into natural basins. The palace, which encompasses some of the springs, is devoted to leisure, comfort, and healing. Historical scholarship, always a Phoenix Clan passion, thrives there. Still, among the healers, scholars, entertainers, and servants lurk spies and blackmailers waiting to catch powerful nobles with their guard down. There is trouble in paradise.



Key Places

The following are key places of Morning Glory Castle.

Main Keep. The castle itself sits atop a craggy hill surrounded by wetlands that could easily be transformed into rice paddies: a classic defensive position for an ancient keep. The early occupants kept a wide ring of wetlands around the castle site intact, however. Legend has it that an ancient king who lived there vowed to leave the wetlands undisturbed after a turtle saved his child from drowning. Of course, it is equally plausible that earlier inhabitants hoped the marshes would impede attackers, as the approach is dangerous and exposed. As a result, the palace has outer curtain walls and a central keep, but most of its structures are built as single-floor mansions.

Library. Asako Palace boasts one of the most ancient and scrupulously maintained libraries in Rokugan. Built into the central keep to guard against both attack and inclement weather, it has texts that date from the dawn of recorded Rokugani history, including a trove of books written on bamboo strips and uncovered by Phoenix archaeologists. The palace's collection of philosophical and medical texts is particularly robust.

Shrine to the Fortune of Arts and Letters. The on-site shrine honors the Fortune of Arts and Letters, whose intellect blesses the flowing waters there. Citizens from all walks of life make pilgrimages to Asako Palace to honor this fortune and carry her blessing back to the waterways serving their homes.

Bathhouses. Asako Palace is built around natural hot springs: pools of fresh mineral water, naturally heated to various temperatures, that both feel soothing and aid in healing. The palace's attendants include an order of priests who study restorative methods as an expression of Shinseist devotion. The priests use massage therapy and herbal remedies in their healing. They also guide visitors in discussion, meditation, therapeutic calisthenics, and the practice of arts such as painting and poetry in order to help them process stress.

Venues for Artists. Asako Palace also features a rotating series of artists in residence, representing every form of entertainment popular among samurai. Nō and Kabuki troupes, puppeteers, champion kemari teams, musicians, and dancers perform and teach master classes daily. Flower arrangers, gardeners, and visual artists from calligraphers to sculptors display their work in the palace's chambers.

Notable People of Morning Glory Castle

The PCs might encounter one or more of the following NPCs in Asako Palace. The suggested profiles and templates for these NPCs can be found beginning on page 386.

Asako Raikū (he/him). An elderly monk who oversees the operations at Asako Palace, Raikū is skilled at calmly defusing political and cosmic situations that arise between guests when they come to his attention. However, his true passion is history, and he spends much of his time in the library, allowing matters to sort themselves out. Uses the provincial lord profile with the Phoenix Clan samurai and artist templates.

Asako Hatsumi (she/her). A scholar of medicine, Asako Hatsumi accidentally encountered the mazoku Tatsuko while researching an obscure disease in the library. Immediately taken with her, she has been trying to find Tatsuko again ever since, not realizing the object of her affections' true nature as a mazoku. Uses the seasoned courtier profile with the Phoenix Clan samurai template.

Tatsuko (she/her). A servant of the Judgment Overlord, Tatsuko is a mazoku soul hunter who has come to Asako Palace for a break from her hard work seeking souls who cling to the Mortal Realm. She has noticed that Asako Hatsumi has been looking for her, and might reciprocate her interest. However she has misinterpreted the scholar's efforts to find her as having seen past her cover as a Sparrow Clan storyteller, and is concerned that discovery by a mortal could lead to considerable paperwork on her return to the Realm of Waiting. Uses the wandering duelist profile with the mazoku, investigator, and sage templates.

Yoichi (he/him). A specter who has been hiding from mazoku at Asako Palace for some decades, avoiding notice amidst the normal supernatural traffic there. Yoichi is trying to avoid Tatsuko, an off-duty soul hunter who he believes is there to return him to the Realm of Waiting. Uses the ruffian profile with the specter and socialite templates.

HOT SPRINGS AND HAUNTINGS

Each of Morning Glory Castle's dark caves and restorative hot springs are sealed for part of the day or night at the order of the priests who oversee the maintenance of the springs. If guests ask, they are told the springs need to be physically and spiritually cleansed between uses—which they do. But the main reason is Palace Asako's frequent alignment with various Spirit Reams—and the unusual guests who tend to arrive during these cosmic confluences.

On misty evenings, ancestor spirits descend from realms above on cloud palanquins. In the dead of night, the administrators of Jigoku and the employees of the Judgement Overlord and his Kings of Hell make the long climb from far beneath the earth to unwind from their stressful jobs judging and processing the dead. Sometimes they find themselves joined by wicked demons and hungry ghosts from the less reputable regions of the underworld. Strange, shapeless creatures from Yume-dō, the Realm of Dreams, mingle with animal spirits from Chikushō-dō and Sakkaku. Setting aside their day-to-day struggles, at Palace Asako, cosmic forces good, evil, and esoteric are often polite enough with one another to soak in the same tub or enjoy a round of shōgi.

The presence of these spirit guests is often whispered about among the servants on Palace Asako's grounds, but few see them directly. Any bath attendant with several years of service, however, has likely noticed the strange footprints, heard the unearthly sounds, or even been sent by a priest to deliver sake to a "distinguished guest" upon whose face they must not gaze.

SCORPION LANDS

Sitting between the towering heights of the Spine of the World Mountains and the profound verdure of the Shinomen Forest is the daggerlike sliver of Rokugan controlled by the Scorpion Clan. To take the inland route from the northern reaches of Rokugan to its southern lands, one must generally pass through Scorpion lands. This combination of natural barriers and strategic position gives the Scorpion Clan impressive political leverage over the other clans, as almost any territorial conflict or political ambition will occur within striking distance of one or more of its garrisons. While the Scorpion Clan only sometimes intervenes in the conflicts between other clans, the threat it can present to so many different plans has long kept any other Great Clans from successfully pursuing large-scale expansion, which has in turn assured the position of the Imperial line despite its detachment from most military affairs.

The Lands of the Bayushi

The Bayushi family's holdings sit between the Shinomen Forest and the Spine of the World Mountains, and contain most of the Scorpion Clan's most fertile land. With nearby large cities like Journey's End constantly demanding food, this draws a great deal of wealth into the hands of the Bayushi family.

Silk and Shadow Palace

The seat of the family since the days of Bayushi himself, this massive palace has played host to numerous Winter Courts over the generations and been the site of many historic moments. Surrounded by the forbidding maze called Bayushi's Labyrinth, even reaching the palace feels like an ordeal, for guests must be escorted through by trained aides, who walk winding, circuitous paths to reach the keep. Inside of this first defense, one sees a set of pristine gardens, and the ominously named Traitor's Grove, in which each tree is said to be bound with the soul of a member of the Scorpion Clan who turned against their most sacred duty. Finally, one reaches the castle, one of the most opulent in Rokugan, with countless screened chambers decorated in the styles of different eras of Imperial history. Beneath the castle is a shrine around a subterranean lake, into which it is said Bayushi retreated when his time in the Mortal Realm came to an end. Those who seek the clan founder's wisdom or absolution often pray by this lake, though Bayushi's alleged answers are cryptic even to those who claim to receive them.

Shrine to the Fortune of Contentment

The shrine to the Fortune of Contentment rests along Red Lake and is tended by a small group of monks. While the shrine is small, it is almost opulent with artworks venerating this popular fortune, for it was decreed free of any obligation to pay taxes some centuries ago.

The Lands of the Shosuro

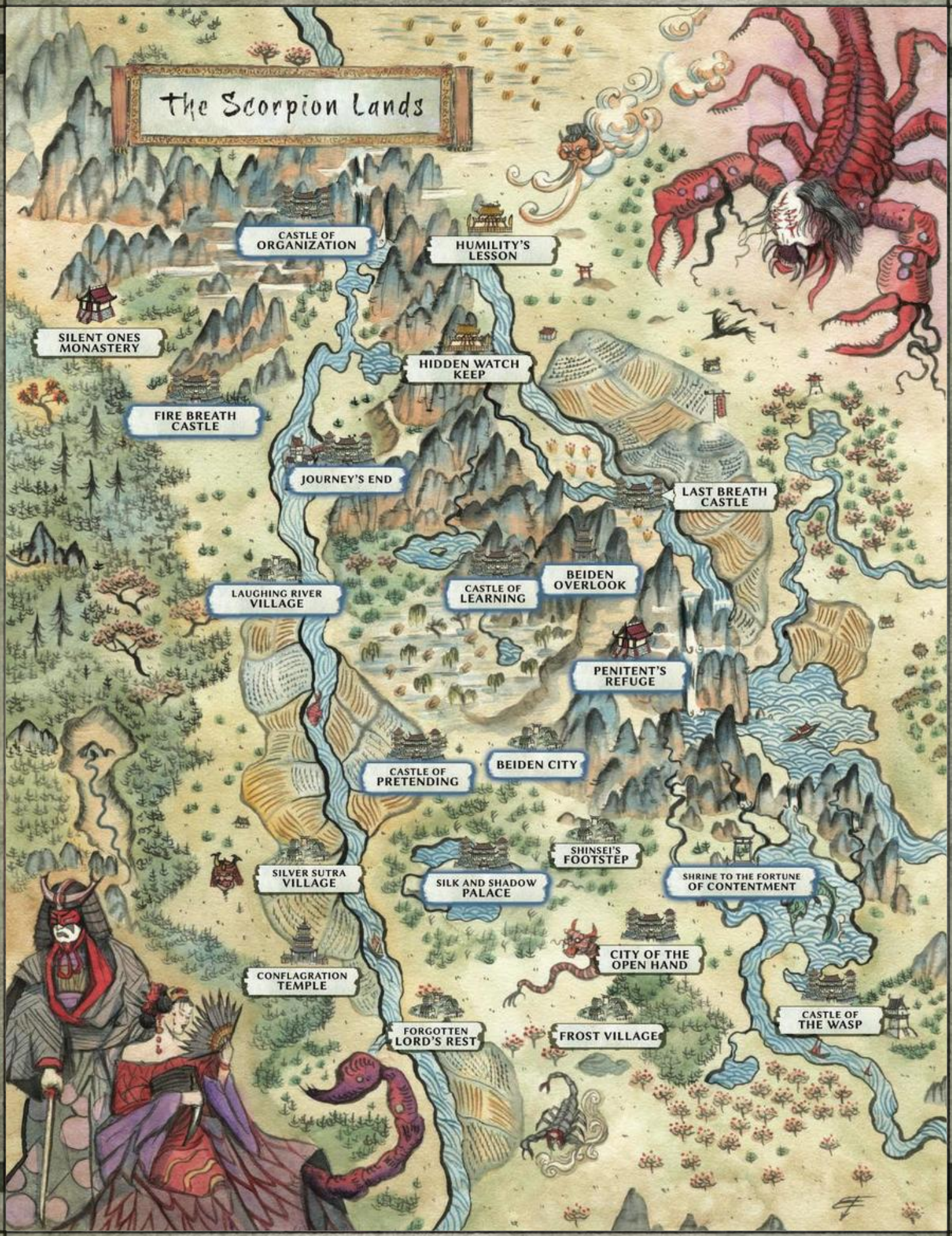
Fully enclosed by other Scorpion-held provinces, the Shosuro family's lands are some of the most urbanized in all of Rokugan. While there are still swaths of pastoral hills and pristine forests, large towns and great cities like Journey's End are the dominant features of the land.

The Castle of Pretending

This castle's position along the River of Gold gives the home of the Shosuro family idyllic views, but the true beauty of the castle lies in its garden. Expansive and filled with carefully tended plants from across the world, it is an alchemist, healer, or poisoner's dream. Official access to its expansive medical archives is difficult to acquire, but well worth the social maneuvering needed to obtain it.

Journey's End City

The city of Journey's End is infamous as the most corrupt city in the Emerald Empire, often portrayed in popular works of fiction as a den of crime and debauchery. In such works and common parlance, it is known by its other name: The City of Lies. The second most populous city in Rokugan, Journey's End is in fact a place of societal shift and upward economic mobility for many, which makes it a source of anxiety for some traditionalists. Across its six main districts, people from all levels of the social strata interact, trade, and compete for influence. Criminal organizations do have a great deal of influence, but so too merchant houses, organized labor groups like the Firefighters, Minor Clans like the Tortoise and Mantis, and the Scorpion Clan itself, represented by governor Shosuro Hyobu. Politics here can be as nebulous and complicated as the Imperial Court, and the string of debts, favors, alliances, and betrayals just as dizzying to track.


The Scorpion Lands
CASTLE OF ORGANIZATION
HUMILITY'S LESSON
SILENT ONES MONASTERY
HIDDEN WATCH KEEP
FIRE BREATH CASTLE
JOURNEY'S END
LAST BREATH CASTLE
BEIDEN OVERLOOK
CASTLE OF LEARNING
LAUGHING RIVER VILLAGE
PENITENT'S REFUGE
BEIDEN CITY
CASTLE OF PRETENDING
SHINSEI'S FOOTSTEP
SILVER SUTRA VILLAGE
SILK AND SHADOW PALACE
SHRINE TO THE FORTUNE OF CONTENTMENT
CITY OF THE OPEN HAND
CONFLAGRATION TEMPLE
CASTLE OF THE WASP
FORGOTTEN LORD'S REST
FROST VILLAGE

The Lands of the Soshi

Upriver of Journey's End on the Gold River lie the lands of the Soshi family, a mountainous domain that is difficult to access, seemingly with scant resources. The founder of the Soshi family selected these provinces to rule with intention, however, as their inaccessibility and undesirability make them the ideal location for the family's ritualists to pursue their subtle spiritual research.

The Castle of Organization

So elevated in the Spine of the World Mountains that it seems to touch the very sky, the Soshi family's enigmatic home is isolated in the extreme heights. Its high towers are often shrouded in clouds, and lit by soft lantern-light day and night, giving it an ethereal quality. Tengu often visit Soshi Castle due to its high elevation and the inclination toward illusion magic that many tengu share with the Soshi family's subtle ritualists.

First Breath Castle

Much more accessible than Soshi Castle, First Breath Castle began as a training center for members of the Soshi family not inclined to illusion magic but has become one of the more substantial academic centers for the study of law in Rokugan. Many magistrates in training from across the clans come here to study a variety of subjects from legal theory to history to geography.

The Lands of the Yogo

The Yogo family's holdings are the smallest of the Scorpion Clan, but also have a unique strategic role. Nestled along the Spine of the World Mountains, the Yogo family's lands include Beiden Pass, a key through-point for overland travel when moving north or south in Rokugan. Much of the terrain is hilly and difficult to farm, though as it descends away from the mountains, Yogo territory becomes more useful for traditional Rokugani agriculture.

The Castle of Learning

Surrounded by bleak marshlands, the seat of the Yogo family is a dreary place, its high spires ascending into the gloomy mists that ever cling to the castle. Inside the castle are countless dangerous artifacts sealed away by the Yogo family over the years, the most dreaded of which are several of the Black Scrolls of Fu Leng. Ruled by the dour and dutiful ritualist Yogo Junzo, the castle is a fortress and an archive more than a center of politics. Gaining access is difficult, but the secrets within are often vital to efforts to protect all of Rokugan.

Beiden Pass and Beiden City

Beiden Pass is a vital strategic position, and so the city named for the pass unsurprisingly has one of the Yogo family's largest garrisons. The pass is also protected by a secondary fortress at Beiden Overlook, which can quickly deploy troops to intercept armies attempting to move through the mountain pass. Beiden City was established to service the military encampments that reside at the pass, but eventually grew into a place of some cultural renown after the establishment of a large shrine to the Fortune of Literacy. At this shrine, the priests will teach anyone interested in learning to read Rokugani or study the history of the language. Additionally, these priests often journey out to towns and cities in Scorpion lands and beyond. Although literacy among commoners has been on the rise for centuries, literacy rates are especially high in this region, making it the source of a great deal of the popular literature that has swept Rokugan's cities in the last few generations.

Penitent's Refuge

The Yogo family is afflicted by a terrible curse: each scion is doomed to betray the one they love the most. Some accept this curse with a resigned affect, others close off their hearts to avoid future pain, and still others try to find clever loopholes to avert it. But for those who have suffered great heartache because of the curse, Penitent's Refuge exists. High in the mountains, this monastery offers spiritual guidance and martial training to those who have lost everything, giving them new purpose. The penitents are some of the most skilled shinobi in the Emerald Empire, and will hear the pleas of any supplicant who makes the journey to its mountainous domain, from great lord to commoner. However, it is said they only fulfill those requests which stir their hearts to action, without consideration of rank or compensation.

Location Spotlight: Laughing River Village

Laughing River Village is a farming village about a day's trek from the city of Journey's End. While it is assumed to be located in Scorpion lands in ***Adventures in Rokugan***, it is archetypical of a small village in most parts of Rokugan, and could be placed almost anywhere with appropriate adjustments to its terrain, crops, and certain cultural expectations. Laughing River Village produces a tea that is well-liked in Journey's End and other cities across the region, giving it a claim to fame despite its humble size.

Key Places

The following are key places of Laughing River Village.

Village Head's House. The village head's house is richly decorated for the home of a commoner, for the success of Laughing River Village's tea has brought significant riches to the town. The current village head, Anzu, is also the proprietor of the Camellia Fragrance, the local teahouse.

Physician's Practice. Not long after the town's last physician passed away, Shiori arrived, taking over the position and repairing the somewhat decrepit structure at Anzu's request after they saved several locals from a spreading fever. The building now has an extensive garden full of medicinal plants.

Hillside Shrine. The Fortune of Literacy is widely revered in this part of Rokugan, so a small shrine to this deity is maintained in town. Shiori tends to this shrine, where several local tomes of lore can be found, including texts about the legends around the Forbidden Cave.

Tea Field. The tea grown in Laughing River Village is said to lift the spirits of those who drink it, and sells for a high price in the city. The villagers take shifts watching the field to ensure that wild animals and bandits do not disturb the growth of this valuable commodity.

Forbidden Cave. The Forbidden Cave is said to have opened one day from bare mountainside not long after the villagers began to plant tea in the fields to the north. Village children dare one another to approach it, and the adults walk with it fixed in the peripheries of their vision. A text in the Shrine to the Fortune of Literacy describes how it is a portal to the underworld, the cave splitting to terminate in the Realms of Hunger, Waiting, and Slaughter, but the truth of the matter is known only to those who have dared explore it themselves…

Notable People of Laughing River Village

The PCs might encounter one or more of the following NPCs in Laughing River Village. The suggested profiles and templates for these NPCs can be found beginning on page 386.

Anzu (she/her). The current village head and proprietor of the local teahouse. Anzu enjoys telling anyone who will listen the history of Laughing River Village's famous blends and her new culinary experiments served at the teahouse. With Bayushi Kyoma missing, she is concerned what might happen to the townsfolk if Kyoma's superiors come to believe the townsfolk dispatched him to avoid paying. Uses the commoner profile from the SRD with the socialite template.

Bayushi Kyoma (he/him). The tax collector who visits this village and various others several times a year. Kyoma is a jaded veteran, and readily accepted this seemingly easy job when it became available despite the humble nature of it. Kyoma arrived in town recently, but vanished several days ago. Uses the soldier profile with the Scorpion Clan Samurai template.

Tomoya (he/him). A young farmer with ambitions to expand the town's small shrine to the Fortune of Literacy into a large library. Tomoya has a secret, unrequited love for Shiori. Tomoya argued with Bayushi Kyoma about something trivial on the day he vanished. Uses the commoner profile from the SRD with the bruiser template.

Shiori (they/them). The keeper of the local shrine to the Fortune of Literacy, as well as the town's physician who arrived only a few years ago. Shiori has a startling knowledge of plants, especially toxic ones, and some in town whisper that they are actually a shinobi of the Scorpion Clan's Yogo family in hiding. Shiori drank with Kyoma last night at the teahouse, where the two reminisced about an adventure they had together in Journey's End. Uses the soldier profile with the Scorpion Clan samurai, artist, and trickster templates.


Laughing River Village
ABANDONED HUT
TEA FIELDS
HILLSIDE SHRINE
TEMPLE OF THE FORTUNES
PHYSICIAN'S PRACTICE
BARN
VILLAGE HEAD'S HOUSE
WAREHOUSE
GUEST HOUSE
SHOP
FORBIDDEN CAVE
CAMELLIA FRAGRANCE TEAHOUSE
RICE PADDLES
FARMHOUSE

UNICORN LANDS

Before the Unicorn Clan took on the name by which it is known now, it was the Ki-Rin Clan of Shinjo. In her brother Hantei's name, Shinjo ruled over the northwestern lands of the fledgling Empire. But when the Ki-Rin Clan did not return after several centuries, the Lion Clan took on the role of stewardship of these lands, claiming that Shinjo's clan was not returning. When the Unicorn Clan did appear once again, great battles were fought for control of this territory. Even after an intervention by the Imperial Court and centuries of tentative peace, a few within the Lion Clan believe the Unicorn Clan has usurped lands they rightly held for centuries.

The Lands of the Shinjo

Travelers arriving in Shinjo territory might mistake these vast, quiet plains as abandoned. Entire tracts roll by without sign of village or farm, much less the proud keeps dotting the landscape of other Great Clans. But these lands are not empty. The villages are mobile, the people nomadic, and the seasonal orchards and farmlands of wild barley and rye are hidden in plain sight. The Shinjo could never find peace standing still. With wandering hearts they roam their lands, ever-seeking a new adventure.

Far Traveler Castle

The seat of the Shinjo's power, Far Traveler Castle is so named due to the difficult journey required to reach it. The castle itself is an unusual triangular fortification, with round towers and white stone, incorporating architectural techniques from beyond Rokugan. Within the utilitarian walls are some of the most magnificent interiors in the Empire, with indoor cascades, vast living quarters, and rich appointments. Among the keep's most famous chambers, the "Red Hall" contains a collection of hunting trophies and ceremonial weapons, some hung by Unicorn Champions of old. The current champion, Shinjo Altansarnai, proudly hangs monuments to her children's hunting prowess on these walls.

Water Dragon Lake

At the foot of Far Traveler Castle, some legends surrounding Water Dragon Lake are older than the Empire. The oldest claim that the Celestial Water Dragon witnessed one of her kind fall in love with a mortal, giving up her dragon form in order to start a human family. Horrified by the thought that love might ever drive her to such folly, the Water Dragon hid her heart at the bottom of the lake, so that she could never share it with another. Other tales say that anyone who dives deep enough to touch the bottom of this lake will surface in the Bay of the Sun Goddess, all the way on the eastern coast.

The Lands of the Ide

Entrusted with the southern border, the Ide maintain the most densely populated provinces of any Unicorn family. Filled with rolling hills and farmlands, the Ide provinces are dominated by the Chrysanthemum Petal Lake, one of the largest in Rokugan. The River of the Unexpected Hero bisects their provinces and eventually winds into the Shinomen Forest.

Dotted throughout Ide lands, especially away from the lakes and floodplains, are raised hills covered in unmortared stone. Built by the Lion Clan during the time they occupied the Ki-Rin Clan's former holdings, these burial mounds contain subterranean tombs, which predate the Imperial declaration requiring the cremation of all dead. When the Unicorn reclaimed these lands, the Lion were forced to withdraw, leaving behind the entombed remains and the relics laid beside them.

Great Day Castle

Rising above the northern banks of the Chrysanthemum Petal Lake and the surrounding lakeside town, the palace of the Ide family is the only "traditional" keep in Unicorn lands. Designed for comfort, displaying the clan's wealth while offering virtually no defense against invading forces, Great Day Castle is nonetheless considered one of the safest places in the Empire.

The Golden Yurts of the Ide

While the Ide are not exactly nomadic, they are no strangers to the road, often hosting diplomatic functions away from their homelands. To this end, they maintain a fleet of mobile palatial tents, known as the "Golden Yurts." Originally conceived as temporary living quarters during Great Day Castle's construction, these massive luxury yurts are made from the finest materials and incorporate palatial comforts. In essence, they are a sort of "portable court."


CASTLE OF THE BADGER
EXILE'S WATCHTOWER
GRANDFATHER IUCHI'S TOWER
FAR TRAVELER CASTLE
YASHIGI
BIKAMI
AKAMI
SHRINE OF SHIMMERING GRASSES
BATTLE MAIDEN PALACE
KHANBULAK
SHRINE TO THE FORTUNE OF AGRICULTURE
LOST MONK WAY-STATION
SHRINE TO THE FORTUNE OF WEALTH
CITY BETWEEN THE RIVERS
CITY OF THE RICH FROG
GOLDEN YURTS OF THE IDE
HARBOR CITY
HISATU-KESU
GATHERER OF WIND'S CASTLE
GREAT DAY CASTLE
MIYA PALACE
JOURNEY'S END
SHINOMEN TOWER
The Unicorn Lands

The Lands of the Iuchi

Occupying the large stretch of south-eastern territories, the Iuchi provinces are the loneliest of the Unicorn's. Vast stretches of uninterrupted grasslands are home to herds of wild ponies and deer, and many other forms of wildlife, all thriving in the absence of villages and towns. In contrast to the flats, the western border of Iuchi lands is mountainous and rocky, similar to the steppes of northern Rokugan. These mountains are home to several diamond veins, and mining communities form some of the only villages of the Iuchi. To the east, the Three-Sides-River divides the provinces from the lands of the Lion Clan.

The Gatherer of the Winds Castle

The ancestral home of the Iuchi is one of the best fortified keeps in Unicorn lands, not because of an army presence, but because it is built into the foothills of the nearby Spine of the World Mountains.

Its poetic name, "Gatherer of the Winds Castle," comes from the violent winds that sometimes sweep across the plains below. It is actually one of the oldest palaces in the Empire, built for Lady Shinjo at the dawn of the Empire. It may have even become the ancestral seat of the Shinjo family had the Ki-Rin never departed the Empire. Restored by the Iuchi, the keep is among the most splendid in Rokugan, with a welcoming interior filled with simple comforts and a vast library. A collection of fine artwork, both Rokugani and foreign, decorate its many halls.

The Library of Radiant Horizons

Deep within the complex of the Gatherer of the Winds Castle, the Library of Radiant Horizons is the largest and best-stocked depository of foreign texts. It contains an impressive collection of books and scrolls acquired by the Ki-Rin in their travels. It also displays several maps drawn by those explorers, and a wooden globe constructed from their travels.

The Dreamer's Forest

South of the Gatherer of the Winds Castle is a lone patch of woods amid the rolling plains, surrounded by still pairs of back-to-back komainu statues. Those who approach may hear the statues growling, a warning to turn back. This cursed forest is off-limits, filled with some strange malice desperate to escape. Indeed, this forest would have slowly spread to engulf the entire landscape had the Iuchi ritualists not contained it using the Way of Names to bind the entire forest. It is believed that the Realm of Dreams holds this forest in its grasp. Those who venture too deeply into the Dreamer's Forest are said to ultimately fall into a deep sleep, their bodies gradually hardening into bark, their feet taking root in the cursed soil.

The Lands of the Moto

The Moto "lands" is the vast steppe just beyond the western border of Rokugan, stretching to the Pillar of the Sky mountain range. It is a territory they share with other Ujik tribes; for the tribes of the steppes, life continues as it always has, no matter which family "claims" to own the land. Inside the Empire, the Moto claim only a handful of true holdings. The greatest and most well-known is Khanbulak.

Khanbulak

In 1010 IC, Shinjo Khulan Khan ordered her trusted friend Moto Qaro Khan to build a city on the border between the Sand Road and Rokugan. The city would serve to watch and defend the Unicorn's unruly and untameable western border and act as the destination of all the overland trade roads coming in from the lands beyond Rokugan. The existing trading post was declared to be part of Khanbulak, the City of the Khan, and a grand and impressive city was planned on the site. The most beautiful and desirable lands in the region were enclosed by great square walls, first simple earthen ramparts and then gradually replaced by shining white stone carted in from the nearby mountains. A mighty castle was erected as well, where the Moto headquartered their vaunted White Guard. Meanwhile, Ujik and Qamari merchants were settling both the city and the designated outskirts. In the century to come, it would swell beyond its walls, play host to a great confrontation between the forces of the Khan and the Qamarist Caliphate, and become the Unicorn Clan's single largest city. Now, especially with peace between the Caliphate and the forces of the Unicorn Clan, it is one of the most powerful trading centers in all of Rokugan, and perhaps the entire world.

The City Beyond

While Khanbulak is a large city by any measure, it could never have been contained by its walls, be they ever so expansive. The free-ranging Ujik people would scarcely permit it, and their prodigious herds go wherever they go—they would never fit within the walls. Thus, the outskirts of Khanbulak constantly throng with an

ever-shifting assortment of Ujik ordus, herds of hoofstock, and caravans from afar. Here, one can also find a massive horse market, a Qamarist temple, and inns such as Al-Bekwari's Caravanserai, which serves travelers to Khanbulak looking to trade.

The Plains of Wind and Stone

Beyond Khanbulak and its surrounding city lie the Plains of Wind and Stone. This steppe is home to the Ujik peoples, and through it passes the Sand Road, one of the largest and most lucrative trade routes into Rokugan. No few Ujik ordus are active participants in the Moto family, while others take little interest in the goings-on of Rokugan.

Grandfather Iuchi's Tower

Far beyond the bounds of Rokugan is the tower of Grandfather Iuchi. An ancient mystic of unfathomable skill at all supernatural arts, Grandfather Iuchi still trains the most promising members of the Unicorn Clan's tradition in the Way of Names created by the original Iuchi as the Ki-Rin Clan departed Rokugan. It is said that if one goes to this imposing tower in the Plains of Wind and Stone, one can learn the names of countless spirits good and evil, study sorcerous arts unknown in Rokugan, and even learn methods that the ritualists of Rokugan deem heretical…

The Lands of the Utaku

Throughout the central and eastern plains of the Unicorn, the Utaku family's provinces are vast and peaceful, but contain little of note. Farms, villages, and roads are sparse throughout the grassy countryside, leaving plenty of flat land for horses to wander and riders to thunder across the ancestral plains. Only the westernmost lands feature foothills and fertile valleys, with rivers rolling down into the southern lands of the Ide.

Battle Maiden Palace

A splendid palatial estate, the Utaku's ancestral keep stands less than a day's ride from Shinjo Castle. Overlooking the Dragon's Heart Forest to the west, the keep is otherwise surrounded by flat plains, allowing "visitors" to be spotted from miles away. Because it was built by the remnants Shinjo left behind, it is technically one of the oldest castles in Rokugan, although three quarters of the palace were added after the Utaku's return.

WAY STATIONS IN ROKUGAN

In the Empire's early history, as roads were built throughout the Emerald Empire, a series of official way stations were established for those travelling the Empire's roads and rivers on official Imperial business. Originally, these were intended for use only by Imperial officials and magistrates, and provided the basic necessities: food, rest, and shelter.

However, as the centuries wore on, cities swelled and trade grew substantially, making merchants more and more powerful. Now, while some way stations are still small and humble depots for resupplying, many other way stations have grown into massive operations catering to a wide clientele, from official ambassadors and tax collectors to wealthy nobles and merchants on ostentatious pilgrimages to traders moving goods to even the poorest of commoners. Most still have an original building or compound for set aside use by Imperial officials, but other businesses and lodgings have sprung up to serve a much larger population of travelers, and the official government buildings are often hidden among the much larger commercial buildings that sprung up around them.

At a large way station, one may find porter stations, stables, inns and homes for lodging, a variety of local fare, equipment necessary for travel, and more. Local merchants, laborers, and travelers intermingle with clan samurai, creating a network of local knowledge impossible to tap into elsewhere. Magistrates may employ reputable rōnin as bodyguards at these stations, update their official maps, find entertainment, and obtain needed rest. Importantly, most way stations serve as check points and collect tolls used to maintain the roads and pay Imperial tariffs for transport of goods.

Typically, way stations are found on routes between cities and major towns and at important intersections where several roads meet. Specialized stations provide safe harbor along high-traffic rivers. Way stations are larger than simple roadside inns and roadhouses. They may have extensive gardens, scholars or priests who can treat injury, and so forth.

Yet more impressive than the palace's blend of foreign and ancient architecture, its bell-shaped domes, or its artificial cascades, is its greatest treasure: the Utaku Ancestral Stables. Often mistaken for a second keep, these stables house the breeding and training grounds of many different steeds. As the estate's most important feature, the stables enjoy dedicated protective walls and remain under watchful guard at all times.

The Shrine of Shimmering Grasses

Easily overlooked on the hilly border of Isei province is a tiny shrine, far from any road or village. While regarded by locals as "Utaku's Shrine," it is known abroad by its poetic name: "The Shrine of Shimmering Grasses." This name comes from the golden grass carpeting the landscape, which appears to sparkle in direct sunlight. Those passing beneath the torii arch into the fenceless shrine grounds often report an overwhelming sense of tranquility and peace.

Because of the stillness, travelers sometimes mistake the shrine as abandoned. There are no bells, no songs, and no calls to worship.

An ancient horse-chestnut tree grows out of the roof of the ivy-coated shrine. Utaku herself planted the horse-chestnut tree before venturing into the Shadowlands with the Seven Thunders, and so the shrine was carefully built around it. Chestnuts gathered from this tree are used to make a special pastry for festivals.

Location Spotlight: Lost Monk Road Station

Lost Monk Road Station is a small way station about a day's ride from Khanbulak. While it is assumed to be located in Unicorn lands in ***Adventures in Rokugan***, it is archetypical of a way station in most parts of Rokugan, and could be placed almost anywhere with appropriate adjustments to its setup and inhabitants. Due to its placement near Khanbulak, Lost Monk Road Station has boomed in size in the past century, going from a tiny station to a massive roadside stop through which considerable wealth flows every year. Built on a river, it is an important watering stop for those leaving the city to bring highly sought-after goods into Rokugan.

A caravan from Khanbulak under the command of Ide Yasu has recently arrived at Lost Monk Station and is resupplying there before traveling further into Unicorn lands with valuable trade goods. And wherever riches flow, trouble often follows…

Key Places of Lost Monk Road Station

The following are key places of Lost Monk Station.

Office. Bolormaa works out of the formal administrator's office and original lodging house, collecting tolls in the name of the Unicorn Clan. The signboards often contain jobs one might take on. Current work on the signboards includes serving as a baggage helper and guard with Ide Yasu's caravan, finding a piece of jewelry dropped in the river recently by a passing merchant, and delivering a letter to Laughing River Village for Shinjo Idree.

Samurai Lodgings. Samurai on Imperial business can use the noble lodgings, as can merchants willing to slide the right coins to Bolormaa, the station administrator. Seated on the riverside, the views of the petals floating across the river are quite stunning.

Shops and Market. Lost Monk Road Station is too near the major hub of Khanbulak to have a substantial commerce section. Still, travelers can find food, gear for the road, and other basic necessities here at only slightly inflated prices.



Shrine to the River God. A shrine to the spirit of the Camellia river, which flows through town. The shrine seems to sit oddly empty, however, as if the spirit has moved elsewhere.

Storage. A large warehouse where travelers' goods are safely stored. Currently full of Ide Yasu's merchandise.

Temple to the Fortune of Wealth. The Fortune of Wealth is quite popular in Khanbulak, and has a small shrine at many of the waystations that lead there. Merchants often stop at these stations to pray for favorable commodity prices on their arrival in the city.

Traveler's Lodgings. A large set of lodgings for use by most travelers, where rooms can be had at a wide range of prices. The food is rustic and filling, and the commotion of travelers continues at all hours.

Notable People of Lost Monk Road Station

The PCs might encounter one or more of the following NPCs at Lost Monk Road Station. The suggested profiles and templates for these NPCs can be found beginning on page 386.

Bolormaa (she/her). Bolormaa is the way station administrator, an old woman with a spritely exuberance. She was born to the Menghes ordu, but has settled down within Rokugan's borders and become extremely influential in the local community, and even local nobles know to keep her in their good graces to receive the best lodgings. Uses the seasoned courtier profile.

Shinjo Idree (she/her). Owner of the Floating Blossom Teahouse on the riverside, and Bolormaa's daughter. Idree married her wife Shinjo Tamako earlier this year, securing formal samurai status for her family, much to her mother's pride and annoyance. She is very welcoming of guests, and is currently upselling Laughing River Village tea to teashop patrons with great gusto. Uses the commoner profile from the SRD with the Unicorn clan samurai template.

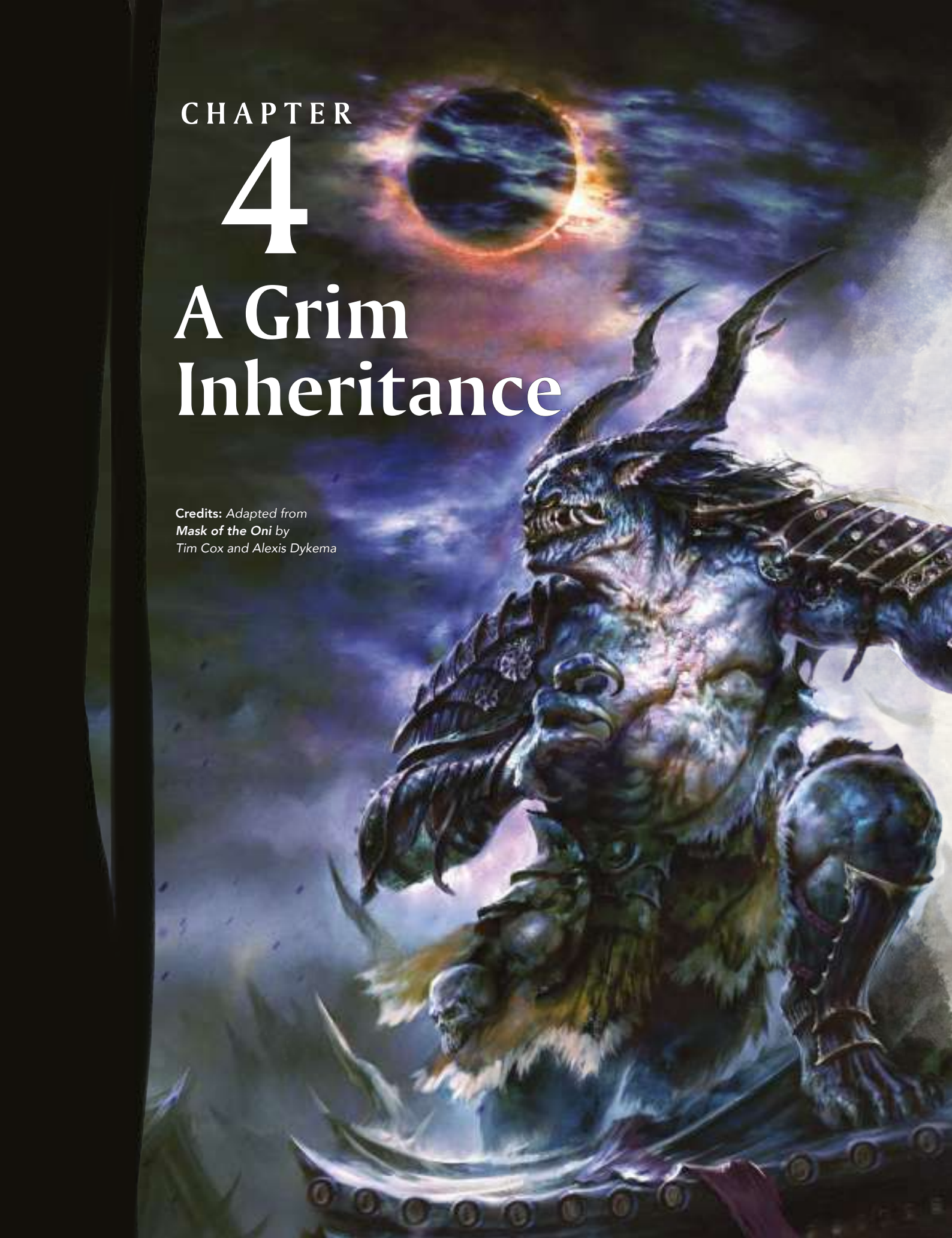
Daidoji Kiyotaka (he/him). A middle-aged Crane Clan diplomat, fat and embracing a Lion-style chonmage to disguise his receding hairline. He serves as a permanent envoy to Moto Enkhar, the lord of Khanbulak, though he spends most of his actual time in the city running The Evening Flower, a tea shop. He views his assignment to Khanbulak as a dismal diplomatic posting to the furthest ends of the earth. He has come to Lost Monk Road Station to attempt to find out about a missing shipment of tea from Laughing River Village, which he suspects has been misappropriated by Shinjo Idree. However, he is mostly relishing his chance to pick up gossip from travelers from the heartland of Rokugan, as he hopes to someday acquire the political leverage needed to return to the good graces. Uses the wandering duelist profile with the Crane Clan samurai and trickster templates.

Ide Yasu (she/her). A powerful merchant who trades in numerous commodities including silk. She hopes to expand her trade even further by hiring adventurers to scout for new markets along the Sand Road or within Rokugan. Uses the seasoned courtier profile with the Unicorn Clan samurai template, and has four soldiers with the Unicorn Clan samurai template at her disposal, as well as a number of warhorses, camels, and carts of supplies.

Vazhuthi (he/him). An ambassador from City of Splendors, Bhavyatapura, Vazhuthi serves in Moto Enkhar's court in Khanbulak. His friendly demeanor hides a certain brittleness, but he hopes he can use his time in Enkhar's court to win support and leverage against his political rivals at home. He has come to Lost Monk Station with Daidoji Kiyotaka at the dispensation of Enkhar. Enkhar believes that Kiyotaka is actually a spy who is receiving covert orders at Lost Monk Road Station. He has asked Vazhuthi to surveil Kiyotaka on his trip to Lost Monk Station in turn, a task Vazhuthi finds nerve-wracking and tedious at the same time. Vazhuthi does not believe he will find any evidence of Kiyotaka's subterfuge, but is excited to see more of Rokugan and prove himself useful to Enkhar at the same time. Uses the noble profile from the SRD with the socialite template.

Yoshino (he/him). The leader of a bandit group posing as a stablehand. Yoshino's bandits intend to strike the station to create chaos by starting several small fires in the night around the way station, then make off with several horses and high-value items from Ide Yasu's caravan stolen from the storehouse, escaping to a hideout in the plains a few days ride away. Yoshino and his bandits are more desperate than avaricious, having split off from a larger bandit group operating in Lion Clan lands after a crackdown by the authorities there. Yoshino would prefer nobody to be harmed in the ambitious heist, and is far more willing to threaten violence than actually carry it out, though some among his crew are less scrupulous. Uses the ruffian profile with the trickster template. Yoshino's bandit conspirators use the ruffian profile, and their number varies based on what is appropriate for the PCs to face.


Lost Monk Road Station
TEMPLE TO THE FORTUNE OF WEALTH
KITCHEN
DINING AREA
SHRINE TO THE RIVER GOD
TRAVELER'S LODGINGS
STABLES
KITCHEN
BEDROOMS
OFFICE
OFFICE
DINING AREA
STUDY
SIGNBOARDS
HOUSE
BEDROOM AND WASHROOM
BEDROOMS
SAMURAI LODGINGS
SHOPS
FLOATING BLOSSOM TEAHOUSE
FISHERS' HUT
MARKET
STORAGE
RESIDENCES



CHAPTER

4

A Grim Inheritance

Credits: *Adapted from* ***Mask of the Oni*** *by Tim Cox and Alexis Dykema*

SPOILER WARNING!

The following content is intended for GMs only. If players would like optional reading material to prepare them for the adventure, they may find it helpful to read about Crab lands, beginning on page 316. This adventure is suitable for levels three and up, with the expectation that PCs will gain a few levels before the final confrontation. Milestone suggestions are included for leveling up PCs where it is narratively appropriate, although GMs may opt for their usual method and instincts for leveling the PCs up. For higher level parties, we recommend GMs scale up the encounters using the CR guidelines in the SRD and their own knowledge of their group's strengths and weaknesses. It is strongly recommended that GMs read through the adventure in its entirety before running it.

Many of Rokugan's emerging adventurers journey to the Shadowlands to make a name for themselves. These journeys in search of glory often end at the Kaiu Wall, as the Crab Clan does not permit many outsiders to risk their lives in the deadly Shadowlands if there is nothing to be gained by it. Of those who do venture into this place of dread, many perish.

There is endless opportunity for heroism in a place of nightmares, but it is also a land of opportunity for the nightmares themselves. Abominations of all kinds wait to claim naive, egotistical souls who dare cross into their dark domain. Whether driven by courage or arrogance, it is unlikely player characters (PCs) will return from the Shadowlands unscathed. However, in the midst of unimaginable peril, adventurers experience clarity in their destiny that strengthens their resolve and their abilities beyond what they ever thought possible. It is here in this unholy forge that only the mightiest prevail and become the subjects of poetry and legend.

During the course of this adventure, the PCs leave the relative security of the Emerald Empire and pass through the lands and defenses of the Crab Clan to the Shadowlands. This arduous journey takes them to the ruins of Daylight Castle, the once-proud stronghold of the Hiruma family of the Crab Clan. There, the PCs can investigate the disappearance of a prominent heir, face dreadful opponents, and decipher what is truly going on in a haunted castle where everything seems twisted and wrong.

Adventure Synopsis

The adventure is divided into three major sections, each of which is summarized below.

- ***Hiruma Yoshino's Last Hope.*** Beginning on page 358, the PCs receive their quest from Hiruma Ama, daimyō of the Hiruma family, to recover her lost son from Daylight Castle, an ancient stronghold deep in the cursed Shadowlands.
- ***The Shadow of Dawn.*** Upon reaching the castle on page 365, the PCs must navigate their way around undead defenders ceaselessly holding their posts, strange and unsettling visions with contradictory information on who to trust, and a dangerous sorcerer.
- ***The Conclusion.*** Based on their decisions in the prior sections and goals, the PCs have one of the climactic encounters as a capstone to their journey to Daylight Castle (see page 378), then return from the Shadowlands… if they survive their final confrontation.

The Truth of Daylight Castle

Everyone knows that Daylight Castle was once a bastion against the dreadful creatures of the Shadowlands. But centuries ago, it was assailed by a demon of great and terrible power: the Amalgamation oni. In the face of such awful power, the castle was lost, and now it is a haunted, cursed place.

The full details of the events are more complicated, though the PCs will not learn this until they reach the castle for themselves. The castle's lord, Hiruma Tomoharu, raised a desperate defense alongside the heroic priestess Hiruma Masami, sealing the soul of the Amalgamation oni within a mask and locking its body away deep within the vaults of the castle. Masami's soul became trapped with the demon in the Realm of Dreams, while Tomoharu donned the mask to act as a seal of the demon's power. However, the minions of the Amalgamation oni sought to free their dread lord, and so the samurai who were in the castle when it fell have stood an endless vigil since. Unknown to their descendants, these warriors of ancient days still carry on the fight even as their bodies wither to bone. Sometimes, members of the Hiruma family patrolling the Shadowlands are drawn to the castle and join the ranks of the forgotten, becoming deathless warriors themselves—Hiruma Shōta is one who has heard the call, for his ancestor Tomoharu's will is finally failing, and he needs a suitable replacement to don the dreadful mask lest the oni escape.

TRACKING EXPERIENCE VERSUS LEVELLING MILESTONES

If the GM wishes to use granular, tracked experience as described in the SRD, then they can simply total up the experience points earned by the characters over the course of the adventure and award the listed additional rewards at the end of the adventure (see page 380).

Alternately, if the GM would prefer to use a milestone-based approach, they can grant levels at certain milestones listed within the adventure (see pages 365, 376, and 381).

Adventure Locations

This adventure features three locations PCs visit within the scope of the adventure. The first is a checkpoint on the Carpenter Wall. This is the briefest part of the adventure, where the PCs must prepare to cross through the wall to the Shadowlands. From there, the PCs will venture through dangerous and unpredictable terrain for a few days to reach Daylight Castle. Most of the adventure is expected to take place in Daylight Castle, though PCs are welcome to spend more time loitering in the Shadowlands to gain experience—at their own risk.

CARPENTER WALL

The Carpenter Wall, also known as the Kaiu Wall, extends from the Sea of the Sun Goddess in the east to the Plains above Evil, near the southern margin of the Shinomen Forest in the west.

It is by far the Empire's largest edifice, its vast walls, massive battlements, and soaring watchtowers girding Rokugan's southern border, the first and final line of defense against the depredations of the Shadowlands. Its story is more than a thousand years in the telling, chapter after grim chapter of courage, duty, and sacrifice. It is for good reason that its stones are said to be mortared in place with the blood of fallen Crab.

See page 319 of the Atlas of Rokugan for information on the anatomy of the Carpenter Wall.

THE SHADOWLANDS

The Shadowlands is a realm of dread and twisted reality that spreads inexorably into Rokugan, held back only by the vigilant efforts of the Crab Clan, as described on page 319 in Crab lands. Details relevant to what PCs experience are provided within the adventure.

DAYLIGHT CASTLE

For over four hundred years, Daylight Castle—also known as Hiruma Castle—has been a sinister beacon shining from the Shadowlands, a constant reminder to the Crab of their greatest failure. Once, it was the heart of the clan's defenses against the Shadowlands. In the eighth century, however, it fell to the Shadowlands, and it remains mired there still.

The History of Daylight Castle

In the earliest days of the Empire, the first Emperor ordered his brother Hida to defend against incursions from the vile wasteland known as the Shadowlands. Hida and his followers created the "First Wall," a belt of fortifications—watchtowers, palisades, and bulwarks— designed to block attacks from the forces of their wrathful brother, Fu Leng. Foremost among Hida's followers was Hiruma, a skilled hunter and scout. Hiruma and his own followers proved so adept at preventing, detecting, and defeating attacks from the Shadowlands that Hida elevated Hiruma's family in status within the Crab. In the heart of the lands granted to him, he established the Hiruma family's seat of power, a powerful edifice that became known as Daylight Castle.

Daylight Castle became a linchpin in the First Wall, a center of command and logistics for the Crab defenses. Although small and unadorned by Rokugani standards, it was nonetheless a powerful fortress in its own right. For centuries, it served as the core of the Crab defensive efforts against the encroaching corruption of the Shadowlands.

In the year 314, a powerful army of horrors, facilitated by the treachery of a Kuni ritualist, attacked Daylight Castle. Only the timely intervention of a group of nezumi, convinced to help by the bravery of a young scout named Hiruma Kazumi, saved it from disaster. This impromptu alliance marked the beginning of a friendship between the Crab and the nezumi that has lasted to this day.

Daylight Castle's long years of glory were not to last. The First Wall, while formidable, lacked the integrated, contiguous defense of the later Carpenter Wall. In 716, the monstrous oni lord now known only as the Maw assembled an army of a size and power not seen since the time of the First War against Fu Leng. Under the Maw's cunning leadership, this horde revealed the First Wall's shortcomings. Fortress after fortress fell to the unrelenting offensive. On Last Stand Plain, the bulk of the Hiruma army was lost to the Maw's forces. At that point, the only major fortification standing between the Maw's horde and the rest of the Crab lands and the Empire beyond was Daylight Castle, and it was this conflict that finally ended the legacy of Daylight

Castle's remarkable defenses. The castle, along with all of the Hiruma lands, was swallowed by the Shadowlands and now lies outside the Empire, beyond the Carpenter Wall. The Hiruma family remains determined to one day reclaim this ancestral seat of power. Until that day, it remains a bitter defeat for the Crab Clan.

Anatomy of Daylight Castle

Daylight Castle is a substantial fortress, having been designed as the anchor point for nearly all of the original Imperial defenses against the Shadowlands. Moreover, it was constructed so that it could withstand both concerted attacks and a prolonged siege, so it needed to be able to house, protect, and sustain a large garrison.

Unlike most Rokugani castles, which combine the attributes of a fortification with a variety of nonmilitary components, such as political courts, elaborate gardens, and elegant, stylized architecture, Daylight Castle is strictly a fortress. Designed for the front line of the war against Fu Leng, its construction is stark and utilitarian. Little consideration was given to niceties such as visually pleasing architecture and creature comforts that didn't directly support its military purpose.

The layout of the castle is straightforward. The outermost feature is the large and imposing curtain wall, now mostly slumped into ruin. This encloses a series of inner subdivisions, which are themselves separated by lesser walls and gates, also now largely in ruins. The innermost wall encloses the four-story keep. Still largely intact, the keep is surrounded by the derelict remains of smaller buildings, including warehouses, smithies, and stables. Finally, the walls incorporate a series of watchtowers of varying size, all in crumbling disrepair.

Hiruma Yoshino's Last Hope

In this section, the PCs are introduced to Hiruma Ama, undertake her quest, and venture into the Shadowlands to reach Daylight Castle.

ADVENTURE CATALYST

Hiruma Yoshino rules over the Hiruma with benevolence and a keen sense of faith in the gods to guide her family. As the family lord, or daimyō, she must carry on and rule with excellence, no matter what challenges she is met with. She has passed her wisdom on to her only child in the hope that someday soon, he too will become a great leader. To her dismay, he has gone missing, but Yoshino is not one to let fate have the final say. Not when her son's life hangs in the balance.

All prospective daimyō of the Crab Clan must explore the Shadowlands with a small troop for five days before becoming eligible to rule. By experiencing the horrors of the Shadowlands firsthand, Crab leaders learn what would happen to all of Rokugan if the Carpenter Wall were to fall to the countless monsters of the dark expanse. Hiruma Asahi, Yoshino's son and heir, was on his coming-of-age expedition when he vanished in the middle of the night.



It has been two weeks since Asahi's disappearance, and as time continues on, hope for his safe return dwindles. Two members of his troop claim he awoke while the sky was still dark and wandered away from camp. At first, his fellow soldiers feared he had been drawn away by the enticing power of the Shadowlands, but when they followed him for a few paces, they heard him mumble about his destiny awaiting him at Daylight Castle. They left him to wander on his own, fearful for their lives should they continue on to the forsaken castle. They believe he left to recover his family's ancestral wakizashi as a gift for his mother, something he had previously vowed he would do when he was strong enough. The other soldiers in the troop know how important the artifact is to the Hiruma family, but even the most sentimental treasures aren't worth dying for, so when they were unable to stop Asahi, they returned to camp without him. The Crab already see enough death and they have a saying that a fool's errand is an errand for one.

Though Yoshino insisted on a search for Asahi, it was called off by the Crab Clan Champion after two search parties were lost to the effort. The Crab Clan is unwilling to risk more of their precious military force on recovering someone who has likely perished.

In an act of utter desperation, Hiruma Yoshino has called for the help of adventurers from various clans as her last hope of recovering her son's body and the family heirlooms he was wearing, promising the adventurers a handsome reward of gold and political clout should they succeed in this daunting calling. Only one party has answered her call and while all seems lost at this point, she insists on sending them forth in order to rest assured she has done absolutely everything in her power to recover her missing son. The thought of his body being for blasphemous rites by vile sorcerers or creatures of the underworld is too much for her to bear. Of course, a small hope remains that he is still alive, but that hope is a candle close to snuffing out.

PC MOTIVATIONS

Whether a player is creating a new character for this adventure or deciding why their existing PC would participate in the quest, any of the following can be excellent motivations for participating:

- To earn a substantial monetary reward
- To win political clout for their family or clan
- To prove themself as a hero
- To satisfy a morbid curiosity about the Shadowlands
- To show loyalty to their friends who wish to take on this challenge
- To help Hiruma Yoshino in her time of need
- To fulfill a political debt to the Hiruma family

The PCs may already be familiar with each other, or it can be assumed they have been organized into a party by Hiruma Yoshino at the GM's discretion.

ARRIVING AT THE CARPENTER WALL

When the PCs arrive at the Carpenter Wall, read or paraphrase the following text aloud:

> *A brawny guard beckons you to a provisions tent. His armor, although fashioned from thick, cumbersome plates of steel, boasts harrowing gouges and enough scratches that it might glitter in the sun, if the sun were to ever grace a place like this with adequate light. A few Crab Clan guards raise a brow as you pass, unaccustomed to outsiders in their glum outpost. You hear two of them exchange bets on your survival in dark-humored tones too loud to be considered whispers. If you dare send an admonishing look in their direction, they only stare back, unashamed, as if daring you to relinquish whatever ill-fated quest that will surely bring you to death's door. The supposed two-day journey to Daylight Castle already feels long indeed…*

Each character is given one finger of jade for protection (see page 200) and a week's rations of food and water. The group is also provided with a single pony (see the SRD if a profile is needed) to help carry these provisions. Then, each PC is instructed to never trust their senses while in the Shadowlands and not to drink the water or eat food procured there. If the PCs have any questions at this point, they can ask the guard, although he doesn't seem to know specifics about Asahi's disappearance and can only relay basic information about the Shadowlands and the threats there, and provide instructions on how to get to the general area Asahi's troop visited (a two-day march southwest). If a PC makes a DC 10 Intelligence (History) check, they realize they can ask the guard about any possible allies in the Shadowlands such as the nezumi, in which case the guard informs them that the Knotted Tails tribe often ranges in that area, and the PCs might be able to secure help from them. The guard uses the Soldier profile found on page 391 of the **NPC Appendix** and can have any of the motivations listed there.

PROVISIONS AND RESTING IN THE SHADOWLANDS

Resupplying and recuperating is very difficult in the Shadowlands. Most living creatures cannot eat or drink anything procured there. Due to the spiritual miasma that fills the Shadowlands, most creatures also can't gain the benefits of completing a long rest there, including healing and recovering class resources. A creature can expend one finger of jade to ignore this, but the finger of jade turns to inert grey sludge upon completion of the rest. If a creature would complete a long rest without expending jade this way, it gains the benefits of completing a short rest instead.

Nezumi (see page 32) and Lost creatures (see page 388) can eat and drink food from the Shadowlands, and can rest normally within the Shadowlands.

Once the PCs are ready to commence, the guard escorts them to the wall; then, read or paraphrase the following text aloud:

> *The Carpenter Wall looms over you, one hundred feet of dark stone battlements, redoubts, and watchtowers standing between Rokugan and the Shadowlands beyond. You pass by signs of a recent battle as you approach: wounded Crab Clan bushi being tended by healers and ritualists, the dead being carried off to be cremated, and yet more warriors cleaning and repairing armor and weapons. More troops stand guard atop the Wall, as the vigil of the Crab against the darkness never ends. You are ushered through a massive and heavily defended gate that opens to the Shadowlands. The guard bids you farewell, remaining inside the gate, and watches you with a solemn expression until the space between you is closed and all that remains is the horrifying expanse of a cursed wasteland.*
>
> *A dry, chill wind hisses around you, carrying the mournful cry of a distant…something, a bird perhaps, but no bird you know utters a sound of such malice and misery. Even as you look toward the distant sound, some of the landscape ahead seems to shift and change… or you think it does, because the desolate hills and gnarled trees now seem different under the dark, bloated sky. Worst of all, though, is your pervasive sense of being watched, as though something malign is waiting for you to begin venturing into this hellish place.*



THE SHADOWLANDS

If there is a single word that can describe the Shadowlands, it is wrongness. The PCs were told not to trust their senses and instincts, and it was good advice. Their surroundings are a disorienting and frightening mix of barren land, trees with contorted branches that sprout shriveled leaves right before their eyes, and pungent, purple fog that blooms from the ground and smells metallic and sour.

Alone in the Shadowlands, the PCs begin traveling in a southwest direction towards Daylight Castle, which they can sometimes see when the ominous fog parts for a moment on the horizon. With a DC 16 Intelligence (History) skill check (with advantage, if the guard informed them of the nezumi), a PC can recognize signs of a nezumi habitat nearby. The DC of this check is 10 for any Crab Clan or nezumi PCs. If the PCs approach the nezumi camp, they find a small foraging party from the Knotted Tails tribe (see **Nezumi Backgrounds** on page 182 for more information on these nezumi). The foragers, led by a large and boisterous nezumi named Sharp-of-Tooth, tell them their tribe sometimes sees Crab Clan samurai in fancy armor walking alone toward Daylight Castle, a place of certain doom. The nezumi will lead the PCs to the castle if a PC makes a successful DC 12 Charisma (Persuasion) check, or if the PCs barter useful items such as weapons, cloth, or food for this service. The trip takes two days. If combat breaks out on the trip, the nezumi skitter out of harm's way and generally try to avoid being pulled into the fight. On arrival, the nezumi refuse to come within a few hundred paces of the castle itself.

Alternatively, the PCs can wander in the general direction of Daylight Castle using a map, although it takes three days instead of two to make the journey due to the shifting landscape. The longer journey exposes the PCs to more risk, but on the bright side, that gives them the opportunity to gain extra experience (if they survive).

As the PCs travel away from the Wall, the GM should try to communicate this pervasive wrongness of the Shadowlands to them while trying to hint that every step southward makes things even worse. The following sections describe situations and encounters that should drive home the sheer horror of the Shadowlands as the PCs make their way to the last place Asahi was seen.

CORRUPTED ELEMENTS

More detailed and specific, the following sections can be used to showcase the repellent and otherworldly nature of the Shadowlands by describing the corrupted nature of the Five Elements in the Shadowlands. Consult **Table 4–1: Wrath of the Corrupted Elements** on page 362. Each result provides a narrative description of the effects the corrupted element can have on characters, a saving throw to avoid the effect when exposed to it, and a mechanical game effect characters who fail the save suffer.

For every 6 hours of travel in the Shadowlands, the GM should roll once on **Table 4–1: Wrath of the Corrupted Elements** and have one or more PCs face the resulting threat. The GM can also add these into other scenes and combat encounters as the environment dictates. Keep in mind that the objective is to make the PCs uncomfortable as they navigate the horror of the Shadowlands, not to thwart them completely, so the GM should tailor their frequency based on the group's status and progress.

At the GM's discretion, characters who are familiar with the Shadowlands, such as members of the Crab Clan, Shadowlands nezumi tribes, or inhabitants of the Ghostlands (see **Backgrounds** on page 124) or who have encountered a specific manifestation of a corrupted element before can make a DC 14 Wisdom (Survival) check to spot it beforehand, giving themselves and others a chance to avoid it or at least prepare for the worst.

Remember that characters carrying at least one finger of jade have advantage on these saving throws.

DANGEROUS DENIZENS

As the PCs make their way to and from Daylight Castle, they are likely to encounter vile creatures which they must choose to either avoid (if desired and possible) or fight. The encounters below are intended to be used during the course of the journey to Daylight Castle. The GM can run these in the order they are presented, organize them in a different fixed order they prefer, or even intersperse them based on the PCs decisions as they cross the cursed land.

The following are suggestions for Shadowlands encounters that are typical within a three-days- march of the Carpenter Wall and similar ventures into this blighted place.

Table 4–1: Wrath of the Corrupted Elements

D20 Roll	Element	Saving Throw	Narrative	Mechanical
1	Air	DC 12 Con saving throw	The wind suddenly turns frigid and dry, scratching at your lungs with invisible talons as you inhale	Take 1d4 cold damage
2	Air	DC 12 Con saving throw	The air fills with the odor of decay, and nausea wells up within you	Suffer the poisoned condition for one hour
3	Air	DC 14 Con saving throw	Sulfurous gas escaping a crack in the ground creates a biting haze that sears your eyes	Take 1d4–1 acid damage and suffer the blinded condition for one hour
4	Air	DC 14 Con saving throw	The smell of tarnishing metal fills your lungs and blood drips from your nostrils	Take 1d4–1 acid damage and suffer the disoriented condition (you can't make opportunity attacks) for 1 round
5	Earth	DC 12 Dex saving throw	Fine, gritty sand and razor-sharp pebbles manage to work their way into even the stoutest boots	Suffer the maimed condition (–10 ft. of speed and disadvantage on Dexterity saving throws, removed after you regain HP) for 1 hour
6	Earth	DC 12 Dex saving throw	Ground that appears perfectly solid proves to be vile, sucking mud	Take 1d4–1 bludgeoning damage and suffer the immobilized condition for 1 round
7	Earth	DC 14 Dex saving throw	Cracks open in a way that resemble gaping mouths before slamming shut again on the legs of those unfortunate enough to be caught	Take 1d4–1 piecing damage and suffer the prone condition
8	Earth	DC 14 Dex saving throw	Jagged rocks suddenly fall from unknown sources, as if defying gravity and reason	Take 1d6 piercing damage
9	Fire	DC 12 Str saving throw	Twisted purple flames flare up from cracks in the ground or any sources of fire such as torches and campfires	Take 1d4 fire damage
10	Fire	DC 12 Str saving throw	Inky smoke fills the sky, and fires and sources of light sputter and die	Take 1d4 cold damage
11	Fire	DC 14 Str saving throw	An eruption shakes the ground, and a gout of magma spews up through the tormented, ashy ground in the distance	Take 1d6 bludgeoning damage and suffer the prone condition
12	Fire	DC 14 Str saving throw	Oppressive heat settles over the area, pressing down upon you like the baleful eye of a deity	Take 1d4 fire damage and gain 1 level of exhaustion
13	Water	DC 12 Con saving throw	As you step into a brackish puddle, ghostly hands rise from the water to seize your foot	Take 1d4–1 cold damage and suffer the Distracted condition (–2 AC, removed after you are hit by an attack) for one minute
14	Water	DC 12 Con saving throw	A terrible thirst sets upon you, yet you know the water of the Shadowlands is too vile to drink	Take 1d4–1 psychic damage and a –2 penalty to your Wisdom saving throws until you are able to slake your thirst
15	Water	DC 14 Con saving throw	The crimson-touched clouds overhead unleash a sudden torrent of blood upon you, and the agony of the Lost runs down your skin with every drop	Suffer one level of exhaustion; until you remove all levels of exhaustion, reduce all hit points you regain by 2
16	Water	DC 14 Con saving throw	A cloud dips low to the ground, and the choking mists cause you to cough and retch	Take 1d6 acid damage and suffer the stunned condition for 1 round
17	Void	DC 12 Wis saving throw	Incessant whispers from no apparent source grate on your ears	Suffer the distracted condition (–2 AC, removed when you are hit by an attack) for one hour
18	Void	DC 12 Wis saving throw	Hints of voices carry on the wind, taunting you with a whispered litany of your personal failures	For the next hour, you have disadvantage on checks and saving throws based on Charisma
19	Void	DC 14 Wis saving throw	In the clouds high above, you see scenes of your greatest regrets played out again and again	For the next hour, you have disadvantage on checks and saving throws based on Intelligence
20	Void	DC 14 Wis saving throw	Sounds echo and reverberate strangely, making distances impossible to judge by sound and fraying at your nerves	For the next hour, you have disadvantage on checks and saving throws based on Dexterity

Stalked by Horrors

A few hours after they leave, the PCs should roll a perception check of DC 18. If successful, they notice they are being stalked from a distance by a small group of Shadowlands Horrors. The beasts keep their distance from the PCs and remain little more than flighty shadows. If the PCs move towards the beasts, the beasts will move back to maintain the original distance.

These Shadowlands Horrors do not take any outright hostile action, but if the group notices them, the GM should routinely remind them that they feel a sense of being watched and sometimes see yellow eyes peering at them from the darkness.

Momentary Allies

PCs encounter a group of a dozen Crab samurai scouts making their way back to the Carpenter Wall. They are led by a stalwart bushi named Hida Sanji. Their rough appearance and numerous bandaged wounds hint at the many skirmishes they have participated in. After learning the purpose of the PCs' journey into the Shadowlands, Hida Sanji will freely share information and advice about traveling in the Shadowlands. His party is a reconnaissance team tasked with investigating and tracking an unusually high volume of undead movement lately. Over the past week, they have discovered dozens of bands of undead and Lost samurai moving towards Daylight Castle but weren't able to ascertain why. After losing several of their members in battle, Hida Sanji and his party are returning to the Carpenter Wall to rest and regroup. Their most recent encounter was with a pack of Shadowlands Horrors. They fought them off and killed several. In the confusion, two of their men were separated. Hida Sanji has searched for them, but they are presumed dead. If the PCs mention that they think they are being stalked by such creatures, Hida Sanji and his party will tell them this is fairly normal for journeying in the Shadowlands, a place where things lurk and hunt their prey, sometimes for longer than necessary for the mere thrill of it.

If the PCs continue to ask Hida Sanji questions about the Shadowlands and threats they might encounter, he will share what he knows. If the PCs divulge that they are heading toward Daylight Castle, one PC can make a DC 12 Charisma (Persuasion or Performance) check to try to impart the importance of their quest. On success, Sanji offers the PCs fifty feet of spare rope and one unused finger of jade his group will not need, but is unwilling to commit any of his exhausted soldiers to their venture.

If the PCs are being overwhelmed by another encounter and have not yet passed Hida Sanji's patrol, the GM can introduce Hida Sanji and his patrol as they intervene and assist the PCs.

Undead Marsh

On the way to Daylight Castle, the PCs will need to travel through a valley of putrid marshland. The entirety of the marsh is considered difficult terrain due to the thick, sticky sludge PCs must wade through. After an hour or so of traveling through the marsh, the PCs will approach a half-submerged wagon. Barely visible under the rotting canopy, two crates marked with Imperial seals can be seen within the wagon. A PC attempting to examine the wagon can make DC 17 Intelligence (History) check. If successful, they are able to date the construction method of the wagon to a trading group that trafficked jade and other valuable gemstones but was absorbed and disbanded by another group roughly 15 years ago. What the wagon and its team were doing in the Shadowlands is a mystery. PCs may make DC 18 Wisdom (Insight) check to sense hostile intent.

A group of undead hide beneath the murky water. While underwater, they are effectively invisible but can be detected by use of an invocation or other magical means. As the PCs get closer, the muck suddenly sloshes and boils, disgorging grotesque, rotting corpses animated by the malign power of the Shadowlands. These enemies use the stats for Undying Warrior found on page 405 of the NPC Appendix. They are each armed with either a rusted blade or rotting bow from that profile, but not both.

The undead begin their assault by grasping at any PCs near the edge of the bog in an attempt to drag them below, attempting to grapple them and drag them into the bog. The bog's vile slurry is caustic to the living, and a creature suffers 1d4–1 acid damage each time it begins a turn in the bog. Killing an undying warrior frees their victim from the grapple, as do any of the usual ways of ending or escaping a grapple.

After combat, the PCs can attempt to loot the wagon, though getting to it in the swamp might be risky. The first crate contains two fingers of jade, miraculously unscathed. The other crate contains more mundane items common among travelers and merchants, including a journal that has completely rotted through and is no longer readable. Most of the items are damaged beyond use, but at the bottom of the crate, there is a leather pouch containing 62 gold pieces.



Lost Samurai

As the PCs traverse a barren landscape broken up by a few dying, gnarled trees, they suddenly hear screams of pain and desperation from a distinctly human voice. If they choose to investigate, they can follow the sounds to a heavily wounded Crab Clan samurai who is writhing on the ground in agony. If the PCs approach the samurai, he will attempt to communicate with them in a ragged voice between screams. His name is Hida Kurumi, and the PCs are able to surmise from his uniform that he is one of the members of the scouting party led by Hida Sanji. After he was separated from his party, he was attacked by a Lost samurai who fed him a poison that left him in agony. Call for each PC to make a DC 15 Intelligence (Investigation) or Wisdom (Perception) check of their choice. On success, a PC feels something is wrong with the situation.

Before the PCs can attempt to aid or question Kurumi further, a small group of Lost samurai reveal themselves from their hiding spots. They were using Kurumi as bait against his will and the PCs have just fallen for their ruse. Each PC who failed their check to detect something wrong above is surprised; each one who succeeded can fight in the surprise round.

These enemies use the Lost Samurai NPC stats on page 385. The recommended number of enemies for this encounter is 1 + the number of PCs. One of the Lost samurai is the leader of their warband, a husk of a warrior from ancient days called simply "The Ruthless," and gains the benefits of the Bruiser role template (see page 389). If more than half the enemies are eliminated, or if the leader of the warband is eliminated, the rest flee. The enemies ignore Kurumi during the battle and Kurumi is too weakened to aid the PCs.

After the battle, the PCs can question Kurumi further and attempt to aid him. If questioned, Kurumi tells the PCs that he and another soldier were separated from his party. They were ambushed by a large group of the Lost that numbered about fifty strong. The ones the PCs saved him from were just a small offshoot of the main group that stuck around to torment him.

The leader of the main group is a fearsome woman named Kitsu Ichika, a fugitive from the Lion Clan that now serves darkness. With great horror, Kurumi recounts her sadistic grin as she stabbed his companion with an exquisitely crafted obsidian katana. When life faded from his companion's eyes, the ground cracked beneath his corpse and hellish hands pulled his soul down to eternal torment. Such cursed relics are mercifully rare, and even fiends know to fear them.

After the combat, a PC can make a DC 15 Wisdom (Medicine) check to counteract the poison. Certain invocations and other abilities can also negate the poison at the GM's discretion. If the PCs treat Kurumi, he insists on leaving, and claims to be able to make it back to the Carpenter Wall on his own. If the PCs are unable to help Kurumi, he succumbs to the poison in a few hours.

Waylaid by Shadows

When the PCs choose to rest, they are ambushed by the group of Shadowlands Horrors. If the PCs have previously passed checks to detect the beasts (see Stalked by Horrors on page 363) and have planned for a night guard, they aren't surprised by the attack. If not, they are surprised. The Shadowlands Horrors stalking them use the Lesser Horror template found on page 408 of the NPC Appendix. Before the encounter begins, roll 1d12 for each Horror on **Table A–11: Shadowlands Powers** (see page 410) and apply the results. The recommended number of enemies for this encounter is equal to the number of PCs – 1, minimum 1. The Horrors will viciously fight until half of them (rounded up) have been slain, at which point they break off and flee.

DREAMS OF THE DOOMED

From the second day of the journey forward, the PCs are close enough to Daylight Castle that if they take a long rest, they encounter the ghost named Hiruma Masami in their dreams. In life, Masami trained as a priestess in the traditions of the Moth Clan. She will hint that there is trouble at Daylight Castle and tell the PCs she will visit them again there. See **Haunting Dreams** on page 370 and portray Masami without a hand mirror and with puncture wounds in her lips.

The Shadow of Dawn

In this section, the PCs reach Daylight Castle, and the second act of their quest begins. The castle is held by undying defenders—undead warriors who still fight for the Emerald Empire, bound even beyond death by the dreadful necessity of keeping a powerful being of ancient oni bound within the Daylight Castle. The PCs can search the castle for Hiruma Asahi, who the undying defenders believe will succeed their current lord as ruler of the blighted castle. Meanwhile, the Lost warriors of Fu Leng assault the walls of the castle, and in the tunnels beneath, a wicked sorcerer seeks to unleash the oni for her own nefarious ends. Various specters, undead warriors, and strange beings will ask for the PCs' trust—and some are attempting to deceive them, while others are truly as selfless in their goals as they claim.

This section can be run as a sandbox, giving the PCs a great deal of freedom to explore, interact with the various different factions and individuals within and near the castle, and skulk about a haunted ruin that is somehow still a bastion of hope in a realm of ever-deepening despair. Alternately, the GM can present the players with more concrete A-or-B choices for the next destination after each encounter. See the Map of Daylight Castle on page 367 for more about how these locations are linked together physically.

MILESTONE ONE: REACHING THE CASTLE

If using the milestone method for levelling up, instead of gaining experience for each encounter, each PC of third level or lower gains 1 level upon completing their first long rest after reaching Daylight Castle.

DAYLIGHT CASTLE

Daylight Castle is an ancient stronghold that has suffered not only from the attack that led to its downfall but also from the corruption of the Shadowlands in the centuries since. The combined effects of battle damage, the passage of time, and the influence of Jigoku have tarnished its former glory.

As Daylight Castle comes into the view of the PCs, read or paraphrase the following aloud:

> *As you round a rocky spur that thrusts out from a line of jagged, barren hills, you see the walls and towers of a fortress looming ahead of you, dominating the blasted landscape around it. This is Daylight Castle, once the ancestral home and seat of power of the Hiruma family. Now, it is a bleak ruin, with gaping holes where walls have slumped and collapsed. The watchtowers and the great keep inside the walls claw at the darkening sky like ghastly fingers. A brooding stillness hangs over the place; the air is heavy with an oppressive sense of expectation.*

APPROACHING DAYLIGHT CASTLE

Daylight Castle was once the keystone in a series of fortifications designed to hold the Shadowlands at bay. While it no longer serves its purpose, it is still an imposing fortress, built atop a low rise amid a flat plain so that no enemy could approach it undetected, and was designed to offer no cover to a foe who nevertheless drew close. As the PCs study the terrain more closely, however, they should note that erosion and upheavals in the ground that are a common occurrence in the Shadowlands have riddled the plains with craters and ravines. This means that they may make most of this final stage of their journey to Daylight Castle under at least some degree of cover. Even so, the GM should emphasize that from time to time, the PCs must move in full view of the fortress. This is an opportunity to further enhance the sense of menace and potential danger by describing the castle as "looming ever closer, its windows like staring eyes, while distant, mournful wails and cries drift on the fitful, hissing wind," and so on.

As the PCs approach Daylight Castle, the wind occasionally carries with it the sound of steel ringing on steel, indiscernible shouting, and other sounds of battle. These noises have an ethereal and otherworldly quality to them, and seem to linger in the air. The frequency and intensity of these noises increase with proximity to the castle, and can be heard sporadically from within the castle later in the adventure.

Once the PCs get close enough to Daylight Castle to see it in detail, read or paraphrase the following aloud:

> *As you gaze up at the tallest keep, your eyes adjust against the murky light of the sky and fix on a lone figure wearing the tattered remains of ancient Hiruma armor and a most peculiar and haunting, red-lacquered mask with monstrous features. The foreboding figure of human shape is completely motionless as it stares back at you. It could be nothing more than an inanimate effigy created by a blood sorcerer to scare off meddlesome adventurers, except that you have the unnerving feeling it's looking through you to your very soul as if it is something shiny and new to add to its collection.*

With a successful DC 15 Intelligence (History) check, a PC notices the armor worn by the figure is from the era the when the castle fell, and with a result of 18 or higher on their check, they also note that the armor is ornately decorated in the manner of Crab Clan family lords. It is likely the soul that once inhabited this body was Asahi's ancestor.

The figure is too far away to perceive any other details. It does not move unless the PCs attempt to attack it, in which case, it moves away from the window and is no longer visible.

Castle Gate

The castle gate is battered and bruised from centuries of war. Huge sections of stone have been dislodged and lay crumbled against the earth at the base of the wall. Blue and purple fluid stains much of the wall around the broken gate, probably blood smeared by some enormous monstrosity trying to breach the small entrance, though the strange coloring gives the impression of bruising. Bleached bones lay scattered everywhere. Some are chalky and soft with age, others freshly picked clean by whatever ghoulish scavengers prowl around the Shadowlands at night.

As the PCs approach the gate, they notice undead samurai silently standing guard inside. The recommended number of guards is 1 + the number of PCs. One has bloated, pale skin and rot seeping from their orifices. Some have leathery skin, pulled taught around their bones, hollows where their eyes have since decayed or been plucked out, and matted hair. The others are in an advanced stage of decay, only exhibiting bones that match the grotesque confetti on the ground. They stand at attention but are not immediately hostile to the PCs.


Daylight Castle
GUARDS' QUARTERS
THE DAIMYO'S CHAMBERS
SERVANTS' QUARTERS
LIBRARY
TRAP DOOR
THE DOJO
SERVANTS' QUARTERS
BARRACKS
HIDDEN PASSAGE
TEMPLE
KITCHEN
ARMORY
THE SECRET CHAMBER
FORGOTTEN GAS
FORGOTTEN PASSAGES
TRAP DOOR
EGG CLUTCHES
SECRET DOOR
THE COURTYARD
SPIKED PIT
SECRET CHAMBER
HIDDEN COURTYARD
UNDERGROUND STREAMS

The decaying guards all wear armor typically worn by Crab Clan soldiers, though the style and construction vary from modern to constructions popular four hundred years ago. With a DC 13 Wisdom (Perception) check, a PC notices the discrepancies in the styles of armor. Otherwise, the PCs won't notice the subtle differences in the armor, as it is quite worn and dirty.

If the PCs get closer, the decaying guards will raise their weapons in warning and speak in unison, telling the PCs to leave. "You are not the chosen. Turn back or die." The guards will always speak in unison in raspy voices, as if they are united by a single ominous will. They respond to most questions and statements from the PC by repeating their demand. The exception is if a PC asks the decaying guards about Hiruma Asahi. They will answer the PCs as follows: "His destiny is here. He must not leave."

This is the extent of what they are willing to share. If the PCs linger too long, move any closer, or attack, the decaying guards will assume malicious intent and the PCs must roll for initiative. The undead samurai guards use the Undying Defender template detailed on page 382. For a more difficult encounter, the GM can replace one of them with an Undying Sergeant. The Castle Gate leads to the courtyard.

Courtyard

As a warning to hostile visitors, the courtyard proudly displays signs of corruption and decay that hint at the wickedness within the castle. The space becomes increasingly sullen under the shadow of the spiked keeps. It's as if the darkness itself is baring jagged teeth, threatening to swallow the PCs and drag them to the pits of Jigoku. As far as the PCs can tell, there is no one else in the vicinity, although the feeling of being watched has not relented.

The first thing PCs may notice in the courtyard is a large cavity in the ground, a few paces away from the entrance to the main keep of the castle. It emits a strange hissing sound as well as acrid wisps of miasma. If a PC moves within 5 feet of it, that PC must make a DC 14 Constitution saving throw or suffer 1d4 poison damage, repeating this check once every five seconds they remain. If a PC lingers long enough to make a second Constitution saving throw, call for a DC 16 Wisdom (Perception) check. On a success, that PC sees a tunnel through the noxious mist. If they are feeling particularly brazen, they can jump down and take 1d12 bludgeoning damage from the fall due to the substantial depth of the tunnel. If so, they find themselves in the tunnels under the castle and eventually reach the Secret Chamber on page 378.

If PCs examine the old well, they note that it hasn't held much water in a long time. The well is about 50 feet deep. There is an old rope attached to the well, but attempting to climb down using it results in it breaking. A DC 15 Dexterity (Acrobatics) check allows a PC to catch themselves against ridges in the stone walls and climb back up the well. If the PC fails the check, they fall the entire way down. This is not a freefall due to the close confines of the well, but still inflicts 1d12 bludgeoning damage. Alternatively, the PCs can use their own rope if they've brought one or been given one by Hida Sanji and lower themselves safely. The bottom of the well is a tunnel that leads to a forgotten passage that is carved into the mountain and exits into a trapdoor on the second story of the right tower.

Opposite the well, there is a passage carved in stone but unfortunately, it has been blocked by rubble. Clearing the rubble in a timely manner is out of the question, but with a successful DC 16 Intelligence (Investigation) or Wisdom (Perception) check, a PC can peek through small holes in the rocks to see the Hidden Courtyard behind (see page 369). The main point of interest they can detect from their vantage point is a pool of red water that seems to swirl with white symbols. It is too distant to see the symbols clearly. The pool is surrounded by stones and casts a harsh red light over the entire room. Past it, several undead guards stand at attention.

Upon further searching the courtyard, the PCs will make a disturbing discovery. An undifferentiated mass of heaving, pulsating flesh has taken up residence there. If they approach it, the PCs find that the mass has the ability to communicate, conversing through direct contact with their minds: a profoundly unpleasant experience, like slimy worms slithering under one's scalp. The growth is in extreme agony and emanates anger and frustration. There is a distinct intelligence to it as well, and as soon as it detects the PC's presence, it will begin to incoherently babble about being trapped and helpless. The telepathic link is too obscured by the growth's pain to clearly decipher much besides a pitiful pleading to go to the tower to the right to help it. If PCs try to hurt the growth, it recoils and implores them to stop. If severed, both parts remain living and will slowly grow even larger. Any attempt to destroy the growth by other means results in a similar outcome. A DC 8 Intelligence (Arcana or Religion) check reveals that the growth is somehow immortal and, most disturbingly, might be made of what was once human flesh.

The last area of interest in the courtyard is the doors leading to the main keep's court chamber.

Hidden Courtyard

The hidden courtyard is guarded by three Undying Defenders and an Undying Ritualist (use the Experienced Ritualist profile from page 395 of the **NPC Appendix** with the Defender of Daylight Castle template from page 382). If PCs enter the hidden courtyard, the undead samurai will attack them on sight while chanting at them to leave or die. The middle of the courtyard contains a powerful magic seal which the PCs can investigate, as detailed in **The Seals of Daylight Castle** below. The hidden courtyard has a staircase leading to the trapdoor in the court chamber, a passage leading to the tunnels, and a hidden entrance to the secret chamber that can be discovered with a DC 15 Dexterity (Sleight of Hand) or Wisdom (Perception) check.

THE SEALS OF DAYLIGHT CASTLE

Two hidden seals protect Daylight Castle against the ravenous power of the Shadowlands. One is in the **Hidden Courtyard** described on this page, and the second is in the **Student Quarters** described on page 374.

The immense power of these seals weakens Lost creatures within castle territory while strengthening the Undying Defenders of the castle. The PCs might not yet understand the purpose of these seals, especially if they have not yet gathered pertinent information about what is truly going on in Daylight Castle.

INSPECTING THE SEALS

Upon inspecting the physical origin point of either of the two seals, a PC may attempt an DC 9 Intelligence (Arcana or Religion) check to determine the function of the seal. A success with a result of 9 to 10 reveals the seals have symbols signifying evil and corruption, though it's unclear what the other relevant symbols mean, so important context is missing. A success with a result of 12 or higher reveals that the seals shield the castle against the corruptive power of the Shadowlands.

RESEARCHING THE SEALS

The library contains a scroll with information on the seals. A PC that has visited the library and succeeded a check to decipher the scroll or a PC who has already succeeded this check on the other seal in the castle will immediately recognize the purpose of the seal without needing to perform another skill check.

BREAKING THE SEALS

A PC standing next to the seal can spend a turn to deactivate it with a DC 16 Intelligence (Arcana or Religion) check. When broken, a torrent of red smoke erupts and spirals upward before dissipating.

EFFECTS OF THE SEALS

For each active seal in the castle, Lost creatures suffer a –2 penalty on their attack rolls, ability checks, and saving throws. Inversely, all NPCs with the Defender of Daylight Castle template suffer the same penalties for each seal that is broken.

If both seals are broken, groups of Undying Warriors (see page 405 of the NPC Appendix) and Lost Samurai (see page 385) break through the damaged defenses of the castle in various places and attack the PCs on sight. For additional intrigue, GMs may include Undying Defenders in the encounter. If they do, the Undying Defenders attack the Undying Warriors and Lost Samurai. This allows the PCs to aid either side and hints that something strange is going on as undead don't typically fight each other. Aiding the Undying Defenders will result in them no longer taking hostile actions against PCs unless provoked.

ENTERING DAYLIGHT CASTLE

Once the PCs haul open the doors to the castle itself, read or paraphrase the following aloud:

> *Inky darkness fills the space before you. A few small windows are positioned high in the large space, but the sullen clouds outside have allowed little light to pass through. A gentle breeze greets you from within the entrance hall, though it's hard to imagine why a breeze would be moving in the opposite direction of the doors inside the enclosed space. The air is the freshest you've experienced since entering the Shadowlands, but as the breeze dissipates, so does the soothing quality of the air. The stink of rotting flesh, putrid plant life, and stale air assaults you. Though you can't see anyone or anything immediately in front of you, the ground beneath your feet seems to echo a deep, unnatural undulation. You feel a deep, brooding sense of silent anticipation settle in your stomach.*

The entry hall is decorated with human skulls and skeletal arms sprouting from the walls and support beams, giving the impression that the bones themselves are attempting to escape this wretched place, even long after death.

The Search for Asahi

Asahi is currently being held in the **Samurai Quarters** (see page 375). The GM can use clues to guide the PCs to Asahi more directly or encourage the PCs to explore the castle in its entirety by not providing them. Some examples of clues that could lead them in his direction when considering two or more paths are:

- His helmet, discarded on the castle floor
- Fresh blood the color and viscosity of human blood rather than the thick ichor of the defenders
- The distant sound of someone banging on a door

HAUNTING DREAMS

When the PCs take a long rest in Daylight Castle, one or more of them find themselves in a strange, possibly shared dream. The dreams always begin the same. A middle-aged woman dressed in a light blue and crimson ritualist kimono begs for their assistance. She is terrified of a shadow that menacingly stalks her from the edges of this dream. Her hands shake as she lifts a mirror. In the mirror, her reflection's mouth is sewn shut and is bleeding from the punctures in her skin and lips. The reflection desperately tries to communicate, but it is of no use. The woman tells you the reflection is her future if the shadow, an ancient and powerful oni, is not destroyed once and for all.

If the PCs ask how they can help, the woman reveals herself as the spirit of Hiruma Masami, a ritualist who performed an invocation to trap a powerful oni and herself in Yume-dō, the Realm of Dreams using a technique learned during her studies with the Moth Clan. Because she is trapped in Yume-dō, she can only communicate with the PCs through their dreams. She implores them to find the undead daimyō wearing the oni's cursed mask and destroy the mask. She claims the mask of the oni houses its evil soul, and destroying the mask will effectively send the oni back to Jigoku where it can never haunt her or hurt anyone again. She tells them that by destroying the mask, they would also set her free and allow her soul to be peacefully reincarnated. This dream will repeat each time the PCs take a long rest, although they will be able to ask Masami different questions each time. If answering any of the PCs' questions would reveal too much, the shadows at the edge of the dream intensify, and Masami seems to temporarily lose her ability to speak.

Each PC visited by Masami gains the benefit of a long rest without needing to expend a finger of jade, as if something pushed the malign intent of the Shadowlands elsewhere for the duration of the dream.

The Court Chamber

Located on the main floor of the keep, the court chamber is small by Rokugani standards. It is an open area sporadically decorated with unraveling tapestries, broken furniture, and other relics of the castle's better days. PCs hear the thrum of a forge and the ringing of a hammer on an anvil nearby. The Court Chamber opens into the rest of the main floor. A massive chasm separates the main floor of the castle into two sections. It appears to be about 100 feet deep, with running water lazily flowing below and emptying into an underground stream further down. A makeshift wooden bridge positioned in the middle of the room allows the PCs to pass from one side to the other safely.

The main points of interest on the main floor are a statue of Hiruma Tomoharu, the former lord of the castle, a trapdoor leading to the hidden courtyard, the armory, the skeletal remains of a massive beast that now serve as a staircase to the right tower, and the temple. There is also a giant hole in the ceiling with a makeshift ladder that leads to the second story of the main keep.

The statue of Hiruma Tomoharu is in remarkably good condition and appears to have been polished recently. Tomoharu had an imposing figure and was rumored to be a peerless swordsman, gifted tactician, and dedicated leader. A rope appears to be firmly connected to the base of the statue. It leads into the chasm below and onto solid ground near the underground river. Belaying down this rope leads PCs into the tunnels.

Observant PCs can make a DC 16 Wisdom (Survival) or Intelligence (Nature) check to discover numerous tracks leading to and from an abandoned storeroom filled with rubble. PCs can use this information to discover a trapdoor faintly hidden beneath some lumber that leads down a stone staircase to the hidden courtyard.

The Servants' Quarters

The PCs can enter the servant's quarters from the old well in the courtyard or the staircase of bones in the court chamber. The room is dominated by the same kind of fleshy pulsing growth as in the courtyard, but this one spans the majority of this space. The bone staircase exits to an area guarded by a number of Undying Defenders equal to the number of PCs in the party – 2. Upon spotting the PCs, the Undying Defenders instantly launch an attack unless they have been subdued by other commands. While in the servant's quarters, the PCs notice that the constant sound of battle present in other locations in the castle is absent and replaced by a rhythmic pumping sound from the fleshy growth. This makes the location suitable for taking a long rest, though they must expend jade as normal to gain its benefits.

If PCs rest here, they are visited in their dreams by the oni pretending to be Masami. The real Masami is unable to sense or overhear any conversation that happens in this room, and the Masami PCs meet in their dream here will not be holding the hand mirror with her disfigured reflection as usual. The dream is similar to the standard dream, although if asked about the missing hand mirror, the Masami imposter will tell the PCs that particular fate is becoming less likely for her because the PCs are closer to destroying the mask and helping her finally be free.

Despite the immense pain, the fleshy growth is better able to communicate in this room due to its size. If the PCs choose to interact with it here, it falsely introduces itself as Hiruma Tomoharu, the ancient daimyō of the Hiruma family and commander of Daylight Castle. It claims the oni has cursed it to live an eternity of pain and suffering trapped in this grotesque form.



The Ancient Blade

Upon closer inspection, the PCs will find a beautiful and ornate sword thrust into the creature, plunged all the way to the hilt. Removing this blade frees the growth of its pain and allows it to think and communicate clearly.

The blade is the ancestral wakizashi of the Hiruma family (see page 130). If he is with the party, Asahi will identify the item on sight and declare the wakizashi rightfully belongs to him and his family. If he is not present, a PC can identify the item and its properties with a DC 15 Intelligence (History) check.

The blade is a +2 awakened wakizashi (see page 213) with the *jade strike* invocation (see page 276) sealed within it. It has the quirk of whispering warnings of danger that only its wielder can hear when the minions of Fu Leng draw near.

Talking to the Fleshy Mass

If the PCs attempt to communicate with the fleshy growth claiming to be Hiruma Tomoharu, it will explain that the oni was weakened by a ritualist named Hiruma Masami who sealed its soul into its mask during their conflict four hundred years ago. Since then, the oni has slowly been recovering its power. The fleshy growth claims the mask is able to possess whoever wears it, and in order to fully awaken its power, it needs to possess Asahi, who is a descendant of Masami, and whose blood can help free it. If questioned about Asahi, it will claim he is being confined in the Samurai Quarters in the main keep until the oni is ready to ritually sacrifice him to regain the rest of its power. The fleshy growth claiming to be Hiruma Tomoharu has been able to contact Asahi and wishes for the PCs to free him and prevent the oni from passing the mask to him.

If PCs further interrogate the mass, it will explain that the soldiers guarding the castle have been possessed by the power of the mask and are under the oni's power. To break the curse and banish the oni, the PCs need to destroy two seals that stabilize the oni's power, then break the mask. The seals are located in the hidden courtyard and the student's quarters. The fleshy growth goes on to explain the passages and paths of the castle necessary to reach these locations. It also cautions that the oni has the power to mind-control and persuade, so it advises the PCs to strike the masked daimyō down before it can talk to them and start to gain control over them. With great earnestness, the fleshy mass tells the PCs to avoid traveling to the temple, as it has been corrupted, and those who enter become confused and unable to tell reality from the oni's illusions.

This fleshy creature is not, in fact, Hiruma Tomoharu, but fragments of the oni's nearly immortal body, bereft of its sealed-away soul. It seeks to reunite its soul with its body, thus becoming complete and mighty once more.

While the entity appears helpful, a successful DC 17 Wisdom (Insight) check gives a PC an uneasy, suspicious feeling that the fleshy mass is hiding something from them. Anything lower leaves the PC feeling confident that the fleshy mass has their best interests and the best interests of Rokugan at heart.

If accused of dishonesty, the creature vehemently denies that it has lied or told half-truths at any point. It speaks to the PCs in a pleading and eager tone, always claiming to be a victim of cunning evil. If the PCs raise their doubts a second time, it will lose its temper and lash out by insulting the party for being dull before quickly apologizing and asking for forgiveness. It claims the constant torture it has endured has made it irritable and weak.

If the PCs have gained knowledge of its true identity (a portion of the soulless body of the oni), it attempts to persuade them to aid it in its return to power and offer them rich rewards and forbidden power. If they agree and take actions to weaken the defense of the castle and free the oni, the PCs gain the Shadowlands Power feat found on page 224, and the oni and most other evil creatures in the Shadowlands won't take hostile action against the PCs unless provoked.

If the PCs try to attack the fleshy mass, it is a futile effort. It has no vital organs. If they sever part of it, the two parts grow back seemingly stronger. The structure around the mass is crumbling and unsound, and the bulk of flesh acts to support the walls. Removing it is likely to cause the room to collapse. Even if provoked, the fleshy mass does not retaliate.

The Armory

The armory is home to the massive skeleton of a reptilian beast. How old the bones are is a mystery, but they are now infested with tiny, glowing insects that have started to gnaw away at the rough surfaces. Upon entering, PCs will find they are not alone. Several Undying Defenders are sharpening and repairing weapons, a task that seems a little too advanced for typical undead. They are supervised by an unarmored samurai with a katana and wakizashi in his waistband, who is hammering on a blade. While also undead, his expressions and mannerisms seem thoughtful and intelligent. In the corner of the room, a heap of broken armor and weapons that have been snapped or

chipped lay waiting to be repaired. The rest of the room is lined with weapon racks and stands where armor is stored.

The inhabitants of the room, besides the supervisor, have the same trance-like mannerisms as the other Undying Defenders in Daylight Castle. Upon noticing the PCs, they will turn in eerie unison and begin chanting. "You are not one of the chosen. Turn back or die." If their request is not immediately heeded, they become hostile and attack the PCs. The recommended number of enemies for this encounter is the number of player characters + 1. Most of the enemies are Undying Defenders, but the supervisor is a blademaster who uses the Wandering Duelist NPC profile from page 392 with the Defender of Daylight Castle template from page 382. To increase the difficulty of this encounter, the GM can substitute an Undying Defender with an Undying Sergeant.

After the battle, the PCs can loot the armory. The various weapons and armor on the racks are remarkably well maintained and in good condition despite evidence of numerous repairs. The weapons have a strange green sheen to the metal. A DC 14 Intelligence (Arcana or Religion) reveals these weapons have been infused with jade and are considered magical for the purposes of overcoming the resistances and immunities of Lost creatures.

The armory is vast and well-stocked. It contains most martial and simple weapons, as well as most types of common shields and armor. A successful DC 15 Intelligence (History) check reveals the weapons and armor are all from different time periods ranging from modern to over 400 years old (for a member of the Crab Clan, the DC is 9). The GM can choose which weapons have been infused with jade (see page 200).

The Temple

Candle Temple is protected by a powerful invocation that has sealed the doors shut. Upon reaching it, the PCs can see that an offering must be made to break the seal and allow access. The space for the offering is a wooden dish. If the PCs have encountered Masami's hand mirror in physical form or in a vision, they can make a DC 12 Intelligence (Investigation) check to determine that the bowl is roughly the right size to hold it.

The Barracks

Mounds of dirt punctuate the floor of the barracks while aggressive root structures snake around the room and climb through the ceiling. The room smells earthy and damp. Thin, reflective silk threads line the room, and human-sized silk cocoons hang from the taller root structures. Three Undying Defenders stand rigidly at attention by the entrance. They will attack the PCs on sight. If a PC gets within 15 feet of one of the mounds of dirt, a Giant Spider (see SRD for stats) springs forth and attacks. Giant Spiders will ignore the Undying Defenders, preferring live prey. The recommended number of Giant Spiders is a number equal to half the number of PCs, rounded up. After a round of combat, the PCs hear a commotion upstairs. Two turns later, two additional Undying Defenders enter the encounter from the root that forms a ramp between the floors.

If the PCs investigate the cocoons, they find the hollow husks of Lost Samurai and a total of 17 gold pieces from the pouches of the victims. The mammoth rootlike tendrils growing throughout the room can be used as a makeshift staircase to access the samurai quarters above since the actual staircase has long been destroyed. The balcony of the barracks features a rickety bridge made of wood and stone that connects the room to the left keep of the castle and leads to the dōjō.

The Dōjō

The dōjō is filled with Undying Defenders (see page 382), most of whom have suffered such egregious wounds that their bodies are effectively nonfunctional. They are laid out respectfully, and those that still have eyes wait with distant stares. Several Undying Defenders in slightly better shape stand guard, particularly around the entrance to the tunnels, while Undying Purifiers slowly and methodically attend to the wounded by sewing gashes back up and painstakingly reattaching rotting limbs and bones with ritualistic magic. How they are still able to access the favor of the gods will likely be a mystery to the PCs until they learn the true mission of the Undying Defenders.

Upon entering the dōjō, the occupants will launch an immediate attack on the PCs. The number of Undying Defenders still able to fight is equal to the number of PCs +2. Before combat starts, deal 3d10 damage to each of the wounded Undying Defenders to represent the damage they have sustained from previous battles. Additionally, two Undying Purifiers aid them in battle.



The dōjō has a staircase leading to the student's quarters, a bridge leading to the barracks, and a passageway leading to the tunnels.

Student Quarters

The student quarters contain two Undying Defenders and two Undying Sergeants. They attack the PCs on sight. The middle of the room contains a powerful magic seal, as detailed in The Seals of Daylight Castle on page 369.

The Library

The library is one of few rooms not debased by the awful stink of decay. Instead, the smell of old paper and toppled wooden furniture make for a cozy, if dilapidated, ambiance. Ancient scrolls lay scattered across the floor and piled in heaps in the corners of the room. Many of the scrolls have been poorly preserved and damaged beyond use, but some still offer mundane information about past battles with various Shadowlands threats, many of which have been replaced by new, more menacing ones.

In the center of the library, there is a pedestal with a large scroll spread across it. Time has faded the ink and obscured the terminology and subject matter. If a PC succeeds a DC 17 Intelligence (Religion) check to decipher the text, they learn the scroll details several ancient rituals and glyphs for protection against evil. One even explains the complex process of sealing demonic souls into magical items. These rituals require a great sacrifice and many rare components the PCs aren't familiar with, making the rituals impossible for them to replicate. If the PCs would like to continue searching the room, a DC 17 Intelligence (Investigation) or Wisdom (Perception) check reveals a hidden stash of scrolls well preserved in wax.

There are six scrolls in the hidden stash. They describe the final weeks of Daylight Castle during its siege by an unnamed oni. A powerful ritualist named Hiruma Masami was planning to attempt a ritual to bind the oni to its mask, but the price would be that of her own freedom as well. She believed the mask would need to be guarded from allies of the oni, meaning the last remaining noble Hiruma guardians of the castle would need to guard it indefinitely and recruit their descendants to take up arms for them when their decomposing bodies eventually broke down beyond the point of continued animation.

Without a check needed, one of the PCs will feel a gentle breeze drift in the direction of a table. In the center of the table, there is a small, lacquered hand mirror reminiscent of the one Masami holds in the PCs' dreams. If the PCs have visited the temple, they can make a DC 12 Intelligence (Investigation) check to note that it looks like it would fit perfectly in the offering bowl outside the temple.

The Temple Revisited

By depositing Masami's lacquered hand mirror onto the offering dish outside the temple, the doors open, and the PCs can enter.

Candle Temple is cloaked in a thick blanket of dust. It appears as if it has not been entered for hundreds of years. It does not appear defiled in any way. In fact, there is a faint, supernatural hum that gives the room a feeling of warmth and safety. The sense of dread and uneasiness the PCs have had since they stepped into the Shadowlands melts away.

A gentle breeze flows through the room in a circular fashion, as if slowly guiding the PCs to the shrine. If PCs roll insight with a result of 10 or higher, they will feel a sense of peace and safety. While the PCs are in the temple, they will begin to feel drowsy and prompted toward sleep.

A Safe Respite

In the middle of the room, there is a small shrine. With a DC 13 Intelligence (History or Religion) check, a PC is able to tell that this shrine is dedicated to the Celestial Heavens. They will also become aware that the group can take one long rest here without needing to expend jade to gain the full benefits.

More Dream Visitations

If the PCs choose to rest here, they will be visited by Masami in their sleep. Here, she finally looks at peace, but there's also something peculiar about her. A dozen puncture wounds dot the skin around her mouth and her lips, but no thread holds her bound. Instead, she may finally speak freely. She reveals that the reflection the PCs encountered in earlier dreams was the real Masami, but the version of herself that could previously talk was not. Instead, it was an imposter, the oni itself, trying to trick the PCs into doing its wicked bidding to facilitate its escape from the noble Undying Defenders that keep it prisoner.

The oni can enter the dreams of those Masami tries to communicate with outside of the temple's safe haven, but she has found that this link goes both ways and has been able to observe the oni communicating with followers of Fu Leng through dreams. Through this link, she has learned of Kitsu Ichika, who possesses a cursed blade she calls "Obsidian Grin" that is capable of sending those it slays directly to Jigoku. She asks the PCs to recover it and use the blade's power against the mask of the oni.

They will need to retrieve the mask from the current daimyō and bring it to the body of the oni contained in a secret underground tomb before stabbing it with the cursed katana. Doing so will banish all of the oni to Jigoku instead of freeing it like any other weapon used against the mask would. Since Masami's soul is bound to the oni's through the ritual she cast to ensnare it, she would fall into the realm of torment for unfathomable eons. However, she is willing to endure such a fate to end the threat of the oni once and for all.

The PCs can ask Masami anything they would like, and she will do her best to answer them, especially regarding the history of the Hiruma vigil against the mask of the oni. It is clear she esteems the Undying Defenders highly and appreciates their continued sacrifice.

If the PCs have not yet found Asahi, Masami tells them he is being kept in the samurai quarters. If Asahi is with the party already, Masami encourages him to either take up the duty of wearing the mask or to take a risk and help the PCs get the cursed katana and slay the oni once and for all.

The Samurai Quarters

The guards in the samurai quarters previously mobilized to fight in the barracks, leaving this area unguarded. A room has been boarded up from the outside. If the PCs listen carefully, they can hear someone whispering on the other side, but no matter how long they listen, only one voice is audible. With a DC 15 Wisdom (Perception) check, they discern that it belongs to a human adolescent who is talking about destroying the oni.

If the PCs break down or otherwise circumvent the door, read or paraphrase the following aloud:

> *A human wearing stately armor is hunched over in the corner of the simple room. His long black hair is matted to his face, and he looks a bit pale, although alive and relatively unharmed. Upon seeing you are not Undying Defenders, he identifies himself as Hiruma Asahi.*

Asahi has become convinced by a fleshy tendril that the only way to destroy the oni is to kill the daimyō and break the mask. He wishes to join the PCs in doing so. He has also had dreams of Masami, though he does not understand he is being fooled by them. If the PCs ask him why he came to Daylight Castle, he will tell them he was possessed by a dream of one of his ancestors.

MILESTONE TWO: FINDING ASAHI

If using the milestone method for levelling up, instead of gaining experience for each encounter, each PC of fourth level or lower gains 1 level upon completing their first long rest after finding Hiruma Asahi.

The Daimyō's Chambers

Whether traveling with Asahi or not, when the PCs enter the daimyō's chambers, read or paraphrase the following aloud:

> *As you ascend to the highest level of the keep, you feel a sense of majesty and suffering in equal measure. The daimyō's chambers retain an air of nobility, although the walls are crumbling, and all of the beautiful relics of wealth and status lay broken and warped on the floor. Tapestries of intricate artistry have ripped and faded with time, carved furniture has been reduced to splintered wood, and gold artifacts hide in piles of rubble as if they hold no value at all. As your eyes lift, you see an elegantly fashioned throne and an impossibly still figure sitting, staring back at you. It wears stately armor and a gleaming red mask inlaid with horns and jewels. Behind the mask are hollows where eyes may have once been. The figure is nothing more than a shriveled old man with the grace of a legendary lord. Miraculously, it appears he is still mortal.*

When the PCs speak with the daimyō, Hiruma Tomoharu (see page 383 for his profile), he is suspicious and accusatory. If Asahi is already with the group, he will command him to take the mask and fulfill his destiny as the next daimyō of Daylight Castle. If Asahi refuses, Hiruma Tomoharu grows frustrated and angry. He may even begin to lecture Asahi on the importance of a leader fulfilling their duty to their people. If the oni were to escape, it would likely launch an attack on the Carpenter Wall.

Although it would probably be stopped by the Crab Clan's forces, much of the wall would be destroyed by the time it was neutralized, which would have dire consequences if other Shadowlands threats were allowed to flood in.

If the PCs have a good understanding of the situation due to interactions with Masami, reading from the hidden stash of scrolls in the library, or realizing the oni's duplicity through conversations with its bodily tendrils, they can persuade Asahi to accept the mask with a DC 18 Charisma (Persuasion) check. He has spent his entire life training to be the next Hiruma family daimyō, but this isn't exactly what he had in mind. Asahi is reluctant to leave everything he knows behind, including the prestige and comfort of his station. Daylight Castle is in ruins, and he cannot see himself remaining there forever, leading a decomposing host. It takes an especially persuasive PC to convince him he must make this great a sacrifice.

Due to his clouded mind, Hiruma Tomoharu has difficulty understanding the adventurers' and Asahi's points of view. If the PCs do not yet know the full story of the castle and the oni, he will see the adventurers' ignorance as incompetence and be less likely to reason with them. If the PCs accuse him of being the oni or being possessed by the oni, he will tell the PCs their minds have been poisoned by the real oni. If the PCs don't backtrack at this point, Hiruma Tomoharu will decide they are beyond saving and will attack. He will not attack Asahi though, as he believes him to be of dire importance to the cause.

If the PCs still haven't figured out what is going on or if they don't have Asahi with them yet, this might be a good time for the GM to de-escalate the situation and create an opportunity for the PCs to leave peacefully and return when they are ready. Hiruma Tomoharu can simply tell them they are not ready and to return when they have figured out what is truly going on. He would likely also issue a warning against the craftiness of the oni and ask the PCs not to harm the Undying Defenders. If they agree, the Defenders of Daylight Castle will not be hostile toward them from this point on unless provoked.

If they are ready, the PCs can convince Hiruma Tomoharu they are here to help and are on his side with a DC 14 Charisma (Persuasion) check. If the PCs have had a conversation with the real Masami in the temple and share details of this encounter with Hiruma Tomoharu, they can persuade him without a check. If persuaded, Hiruma Tomoharu will not act hostile to the PCs and will take time to fully explain any gaps in information the PCs might have about the situation at Daylight Castle. Furthermore, the other inhabitants of the castle under his command will no longer act hostile to the PCs for the rest of the adventure or until the PCs provoke them or side with the oni and the followers of Fu Leng.

While Masami's plan involves her sacrificing herself along with the oni, Hiruma Tomoharu can't bear the thought of one of his most loyal subjects suffering for eternity in Jigoku. He proposes the PCs break the mask with a regular weapon in the secret chamber, which would free the oni and Masami. Then, they would

need to slay the oni with the cursed katana of Kitsu Ichika. This would be much riskier than simply binding the oni's unbroken mask to its body and slaying it with the cursed katana before any souls can escape. If the PCs have already recovered the cursed katana, he will escort them to the secret chamber and have his forces gathered round to defend against the followers of Fu Leng. The evil forces have pursued their assault with increased urgency at the behest of the oni, and Hiruma Tomoharu knows the time for heroic action grows near.

Whenever Hiruma Tomoharu eventually removes the mask, it causes him to age rapidly, leading to his death within seconds. He will not remove it unless Asahi claims he will take over his post or the PCs convince him to let them use the cursed katana on the oni. If they go with his plan to save Masami, this will lead the PCs to the final confrontation in the secret chamber.

Alternatively, PCs can choose to kill Hiruma Tomoharu and take the mask of the oni. Without anyone wearing the mask to help form a link to the Realm of Dreams, the Undying Defenders will remain motionless, unable to do anything without prompting, thus effectively disabling the defenses of the castle and allowing the followers of Fu Leng to storm the castle. Upon realizing this, the PCs can attempt to persuade Asahi to don the mask and take the fallen daimyō's place with a DC 12 Charisma (Persuasion) check if he is with the party.

Destroying the mask releases the oni's soul, which quickly travels to the secret chamber, uniting with its body and causing its rebirth. This is one way the PCs might usher in the final confrontation (see page 378).

A PC that attempts to wear the mask themselves will feel a torrent of spiteful emotions and bloodlust and must make a DC 16 Wisdom saving throw every hour they wear it. If they fail, they take 1d10 psychic damage. On a success, they can marshal and coordinate the remaining defenses of the castle, although they must repeat the Wisdom saving throw every hour and the Defenders of Daylight Castle can only move and act at their normal speed, making sustained action taxing and difficult. Attempting to get the Defenders of Daylight Castle to act in the interest of the oni or to leave the castle results in them remaining motionless until their orders have changed to ones that support the defense of the castle against the followers of Fu Leng and other threats.

If the PCs have willfully allied with the oni by the time they reach the daimyō's chambers, Kitsu Ichika (see page 385) and several Lost Samurai (see page 385) arrive on site. If the PCs haven't broken the mask yet, Kitsu Ichika will instruct them to do so and attacks if the PCs are not willing to comply.

The Tunnels

The tunnels consist of a labyrinthine collection of underground passages. Some are natural, and some have been painstakingly excavated over the course of hundreds of years. The Hiruma have heavily fortified these tunnels with chokepoints, traps, barricades, and other strategic means for taxing or delaying assaults. These defenses face outward, making them ineffective against attacks coming from within the castle itself.

Since the lanterns are sparsely placed, the tunnels under Daylight Castle are considered to be in dim lighting unless the PCs have another method of lighting their path. The tunnels perpetually stink of mildew and rot. If the GM desires, the PCs might encounter Giant Spiders (stats available in the SRD) while they move through the tunnels.

The Barricades

There are three main barricades in the tunnels. An assortment of three to five defenders including Undying Defenders (see page 382), Undying Sergeants (see page 382), and Undying Purifiers (see page 383) are stationed at each barricade. One barricade is located near a poisonous gas trap (DC 12 Wisdom saving throw to detect, creates a 20-foot sphere of poisonous gas that inflicts 1d6 poison damage on any creature that starts its turn inside of it), one is near a spiked pit (DC 13 Dexterity (Acrobatics) check to move past without falling in, 10-foot square that inflicts 1d4 piercing damage and the bleeding condition for one minute on any creature that falls in), and one is at a bottleneck near the hidden courtyard, behind heavy fortifications (DC 10 Intelligence (Investigation) check to spot, any creature in the bottleneck has –2 AC for attacks made by the defenders). Each barricade location is scattered with the bodies of fallen undead and Lost Samurai that have tried again and again to storm the defenses without achieving any measurable success.

The State of the Seals

If one of Daylight Castle's magical seals has been broken, the tunnels are full of pitched battles between the Lost and the castle's defenders. The Undying Defenders will ignore the PCs in this situation unless the PCs attack them. PCs may choose to aid the defenders. If they do, after the battle, the Undying Defenders will tell the PCs to leave but won't attack them unless the PCs attack first.

If both seals have been broken, the Undying Defenders are quickly overrun by the Lost forces. The PCs arrive at the scene just in time to see a trio

of Lost Samurai striking a fatal blow against the last Undying Defender before they turn their attention to the PCs.

Iron and Jade Veins

PCs exploring the tunnels may encounter areas rich with iron veins and nodes of jade. When the PCs find such an area, one PC can make a DC 14 Strength check to extract jade with various rusted mining tools scattered around. If the PC is proficient with relevant artisan tools such as masonry tools, they add their proficiency bonus to the check. On failure, they cannot extract anything from the node. On success, the PC extracts 1d4–1 fingers of jade, to a minimum of 1. In either case, each node can be mined only once.

The Invaders' Camp

At the rear of the tunnels, there is a small camp containing Lost Samurai, undead minions, and the renegade Kitsu Ichika. If the PCs have broken any seals or eliminated any defensive positions in the tunnels, she will congratulate the PCs on their role in the fall of the castle and the oni's glorious return. If the PCs have not allied themselves with the oni, she will try to convince them to serve the oni by offering riches and power. If the PCs refuse, she and her followers will attack. She is accompanied by a number of Lost Samurai is equal to the number of PCs – 1, minimum 1.

The NPC stats for Kitsu Ichika are available on page 385.

The Secret Chamber

The secret chamber can be accessed by a concealed passage in the hidden courtyard or through the miasma-leaking pit in the main courtyard. This was once the waiting chamber meant to keep the remains of fallen samurai until they were able to be cremated. It has been repurposed as a prison by the Undying Defenders. Here, they have hidden away the body of the oni in order to limit its influence since it has proven to be dangerous and impossible to destroy through conventional means. Cutting pieces of the oni's flesh off results in separate sentient pieces, as found throughout Daylight Castle. The body of the oni is locked in a tomb, wrapped in chains and protective wards, and is attended by two Undying Purifiers. They become hostile if the PCs attempt to interact with the tomb or if they are provoked. Their primary focus seems to be performing invocations to divert the miasma leaking from the tomb.

The Conclusion

Once the PCs have explored Daylight Castle to their satisfaction, spoken to the various factions and actors involved, and decided upon a plan of action, proceed to a final confrontation, as described below.

THE FINAL CONFRONTATION

There are a number of routes the PCs can take over the course of this adventure. This section covers a number of dramatic conclusions to the PCs' adventure here. Of course, PCs being PCs, the GM might have to extrapolate a climax based on unexpected decisions, but most of these can be deployed in one or more ways, as described below.

Summoning the Oni

If the PCs have unwittingly unleashed the oni by shattering its mask, read or paraphrase the following aloud when they break its mask:

> *As you shatter the glossy red mask, an unnerving sound, or perhaps the utter absence of sound, rips through the room like a void being opened. It is painfully loud and silent all at once, making you want to reach to cover your ears and shield your mind from the reality-bending phenomenon. You feel a distinct chill fill the room as a guttural, inhuman roar replaces the perplexing sound from before. The oni has been unleashed, and it has had hundreds of years to delight in what it plans to do next.*

The oni calls itself "The Amalgamation," for it sups eternally upon the experience and memories of those it devours. It demands the PCs bow before it. Once free, its first order of business is to bind itself back into its body so it can regain its power. The fleshy masses throughout the castle are slurped up into its soul and reshaped into an imposing creature that resembles a gigantic human but is beastlike in stance and mannerisms. The Amalgamation oni (see page 384) then seeks out the PCs to "thank" them for their efforts. In battle, it is accompanied by two Tentacle Horrors (see page 384).

Slaying the oni without the cursed katana results in its soul being sucked back into the broken mask, which then magically mends itself, returning the situation to the prior status quo. Slaying the oni with the cursed katana permanently banishes it back to Jigoku. Use the Amalgamation oni NPC stats found on page 384.

Rescue Mission

Upon discovering Asahi being held prisoner in the samurai quarters, it's possible the PCs will try to escape with him instead of further investigating the happenings at Daylight Castle. If they would like to do this, Asahi is more than happy to comply, as he desperately wants to be rescued and doesn't want to be responsible for guarding the oni's mask if it means sacrificing the comfortable life waiting for him back home. However, escaping the castle might prove difficult. If the PCs have weakened the castle's seals, Kitsu Ichika and several of her Lost Samurai cronies (see page 385) might already be storming in to free her oni overlord, and she will not hesitate to attack them if they cross paths. On the other hand, if the wards are still active, the PCs might well find Hiruma Tomoharu (see page 383) and several Undying Defenders (see page 382) standing in their way instead, demanding that Asahi fulfill his destiny. In either case, the PCs will be in for a difficult fight to escape.

Passing the Torch

If the PCs persuade Asahi to wear the mask and assume the role of daimyō of Daylight Castle, the immediate threat of the oni is diminished severely. With time, Asahi will be able to rally and rebuild the defenses of the castle, but will effectively be condemned to carry this heavy burden, which will result in his eventual exhaustion and death, hopefully once another has taken the helm of the vigil in a few hundred years. However, as the ritual to transfer the mask takes place, Kitsu Ichika (see page 385) storms into the castle to stop it, and the PCs must at least stall her in battle until the ritual is complete. This takes 6 rounds, or concludes if the PCs are victorious in battle. The PCs can still attempt to banish the oni for good with Kitsu Ichika's cursed katana after they choose this option, or they might consider it a job well done and leave Asahi to his fate.

Collateral Damage

If the PCs wish to follow Masami's self-sacrificing strategy, they can stab the mask with the cursed katana. Doing so will banish both the souls of Masami and the oni to Jigoku, but also pull the PCs into a waking dreamworld at the fringe of the realm of Dreams. There, they must fight the oni's soul, which takes the form of the false Masami. In this form, the oni uses the wicked sorcerer profile from page 402 with Mockery of Truth as its heretical art and access to the legendary actions possessed by the oni on page 384.

Legendary Heroism

The PCs might elect to listen to Hiruma Tomoharu's plan and travel to the secret chamber and break the mask with a weapon other than the cursed katana, releasing the soul of the oni back into its body. The soul of Masami will float away to await reincarnation in the next realm. As Masami escapes when the mask is broken, the PCs hear the gentle flapping of moths' wings and gain a blessing of 10 temporary hit points each to fortify them in their fight against the oni. Freed, the Amalgamation oni's soul will bind to its body (see page 384). The oni is accompanied by two Tentacle Horrors (see page 384). The PCs will need to defeat it in a battle for the ages!

Friend of Evil

If the PCs free the soul of the oni from the mask intentionally, its body will burst from the tomb in the secret chamber before seeking out the PCs. It will then congratulate them on the role they have played in its freedom and ask the PCs to pledge their loyalty to it and serve in the memory of Fu Leng. If the PCs agree, they are each given 500 gp and gain the Shadowlands Power feat (see page 224), and must face the remaining forces in the castle to secure it as the oni's seat of power. Alternately, if they refuse, the oni attacks them as in the above scenarios.

FAILURE IS AN OPTION

This adventure presents the PCs with many challenges, some of them potentially quite difficult. It is possible that the PCs will fail to stop the oni, or even unknowingly assist it to their own peril. In the process, some or even all of the PCs might die.

However, even failure doesn't have to be irrevocable. PCs who are defeated but not killed could be taken prisoner by the oni. Whatever vile plots it intends to set in motion using them as leverage could set up a second adventure as they seek to escape its clutches. Dire situations provide opportunities for the PCs to make a comeback and confront the oni again when they are ready. In such cases, the PCs should still be awarded some XP to acknowledge the things they have learned, even in defeat.

THE AFTERMATH

Much as the adventure has several possible climactic battles, it also has several possible outcomes. These include, but are not limited, to the options in this section.

If Asahi Returns

With the oni gone, the souls of the valiant defenders of Daylight Castle are finally at peace. This means they will all leave their decaying bodies and submit themselves to reincarnation. With the castle effectively empty, it is prone to become overrun by Shadowlands creatures. Asahi vows to return to reclaim and hold the castle someday during his rule but knows it will be a difficult task considering all the evils that surround it. He may ask the PCs to plan to return with him someday.

If Asahi Stays

If the PCs successfully persuade Asahi to take the mask, he becomes an effective leader and is able to take up the post of his ancestor with great bravery and skill. Even if he is still frustrated about having to spend hundreds of years wasting away in Daylight Castle, he will do it to keep his people back home safe.

If the PCs are Vanquished by the Oni

The PCs become prisoners of the oni if they free it, are unable to stop it, and don't successfully escape back into the Shadowlands. In this case, they will have to scheme an escape, though such a task is difficult under the watchful gaze of such a cunning and cruel creature.

BACK INTO THE LIGHT

Whatever the outcome at Daylight Castle, the journey out of the Shadowlands can be completely uneventful or can involve scenarios similar to the ones the PCs encountered while traveling to Daylight Castle (see page 361), though it is recommended this be accelerated to avoid diminishing the excitement of a heroic return or the despair of bitter defeat.

The Return to Rokugan

As the PCs reach the gate at the Kaiu Wall, read or paraphrase the following aloud:

> *You cannot seem to swallow away the taste of dust and ash from your mouth, and your lips are dry and splitting from the oppressive climate that has swept over this particular stretch of the Shadowlands. The Carpenter Wall gleams before you, and though it is starkly utilitarian in design, no other structure has appeared to you as strikingly beautiful as it does now. As you grow nearer, the gate opens, and a merry host of Crab Clan samurai await you with celebratory roars and strong sake. Hiruma Yoshino stands at the helm, her eyes bright and brimming with tears at the sight of you, as if she never dared to dream you might actually return. Out of the corner of your eye, you recognize the two Crab Clan soldiers from your departure. The sun catches the brief flash of gold coins passing between them.*

If Asahi returns alive, Hiruma Yoshino holds a celebration for the party's role in bringing him back to her. If the party returns with Asahi's body, or with news of his decision to stay, Yoshino is downcast, but treats the PCs cordially, resupplying them as needed and helping them to get on their way wherever their next adventure may lie...

Richly Rewarded

The PCs receive the following rewards based on their accomplishments:

- *Reward if they saved Hida Kurumi in the Shadowlands:* 65 gp, 200 xp each
- *Reward if they return with Asahi alive:* 2,000 gp total, 750 xp each
- *Reward if they return with Asahi's body:* 1,000 gp total, 500 xp each
- *Reward if they return The Ancestral Wakizashi of the Hiruma Family (including if Asahi returns with it):* 1,000 gp total, 500 xp each
- *Additional Reward if Asahi confirms they were able to banish the oni and free the ancient Hiruma defenders from their duty to Daylight Castle:* 500 gp each, 1500 xp each

MILESTONE THREE: THE RETURN

If using the milestone method for levelling up, instead of gaining experience for each encounter or the xp rewards above, each PC of fifth level or lower gains 1 level upon completing a long rest after returning from the Shadowlands. PCs still receive the gp rewards and other benefits listed above.

The Fate of the Cursed Blade

If anyone reports its existence to the Crab Clan, the cursed sword Obsidian Grin will be confiscated by Kuni researchers upon the PCs' return to Crab lands and will be kept safely locked away. The Kuni researchers explain that its continued use would make the PCs susceptible to the influence of Shadowlands power. However, when this occurs, Hiruma Yoshino gives the PCs a family heirloom as recompense: the +1 awakened katana (see page 213) Stonebreaker, which has the *sinkhole's hunger* invocation (see page 282) sealed within it.

If the PCs decide to hide the blade, steal it back, or retain it through other nefarious means, forbidden market curators will be willing to purchase it at a high price, starting at 3,000 gp (provided they can find a buyer). The selling of such a weapon would be a quest unto itself, however, involving ports of ill repute, merchants who deal in vile secrets, undercover Emerald Magistrates looking for illicit relics, and heretical sorcerers who don't always like to pay their debts.



NPC Templates and Profiles

The following are the templates and profiles used for NPCs throughout this adventure. Where specified, some NPCs are also drawn from the **NPC Appendix** beginning on page 386 and the SRD.

Defender of Daylight Castle Template

The Defenders of Daylight Castle are undead, generally of lawful good alignment, and possess the following traits:

- **Poison Resistance:** The creature has damage immunity to poison damage and condition immunity to the poisoned condition
- **Hold the Line:** While this creature's current Hit Points are less than or equal to half its maximum Hit Points, it gains resistance to bludgeoning, piercing, and slashing damage from non-magical sources.
- **Last Stand:** When this creature is defeated, it can make a melee attack with disadvantage against a creature within its attack range.
- **Jade-Infused Weaponry:** This creature's melee attacks are considered magical and have a bonus of +1 to hit and +1 damage against Lost creatures.

The following creatures in this section benefit from this template: Undying Defender, Undying Sergeant, Undying Purifier, and Hiruma Tomoharu



Undying Defender

MEDIUM UNDEAD, ALIGNMENT (SUGGESTED): LAWFUL GOOD

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
14 (+2)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	5 (−3)

Armor Class 15 (lacquered armor)

Hit Points 22 (5d8)

Speed 20 ft.

Saving Throws Con +5, Wis +2

Damage Immunity poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Rokugani, battle argot

Challenge 1/2 (100 XP)

Defender of Daylight Castle. See the template on page 382.

Varied Armaments. Each undead defender is armed with either an iron club or heavy crossbow and a wakizashi.

Actions

Iron-Studded Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +32 to hit, reach 100 ft., one target. *Hit:* 6 (1d10) piercing damage, a creature hit by this attack makes a DC 15 Dexterity saving throw. On failure, the creature suffers the distracted condition (–2 AC, removed when hit by an attack) for one minute.

Wakizashi. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) slashing damage

Undying Sergeant

MEDIUM UNDEAD, ALIGNMENT (SUGGESTED): LAWFUL GOOD

The Undying Sergeant uses the same profile as the Undying Defender, including the Defender of Daylight Castle template on page 382, but has an additional 10 hit points and the following ability:

Rallying Cry (Recharge 5–6). One creature with the Defender of Daylight Castle template within 30 feet of the Undying Sergeant can use its reaction to make a melee attack.

Undying Purifier

MEDIUM UNDEAD, ALIGNMENT (SUGGESTED): LAWFUL GOOD

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
11 (+0)	14 (+2)	13 (+1)	15 (+2)	16 (+3)	9 (−1)

Armor Class 12 (sanctified robes)

Hit Points 27 (5d8 + 5)

Speed 20 ft.

Saving Throws Con +3, Wis +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Rokugani, battle argot

Challenge 1 (200 XP)

Defender of Daylight Castle. See the template on page 382.

Actions

Knife. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Jade Burst (Recharge 4–6). One Lost creature within 20 feet must make a DC 13 Dexterity saving throw. On failure, it suffers 1d6 radiant damage and the weakened condition (see page 251).

Mending Touch (Recharge 3–6). The Undying Purifier hastily makes repairs on another friendly undead creature within 5 feet. It regains 2d4+2 hit points.

Subtle Cut (Recharge 5–6). One creature within 5 feet must make a DC 15 Constitution saving throw. On failure, it suffers the bleeding condition (see page 251) for one minute.

Hiruma Tomoharu, Daimyō of Daylight Castle

MEDIUM UNDEAD, ALIGNMENT: LAWFUL GOOD

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
18 (+4)	15 (+2)	19 (+4)	15 (+2)	17 (+3)	15 (+2)

Armor Class 20 (segmented plate +1)

Hit Points 76 (8d12 + 24)

Speed 30 ft.

Saving Throws Con +3, Wis +3

Senses passive Perception 13

Languages Rokugani, battle argot

Challenge 4 (1800 XP)

Defender of Daylight Castle. See the template on page 382.

Actions

Multiattack. Hiruma Tomoharu makes two attacks with his naginata or two attacks with his wakizashi.

Naginata. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d10+5) slashing damage

Wakizashi. *Melee Weapon Attack:* +8 to hit reach 5 ft., one target. *Hit:* 9 (1d6+5) slashing damage

Legendary Actions

Hiruma Tomoharu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tomoharu regains spent legendary actions at the start of his turn.

Heroic Charge. Hiruma Tomoharu moves up to 30 feet towards a creature that made a ranged attack against him, then performs 1 attack with his naginata with disadvantage.

Resolve of Steel. Hiruma Tomoharu gains resistance to damage types he received during the last creature's turn. This effect lasts until the start of Tomoharu's next turn.

Mask of Dreams. Tomoharu targets one creature he can see within 30 feet of him. The target must succeed on a DC 14 Wisdom saving throw or be magically put to sleep. Whenever the sleeping target takes damage, the target can repeat the saving throw. On a success, the effect ends. An adjacent ally may also spend their action attempting to rouse them; they make a DC 12 Wisdom saving throw and awake on a success. While sleeping from this effect, a creature sees visions of the two different versions of Masami. One urges them to destroy the mask, their face filled with cathartic glee, the other seems frail and weak, silent tears rolling down her cheeks as she watches on with horror and despair.

Lair Actions

On initiative count 20, Tomoharu uses his telepathic connection to the other defenders of the castle to summon reinforcements. Next turn, at initiative 20, allies will appear to aid him. Roll 1d10. On a result of 1–5, an Undying Defender arrives; on a result of 6–7, an Undying Sergeant arrives; on a result of 8–9, an Undying Purifier arrives; and on a result of 10, two Undead Defenders arrive.

Hiruma Asahi

If a profile is needed for Hiruma Asahi, he uses the Soldier profile from page 391 with the Crab Clan template from page 388.

The Amalgamation Oni

LARGE LOST FIEND, ALIGNMENT: CHAOTIC EVIL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
17 (+3)	15 (+2)	18 (+4)	20 (+5)	16 (+3)	21 (+5)

Armor Class 16 (Natural Armor)

Hit Points 124 (12d8 + 58)

Speed 40 ft., fly 50 ft.

Saving Throws Dex +5, Con +2, Wis +5, Cha +9

Damage Resistances necrotic, nonmagical piercing and slashing

Damage Weaknesses radiant

Senses passive Perception 16

Languages Rokugani, telepathy 120 ft.

Challenge 6 (2,300 XP)

Actions

Multiattack. The oni makes two claw attacks and one enticing whisper.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage

Enticing Whisper. The oni telepathically reaches out to a character and promises them power and glory in exchange for their undying loyalty. They may choose to accept the offer. Doing so creates a pact with the oni, which prevents the character from attacking it or its allies, and causes them to take 1d6 psychic damage each time they disobey the oni's command. The oni and its allies won't take hostile actions towards creatures that have formed a pact with it. If the creature refuses the pact, they must make a Charisma saving throw DC 14. If they fail, they take psychic damage equal to the difference between the DC and their roll. If the oni is victorious, the character can gain the Shadowlands Power feat (see page 224) the next time they gain a feat, becoming a willing ally of Fu Leng's cause.

Legendary Actions

The oni can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The oni regains spent legendary actions at the start of its turn.

Compulsion. A creature that failed their last Charisma saving throw makes a DC 16 Wisdom saving throw. On a failure, they must immediately make an attack against an ally of the GM's choice within 5 feet.

Hellish Will. The oni removes all conditions from itself or a friendly Lost creature that can perceive it. Then, if the chosen creature's current hit points are less than or equal to half its maximum hit points, it rolls once on **Table A–11: Shadowlands Powers** (see page 410) and applies the result. If it already had a Shadowlands Power, the new power replaces the old one and it regains 1d8 hit points.

Miasma Spray. The oni exhales a caustic miasma. All creatures within a 15-foot cone must make a Constitution saving throw DC 16. On a failure, they take 2d4 necrotic damage and suffer the poisoned condition until the end of their next turn.

Scorn of Eternity. The hostile creature with the highest hit points within 90 feet must make a DC 18 Charisma saving throw. On a failure, that creature suffers 12 (2d12) psychic damage and is marked for death (the next successful melee attack the oni makes against it deals an additional 1d8 force damage) for one minute or until the oni deals damage to it.

Threads of Corruption. If the oni took piercing or slashing damage since the end of its last turn, the blood from its wounds forms two Tentacle Horrors within 10 feet of it.

Tentacle Horror

SMALL LOST FIEND, ALIGNMENT: CHAOTIC EVIL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
13 (+1)	13 (+1)	14 (+2)	3 (−4)	5 (−3)	5 (−3)

Armor Class 12 (natural armor)

Hit Points 20 (2d10+4)

Speed 5 ft.

Damage Resistances necrotic

Damage Weaknesses radiant

Senses passive Perception 7

Languages telepathy 120 ft.

Challenge 1/8 (25 XP)

Actions

Smash. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) bludgeoning damage

Grasp. A creature within 5 feet makes a DC 13 Dexterity saving throw. On a failure, the creature is grappled by the Tentacle Horror and suffers 4 (1d8) bludgeoning damage.

Kitsu Ichika

MEDIUM LOST HUMANOID (HUMAN), ALIGNMENT: CHAOTIC EVIL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
17 (+3)	15 (+2)	17 (+3)	15 (+2)	15 (+2)	16 (+3)

Armor Class 17 (sorcerous wards)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

Saving Throws Wis +5

Senses passive Perception 15

Languages Rokugani, battle argot

Challenge 3 (700 XP)

Actions

Multiattack. Kitsu Ichika makes two attacks with Obsidian Grin or one attack with Obsidian Grin and uses Tactical Command.

Obsidian Grin, the Cursed Katana. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) slashing damage and 4 (1d6) fire damage. See **The Cursed Blade**.

Sorcerous Swordplay (Recharge 5–6). Kitsu Ichika makes one attack with Obsidian Grin, then casts one of the following spells from the SRD as if she had spent a 3rd level spell slot: *bestow curse*, *eldritch blast*, *vampiric touch*. When Kitsu Ichika inflicts a critical hit or reduces a creature to 0 hit points with Obsidian Grin, she recovers the use of this ability.

Fanatical Command (Recharge 5–6). Kitsu Ichika commands up to 3 other creatures friendly to her to make a coordinated reposition. Each one takes 1d4 psychic damage, then it can immediately move 10 feet without provoking opportunity attacks and recovers the use of one of its recharge abilities.

Lost Samurai

MEDIUM LOST HUMANOID (HUMAN), ALIGNMENT (SUGGESTED): ANY EVIL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

Armor Class 14 (corroded field gear)

Hit Points 24 (5d8 + 2)

Speed 30 ft.

Senses passive Perception 12

Languages Rokugani

Challenge 1/2 (100 XP)

Bloodlust. Once per turn, when the Lost samurai hits with an attack or takes damage, it gains 1 bloodlust. When attacking, it gains a bonus to damage equal to its current bloodlust.

Actions

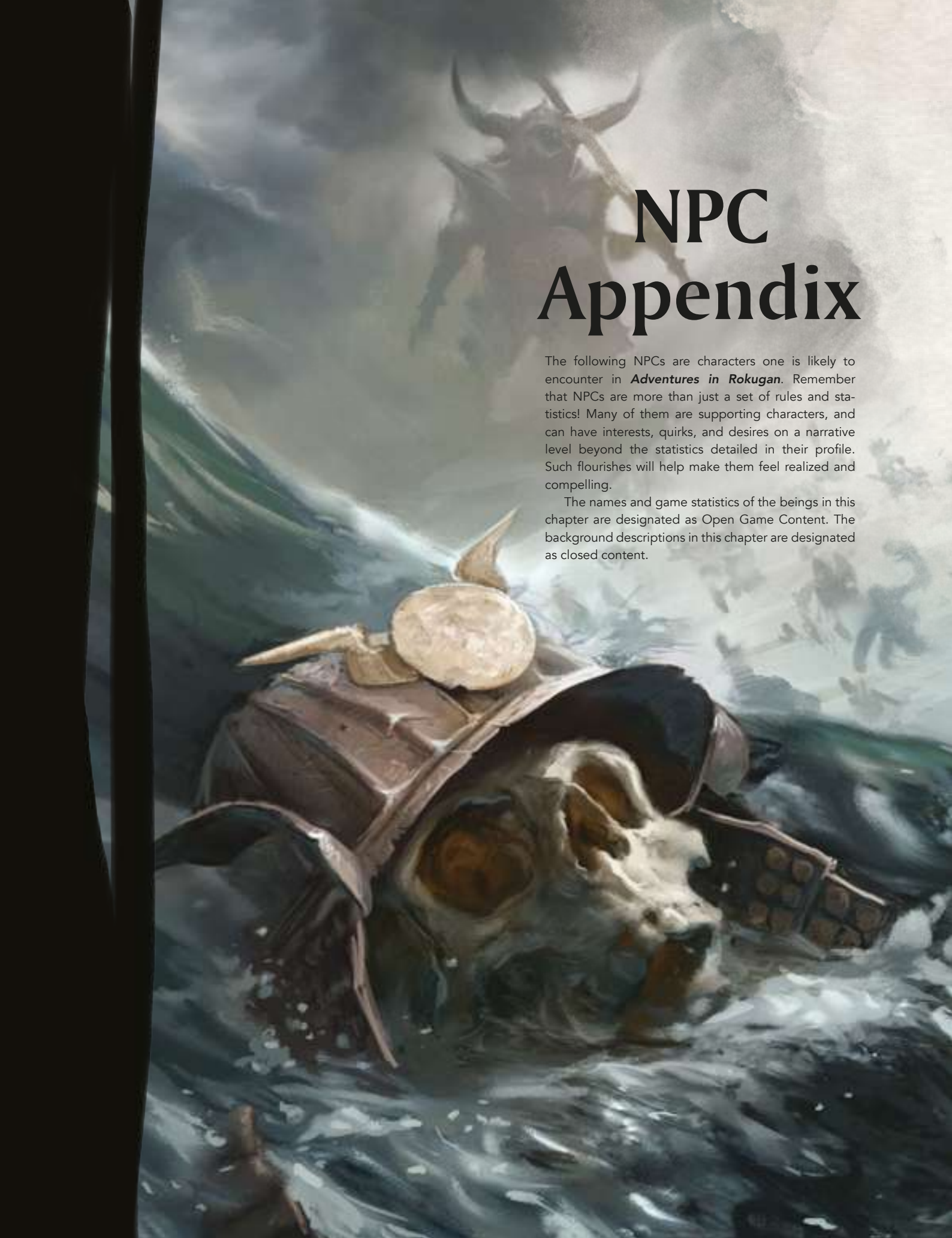
Katana. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+2) slashing damage.

Warspear. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d10+2) piercing damage.

Vile Prowess (Recharge 5–6). The Lost samurai performs one of the following martial techniques as if it had spent 3 focus, plus 1 per bloodlust it has accrued: *flashing steel cut* (see page 255), *heartpiercing strike* (see page 255).

THE CURSED BLADE, OBSIDIAN GRIN

Obsidian Grin is a +2 magical katana. On a hit, it deals 1d6 additional fire damage. Further, it bears a dreadful curse of Jigoku, and the soul of anyone it slays is dragged down into this realm of torment by spectral hands, preventing their resurrection or reincarnation for at least a thousand years. Further, the wielder can cast the *hellish rebuke* spell from the SRD once as if they had spent a 2nd level spell slot. They recover the use of this ability when they complete a long rest. If the wielder has the Shadowlands Power feat (see page 224) or the Lost creature type, they count as having spent a 3rd level spell slot for the purposes of this ability instead. The blade constantly whispers of the joyful chaos it could cause if only its wielder would unleash their own full potential, and those who listen may choose to gain the Shadowlands Power feat when they gain a new feat, thus falling under the blade's disastrous sway.



NPC Appendix

The following NPCs are characters one is likely to encounter in ***Adventures in Rokugan***. Remember that NPCs are more than just a set of rules and statistics! Many of them are supporting characters, and can have interests, quirks, and desires on a narrative level beyond the statistics detailed in their profile. Such flourishes will help make them feel realized and compelling.

The names and game statistics of the beings in this chapter are designated as Open Game Content. The background descriptions in this chapter are designated as closed content.

NPC Motivations and Behaviors

Each NPC should have a motivation: what the NPC most wants within the context of the story. A motivation doesn't necessarily relate to what an NPC is currently doing. A town guard's motivation might be to go home and eat a hot meal, but their sense of obligation keeps them on watch despite the freezing weather. Still, if an NPC is motivated to do something, it can significantly alter interactions with them. Motivations can help GMs portray these characters, and many player abilities can be used to learn or act upon these motivations to convince NPCs to do what they want, through negotiation, bribery, or manipulation.

To this end, each NPC profile in this chapter includes a table of Example Motivations. When a GM needs a motivation for an NPC of this type, they can roll on the table, choose an option from it, or create a new option based on the examples given in the table.

Templates

The templates in this section can help a GM quickly transform a generic profile into a more specialized character. Templates grant additional skills, languages, abilities, and more. If a template would grant an NPC something they already have, choose the version with the higher numerical bonus (or that is generally more beneficial in the GM's eyes).

CR Adjustment. Some templates include a suggested adjustment to a creature's CR. When increasing a creature's CR, move it up one step on the CR table (0, 1/8, 1/4, 1/2, 1, 2, etc) per +1 increase applied rather than adding the number directly to the creature's CR.

Skills and Saving Throws. When adding a bonus to a skill or a saving throw, the bonus is equal to the related ability score modifier + 2.

Physiology Templates

These templates reflect characters of different species and supernatural status, letting a GM turn the profiles in the **Denizens of Rokugan** section (see page 390) or NPCs section of the SRD into members of different species. For example, to create a nezumi sentry, a GM could apply the nezumi template to the soldier profile found on page 391.



Animal Yōkai (+0 CR)

Add the Innate Shapeshifting ability found on page 39.

Mazoku (+0 CR)

Creature type becomes fiend. Add darkvision 60 ft., the Demonic Form ability, and Queue of the Dead ability found on page 34.

Naga (+0 CR)

Size becomes Large. Walking speed becomes 35 ft. Add swim speed of 35 ft. Add the Amphibious, Cold-Blooded, Expanded Senses, Serpentine Charming, and The Unity abilities found on page 31.

Nezumi (+0 CR)

Size becomes Small. Walking speed becomes 25 ft. Add the Evade by a Whisker, Sharp Senses, and Skitter abilities found on page 33.

Shinzoku (+1 CR)

The celestial guardians who attend the heavenly beings of Rokugan. Creature type becomes celestial. Gain 4 favor (see page 260). Can perform the following invocations at will: *Lady Sun's smile* (see page 277), *Lord Moon's gaze* (see page 277), *path to inner peace* (see page 279).

Specter (+0 CR)

Creature type becomes undead. Add the Ghostly Dispersal, Pull of the Afterlife, Queue of the Dead, Spiritual Anchor, and Watchful Presence abilities found on page 36.

Tengu (+0 CR)

Add a flying speed of 60 ft. that cannot be used to ascend. Add the Grace of Winds and Mask of Air abilities found on page 38.

Lost (+1 CR)

Recommended alignment becomes any evil. Add the Lost creature type. Add resistance to nonmagical slashing and piercing damage, weakness to radiant damage, and condition immunity to the frightened and stunned conditions. Add the following ability:

Hateful Resilience. The first time damage would reduce a Lost creature to 0 hit points, it is reduced to 1 hit point instead, then regains hit points equal to 1d12 + its Constitution modifier, and gains one Shadowlands power of the GM's selection (see page 410). It cannot use this ability again until it completes a long rest or kills a living creature.

Zombified (+1 CR)

Recommended alignment becomes any evil. Creature type becomes Lost undead. Walking speed becomes 20 ft. Intelligence becomes 3, Wisdom becomes 6, Charisma becomes 5. Add immunity to poison damage, resistance to nonmagical slashing and piercing damage, weakness to radiant damage, and condition immunity to the poisoned condition. Add the following ability:

Desecrating Presence. Any Medium humanoid creature that is killed within 10 feet of a zombified creature rises as an undying warrior (see page 405) one minute later. Other creatures may be affected at the GM's discretion, rising as a creature with its own profile and the zombified template. Nezumi are unaffected by this ability.

Faction Templates

These templates reflect characters of different factions. For example, to create a member of the Crane Clan's elite kenshinzen order of duelists, a GM could apply the Crane Clan samurai template to the sword saint profile found on page 394. These templates represent iconic examples, and GMs should feel free to alter them as desired. These templates are generally only suitable for NPCs that are sentient beings.

Crab Clan Samurai (+1 CR)

Add the following saving throws: Constitution, Wisdom. Add the following languages: battle argot. Add one of the following equipment packages: (merchant) resplendent regalia and reinforced pipe or (soldier) segmented plate, iron-studded club, and crossbow. Add the following ability:

Hold the Line. When a Crab Clan NPC's current hit points are less than or equal to half its maximum hit points, it gains resistance to bludgeoning, piercing, and slashing damage from nonmagical sources.

Crane Clan Samurai (+1 CR)

Add the following skills: Insight, Perception, Persuasion. Add the following languages: Courtly Rokugani. Add one of the following equipment packages: (diplomat) resplendent regalia and iron fan or (soldier) lacquered armor and naginata. Add the following action:

Speak without Words. As an action on its turn, a Crane Clan NPC can gain advantage on its passive Perception (granting it a +5 bonus) until the end of its next turn. If any rhetorical flourish used against the Crane Clan NPC does not equal or exceed its passive Perception during this time, it learns one of the motivations of the character in question.

Dragon Clan Samurai (+1 CR)

Add the following skills: Investigation, Nature. Add the following languages: Yúnfēngwén. Add one of the following equipment packages: (ascetic) staff and traveler's clothes or (soldier) field gear and katana. Add the following ability:

Adaptability. When a Dragon Clan NPC makes a roll with disadvantage, it can roll 1d6 and add it to both results.

Lion Clan Samurai (+1 CR)

Add the following skills: Intimidation, History, Persuasion. Add the following languages: battle argot. Add the following equipment package: lacquered armor, warspear, two daggers. Add the following action:

Tactical Command. As an action on its turn, a Lion Clan samurai can command up to 5 other NPCs to make a coordinated reposition. Each one can immediately move 10 feet without provoking opportunity attacks. Once it has used this ability, a Lion Clan samurai cannot use it again until it completes a short rest.

Phoenix Clan Samurai (+1 CR)

Add the following skills: Arcana, Nature, Religion. Add one of the following equipment packages: (bodyguard) lacquered armor and hooked spear or (scholar) sanctified robes, staff. Add the following ability:

Lore of the Elements. When it is targeted by an attack or fails a saving throw, as a reaction, a Phoenix Clan NPC can grant itself resistance to one of the following damage types: bludgeoning, cold, fire, or thunder.

Unicorn Clan Samurai (+1 CR)

Add the following skills: Persuasion, Nature, Survival. Add the following languages: Ujik. Add the following equipment package: silk armor, curved saber, Shinjo horsebow. Add the following ability:

Born in the Saddle. While mounted, a Unicorn Clan NPC makes attack rolls and saving throws with advantage.

Scorpion Clan Samurai (+1 CR)

Add the following skills: Deception, Performance, Persuasion, Stealth. Add the following languages: courtly Rokugan. Add one of the following equipment packages: (courtier) resplendent regalia, unremarkable clothing, mask, dagger or (infiltrator) concealed armor, two daggers. Add the following ability:

Cryptic Goals. Select a cover motivation for this NPC. When another creature learns this NPC's motivation, this NPC can make a Charisma saving throw with DC equal to the other character's passive Perception score. On success, the other creature learns its cover motivation. On failure, the other creature learns the true motivation.

Monastic Order (+0 CR)

Increase passive Perception by +3. Add the following saving throw: Wisdom. Add the following skills: Religion. Add the following equipment package: unremarkable clothes, staff.

Role Templates

The following templates reflect additional aspects to a character's skills and traits. For instance, to create a famous entertainer, a GM could add the artist template to the seasoned courtier profile found on page 397. These templates are generally only suitable for NPCs that are sentient beings.

Artist (+0 CR)

Increase passive Perception by +5. Add the following skills: Arcana, History, Insight, Nature, Persuasion. Add the following saving throw: Charisma.

Bruiser (+1 CR)

Decrease passive Perception by 5. Increase hit points by 4d6 (14). Add the following skills: Athletics, Intimidation. Add one martial weapon. Add the following ability:

Devastating Force. When making a melee weapon attack, if a bruiser's attack roll exceeds the target's AC by 5 or more, it can apply one of the following conditions to the target: bleeding (1d4 piercing damage at the start of each of its turns, removed after it regains HP), distracted (–2 AC, removed after it is hit by an attack), or maimed (–10 ft. of speed and disadvantage on Dexterity saving throws, removed after it regains HP) for one minute.

Investigator (+1 CR)

Increase passive Perception by +10. Add the following skills: Insight, Investigation, Medicine, History. Add the following saving throws: Intelligence and Wisdom. Add the following ability:

Illuminating Truth. Other creatures within 5 feet of the investigator have disadvantage on Deception checks.

Sage (+1 CR)

Add the following ability:

Innate Mysticism. The sage can perform the following spells from the SRD:

At will: *spare the dying*

1/day: *prayer of healing*, *protection from energy*

Socialite (+1 CR)

Increase passive Perception by +5. Add the following ability:

Cutting Remark. When another creature within 20 feet fails an attack roll or skill check, the socialite can have it take 1d6 psychic damage. If the creature suffers 4 or more damage this way, it makes its next check with advantage. The socialite can use this ability a number of times up to its Charisma modifier, and recovers these uses of the ability after it completes a long rest.

Spiritualist (+1 CR)

Add the following saving throw: Wisdom. Add the following ability:

Spiritual Potency. The spiritualist can perform the following invocations at will: *call of cinders* (see page 267), *caress of earth* (see page 267), *commune with the spirits* (see page 268), *path to inner peace* (see page 279), *token of memory* (see page 286), *threshold barrier* (see page 286). Additionally, the spiritualist has favor equal to 3 + its Wisdom modifier. It regains this favor after a long rest, or after visiting a shrine for at least four hours.

Trickster (+1 CR)

Add +1 to AC. Add the following skills: Deception, Persuasion. Add the following saving throw: Charisma. Add the following ability:

Smooth Talker. When a trickster fails a Charisma (Deception) check, it can make a Charisma saving throw. On success, the creatures it was trying to deceive cannot discern the reason behind the ruse, even if they identify it as such, nor feel certain that the trickery was intentional.

DENIZENS OF ROKUGAN

The population of the Emerald Empire includes lords, samurai who serve in a variety of different roles, and the many commoners who make up the majority of society. The characters in this section reflect human inhabitants of Rokugan, but can be modified to reflect other types of characters using templates.

Common NPCs

A number of humanoid NPCs from the SRD can commonly be found in Rokugan. The following NPCs from the Nonplayer Characters section of the SRD can be found in Rokugan: assassins, commoners, scouts, spies, veterans. Languages, armor, and weapons may need to be substituted for setting-specific equivalents in some cases. Those not listed here, such as bandits and cultists, have setting-specific equivalents discussed in this section.

Other NPCs and creatures from the SRD or further 5e materials could also appear at the GM's discretion, but are not common in Rokugan. See page 418 for more on common animals of Rokugan.



SOLDIER

The samurai are a warrior class, and many samurai serve as front-line combatants, sergeants, and commanders. During peacetime, these troopers often serve as castle guards, bodyguards, or military consultants to other families and clans that are involved in their own conflicts. Samurai who have years or decades of battlefield service tend to be practical and curt compared with those who serve as courtiers, but are no less dedicated in their service.

Levied Troops. Rank-and-file foot soldiers make up the bulk of Rokugani armies. These foot soldiers are commoners, peasants who have been drafted or volunteered for military service in times of crisis. After their term of service ends, levied troops generally return to their lives as farmers or tradespeople, but some continue to serve as guards or scouts. Others enter the service of magistrates as enforcers, aids, investigators, and minor bureaucrats, working alongside the samurai with whom they served in wartime.

Table A–1: Example Soldier NPC Motivations

D10 ROLL	SOLDIER NPC MOTIVATION
1	Wants nothing more than to go home and have a hot meal.
2	Desperately desires to survive and reunite with a childhood sweetheart.
3	Wants to prove themself in battle (and is totally unprepared for the horrors of war).
4	Just wants to do the job, get paid, and live to enjoy their earnings.
5	Raised among soldiers, and only knows how to make a living by fighting.
6	Fights to earn money to send back home.
7	Wants revenge on an enemy group for some past wrongdoing.
8	Feels a deep personal debt to the individual they serve.
9	Has an ambition to advance through the ranks and become a leader.
10	Believes fervently in the cause of their lord, employer, or friends.

Militant Orders. Monasteries often operate as largely autonomous organizations, including the defense of their abbeys and neighboring communities. As such, militant monks are somewhat common in Rokugan. While most are more dedicated to self-improvement through martial arts than conquest, there are no few monastic orders that can field impressive military forces if attacked by a hostile army.

Mercenaries. Mercenaries serve various functions across Rokugan. Levied troops who prefer not to give up the campaigning lifestyle, foreign blades for hire, and samurai of vanquished factions often end up fighting for money in the lands of the Crab Clan, or in border skirmishes between the Great and Minor Clans. Criminal organizations also look to mercenaries for military strength, as do heretical cults.

Soldier

MEDIUM HUMANOID (ANY SPECIES), ALIGNMENT (SUGGESTED): ANY

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
12 (+1)	12 (+1)	14 (+3)	10 (+0)	12 (+1)	12 (+1)

Armor Class 15 (field gear)

Hit Points 16 (3d8+3)

Speed 30 ft.

Skills Athletics +3, Survival +3

Senses passive Perception 10

Languages Rokugani, any one other (if appropriate)

Challenge 1/4 (50 XP)

Rank Fighting. When a soldier makes a melee weapon attack, on a miss, choose a friendly creature within 10 feet. That creature deals 1d6 additional damage with its next melee weapon attack.

Volley Fire. When a soldier makes a ranged weapon attack, on a miss, the target suffers the distracted condition (–2 AC, removed after it is hit by an attack) until the end of its next turn.

Actions

Warspear. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Longbow. *Ranged Weapon Attack*: +3 to hit, range 150 ft./600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



WANDERING DUELIST

Duels play an important role in Rokugan's politics, allowing members of the samurai clans to settle disputes or take justice into their own hands in a legally sanctioned manner. Most courtiers have access to a bodyguard who can fight in their stead, but not everyone has a skilled duelist at their disposal. As such, a sufficiently skilled fighter can make a living as a duelist, wandering from place to place and fighting on behalf of the aggrieved. Some of these duelists are little more than hired killers, while others are noble and only take on righteous causes.

The Wandering Year. After completing their coming of age ceremony, many samurai undertake warrior pilgrimages, venturing across the lands as blades errant. Most of these pilgrimages last only a year, but some samurai wander the road for years, honing their skills against others and embodying the quest for martial perfection.

Bodyguards for Hire. Some itinerant duelists are not members of the samurai class at all. After all, there is no registry of rōnin, and even a member of one of the Great Clans traveling in faraway lands might have to prove their status with their skills. Anyone carrying the two swords of the samurai is expected to be able to fight to prove their credentials, and so some former levied troops and other commoners take up the wandering lifestyle as duelists or bodyguards for hire.

Masterless Blades. Some samurai have forsworn lords, fallen from grace, or accepted religious or philosophical teachings that reject the lifestyle of the samurai. These outcasts often make their way in the world as wandering duelists even while pursuing some greater agenda.

Wandering Duelist

MEDIUM HUMANOID (ANY SPECIES), ALIGNMENT (SUGGESTED): ANY

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
14 (+2)	17 (+3)	14 (+2)	12 (+1)	14 (+2)	10 (+0)

Armor Class 16 (resplendent regalia, traveling clothes, or unremarkable clothes)

Hit Points 52 (8d8+16)

Speed 30 ft.

Saving Throws Dex +5, Wis +4

Skills Acrobatics +5, Intimidation +2, Perception +4, Stealth +5

Senses passive Perception 14

Languages Rokugani and any one other (if appropriate)

Challenge 2 (450 XP)

Disorienting Parry. The wandering duelist adds +3 to its AC against one melee attack that would hit it. It must be wielding a melee weapon and must be able to perceive the attacker. If this causes the attack to miss during a duel (see page 296), the attacker gains 1 danger die.

Focus Points. The wandering duelist gains 1 focus point at the end of its turn for each attack it made.

Martial Techniques. The wandering duelist can perform the following martial techniques so long as it has sufficient focus points to spend:

2+ focus points: *flashing steel cut* (see page 255), *flowing water strike* (see page 255)
3+ focus points: *iaijutsu cut: crossing blade* (see page 256)

ACTIONS

Multiattack: The wandering duelist makes two attacks. One or more of these attacks can be used for martial techniques (see **Martial Techniques** on page 251).

Katana. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) or 10 (1d10 + 5) slashing damage. This attack inflicts a critical hit on a roll of 19 or 20.

Wakizashi. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

SWORD SAINT

The sword saint is a living master of the sword whose preternatural skills are hailed throughout the Empire. From the kenshinzen duelists of the Crane Clan who master lightning-fast iaijutsu techniques to the greatest warmasters of the Lion Clan, sword saints are the very scale by which all students of the blade are measured. To witness a single strike of a sword saint is to experience a moment of spiritual clarity—their bond with their blade is considered sacred. Only a handful of bushi and duelists per generation achieve this level of mastery, a few of whom are described below.

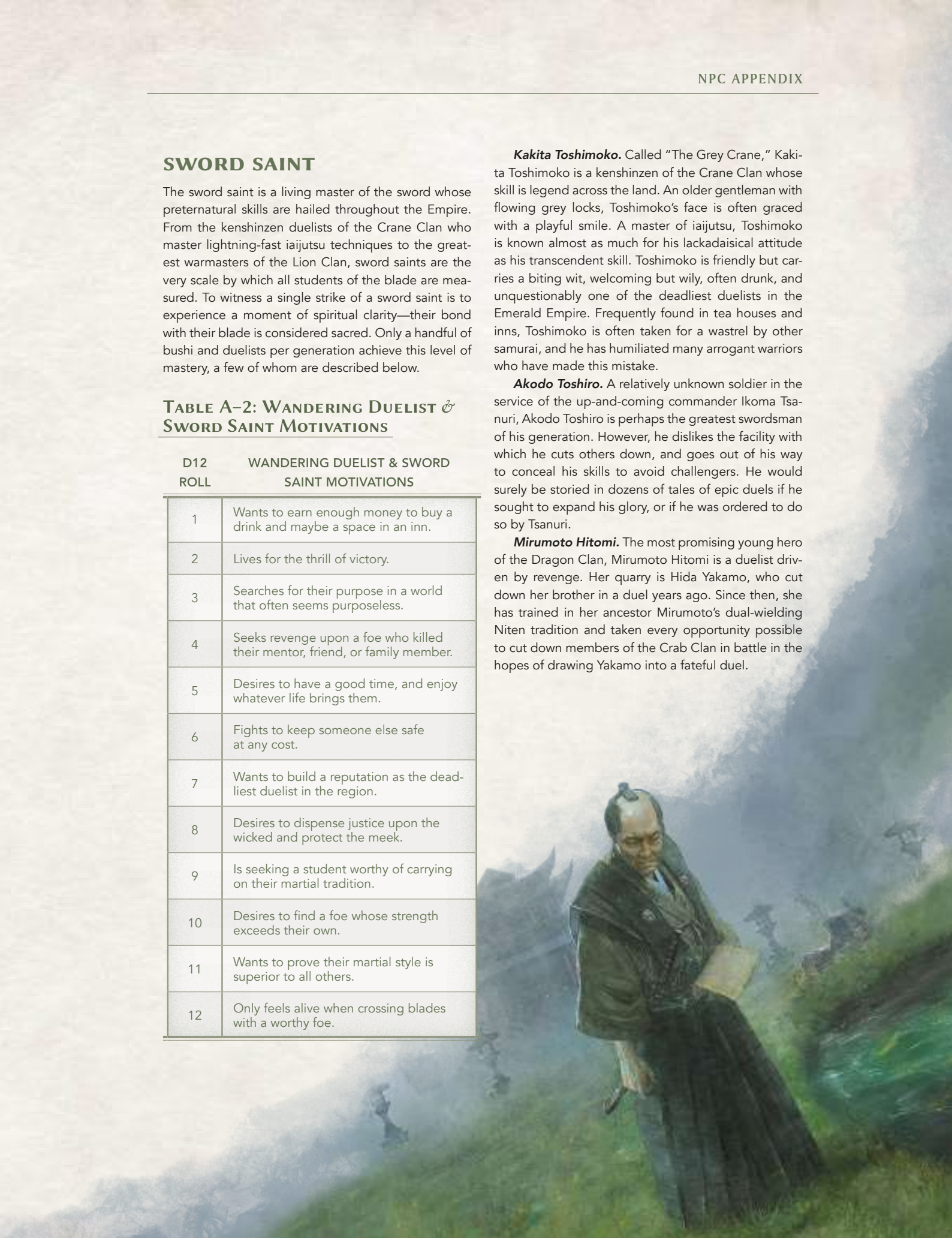
Table A–2: Wandering Duelist & Sword Saint Motivations

D12 Roll	Wandering Duelist & Sword Saint Motivations
1	Wants to earn enough money to buy a drink and maybe a space in an inn.
2	Lives for the thrill of victory.
3	Searches for their purpose in a world that often seems purposeless.
4	Seeks revenge upon a foe who killed their mentor, friend, or family member.
5	Desires to have a good time, and enjoy whatever life brings them.
6	Fights to keep someone else safe at any cost.
7	Wants to build a reputation as the deadliest duelist in the region.
8	Desires to dispense justice upon the wicked and protect the meek.
9	Is seeking a student worthy of carrying on their martial tradition.
10	Desires to find a foe whose strength exceeds their own.
11	Wants to prove their martial style is superior to all others.
12	Only feels alive when crossing blades with a worthy foe.

Kakita Toshimoko. Called "The Grey Crane," Kakita Toshimoko is a kenshinzen of the Crane Clan whose skill is legend across the land. An older gentleman with flowing grey locks, Toshimoko's face is often graced with a playful smile. A master of iaijutsu, Toshimoko is known almost as much for his lackadaisical attitude as his transcendent skill. Toshimoko is friendly but carries a biting wit, welcoming but wily, often drunk, and unquestionably one of the deadliest duelists in the Emerald Empire. Frequently found in tea houses and inns, Toshimoko is often taken for a wastrel by other samurai, and he has humiliated many arrogant warriors who have made this mistake.

Akodo Toshiro. A relatively unknown soldier in the service of the up-and-coming commander Ikoma Tsanuri, Akodo Toshiro is perhaps the greatest swordsman of his generation. However, he dislikes the facility with which he cuts others down, and goes out of his way to conceal his skills to avoid challengers. He would surely be storied in dozens of tales of epic duels if he sought to expand his glory, or if he was ordered to do so by Tsanuri.

Mirumoto Hitomi. The most promising young hero of the Dragon Clan, Mirumoto Hitomi is a duelist driven by revenge. Her quarry is Hida Yakamo, who cut down her brother in a duel years ago. Since then, she has trained in her ancestor Mirumoto's dual-wielding Niten tradition and taken every opportunity possible to cut down members of the Crab Clan in battle in the hopes of drawing Yakamo into a fateful duel.



Sword Saint

MEDIUM HUMANOID (ANY SPECIES), ALIGNMENT (SUGGESTED): ANY

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
18 (+4)	20 (+5)	20 (+5)	15 (+2)	20 (+5)	14 (+2)

Armor Class 17 (resplendent regalia, traveling clothes, or unremarkable clothes)

Hit Points 130 (15d10+48)

Speed 40 ft.

Saving Throws Str +9, Dex +10, Wis +10

Skills Acrobatics +10, Athletics +10, Insight +10, Intimidation +7, Perception +10, Performance +7, Sleight of Hand +10, Stealth +10

Senses passive Perception 20

Languages Rokugani, any one other (if appropriate)

Challenge 10 (3,900 XP)

Focus Points. At the end of its turn, the sword saint gains 1 focus point for each attack it made and 1 focus point for each time it was hit by an attack since the end of its last turn.

Martial Techniques. The sword saint can perform the following martial techniques so long as it has sufficient focus points to spend:

- 1+ focus points: *snapping branch strike* (see page 257), *soul-sundering strike* (see page 258)
- 2+ focus points: *flashing steel cut* (see page 255), *flowing water strike* (see page 255), *iaijutsu cut: rising blade* (see page 256), *soaring thunderbolt strike* (see page 258)
- 3+ focus points: *iaijutsu cut: crossing blade* (see page 256)

Legend of a Hundred Battles. The sword saint's AC is treated as 21 by anyone not currently dueling the sword saint.

Actions

A Worthy Challenge. The sword saint calls out one creature that can perceive it for a one-on-one duel. That creature must make a DC 17 Wisdom saving throw. On success, the creature can choose to accept or reject the duel. On failure, the creature must accept the duel, and begins with 1 danger die. See page 296 for more on duels.

Multiattack. The sword saint makes five attacks. One or more of these attacks can be used for martial techniques (see **Martial Techniques** on page 251).

Katana. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) or 12 (1d10 + 7) slashing damage. This attack inflicts a critical hit on a roll of 18, 19, or 20.

Wakizashi. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Reactions

Blade Catch. The sword saint catches a weapon attack in midair with their bare hand. The attack deals 0 damage. If the attack was a melee weapon attack, the character making the attack must make a DC 17 Strength saving throw. On failure, it is disarmed of its weapon. If the attack was a ranged attack, the sword saint hurls the projectile back at the attacker, which must make a DC 17 Dexterity saving throw or suffer damage equal to the damage of the projectile plus 5. The sword saint cannot use this reaction again until it completes a short rest or wins a duel.

Disorienting Parry. The sword saint adds +6 to its AC against one melee attack that would hit it. It must be wielding a melee weapon and must be able to perceive the attacker. If this causes the attack to miss during a duel (see page 296), the attacker gains 2 danger dice.

Legendary Actions

The sword saint can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at the time, and only at the end of another creature's turn. The sword saint regains spent legendary actions at the start of its turn.

Battle in the Mind. The sword saint plays out the battle mentally, adding 2 danger dice to an opponent they are dueling.

Bend as the Reed. The sword saint subtly shifts out of the way, throwing an opponent off-balance. One Small, Medium, or Large creature within 5 feet must make a DC 17 Dexterity saving throw. On failure, that creature is knocked prone and immediately moves 5 feet in a direction of the sword saint's choice without provoking opportunity attacks unless it chooses to suffer 10 (2d8 + 2) bludgeoning damage.

Steely Gaze. The sword saint's terrifying attention falls upon one creature within 15 feet. That character must make a DC 17 Wisdom saving throw. On failure, that creature becomes frightened of the sword saint unless it chooses to suffer 10 (2d8 + 2) psychic damage. A creature that fails can repeat this save at the start of each of its turns.



EXPERIENCED RITUALIST

Ritualists are holy people, priests who commune with the kami, making invocations to persuade them to cause spectacular and even destructive effects in the Mortal Realm. However, ritualists are rare, and seldom encountered outside of shrines, temples, and libraries.

Shrine and Temple Life. Many ritualists maintain a residence at or near a major shrine of a powerful nature spirit or fortune. By tending the shrine, they maintain a strong bond with the spirit, and often wield a great portion of its power.

Libraries of Mystical Knowledge. Most ritualist families maintain vast archives of spiritual lore where aspiring ritualists of their tradition can study. However, as the ritualist families compete with one another for political prestige and mystic secrets, these libraries are almost always extremely well-guarded, protected by soldiers, wards, and the most cunning snares ritualists can devise.

Itinerant Priests. Some ritualists wander the land, assisting in local festivals and other religious traditions, as well as mediating between spirits and humans when conflicts arise. While most villages do not have constant access to a powerful ritualist, some ritualists dedicate themselves to visiting as wide a swath of Rokugan as their time and responsibilities allow.

Table A–3: Experienced Ritualist Motivations

D10 Roll	Experienced Ritualist Motivations
1	Sees their spiritual responsibilities as an impediment to pursuing some other life goal.
2	Desires to uncover secret mystical knowledge, no matter how forbidden.
3	Holds grand ambitions to advance within their family's hierarchy.
4	Wants to acquire the political clout needed to change their family's mystical traditions.
5	Seeks the knowledge to create their own new ritualist tradition.
6	Wants to become the foremost expert on an area of mystical lore.
7	Fears the threat posed by the Shadowlands or some other dangerous corruptive force.
8	Seeks to humbly serve a particular spirit's needs.
9	Desires to use their rare skills to help the common people.
10	Believes dogmatically in their family's traditions.

Experienced Ritualist

MEDIUM HUMANOID (ANY SPECIES), ALIGNMENT (SUGGESTED): ANY

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
9 (−1)	10 (+0)	12 (+1)	17 (+3)	17 (+3)	17 (+3)

Armor Class 12 (sanctified vestments)

Hit Points 27 (5d8+5)

Speed 30 ft.

Saving Throws Dex +3, Wis +6

Skills Arcana +6, Nature +6, Religion +6

Senses passive Perception 13

Languages Rokugani, any one other (if appropriate)

Challenge 3 (700 XP)

Favor. The experienced ritualist has 5 favor, which it can spend to empower its invocations.

Ritualist Traditions. The experienced ritualist can perform invocations. Choose one of the following ritualist traditions:

Elemental Power. The experienced ritualist's invocation ability score is Intelligence (invocation save DC 14). It can perform the following invocations at will:

- Tier 0: *commune with the spirits* (see page 268), *cleansing rite* (see page 268), *divine the omens* (see page 269), *threshold barrier* (see page 286)
- Tier 1: *call of cinders* (see page 267), *dance of seasons* (see page 269), *path to inner peace* (see page 279)
- Tier 2: *barricade of earth* (see page 263), *fury of Osano-Wō* (see page 273)
- Tier 3: *wings of the phoenix* (see page 287)

Sacred Creations. The experienced ritualist invocation ability score is Charisma (invocation save DC 14). It can perform the following invocations at will:

- Tier 0: *commune with the spirits* (see page 268), *cleansing rite* (see page 268), *divine the omens* (see page 269), *threshold barrier* (see page 286)
- Tier 1: *armor of stone* (see page 263), *blade of the elements* (see page 265), *caress of earth* (see page 267)
- Tier 2: *cloak of night* (see page 278), *seal of jade* (see page 263)
- Tier 3: *realm of illusion* (see page 280)

Spiritual Medium. The experienced ritualist's invocation ability score is Wisdom (invocation save DC 14). It can perform the following invocations at will:

- Tier 0: *commune with the spirits* (see page 268), *cleansing rite* (see page 268), *divine the omens* (see page 269), *threshold barrier* (see page 286)
- Tier 1: *blade of the elements* (see page 265), *caress of earth* (see page 267), *mask of wind* (see page 282)
- Tier 2: *armor of stone* (see page 263), *secrets on the wind* (see page 282)
- Tier 3: *the elements rise* (see page 284)

Actions

Wakizashi. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Legendary Actions

An experience ritualist can use the following lair actions if encountered in its inner sanctum, and is considered CR 4 (1,100 XP).

Place of Power (1/day). On initiative count 20 (losing ties), an experienced ritualist in their inner sanctum can call upon the spirits they revere. The experienced ritualist immediately regains 1d6 spent favor and heals 3d6 hit points.

Raise Protective Barriers (Recharge 6). On initiative count 20 (losing ties), an experienced ritualist in their inner sanctum can raise proactively created protective barriers. The experienced ritualist immediately performs the threshold barrier invocation (see page 286) with 5 additional favor to spend on its empowerments.



SEASONED COURTIER

Courtiers are samurai who serve with words rather than with blades. Most are politicians and diplomats. Unlike their more martial counterparts, courtiers are normally encountered as individuals or, perhaps, in small groups. They are usually engaged in their clan's business, unless they are taking a break from their travels in an inn or sake house. As is expected of samurai, courtiers carry a wakizashi, but rarely any other weapons. Instead, they rely on their bodyguard for protection.

Diplomats. Many courtiers serve in the courts of other clans, representing their own faction's interests there. Some of these courtiers represent Great or Minor Clans, while others represent neighboring countries, large merchant concerns, and community groups.

Magistrates. Other courtiers serve as magistrates, adjudicators who administrate and enforce the law in the lands of their clan, or across the entire Empire as part of the Emerald Magistrates. Issues of jurisdiction across different regions can lead to complex legal situations, meaning that magistrates must not just be well-versed in the law, but also adroit at navigating political issues as they pursue justice.

Bureaucrats. The Emerald Empire is a vast organization, and many courtiers are bureaucrats who help to keep it running. Bureaucrats calculate and collect taxes, administer local policy, and act as a lord's representatives to the common people.

Seasoned Courtier

MEDIUM HUMANOID (ANY SPECIES), ALIGNMENT (SUGGESTED): ANY

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
9 (−1)	12 (+1)	10 (+0)	17 (+3)	17 (+3)	18 (+4)

Armor Class 12 (resplendent garb)

Hit Points 9 (2d8)

Speed 30 ft.

Saving Throws Int +5, Wis +5, Cha +6

Skills Deception +6, Intimidation +6, Performance +6, Persuasion +6

Senses passive Perception 15

Languages Rokugani, any three others (if appropriate)

Challenge 1/8 (25 XP)

Everyone Has a Price (Recharge 5–6). As a bonus action, the seasoned courtier can force a creature it can perceive to make a DC 14 Wisdom saving throw. On failure, the seasoned courtier learns the creature's motivation or something that it desires. On success, the seasoned courtier comes to the wrong conclusion, and the creature can decide what the courtier incorrectly believes to be its motivation.

ACTIONS

Wakizashi. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

REACTIONS

Vital Opening. When a friendly creature that can perceive the seasoned courtier makes an attack roll against a target the courtier can perceive, the seasoned courtier can spend its reaction to add 1d6 to the attack roll.





Table A–4: Seasoned Courtier Motivations

D10 Roll	Seasoned Courtier Motivations
1	Just enjoys stirring the pot and watching the schemes of others fail.
2	Desires to enrich themself to an unconscionable degree.
3	Fears the consequences of failing their lord, and tries to avoid all responsibility to avoid their wrath.
4	Wants to free themself of their bureaucratic responsibilities to pursue an art.
5	Desires to avoid doing any real work.
6	Fears being sent to some dismal posting in the provinces, far from the worldly pleasures they enjoy.
7	Desires to advance in their organization, and perhaps someday stand atop it.
8	Wants to improve or sustain the lifestyle of a loved one.
9	Desires to better the lives of the common people.
10	Believes in the ideal of selfless service to their lord.

Provincial Lord

Each Great Clan is ruled by a Clan Champion, first among its daimyō, or great lords. These lords administrate the provinces of the Emerald Empire. Provincial lords vary as widely in personality and capability as any other group, but most are in middle age or older and are seasoned political operators, commanders, and scholars. Their time is valuable, so they appreciate brevity and clarity from any who address them. While most no longer take up arms often, they can be extremely deadly in battle, for they often possess arms and armor of surpassing quality and a lifetime of experience fighting to maintain what is theirs at court and in combat. Occasionally, however, a younger samurai is thrust into this position by circumstance of inheritance.

Clan Traditions. Although all lords rule their lands in the name of the Emperor, different clans have varied titles and customs associated with their lords, and cement their power in different ways. The daimyō of the Crane and Scorpion Clans are expected to be skilled at court, diplomacy, and navigating the bureaucracy of the Emerald Empire, as befitting their close ties with the Imperial families. By contrast, the noyan of the Unicorn Clan rely heavily on international relations and the Sand Road trade to bolster their clan's political aspirations and the generals of the Lion Clan maintain the social standing of their clan through the impressive scope of their military might. The Crab Clan's commanders are far less focused on impressive military accomplishments than results in protecting Rokugan. And the Dragon and Phoenix Clan's leaders place spiritual matters over worldly concerns, staying on the sidelines of the political fray when action is not warranted.

Ancient Armaments. Each great lord of Rokugan has access to a number of powerful awakened items, ancestral arms and armor that have come to possess supernatural qualities over centuries of use. Some of these weapons date back to the mythic foundations of the Empire. With a few exceptions, these weapons are not generally used day-to-day, and are instead kept safe in shrines, monasteries, or other protected sites in or near a daimyō's keep. In times of direst need, however, they are brought forth to wreak devastation upon the enemies of the clan.

Castles of Rokugan. Rokugan's castles vary significantly by region, from mountain pass fortresses to the towering keeps of the Carpenter Wall to the finest palaces where diplomats, ambassadors, and negotiators hold court amidst works of stunning artistry, landscaping, and architecture. A provincial lord's castle is generally staffed by a number of soldiers, both samurai sworn to their service and veteran ashigaru who fought in their armies. A lord's castle is their lair, and they have access to their lair actions while within their own palace.

Provincial Lord

MEDIUM HUMANOID (ANY SPECIES), ALIGNMENT (SUGGESTED): ANY LAWFUL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
14 (+2)	14 (+2)	16 (+3)	16 (+3)	17 (+3)	17 (+4)

Armor Class 12 (resplendent garb)

Hit Points 74 (12d8+20)

Speed 30 ft.

Saving Throws Con +6, Wis +6, Cha +6

Skills Animal Handling +6, History +6, Insight +6, Intimidation +7, Persuasion +7

Senses passive Perception 14

Languages Rokugani, any one other (if appropriate)

Challenge 3 (700 xp)

Ancestral Wargear (+2 CR). The provincial lord is often a seasoned warrior, and if called to command an army, wears and wields much heavier gear. If encountered on the battlefield, increase its AC to 21 (awakened segmented plate with a +3 bonus, as described on page 215). Alternately, the GM could choose to have a provincial lord wear mundane segmented plate (AC 18) and carry an awakened weapon (+3, as described on page 214).

Actions

Multiattack. The provincial lord makes three attacks.

Katana. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) or 7 (1d10 + 2) slashing damage.

Wakizashi. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150 ft./600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Lair Actions

A provincial lord can use the following lair actions if encountered in its castle, and is considered CR 5 (1,800 XP).

Guards! (Recharge 5–6). On initiative count 20 (losing ties), a provincial lord in their keep can call for reinforcements. Roll 1d4. After a number of rounds equal to the result of the roll, at count 0, three soldiers (see page 391) or one bodyguard (use the wandering duelist profile on page 392) arrives to protect their lord. If the provincial lord cannot shout to raise the alarm, or if the guard staff has somehow been dealt with, it cannot use this lair action.

Weapons Stash (Recharge 6). On initiative count 20 (losing ties), the provincial lord in their keep can grab a weapon hidden in a convenient location, mounted on a wall, or sheathed in a rack. It has advantage on the first attack roll it makes with this weapon.

Table A–5: Provincial Lord Motivations

D6 Roll	Provincial Lord Motivations
1	Believes that their neighboring lords are scheming against them.
2	Hates ruling, and wants to spend as little time as possible doing it to better pursue worldly pleasures.
3	Wants to find a successor to their position, having no heir or finding them unworthy.
4	Desires to make peace with a rival faction due to a personal connection.
5	Seeks to improve the lives of their people as much as possible.
6	Wants to expand their holdings as much as possible.

RUFFIAN

Though the samurai are the warrior caste of Rokugan, there are plenty of people who can hold their own in a fight.

Bandits. Bandits are outlaws who thrive in the more rural and remote regions of Rokugan. Some bandits are commoners whose lands have been devastated by war, driving them to banditry out of necessity. Others are members of larger criminal organizations, or even disgraced samurai who prey upon the weak with their skills. Bandits usually target travelers on the Imperial roads, their scouts identifying easy targets in advance. Most bandits would prefer to avoid a fight if possible, instead relying on intimidation to relieve their targets of valuables.

Criminal Enforcers. Rokugan has a number of powerful criminal syndicates and cartels, from the Scattered Leaves of the City of Lies to the Night Brotherhood of the City of the Rich Frog. These cartels use enforcers to tie up loose ends, intimidate rival businesses, and generally project influence of the region they occupy. In some places, like the notorious City of Lies, these criminal enterprises blur the line between community protection groups and racketeering, as the firefighters of that city provide a key service to the citizens… but are not above using threats to receive recompense for their efforts.

Heretical Cults. The initiates of many heretical cults are little more than ruffians despite the dark arts wielded by their masters. Necromantic Bloodspeaker sects such as the Shriveled Heart Pact and the Crimson Petals use such enforcers to carry out their dread rites. The Lodge of the Laughing Moon, which worships the chaotic husband of Lady Sun and carries out acts of vandalism and havoc as part of their religious rites, is often populated in part by such individuals as well.

Table A–6: Ruffian Motivations

D12 ROLL	RUFFIAN MOTIVATIONS
1	Desires to get out of the life, but fears repercussions if they leave.
2	Doesn't really believe in the organization's tenets, but sees it as a way to make a living.
3	Joined the organization during a period of uncertainty, and has no self-identity or community outside of it.
4	Was raised among their group, and has no other family to turn to.
5	Works for their organization to send money home to a sick family member.
6	Wants to earn enough money or clout to leave their organization.
7	Holds a great deal of loyalty to their friends in the organization.
8	Seeks the personal approval or affection of one of the organization's leaders.
9	Fanatically believes the ideals of their leader.
10	Doesn't believe in anything, but enjoys the lifestyle.
11	Believes that might makes right, and their organization is the best path to power.
12	Lives for the thrill of intimidating others.





Ruffian

MEDIUM HUMANOID (ANY SPECIES), ALIGNMENT (SUGGESTED): ANY NON-LAWFUL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
12 (+1)	11 (+0)	11 (+1)	11 (+0)	12 (+1)	10 (+0)

Armor Class 11 (unremarkable clothes)

Hit Points 11 (2d8+2)

Speed 30 ft.

Skills Intimidation +2

Senses passive Perception 11

Languages Rokugani, any one other (if appropriate)

Challenge 1/8 (25 XP)

Looming Presence. Hostile creatures within 5 feet have disadvantage on Intimidation and Persuasion checks.

Opportunist. When making a melee attack against a target with 1 or more negative conditions, a ruffian deals an additional 1d4 damage.

ACTIONS

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Sling. *Ranged Weapon Attack:* +2 to hit, range 30 ft./120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Crime Boss

Criminal activity in Rokugan is harshly punished, but that just makes the rewards all the more tempting. While most criminals never advance beyond petty thievery or acting as brigands, some come to lead large organizations that wield power on par with provincial lords.

Bandit Captains. Bandits who manage to survive their dangerous profession usually become cunning and dangerous. Large bandit groups might function essentially as villages, and their leaders might spend far more time governing these groups than conducting day-to-day activities. By contrast, smaller and more focused bandit groups might even sell their services to samurai lords, doing clandestine jobs for them or raiding the lands of their rivals.

Syndicate Leaders. The largest crime syndicates are found in Rokugan's burgeoning cities, but criminal organizations can be found in many parts of the Empire. The leaders of these organizations tend to be as shrewd and politically savvy as any provincial lord.

Criminal Hideouts. Many bandits make their homes in out-of-the-way locations, such as abandoned castles, cavern networks, and villages in the deep wilds. Criminal syndicates tend to choose more opulent locations, from the hidden backrooms of tea houses in flourishing cities to the mansions at the outskirts of town to entire ships that function as pirate vessels. A crime boss has access to lair abilities while within their hideout.

Table A–7: Crime Boss Motivations

ROLL	CRIME BOSS MOTIVATIONS
1	Is gripped by a fear that the other local factions are encroaching on their territory or prestige.
2	Desires to live to enjoy the wealth and power they have taken.
3	Is looking for a successor so that they can retire to a pleasant life.
4	Wants to end an old feud with a rival group or power.
5	Conscientiously seeks to improve the lives of their followers, allies, and family.
6	Wants to expand their operations as much as possible.

Crime Boss

MEDIUM HUMANOID (ANY SPECIES), ALIGNMENT (SUGGESTED): ANY NON-LAWFUL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
10 (+0)	17 (+3)	15 (+2)	17 (+3)	14 (+2)	17 (+3)

Armor Class 13 (concealed armor and reinforced pipe)

Hit Points 58 (9d8+18)

Speed 30 ft.

Saving Throws Dex +6, Wis +5

Skills Deception +6, Investigation +6, Sleight of Hand +6, Stealth +6

Senses passive Perception 16

Languages Rokugani, any one other (if appropriate)

Challenge 2 (450 XP)

Survival Instinct. When a crime boss's current hit points are lower than or equal to half its maximum hit points (29 or lower), its AC becomes 15.

Actions

Multiattack. The crime boss makes two attacks.

Reinforced Pipe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., 1 target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

...Get Them! A crime boss can give an order for up to 3 friendly ruffians within 30 feet to immediately move 10 feet, then make a melee or ranged attack against one creature in range.

I'll Show You How It's Done. The crime boss lashes out with a low blow, and one character in 5 feet must make a DC 14 Constitution saving throw or suffer one of the following conditions of the crime boss's choice until the end of its next turn: distracted (–2 AC, removed after it is hit by an attack) or maimed (–10 ft. of speed and disadvantage on Dexterity saving throws, removed after it regains HP).

Lair Actions

A crime boss can use the following lair actions if encountered in its hideout, and is considered CR 4 (1,100 XP).

I Have You at a Disadvantage (Recharge 6). On initiative count 20 (losing ties), a crime boss in its hideout can call for three additional ruffians to step out of an area of low light, or somewhere else they were hidden in ambush. If the guards have already been dispatched, the crime boss cannot use this ability.

Remember, Always Have an Exit. On initiative count 20 (losing ties), a crime boss in their hideout can reveal a (hitherto concealed) escape route from their lair and immediately moves up to 40 feet toward it.

Wicked Sorcerer

Heretical sorcery allows a mystic to walk many paths that a more morally upright ritualist would deem abominable. From cultists who worship powerful oni of the Shadowlands to the necromantic Bloodspeakers who spread the teachings of their foul patriarch Iuchiban, there are many in Rokugan who are willing to trade away their empathy and morals to gain unnatural power. Some wicked sorcerers work alone, while others have cults to support their vile ambitions.

The Shriveled Heart Pact. One of the most enduring Bloodspeaker sects formed from the original followers of Iuchiban are the Shriveled Heart Pact. Formed in the sixth century, this cult has persisted in some form ever since, despite the best efforts of numerous groups to eradicate it. Currently, its secret stronghold is in the Spine of the World Mountains, where its followers have spent decades gathering corpses of their victims in the deep volcanic tunnels, slowly amassing an army of the dead.

Crimson Petals. One of the most dreaded sorcerers in the Shadowlands is The Obsidian Flower, a being of mysterious provenance and vast power. Possessing one of the Black Scrolls of Fu Leng and the knowledge within, she lords over the edifice called the Tomb of Fu Leng, a fortress of darkness deep in the Shadowlands. Some occultists within Rokugan have come to see her as a sort of intermediary to Fu Leng, believing that through her, their prayers can reach the fallen god. Whether she acknowledges this cult or not is unknown, but they have carried out a number of dark sacrifices in an attempt to win her attention over the centuries.

The Lodge of the Laughing Moon. Worship of Lord Moon is not illegal in Rokugan. After all, he is the divine parent of the founders of the Empire, who lights the night sky to reveal treachery and deception. Yet he is also a figure of chaos, and so lodges dedicated to his worship tend to be secret organizations whose most dedicated members wield unpredictable, dangerous powers.

Dens of Evil. Different heretical cults use a variety of locations for their clandestine activities. Some operate in haunted places, such as in fallen castles near ancient battlefields, in compounds built in the Shadowlands or storm-wracked mountains, or even hidden in plain sight in cities. In their den of evil, a wicked sorcerer has access to their lair abilities.

Table A–8: Wicked Sorcerer Motivations

D8 Roll	Wicked Sorcerer Motivation
1	Wants revenge on a group or individual, and is willing to make anyone else suffer to get it.
2	Is driven by a deep insecurity, and seeks power as an affirmation of their worthiness.
3	Desires to use forbidden magic to bring a loved one back from the dead.
4	Yearns to know some universal truth, at any price.
5	Believes with conviction that evil and good must be in balance, and good has been ascendant too long.
6	Falsely sees themself as persecuted by some individual or group, and desires to destroy it.
7	Deludes themselves into believing that any evil they perform is necessary to make the world a better place.
8	Takes pleasure in the suffering of others.

HERETICAL SORCERY

Most evil incantations wielded by cultists, Bloodspeakers, and underworld fiends can be aptly modeled with necromancy and illusion spells from the SRD, reflavored to call upon corrupted and evil spirits. However, creating the undead works slightly differently in Rokugan than it does in most 5e materials, and so the mark of desecration spell is included here for use by NPCs (and PCs willing to sell their soul in exchange for power).

MARK OF DESECRATION

Casting Time: 1 minute
Range: 30 ft.
Components: V, S, M (a vial of blood)
Duration: Instantaneous
1st-level necromancy
You perform a heretical rite upon a number of Small, Medium, or Large corpses up to your Intelligence modifier, placing ominous masks over their faces and whispering dark words into their dead ears. The dead are dragged to their feet by the dark spirits possessing them, moving with the jerking, unnatural gait of ill-made puppets. Each of these corpses rises as an undying warrior (see page 405). At the GM's discretion, a creature may also be revived as a version of the creature it was in life with the Zombified template (see page 388).



Wicked Sorcerer

MEDIUM HUMANOID (ANY SPECIES), ALIGNMENT (SUGGESTED): ANY EVIL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
15 (+2)	14 (+2)	12 (+1)	18 (+4)	18 (+4)	18 (+4)

Armor Class 12 (unholy robes)

Hit Points 99 (18d8+18)

Speed 30 ft.

Saving Throws Wis +6, Cha +6

Skills Arcana +8, Deception +8, History +8, Stealth +6

Senses passive Perception 14

Languages Rokugani, any one other (if appropriate)

Challenge 10 (5,900 XP)

Flitting Shadows. The wicked sorcerer is protected by twisted spirits that protect it from harm. The first time the wicked sorcerer is targeted by an attack or forced to make a saving throw each round, its AC is 18 or it makes that saving throw with advantage.

Foul Sacrifice. When the wicked sorcerer inflicts a critical hit on a creature with a melee weapon attack, it calls to the vile spirits that grant it power. The wicked sorcerer immediately regains the use of one of its expended spells. If it kills the creature with the critical hit, it regains the use of all of its expended spells instead.

Heretical Art. Choose one or more of the following Heretical Arts for a wicked sorcerer. For every Heretical Art chosen beyond the first, increase its CR by +1.

Mockery of Truth. The wicked sorcerer's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *disguise self*, *invisibility*, *minor illusion*
1/day each: *blur*, *dream*, *fear*, *hypnotic pattern*

Rites of Undeath. The wicked sorcerer's spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *bestow curse*, *mark of desecration* (see page 403), *speak with dead*
1/day each: *contagion*, *inflict wounds*, *ray of enfeeblement*, *vampiric touch*

Unrestrained Power. The wicked sorcerer's spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *darkness*, *eldritch blast*, *sending*
1/day: *arcane hand*, *arcane sword*, *hellish rebuke*, *shatter*

Actions

Obsidian Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (2d4 + 2) necrotic damage. Inflicts a critical hit on a roll of 19 or 20.

Legendary Actions

A wicked sorcerer can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The wicked sorcerer regains spent legendary actions at the start of its turn.

Cackling Wind. The wicked sorcerer blasts one creature within 10 feet backward with a howling torrent of souls. That creature must make a DC 17 Dexterity saving throw. On failure, a creature takes 2d6 necrotic damage and is pushed 20 feet away from the wicked sorcerer in a direction of the sorcerer's choice.

Rapid Casting. The wicked sorcerer unleashes a spell that it can cast at will.

Treacherous Stab. The wicked sorcerer makes one melee attack with its obsidian dagger with advantage on the attack roll.

Lair Actions

A wicked sorcerer can use the following lair actions if encountered in its den of evil, and is considered CR 12 (8,400 XP).

Fanatical Minions (Recharge 4–6). On initiative count 20 (losing ties), a wicked sorcerer in its den of evil can summon three ruffians from its cult to step forth and fight at its behest.

Sorcerous Snare (Recharge 6). On initiative count 20 (losing ties), a wicked sorcerer can spring a trap on one creature it can perceive within its den of evil. This has the effect of the *hold person* spell from the SRD.

Shadowlands Creatures

The Shadowlands are a wasteland filled with monsters, a domain steeped in dread and bitter agony. From these wastes come all sorts of horrific creatures, most of which seek nothing more than to inflict their suffering upon the denizens of the Mortal Realms.

UNDYING WARRIOR

Rokugani funerary rites involve cremation, and for good reason. Despite the costs it entails, this is afforded even to the lowliest members of society—for in Rokugan, the dead do not sleep soundly, and ancient stories tell of the days when cults of heretical sorcerers wandered the land backed by vast armies of the hungering dead. Even when they are little more than tattered flesh, bleached bones, and an undying rage, the undead are terrifying opponents.

Table A–9: Undying Warrior & Demonwind Steed Motivations

ROLL	UNDYING WARRIOR & DEMONWIND STEED MOTIVATION
1	Hungers unrelentingly for the flesh of the living.
2	Hungers unrelentingly for the flesh of the living.
3	Hungers unrelentingly for the flesh of the living.
4	Hungers unrelentingly for the flesh of the living.

Undying Warrior

MEDIUM LOST UNDEAD, ALIGNMENT (SUGGESTED): ANY EVIL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
13 (+1)	9 (−1)	18 (+6)	3 (−4)	6 (−2)	5 (−3)

Armor Class 9

Hit Points 22 (3d8+9)

Speed 20 ft.

Saving Throws Con +6

Damage Immunities poison

Damage Resistances piercing and slashing from nonmagical attacks

Damage Weaknesses radiant

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Understands instructions given by any Lost creature or creature with a Bloodspeaker's sigil, but can't speak

Challenge 1/4 (50 xp)

Defiled Arrows. When the undying warrior hits with a ranged weapon attack, the creature it hit must make a DC 12 Constitution saving throw. On failure, the creature takes 1d4 additional poison damage, and suffers the maimed condition (–10 ft. of speed and disadvantage on Dexterity saving throws, removed after it regains HP).

Desecrating Presence. Any Medium humanoid creature that is killed within 10 feet of this creature rises as an undying warrior one minute later. Other creatures may be affected at the GM's discretion, rising as a creature with its own profile and the Zombified template (see page 388). Nezumi are unaffected by this ability.

ACTIONS

Rusted blade. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Rotting bow. *Ranged Weapon Attack:* +1 to hit, range 80 ft./320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.



DEMONWIND STEED

Just as humans who die in the Shadowlands can attract corrupted spirits and arise as foul abominations, so can their steeds. Formed from the remains of horses, demonwind steeds are more bones than flesh, yet they can still effectively carry riders into battle. Vicious and carnivorous, these undead creatures are ridden by many Lost champions.

Demonwind Steed

LARGE LOST UNDEAD, ALIGNMENT (SUGGESTED): ANY EVIL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
17 (+3)	17 (+3)	22 (+6)	3 (−4)	6 (−2)	5 (−3)

Armor Class 14

Hit Points 67 (9d8+18)

Speed 60 ft.

Saving Throws Wis +2

Skills Athletics +6

Damage Immunities poison

Damage Resistances piercing and slashing from nonmagical attacks

Damage Weaknesses radiant

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Understands instructions given by any Lost creature or creature with a Bloodspeaker's sigil, but can't speak

Challenge 2 (450 XP)

Desecrating Presence. Any Medium humanoid creature that is killed within 10 feet of this creature rises as an undying warrior one minute later. Other creatures may be affected at the GM's discretion, rising as a creature with its own profile and the Zombified template (see page 388). Nezumi are unaffected by this ability.

ACTIONS

Crushing Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 4) bludgeoning damage.

Ruinous Breath. *Breath Weapon (Recharge 5–6):* The demonwind steed unleashes baleful energies in a 20-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 16 (4d8) necrotic damage on a failed save, or half as much on a successful one.

LOST CHAMPION

Countless warriors have entered the Shadowlands never to return, instead becoming consumed by spite. By giving in to the whispers of evil that pervade that place, each Lost champion gained great power to achieve their goals, but eventually lost sight of the ideals they once sought power to protect. Their bodies are often terrifying to behold, their unholy strength waxing in strange and terrible ways. Yet their minds are keen as ever, capable of devious schemes that many Shadowlands horrors cannot concoct. Whatever valor they had in life, these heroes who chose to gain power through wicked acts now pose a terrible threat to Rokugan.

Lost Champion

MEDIUM LOST HUMANOID, ALIGNMENT (SUGGESTED): ANY EVIL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
18 (+4)	13 (+1)	22 (+6)	12 (+1)	11 (+0)	8 (−2)

Armor Class 17

Hit Points 117 (15d8+50)

Speed 35 ft.

Saving Throws Str +7, Con +9, Wis +3

Skills Athletics +9, Intimidation +6

Damage Resistances piercing and slashing from nonmagical attacks

Damage Weaknesses radiant

Condition Immunities frightened, stunned

Senses passive darkvision 60ft., Perception 13

Languages Rokugani and any one other language (if appropriate)

Challenge 5 (1,800 xp)

Leader of the Lost. When another Lost creature starts its turn within 10 feet of one or more lost champions, it increases its movement speed by 10 feet until the end of its turn.

Hateful Resilience. The first time damage would reduce a lost champion to 0 hit points, it is reduced to 1 hit point instead, then regains hit points equal to 1d12 + its Constitution modifier, and gains one Shadowlands power of the GM's selection (see page 410). Each time it kills a living creature, a lost champion regains the use of this ability.

ACTIONS

Multiattack. The Lost champion makes three attacks.

Cursed Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage and 4 (1d8) necrotic damage.

Obsidian-Splinter Bow. *Ranged Weapon Attack:* +4 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage and 4 (1d8) necrotic damage.

Table A–10: Lost Champion Motivations

D6 Roll	Lost Champion Motivation
1	Seeks revenge on a particular individual, perhaps long-dead, and pursues anyone who resembles them with a fury.
2	Detests another lost champion or Shadowlands horror, and schemes to bring about their destruction.
3	Takes perverse joy in killing, and hunts weak foes unrelentingly while avoiding the strong.
4	Feels wronged by a group, and seeks to destroy all members of that group they encounter.
5	Finds some shred of joy in battle, and seeks out worthy foes while ignoring the weak.
6	Desires to be proven wrong at the hands of a true hero who can resist the temptations to which they succumbed

SHADOWLANDS HORROR

The Shadowlands are filled with horrific creatures, from screaming specters to mortals warped beyond recognition to the twisted beings known as oni. Many of these horrors are unique beings, spawned of the bitter rage of Fu Leng and the bile of the deepest hells of the afterlife. Others are former servants of the Fortune of Death who have turned their terrifying powers to this wretched cause.

When pitting a Shadowlands horror against the PCs, consider the fact that the unknown is far more terrifying than the known. Rather than throwing wave after wave of identical creatures at them, make each encounter uniquely challenging and horrific by selecting traits from the Shadowlands Powers, below.

Lesser Horrors. Oni and other creatures of the Shadowlands can sometimes split their souls into fragments to enact wicked schemes from several places at once. A lesser horror might be a single weak entity, or it might be a part of an inestimably powerful Lord of Dread that has divided itself to focus its attention elsewhere.

Horrific Brutes. Some creatures of the Shadowlands are only interested in inflicting pain and violence and are easily used as pawns by sorcerers or their own more powerful kin.

Lords of Dread. The mightiest of oni can be represented with this profile, including those oni who have gained power from a name stolen from or granted by a past summoner. Such a fiend can be a serious threat even to a large group of experienced samurai, and is likely to massacre those who approach it without proper caution.





Lesser Horror

MEDIUM LOST FIEND, ALIGNMENT (SUGGESTED): ANY EVIL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
16 (+3)	14 (+2)	15 (+2)	13 (+1)	9 (−1)	8 (−1)

Armor Class 12

Hit Points 45 (6d8+18)

Speed 30 ft.

Saving Throws Wis +3

Skills Stealth +4

Damage Resistances necrotic

Damage Weaknesses radiant

Senses passive darkvision 60 ft., Perception 12

Languages Rokugani and any number of others at the GM's discretion

Challenge 1 (200 xp)

Actions

Deadly Flurry (Recharge 5–6). The lesser horror makes one claw attack and one bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Horrific Brute

LARGE LOST FIEND, ALIGNMENT (SUGGESTED): ANY EVIL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
19 (+4)	11 (+0)	18 (+4)	12 (+2)	12 (+1)	5 (−3)

Armor Class 8 (unarmored)

Hit Points 82 (11d8+33)

Speed 30 ft.

Saving Throws Str +7

Skills Athletics +7, Intimidation +3

Damage Immunities necrotic

Damage Resistances piercing and slashing from nonmagical attacks

Damage Weaknesses radiant

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 9

Languages Rokugani and any number of others at the GM's discretion

Challenge 5 (1,800 xp)

Vile Mutation. At the start of its turn, if a horrific brute's current hit points are lower than or equal to half of its maximum hit points (41), it gains 1 additional Shadowlands Power. Roll on **Table A–11: Shadowlands Powers** (see page 410) or choose a power. It loses that power at the end of the encounter. It cannot use this ability again until it completes a long rest.

Actions

Multiattack. The horrific brute makes one bite attack and one claw attack, or two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 4) slashing damage.

Terrifying Bellow (Recharge 6). The horrific brute lets out a staggering wail. Each creature within 40 feet must make a DC 13 Constitution saving throw. On failure, a creature suffers 5 (1d8 + 1) thunder damage and is deafened until the end of its next turn and knocked prone.

Lord of Dread

HUGE LOST FIEND, ALIGNMENT (SUGGESTED): ANY EVIL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
23 (+6)	15 (+2)	21 (+5)	18 (+4)	15 (+2)	18 (+4)

Armor Class 18

Hit Points 256 (19d12+133)

Speed 60 ft.

Saving Throws Str +12, Con +11, Cha +10

Skills Arcana +9, Athletics +11, Intimidation +9, Persuasion +9, Religion +9

Damage Immunities necrotic

Damage Resistances piercing and slashing from nonmagical attacks, cold, fire, thunder

Damage Weaknesses radiant

Condition Immunities frightened, stunned

Senses darkvision 60 ft., passive Perception 23

Languages Rokugani and any number of others at the GM's discretion

Challenge 17 (18,000 xp)

Vile Mutation. At the start of its turn, if a lord of dread's current hit points are lower than or equal to half of its maximum hit points (128), it gains 2 additional Shadowlands Powers. Roll twice on **Table A–11: Shadowlands Powers** (see page 410) or choose 2 powers. It loses those powers at the end of the encounter. It cannot use this ability again until it completes a long rest.

Actions

Multiattack. The lord of dread makes two claw attacks and one bite attack, or three claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 7) slashing damage.

Acid Spit. *Breath Weapon (Recharge 4–6):* The lord of dread spews acid in an 80-foot cone in front of it. Each creature in that area must make a DC 20 Dexterity saving throw. On failure, a creature suffers 50 (10d10) acid damage.

Legendary Actions

A lord of dread can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The lord of dread regains spent legendary actions at the start of its turn.

Dread Cry (Costs 2 Actions). The lord of dread howls, chilling the souls of all around. Each creature in a 30-foot sphere must make a DC 20 Wisdom saving throw or become frightened of the lord of dread unless it chooses to suffer 3d6 psychic damage. A creature that fails can repeat this save at the start of each of its turns to remove the condition.

Furious Swipe. The lord of dread makes a multitarget attack roll against each creature in a 15-foot sweep (see page 250) around it. On a hit, a creature suffers 18 (3d6+7) slashing damage and the bleeding condition (1d4 piercing damage at the start of each of its turns, removed after it regains HP) for one minute.

Scorn of Eternity. The hostile creature with the highest hit points within 90 feet must make a DC 20 Charisma saving throw. On failure, that creature suffers 12 (2d12) psychic damage and is marked for death (the next successful melee attack the lord of dread makes against it deals an additional 1d8 force damage) for one minute or until the lord of dread deals damage to it.



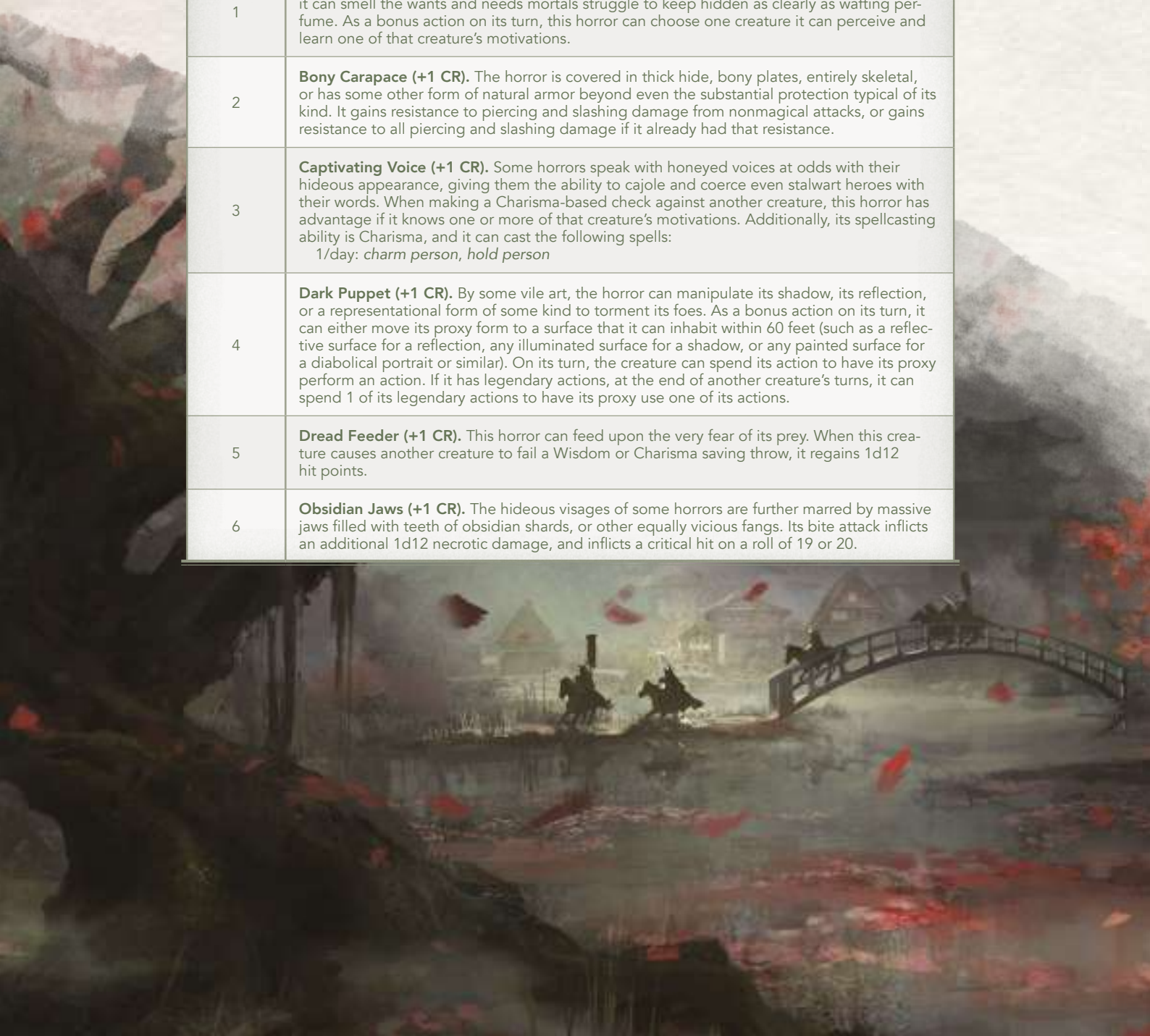
SHADOWLANDS POWERS

The otherworldly powers of the oni are strange and varied, as their demonic proclivities take many different forms. Listed on the following pages are example powers, featuring some of the more common tricks and talents oni tend to wield, as well as some that are designed to provide interesting and unique antagonists for players.

Each Shadowlands Power has a listed CR increase that should be applied when it is added to a creature.

Table A–11: Shadowlands Powers

D12 ROLL	POWER
1	**Scent of Weakness (+0 CR).** The secret desires of the heart are playthings to this horror, for it can smell the wants and needs mortals struggle to keep hidden as clearly as wafting perfume. As a bonus action on its turn, this horror can choose one creature it can perceive and learn one of that creature's motivations.
2	**Bony Carapace (+1 CR).** The horror is covered in thick hide, bony plates, entirely skeletal, or has some other form of natural armor beyond even the substantial protection typical of its kind. It gains resistance to piercing and slashing damage from nonmagical attacks, or gains resistance to all piercing and slashing damage if it already had that resistance.
3	**Captivating Voice (+1 CR).** Some horrors speak with honeyed voices at odds with their hideous appearance, giving them the ability to cajole and coerce even stalwart heroes with their words. When making a Charisma-based check against another creature, this horror has advantage if it knows one or more of that creature's motivations. Additionally, its spellcasting ability is Charisma, and it can cast the following spells: 1/day: *charm person*, *hold person*
4	**Dark Puppet (+1 CR).** By some vile art, the horror can manipulate its shadow, its reflection, or a representational form of some kind to torment its foes. As a bonus action on its turn, it can either move its proxy form to a surface that it can inhabit within 60 feet (such as a reflective surface for a reflection, any illuminated surface for a shadow, or any painted surface for a diabolical portrait or similar). On its turn, the creature can spend its action to have its proxy perform an action. If it has legendary actions, at the end of another creature's turns, it can spend 1 of its legendary actions to have its proxy use one of its actions.
5	**Dread Feeder (+1 CR).** This horror can feed upon the very fear of its prey. When this creature causes another creature to fail a Wisdom or Charisma saving throw, it regains 1d12 hit points.
6	**Obsidian Jaws (+1 CR).** The hideous visages of some horrors are further marred by massive jaws filled with teeth of obsidian shards, or other equally vicious fangs. Its bite attack inflicts an additional 1d12 necrotic damage, and inflicts a critical hit on a roll of 19 or 20.



D12 ROLL	POWER
7	**Shadowlands Venom (+1 CR).** The horror's weapons or attacks carry the threat of deadly venom, smeared on a weapon or injected by its claws or bite. When this creature inflicts a critical hit on another creature, its target must make a DC 20 Constitution saving throw. On failure, it suffers 3d6 poison damage and the poisoned condition.
8	**Winged (+2 CR).** The horror has dreadful wings, or hangs aloft in defiance of gravity. It gains a fly (hover) speed of 90 ft.
9	**Foul Separation (+2 CR).** This horror exhibits the disturbing power to tear out their own organs or limbs to serve as puppets for its will, allowing it to see, act, or speak at a distance through a scuttling claw, floating eye, or other horrific disembodied appendage. On its turn as an action, it can spend its action and 4d6 hit points to create 2 lesser horrors. These lesser horrors have all of its Shadowlands powers except for this one, and take their turns immediately after the main body's turn. If the horror's main body is killed, the fragment becomes the center of its consciousness. On its turn as an action, the main horror can devour one or more of these lesser horrors within 5 feet to regain 2d6 hit points per lesser horror devoured.
10	**Illusion Master (+2 CR).** The treachery of this horror knows no bounds, and it has learned vile magics that can deceive the senses and mind into perceiving that which is not there. By means of this sorcery, such a horror can call up phantasms of lost family to torment its victims, cloak its movements in impenetrable shadow, or pursue its prey into the Realm of Dreams. The Rakshasa of the Ghostlands that plague the Ivory Kingdoms are especially adroit at crafting these delusions. The horror's spellcasting ability is Charisma (spell save DC 16 for lesser horror, 12 for horrific brute, 20 for lord of dread). It can innately cast the following spells, requiring no material components: At will: *disguise self*, *invisibility*, *minor illusion* 1/day each: *blur*, *dream*, *fear*, *hypnotic pattern*
11	**Necromantic Secrets (+2 CR).** Some of the most fearsome horrors wield powerful necromancy learned from Bloodspeaker cultists whose hubris let them think they could tame such creatures. The horror's spellcasting ability is Intelligence (spell save DC 16 for lesser horror, 12 for horrific brute, 20 for lord of dread). It can innately cast the following spells, requiring no material components: At will: *bestow curse*, *mark of desecration* (see page 403), *speak with dead* 1/day each: *contagion*, *inflict wounds*, *vampiric touch*
12	**Vile Depredation (+2 CR).** This horror's flesh gruesomely knits back together after it is injured, and feasting upon the viscera of its foes hastens this process. The horror regains 1d12 hit points at the start of its turn if it has at least 1 hit point. When it inflicts a critical hit on another creature, it immediately regains 3d10 hit points.

Table A–12: Shadowlands Horror Motivations

D6 ROLL	SHADOWLANDS HORROR MOTIVATION
1	Enjoys scheming for its own sake, and enacts plans far more convoluted than necessary.
2	Seeks to deceive and humiliate mortals before killing them.
3	Desires to have mortals turn to its cause willingly, and tempts them with offers of power.
4	Has nothing but disdain for mortals, and seeks to slaughter them without pretense or schemes.
5	Enjoys the thrill of the hunt, and sets "challenges" for mortals by which it abides.
6	Seeks to lord over mortals and other Shadowlands horrors, dominating them through fear.



Spirits and Strange Creatures

Dwelling on the edges of civilization or hidden in transcendental groves are many wondrous creatures and spirits rarely seen by human eyes.

Table A–13: Spirit & Strange Being Motivations

D8 Roll	Spirit & Strange Being Motivations
1	Has lost a particular object, and wants it returned safely.
2	Sees a particular village or group of mortals as its charges, and works to protect them.
3	Watches over a powerful artifact that can only be trusted to the worthy.
4	Works to nourish and defend a particular individual who mortal society has neglected.
5	Desires an end to some human activity in its domain.
6	Works to build clout over its spiritual rivals.
7	Seeks revenge on mortals for some trespass upon its lands, tenets, or principles.
8	Needs to fulfill a natural cycle vital to the health of its domain.

Ancient Troll

Inside the Emerald Empire, trolls are extremely rare, but they occasionally enter via the vast Shinomen Forest on Rokugan's western border. They are intelligent and can carry the wisdom of hundreds of years. However, they can be unpredictable, and are not above eating humans who repay their counsel with rudeness or violence. The nezumi of the Shinomen Forest are familiar with several of the trolls in the forest, who they consider to be inscrutable but helpful allies. In lands beyond Rokugan, trolls have been known to live alongside humans, such as in the Pillar of the Sky Mountains, where they pursue Enlightenment alongside monks of numerous species.

Ancient Troll

LARGE HUMANOID, ALIGNMENT (SUGGESTED): ANY

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
23 (+6)	9 (−1)	22 (+6)	19 (+4)	24 (+7)	12 (+1)

Armor Class 10 (natural armor)

Hit Points 59 (7d10+21)

Speed 35 ft.

Damage Immunities fire, lightning

Damage Resistances acid, bludgeoning, cold, force, radiant, thunder

Damage Weaknesses necrotic

Condition Immunities charmed, frightened

Senses tremorsense 20, passive Perception 19

Languages Rokugani, and others at the GM's discretion

Challenge 3 (700 xp)

Innate Mysticism. A troll can perform some mystical actions beyond the comprehension of most mortals. The troll's spellcasting ability is Wisdom (spell save DC 21). It can innately cast the following spells, requiring no material components:

1/day: *enhance ability*, *identify*, *legend lore*

Actions

Multiattack. The troll performs one attack with its fists and one attack with a hurled boulder or tree, or two attacks with its fists.

Fists. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (1d12+6) bludgeoning damage.

Hurled Boulder or Tree. *Ranged Weapon Attack:* +2 to hit, range 30 ft./60 ft., one target. *Hit:* 9 (2d8+1) bludgeoning damage.

FOREST PROTECTOR

Tradition says that deer are the messengers of the kami, and thus are sacred. This may or may not be true for the average deer that roams the mountains. However, sometimes a chimerical beast with great antlers or horns, dragon scales, the tail of an ox, and a flaming mane is whispered to come out of the deepest forests to speak to lone travelers. Called a kirin in some Rokugani stories and qilin in Yún Fēng Guó's tales, its form varies slightly with the telling, but the accounts remain much the same: such creatures speak of the will of the spirits, and are so benevolent and compassionate that, rather than trampling even a single blade of grass, they float above the ground.

Forest Protector

LARGE CELESTIAL, ALIGNMENT (SUGGESTED): ANY GOOD

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
18 (+4)	22 (+6)	21 (+5)	10 (+0)	25 (+7)	16 (+3)

Armor Class 13 (natural armor)

Hit Points 68 (8d10+24)

Speed 40 ft., fly (hover) 75 ft.

Damage Immunities radiant

Damage Weaknesses necrotic

Condition Immunities charmed

Senses passive Perception 22

Languages animal speech, understands Rokugani and other languages at the GM's discretion but cannot speak them

Challenge 3 (700 xp)

Miraculous Mercy. Forest protectors can use their spiritual power to perform acts that surpass even the most skilled ritualists. The forest protector's spellcasting ability is Wisdom (spell save DC 19). It can innately cast the following spells, requiring no material components:

1/day: *conjure animals*, *locate person*, *revivify*

ACTIONS

Shining Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning plus 7 (2d6) radiant damage.

MANIFEST ELEMENTAL SPIRIT

Air Spirits. When air kami abandon subtlety to act directly upon the world, they are terrifying to behold—their form is that of a many-armed whirlwind, flickering hands reaching out to toss about loose items.

Earth Spirits. When they take physical form, earth spirits often shape bodies of stone for themselves, appearing as statues of warlike fortunes or the sacred beasts that guard ancient shrines and tombs. These beings are powerful, wise, and slow to anger—but their wrath is that of an avalanche, and once started, it cannot be stopped.

Fire Spirits. Energy given form, a manifest fire spirit usually appears as a humanoid shape. Clothed in a robe of smoke and with blazing skin, it is the harbinger of destruction but also of renewal. While they are intelligent and knowledgeable, fire spirits are notoriously single-minded once they have taken form, seeking only to consume everything within their reach before sputtering out.

Water Spirits. Water spirits usually take the form of a humanoid torso rising from a source of water; if they have legs, these are often obscured within the water or become visible only if they stride onto land. The forms of these spirits shift and change as circumstances require, and they can even split themselves to act in multiple places at once and reabsorb damaged copies to restore their own vitality.



Air Spirit

LARGE ELEMENTAL, ALIGNMENT (SUGGESTED): ANY CHAOTIC

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
10 (+0)	22 (+6)	14 (+2)	12 (+1)	16 (+3)	18 (+4)

Armor Class 17 (natural armor)

Hit Points 45 (6d8+18)

Speed 20 ft., fly 60 ft. (hover)

Saving Throws Dex +9, Cha +7

Damage Immunities force, thunder

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical sources

Damage Weaknesses fire, lightning

Condition Immunities restrained, paralyzed, petrified, stunned

Senses passive Perception 13

Languages Rokugani and any others at the GM's discretion

Challenge 4 (1,100 XP)

Actions

Billowing Gust. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (1d12+6) force damage.

Embodied Wind. The manifest air spirit can perform any air invocation (see air invocations on page 263). Its invocation ability modifier is Dexterity, and its invocation save DC is 16. When it performs an air invocation, it gains 3 additional favor to spend on that invocation's empowerments. Any favor not spent this way is lost.

Earth Spirit

LARGE ELEMENTAL, ALIGNMENT (SUGGESTED): ANY LAWFUL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
18 (+4)	10 (+0)	22 (+6)	16 (+3)	18 (+4)	12 (+1)

Armor Class 15 (natural armor)

Hit Points 75 (10d8+30)

Speed 25 ft., burrow 25 ft.

Saving Throws Con +9, Wis +7

Damage Immunities bludgeoning, radiant

Damage Resistances piercing and slashing from nonmagical sources

Damage Weaknesses force, thunder

Condition Immunities frightened, paralyzed, petrified, stunned

Senses tremorsense 100 ft., passive Perception 18

Languages Rokugani and any others at the GM's discretion

Challenge 4 (1,100 XP)

Actions

Earthen Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage.

Living Stone. The manifest earth spirit can perform any earth invocation (see earth invocations on page 263). Its invocation ability modifier is Constitution, and its invocation save DC is 16. When it performs an earth invocation, it gains 3 additional favor to spend on that invocation's empowerments. Any favor not spent this way is lost.





Fire Spirit

LARGE ELEMENTAL, ALIGNMENT (SUGGESTED): ANY NON-LAWFUL

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
18 (+4)	12 (+1)	12 (+1)	22 (+6)	10 (+0)	16 (+3)

Armor Class 12 (natural armor)

Hit Points 60 (8d8+24)

Speed 40 ft., climb 40 ft.

Saving Throws Str +7, Int +9

Damage Immunities fire, lightning

Damage Resistances bludgeoning, piercing, and slashing from non-magical sources

Damage Weaknesses acid, cold

Condition Immunities blinded, grappled, paralyzed, restrained

Senses passive Perception 11

Languages Rokugani and any others at the GM's discretion

Challenge 4 (1,100 XP)

Actions

Blazing Slash. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (4d4+6) fire damage.

Flame Incarnate. The manifest fire spirit can perform any fire invocation (see fire invocations on page 263). Its invocation ability modifier is Intelligence, and its invocation save DC is 16. When it performs a fire invocation, it gains 3 additional favor to spend on that invocation's empowerments. Any favor not spent this way is lost.

Water Spirit

LARGE ELEMENTAL, ALIGNMENT (SUGGESTED): ANY NON-CHAOTIC

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
22 (+6)	10 (+0)	16 (+3)	14 (+2)	12 (+1)	18 (+4)

Armor Class 14 (natural armor)

Hit Points 60 (8d8+24)

Speed 30 ft., swim 60 ft.

Saving Throws Str +9, Cha +7

Damage Immunities acid, cold

Damage Resistances bludgeoning, piercing, and slashing from non-magical sources

Damage Weaknesses bludgeoning, radiant

Condition Immunities maimed, petrified, restrained, stunned

Senses passive Perception 16

Languages Rokugani and any others at the GM's discretion

Challenge 4 (1,100 XP)

Actions

Current's Course. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6+6) cold damage.

Depths of Power. The manifest water spirit can perform any water invocation (see water invocations on page 263). Its invocation ability modifier is Strength, and its invocation save DC is 16. When it performs a water invocation, it gains 3 additional favor to spend on that invocation's empowerments. Any favor not spent this way is lost.

SHIKIGAMI

These small constructs can be created through relatively simple rituals that tie the newly created beings to their creator. Paper is commonly used, allowing them to be folded flat and rest inside books, or even flutter about on butterfly wings. Shikigami follow the directions of their creator (for the most part) and can perform simple tasks or remember conversations.

Shikigami are often crafted from paper or other common materials, but they can also be fashioned out of dirt, loose bits of metal, liquids, or even small flames. They sometimes take the shape of small, ghostly figures with humanoid forms or animal forms as the ritualist desires. Depending on the sorts of invocations used to animate a shikigami, some common forms are:

Air: Birds, butterflies, bats, moths
Earth: Mice, rats, spiders
Fire: Dragonflies, fireflies, centipedes
Water: Fish, frogs, salamanders

When a shikigami is created, its creator invests it with one or more invocations. The more powerful the invocations invested into a shikigami, the more powerful, cunning, and willful it becomes. The shikigami's creator cannot use invocations invested in the shikigami, but can perform them through the shikigami. When a shikigami's physical form is destroyed, the spirit persists, and can be placed into a new vessel later by its creator.

Table A–14: Shikigami Motivations

D6 Roll	Shikigami Motivations
1	Desires to cause trouble for its own sake.
2	Seeks to pursue some indolent pleasure instead of work whenever possible.
3	Collects small objects or tokens of some kind.
4	Enjoys new experiences, and seeks them out even when it is inconvenient.
5	Desires to become human, or perhaps something more.
6	Desires to discover a greater philosophical purpose.

Shikigami

TINY CONSTRUCT, ALIGNMENT (SUGGESTED): ANY

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
3 (−4)	12 (+1)	3 (−4)	12 (+1)	10 (+0)	12 (+1)

Armor Class 15 (unarmored)
Hit Points 1
Speed 30 ft.
Saving Throws Dex +3
Damage Weaknesses fire
Senses passive Perception 15
Languages Understands but cannot speak or sign Rokugani, and others at the GM's discretion
Challenge 1/8 (25 xp)

Imbued with Power. If a shikigami is invested with one or more invocations of a particular element (Air, Earth, Fire, or Water), it gains the following bonuses based on the element(s) of those invocations:

Air: Gains additional Dexterity equal to two times the rank of the highest rank air invocation imbued in it. If it has 14 or more Dexterity, it can appear as any mundane creature of its size, and an onlooker must make an Intelligence (Investigation) check with DC equal to its creator's invocation save DC to determine that it is a construct.

Earth: Gains additional hit points equal to five times the rank of the highest rank earth invocation imbued in it. If it has 6 or more hit points, the shikigami is Small instead of tiny and its AC is 14. If it has 11 or more hit points, it is Medium instead of Small and its AC is 13.

Fire: Gains additional Intelligence equal to two times the rank of the highest rank fire invocation imbued in it. If its intelligence is 14 or higher, its creator gains a +2 bonus to skill checks while it is within 5 feet.

Water: Gains additional Charisma equal to two times the rank of the highest rank water invocation imbued in it. If it has 14 or more Charisma, the shikigami can speak and sign Rokugani in addition to being able to understand it.

Invocation. On its turn, a shikigami's creator can spend a bonus action and favor up to their Intelligence modifier to have the shikigami perform one of the invocations sealed inside of it with that much additional favor to spend on the invocation's empowerments. Unspent favor is lost.

ACTIONS

Sharp Edge. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

SPECTRAL TROOPER

Ghosts can take any number of forms, but many ritualists call upon ghostly warriors to assist them in battle. These champions of days gone return from the afterlife to defend the righteous and smite evil once again.

TABLE A–15: SPECTRAL TROOPER MOTIVATIONS

ROLL	SPECTRAL TROOPER MOTIVATIONS
1	Desires to rectify something that went wrong in its life.
2	Feels unfulfilled and wants to experience something specific in the Mortal Realm.
3	Wants to safeguard its country, people, or descendants even in death.
4	Believes fervently in a cause it fought for in life.
5	Enjoys any new challenge, whether it is martial or mental.
6	Seeks to vanquish evil in all its forms for its own sake.

SPECTRAL TROOPER

MEDIUM UNDEAD, ALIGNMENT (SUGGESTED): ANY GOOD

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
15 (+2)	15 (+2)	17 (+3)	14 (+2)	16 (+3)	14 (+2)

Armor Class 13

Hit Points 11 (2d8+2)

Speed 30 ft., fly (hover) 10 ft.

Saving Throws Con +5, Wis +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical sources

Damage Weaknesses necrotic

Condition Immunities grappled, paralyzed, poisoned, restrained

Senses passive Perception 15

Languages Courtly Rokugani and other languages at the GM's discretion

Challenge 1/2 (100 xp)

Celestial Intercession. On the first round of combat or for the duration of the round in which the spectral trooper is first summoned, it gains a +2 bonus to its AC.

Heroic Soul. When the spectral trooper is reduced to 0 hit points, it can make a DC 15 Constitution saving throw. On success, at the start of the next round, it regains 1 hit point. On failure, its body and equipment vanish in shining motes that rise up to the stars.

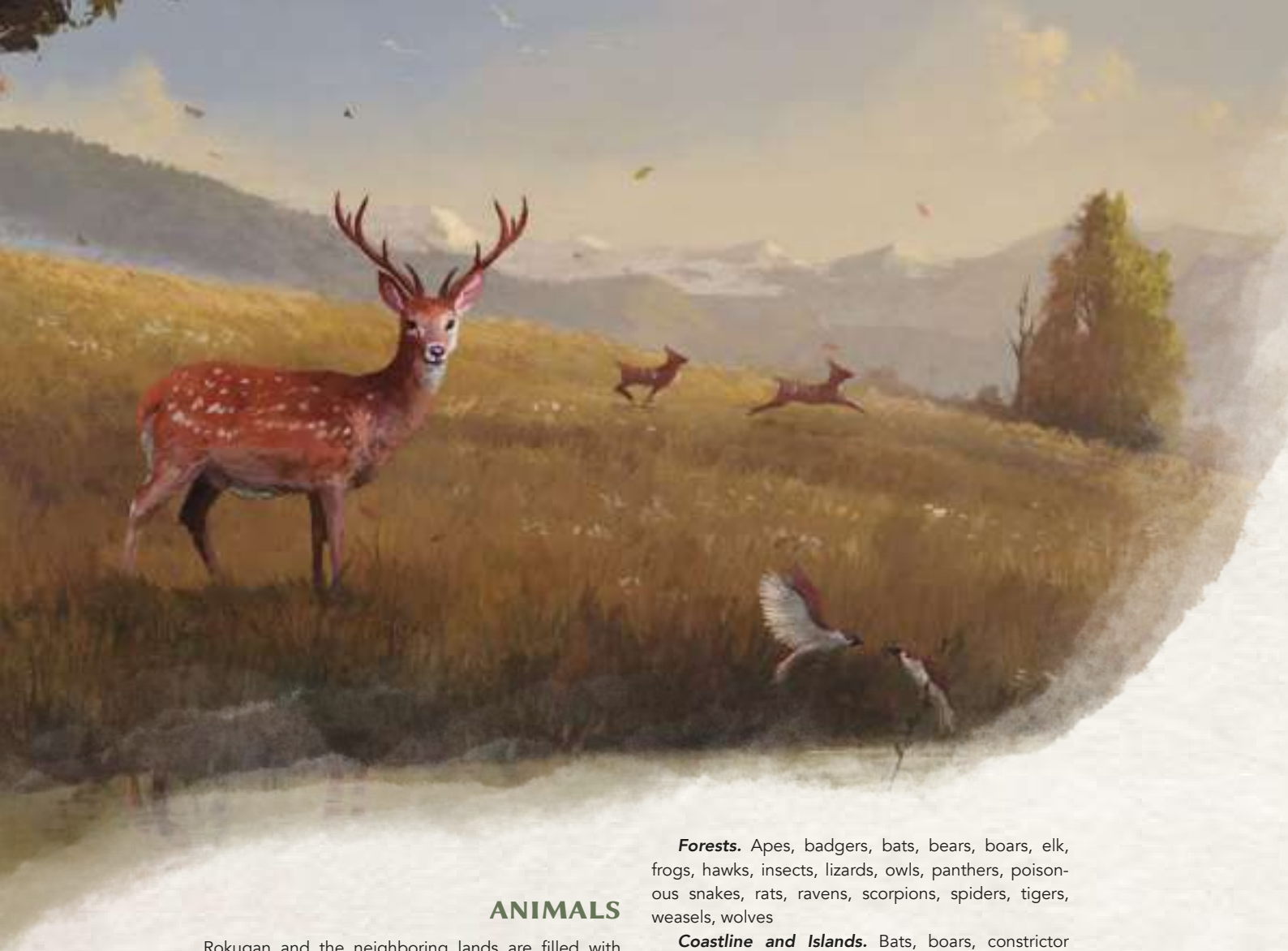
ACTIONS

Single-Edged Straightsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) or 7 (1d10+2) slashing or piercing damage.

Warspear. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150 ft./600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.





ANIMALS

Rokugan and the neighboring lands are filled with fauna that vary by region based on climate tolerance, available vegetation and other food sources, and terrain. For instance, animals found in the high mountains of the Dragon Clan are quite different from the ones found along the craggy coastline in Crane lands or in the lush river valleys common in the Ivory Kingdoms. GMs should vary the animals that the PCs encounter by region, to help give a sense of the region's biome.

Common Creatures

A number of animals from the SRD can commonly be found in Rokugan. Other creatures from the SRD or further 5e materials could also appear at the GM's discretion, but are not common in Rokugan. The following wild animals from the Miscellaneous Creatures section of the SRD can be found in various parts of Rokugan. All of these animals speak animal speech (see page 126).

Mountains. Apes, bats, bears, boars, goats, hawks, insects, lizards, owls, panthers, poisonous snakes, rats, ravens, scorpions, spiders, tigers, weasels, wolves

Forests. Apes, badgers, bats, bears, boars, elk, frogs, hawks, insects, lizards, owls, panthers, poisonous snakes, rats, ravens, scorpions, spiders, tigers, weasels, wolves

Coastline and Islands. Bats, boars, constrictor snakes, crabs, crocodiles, frogs, goats, hawks, insects, killer whales, lizards, octopi, owls, panthers, poisonous snakes, rats, ravens, scorpions, sea horses, sharks, spiders, tigers, vultures

Cities and Towns. Bats, cats, crabs, goats, insects, lizards, mastiffs, rats, ravens, spiders

Plains. Badgers, boars, cats, frogs, goats, hawks, insects, lions, lizards, owls, poisonous snakes, rats, ravens, scorpions, spiders, vultures, weasels, wolves

Additionally, the following domesticated animals can be found in many places of human habitation.

Domesticated Animals. Cats, hawks, mastiffs, ponies, riding horses, warhorses. Camels, elephants, rhinoceri, and many other creatures are not native in Rokugan, but can be found in the Burning Sands, the Ivory Kingdoms, and other lands beyond.

Exceptional beasts such as giant animals, awakened shrubs and trees, and other such creatures can appear in especially wild places, or in the Spirit Realms, but are not a common sight by humans in Rokugan. They are, however, exactly the stuff of legends that heroes in ***Adventures in Rokugan*** might have to face!

Utaku Steed

LARGE BEAST, ALIGNMENT (SUGGESTED): LAWFUL GOOD

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
21 (+5)	14 (+2)	14 (+2)	8 (−1)	18 (+4)	8 (−1)

Armor Class 13

Hit Points 24 (4d10+3)

Speed 70 ft.

Skills Insight +6

Saving Throws Wis +6

Senses passive Perception 14

Languages animal speech, understands but cannot speak or sign Rokugani and Ujik

Challenge 1 (200 xp)

Paragon of Horses (1/long rest). When its rider is reduced to 0 hit points but not killed outright, the Utaku steed can spend its reaction to have its rider drop to 1 hit point instead.

Trampling Charge. If the Utaku steed moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage.

Horses of Rokugan

Rokugani ponies. The native horses of Rokugan are small and slight, and generally ill-suited to use as warhorses. Samurai of most clans who can afford horses use them on the battlefield in the manner of mounted infantry, riding from one point to another for tactical advantage but dismounting to engage in battle. They use the profile for ponies from the SRD.

Warhorses. The warhorses used by the Unicorn Clan are much sturdier and more resilient against the terrors of battle than Rokugani ponies. This allows the Unicorn Clan to use much more aggressive cavalry tactics, which have often proven a match for the most skilled bushi of the other clans. They use the profile for warhorses from the SRD.

Utaku Steeds of the Blessed Herd. The sacred steeds of the Utaku Battle Maidens are paragons of horses. Horses bred from the Blessed Herd are fiery and ferocious, and utterly loyal to their riders. They deign to be ridden only by the worthy.



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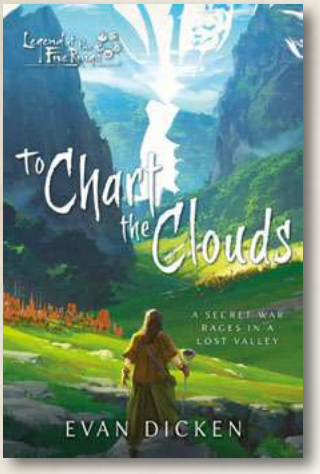
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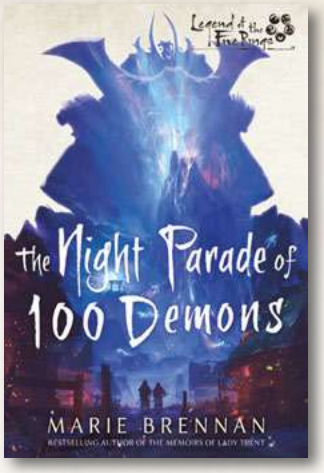
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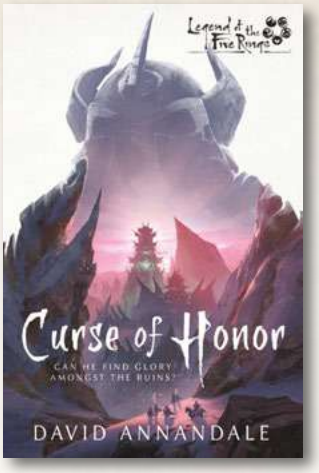
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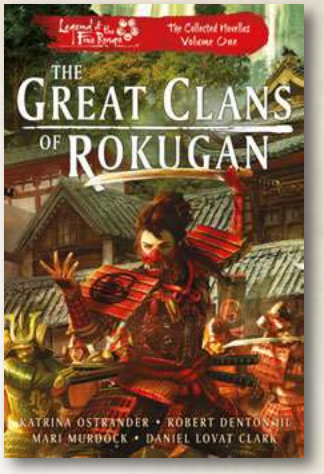
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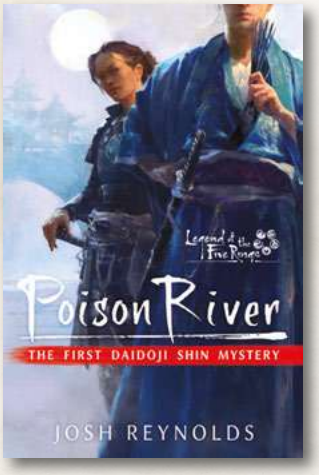


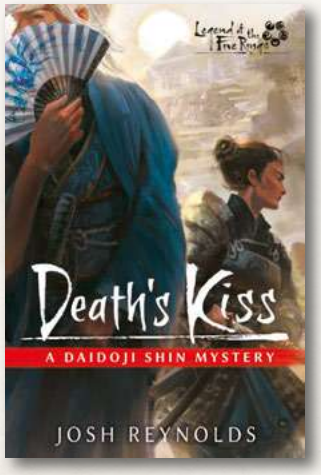


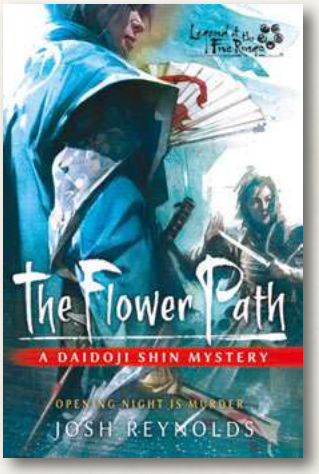
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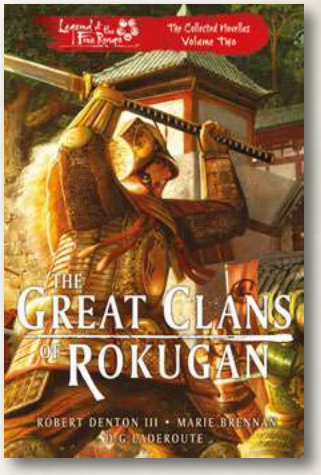
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