



Legend of the Five Rings

LEGACY OF DISASTER

4TH EDITION
ROLEPLAYING GAME



LEGACY OF

DISASTER

For the Legend of the Five Rings RPG, 4th Ed.

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**DO NOT RUN THIS ADVENTURE WITHOUT
PREPARATION!**

Please read through the entire document before presenting it to your players. There are many sections of the adventure that require the GM to skip sections and pass on to the next, depending on the actions of the players. Make sure you are familiar with the options and the skipped possibilities before you run this adventure.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

This adventure is a Low Level adventure designed to be played with pre-generated characters. This means that the adventure is created with Rank 1 Characters in mind. This adventure was not written with Rank 2 through 5 Characters in mind and cannot anticipate all that these characters may bring to the table. If there are less than six players at the table, you should adjust the combats slightly – especially the bandit encounter, which can be lethal to unlucky PCs.

The world of Rokugan is a cross between feudal Japan and China. It is set in an age of honorable samurai, serving their lords (daimyo) and Empire. Remember that family names come before personal names. Akodo Toturi is from the Akodo family and his personal name is Toturi.

Rokugan is separated by a series of factions called Great Clans. Each Great Clan banded together thousands of samurai under a common philosophy towards life, war, and culture. While all Great Clans seek to serve the Empire, a degree of competition exists between the Clans. Over the years, many of the Great Clans have fostered rivalries with the other factions. While the Clans cooperate against larger enemies of the Empire, samurai of the Great Clans often squabble and fight amongst each other. Of course, these samurai push aside all their minor arguments when a greater threat appears on the horizon.

A note on female designations: If a samurai has the designation of -ko, then the samurai is female. For example, if you see Samurai-ko, then this denotes a female samurai.

A note on commerce in Rokugan: Samurai are not supposed to care about worldly possessions, especially money. A samurai pays a commoner as if the money is meaningless, a concession to the commoner's silly needs. Between samurai, the exchange of money and merchandise is an exchange of "gifts."

Now, before you run the module, you should know how the new edition works! Here are some of the game's basic rules to help you get started...



Quickstart Rules

Basic Mechanics: the Roll & Keep System

At its core, the Legend of the Five Rings Role-playing Game uses a very simple mechanic. When a player wishes to have his character take an action, the Game Master determines what abilities the character should use to determine success or failure (these abilities most often consist of one Trait and one Skill used in conjunction with one another). The Game Master must also decide how difficult the task should be, and choose a Target Number (TN) based on this difficulty. The player rolls a number of ten-sided dice based upon the abilities on the samurai's character sheet that the Game Master has identified as necessary for the task. The player then adds the total of the dice rolled and compares the sum to the TN chosen by the Game Master. If the total meets or exceeds the TN, the character successfully completed the task in question. If the total is less than the TN, the character has failed to complete the task.

It is rare that a player will keep all of the dice rolled when his character is taking an action. Typically, a player can keep a smaller number of dice than the amount rolled, and in almost all situations the player will choose the highest rolling of the dice, although he may keep whichever ones he chooses; if for some reason he wishes for his character to fail the roll in question, he may choose lower rolling dice. When denoting the number of dice that should be rolled and kept, the format used is XkY, where X represents the number of dice rolled, or "rolled dice," and Y the number of dice kept, or "kept dice." For example, the notation 4k2 means that four dice should be rolled and two of them chosen to be kept and added together; if the player rolled a 3, 6, 7, and 9, the player would likely choose the 7 and 9 for a total of 16 on the roll.

Target Numbers

A Target Number is a measure of the difficulty of any given task, as determined by the Game Master. A task that should be easy will be assigned a low TN, whereas a difficult task will have a higher TN. While individual Game Masters are encouraged to use their own judgment to determine the difficulty of any task, a general idea of how difficult a given task might be is as follows:



STANDARD TARGET NUMBERS

TN	DIFFICULTY	PHYSICAL	MENTAL
None	Mundane	Getting out of bed	Remembering details of your sword
5	Very Easy	Striking an immobile target	Recognizing an old friend
10	Easy	Carrying half your weight	Finding a misplaced item
15	Average	Lifting your weight	Remembering someone you've seen once
20	Moderate	Jumping a ten-foot ditch	Recognizing someone in disguise
25	Difficult	Scaling a cliff without rope	Finding a well-hidden object
30	Very Hard	Diving safely from a waterfall	Remembering someone's exact words
40	Heroic	Out-wrestling a troll	Naming all of your ancestors... in order
60	Impossible	Shattering stone with bare hands	Outwitting a Fortune

Void Points

Unlike the other four Rings (Air, Earth, Fire, and Water), there are no Traits associated with the Void Ring. Instead, a character gains a number of Void Points equal to his Void Ring, and may use them to enhance die-rolls and other actions made during the course of the game. Void Points represent a moment of enlightened insight or an epiphany that a character experiences, that moment when, for just an instant, he is at one with the universe. A character's pool of Void Points is refreshed each day after an opportunity to rest, although certain meditation techniques allow them to be recovered more quickly.

A player may declare he is spending a Void Point any time when it would be applicable, but the most common instances are before the player's character makes a roll, takes certain types of Actions, or takes damage. The expenditure of a Void Point enhances a roll or the character's abilities in one of a number of different ways. A character may normally only spend one Void Point per Round for one of the following effects, although some abilities may allow them to spend more than one under certain circumstances. By spending a Void Point, a character may:

- Gain a bonus of +1k1 to a Skill, Trait, Ring, or Spell Casting roll (the Void Point expenditure must be declared prior to the roll being made). Damage Rolls may not be enhanced in this manner.
- Temporarily increase his rank in a Skill from 0 to 1, avoiding Unskilled Roll penalties.

- Reduce the amount of Wounds suffered from one source of damage by 10 (this must be done immediately after the damage total is announced).
- Increase his Armor TN by 10 for one round. This is done at the beginning of the combat Round.
- Exchange his Initiative Score with one willing target for the remainder of the current skirmish. This is done at the beginning of the combat Round. Only one of the two characters needs to spend a Void for this effect to take place.
- Increase his Initiative Score by 10 for the duration of the current skirmish. This is done at the beginning of the combat Round.

Also, Void Points may be spent to activate certain School Techniques (see the *Book of Fire* for discussion of Schools) – this does not count against the once per Round restriction.

Raises

There are times when simple success is not enough. When a character needs to accomplish something truly spectacular, Raises are the means by which that can be accomplished. When a player declares he is making a Raise, he is choosing to voluntarily increase the TN of the task his character is attempting, by an increment of 5 per Raise. Raises are generally made when a player feels his character's abilities will allow him to easily exceed the TN for a given task. The most common use of Raises is to allow characters to perform Maneuvers in combat (described later in this chapter), but individual GMs can allow any number of different effects with sufficient Raises. Players who wish to try unconventional or creative actions that are not covered by the basic rules should simply ask the GM how many Raises will be required to succeed.

A character can make a maximum number of Raises per roll equal to his Void Ring. A character with Void 2, for instance, can make 1 or 2 Raises per roll, but not 3. Some mechanical effects grant a character Free Raises. These give the benefit of having made a Raise without actually increasing the TN of the roll in question, and do not count toward the maximum number of Raises that may be made per roll. Free Raises may also be used to reduce the TN of the task being attempted by 5 instead of augmenting the roll in the same way as a normal Raise.

Raises are not without risk, however. If a player declares Raises on a roll, and the result of his roll fails to meet the new, increased TN, the roll fails. This is a failure even if the result of the roll meets the original TN but falls short of the new, increased TN.





The Combat Round

Combats in L5R are referred to as skirmishes (to distinguish them from the Mass Combat rules in the *Book of Water*), and skirmishes are played out in a series of short time-units known as Rounds. An L5R combat Round is a very short period of time, measured in seconds. Combat situations can vary wildly depending upon the circumstances, so there is no strict determination of how long a Round lasts, but it can be assumed that one Round never takes longer than ten seconds. Although the Round is short, there are a lot of options for what a character can do during that time, and ten seconds can be very busy.

Definition of Terms

- **Action** – What a character does when it is their Turn during a combat Round.
- **Initiative** – A measure of how quickly a given character reacts compared to other participants in a skirmish.
- **Round** – A unit of time, 3 to 10 seconds in length, during which all participants in a skirmish have an opportunity to take Actions.
- **Turn** – The opportunity for an individual character to take Actions during a combat Round. Under normal circumstances, every participant in a skirmish has one Turn, which takes place on their Initiative.

Sequence of Events

A combat Round unfolds in the following stages:

- **Stage 1: Initiative** – During the first Round of a skirmish, all participants make an Initiative Roll, rolling Reflexes and Insight Rank (see *Book of Fire* for information on Insight Ranks), keeping Reflexes (noted as Insight Rank / Reflexes). The result of this roll, called the Initiative Score, determines the order in which all characters will act. An Initiative Roll is only made on a character's first Round of participation in the skirmish, and the resulting Initiative Score is used for the remainder of the skirmish. However, in subsequent Rounds, Initiative Scores may potentially change as a result of different character abilities or situational modifiers. During the first Round of combat, characters also select their Stance immediately before they make their Initiative Roll.
- **Stage 2: Turns** – The bulk of a combat Round involves each individual participant taking their Turn. When this stage begins, the character with the highest Initiative Score takes their Turn first, and may take any legal Action. A character may choose to delay taking their Turn, and instead allow the character with the

next-highest Initiative Score to take their Turn. After that, the character who delayed their Turn has the chance to take it or delay again, and so on. Delaying a Turn has no effect on a character's Initiative Score the following Round, and Turns cannot be "saved" from one Round to the next. If every participant Delays their Turn, when the participant with the lowest initiative score is reached he must take his Turn, then the Round ends. After the first Round of a skirmish, characters may change their Stances at the beginning of their Turn, before taking any Actions. A character only ever has one Turn per Round, regardless of how many Actions he may take during the Round.

- **Stage 3: Reactions** – At the end of a Round, when all characters have taken their Turn, there are certain abilities that take effect as a result of the events of the Round. For example, spell effects that have expired end during the Reaction Stage. All such effects happen simultaneously during Stage 3. Reaction effects, typically generated by Techniques, Spells, or Advantages, are always clearly labeled as such.

Attack & Defense

Any attack a character makes against an opponent requires a roll, typically a Skill Roll that includes a Weapon Skill as one of its components. Attacks may be melee or ranged in nature, depending upon the weapon being used. These rolls are made using the rules included for Skill Rolls above, and the result of an attack roll is compared to the opponent's Armor TN. All characters have an Armor TN that is calculated by multiplying their Reflexes Trait by 5, adding 5, and adding any bonuses that apply to the Armor TN (typically from Stances or from the character wearing armor of some kind). If the result of the attack roll meets or exceeds the target's Armor TN, then the attack was successful and the opponent was struck with the weapon in question. Damage must now be rolled.

Penalties or bonuses may be applied to attack rolls for a variety of reasons. The most obvious and frequent penalty is for being injured (see the discussion of Wounds immediately following this section). Any ranged attack made against an opponent who is within melee range also suffers a penalty of -10 to the total of the attack roll, due to the awkwardness of firing at someone who is a direct threat. Additional bonuses and penalties are discussed under Stances and Status Effects, and the GM can apply bonuses or penalties based on specific circumstances (a character trying to attack while balancing on a railing would probably suffer a penalty, for example).

Every weapon has a damage rating (DR). This rating indicates how much damage the weapon inflicts upon those struck with it. The katana, the most common weapon wielded by samurai, has DR 3k2. For melee attacks, characters add their Strength to the first number of a weapon's DR. A character who makes a successful attack roll wielding a katana, and who has Strength 3, would roll 6k2 for damage (3 Strength plus the 3 from the first number of the DR). The character's player selects the two dice he wishes to keep out of the six and totals them together. This is the number of Wounds the attack has inflicted upon its target. A character adds his Strength to certain types of ranged attacks in the same manner, but not all (see the equipment section in the *Book of Fire* for more information).

Wounds

Individual characters have Wound Ranks that measure the amount of damage that they can sustain before it begins to impair their ability to take actions and eventually incapacitates or kills them. The Wounds inflicted by an attack fill up these Wound Ranks in order, with each Rank containing a maximum number of Wounds determined by the character's Earth Ring. As soon as a character suffers damage that begins filling in a particular Wound Rank, the character is then considered to be in the state described by that Rank. Once that Rank has been filled, additional damage goes to the next Rank. The ranks are as follows:

HEALTHY

This is the default condition of any character who has not suffered damage. Regardless of what Earth Ring multiplier is chosen for a campaign (see sidebar), this Wound Rank should utilize the character's Earth x5 in order to create a buffer for normal activity.

NICKED

(INCREASE THE TN OF ALL ROLLS MADE BY +3 WHILE NICKED)

A character who has been nicked has suffered a mild but distracting injury.

GRAZED

(INCREASE THE TN OF ALL ROLLS MADE BY +5 WHILE GRAZED)

A grazed character is injured, but still able to function without tremendous difficulty.

HURT

(INCREASE THE TN OF ALL ROLLS MADE BY +10 WHILE HURT)

A character who is hurt has begun to suffer noticeably from the effects of his injuries.

INJURED

(INCREASE THE TN OF ALL ROLLS MADE BY +15 WHILE INJURED)

An injured character has difficulty focusing his attention on the task at hand.

CRIPPLED

(INCREASE THE TN OF ALL ROLLS MADE BY +20 WHILE CRIPPLED)

A crippled character can barely stand, much less move. Any attempt to make a Move action is increased by one level of difficulty (a Free Action becomes Simple, etc.)

DOWN

(INCREASE THE TN OF ALL ROLLS MADE BY +40 WHILE DOWN)

A character who is Down is virtually incapacitated. They may speak only in a whisper. Such a character may only potentially take Free Actions unless a particular wound makes such action impossible (and cannot take Move actions), and must spend a Void Point in order to be able to do so.

OUT

A character who has been reduced to this level is immobile, unconscious, and likely dying. Once this Rank is filled, the character is Dead.

LETHALITY & WOUNDS

Since the first edition of the L5R RPG, the game has been famous for how easy it is for a character to be killed. This has been a deliberate design decision because, quite frankly, if a samurai gets hit with a katana, chances are he is maimed or dead. However, this highly lethal system is not what all players are looking for, and GMs are encouraged to tailor the system to suit the flavor of their campaigns. When considering how the Earth Ring should determine the number of Wounds per Wound Rank for characters in a campaign, please keep the following guidelines in mind:

- ② Earth x2: This is the default that is assumed to be in use for the L5R RPG, 4th Edition. This system is quite lethal, and it is entirely possible that characters can be killed or at the very least removed from a skirmish after being hit by a single blow. Combats using this multiplier for Wound Ranks should last somewhere between 1 and 3 rounds.
- ③ Earth x3: This option increases survivability by a mild degree, and should result in combats roughly 3-4 rounds in length.
- ④ Earth x4: This option should result in combats of up to 5-6 rounds.
- ⑤ Earth x5: This option makes characters into veritable juggernauts, able to sustain massive blows with ease, and should result in combats of 7 rounds or longer.



Stances

A character's Stance determines what actions they may or may not take during their Turn in a combat Round. Stances reflect the basic postures every samurai is taught to prepare them for combat, and even the most pious shugenja or efete courtier is familiar with them. During the first Round of a skirmish, characters assume their Stance during Stage 1. On every subsequent round, they can change their Stance or choose to maintain it at the beginning of their Turn in Stage 2. The Stances a character may adopt are as follows:

- ④ **Attack** – Attack is the standard Stance adopted by most bushi in a combat situation, and is tied closely to the Ring of Water in that it is fluid and versatile. A character in the Attack Stance has no restrictions on the kind of Actions he may take.
- ④ **Full Attack** – Full Attack is the Ring of Fire, raging and consuming all in its path. A character in the Full Attack Stance may take no Simple or Complex Actions other than those used to make attacks, and may only use Move Actions to get closer to his enemies. Characters may not use the Full Attack Stance to deliver ranged attacks. A character in the Full Attack Stance gains a bonus of +2k1 to attack rolls made that round, but his Armor TN is reduced by 10 to reflect the all-or-nothing nature of the attack. A character in the Full Attack Stance who takes a Move Action during his turn may move an additional 5 feet beyond the normal amount allowed for the Move Action. This bonus movement is granted only once per Round, and the character still may not exceed the normal maximum distance he may normally move in one Round. Full Attack may not be used while mounted.
- ④ **Defense** – Defense is the Ring of Air, adaptable and reactive. Defense allows for the greatest freedom of action. Characters in the Defense Stance add their Air Ring plus their Defense Skill Rank to their Armor TN. There are no restrictions on what kind of Actions a character in the Defense Stance may take, other than that they may not attack. The Defense Stance is useful for making oneself less vulnerable while making Skill Rolls or Spell Casting Rolls during skirmishes. A bushi attempting to light a spark for a burning arrow in the middle of a melee would use Defense, as he may still need to drop what he is doing to defend himself from an enemy who attacks.
- ④ **Full Defense** – The Full Defense Stance is the Ring of Earth, reserved, unmoving, and unassailable. Upon declaring his Stance, a character in the Full Defense Stance makes a Defense / Reflexes roll and adds half of the total (rounding up) to his Armor TN until his following Turn. This Skill Roll is considered a Complex Action, so a character in this Stance may only take Free Actions.
- ④ **Center** – The Center Stance is the Ring of Void. The principle function of Center Stance is related to the benefits it offers in iaijutsu dueling (see the rules for Iaijutsu Duels later in this chapter), but it has benefits in skirmishes as well. Characters in the Center Stance take no Actions, instead focusing their energy in preparation for action the following round. A character in the Center Stance forfeits all Actions while

in that Stance. On the round following his adoption of the Center Stance, the character gains a bonus of 1k1 plus his Void Ring on any one roll made during his Turn. The character also adds 10 to the total of his Initiative Score for that Round only.

Actions

During a combat Round, every character may take Actions on their Turn. Although a character's Stance can limit what kind of Actions they may take, in general a character may take one of the two following options:

- ④ One Complex Action + Free Actions
- ④ Two Simple Actions + Free Actions

Free Actions are minor activities that do not disrupt a character's ability to perform other tasks during the course of their Turn. Unless otherwise specified, a character may only perform each Free Action listed on the table below a maximum of once per Round.

Simple Actions are more complicated tasks that require more of a character's attention, but not so much that he is not capable of taking more than one action at a time.

Complex Actions are elaborate or time-consuming efforts that require all of a character's attention in order to complete.

MOVE ACTIONS

Characters in L5R can move a certain amount per round depending upon the Action or Actions they devote to that task. Actions correspond to the following movement rates:

- ④ **Free Action:** A number of feet equal to five times the character's Water Ring
- ④ **Simple Action:** A number of feet equal to ten times the character's Water Ring.
- ④ **Complex Action:** These are not normally available, but some mechanics can require a character to perform specific tasks as Complex Move Actions.

A character may not move more than twenty times his Water Ring in feet per round unless he has an ability that increases his maximum possible movement per round.

Maneuvers

Maneuvers are specialized actions and attacks that are more difficult than the standard melee and ranged attacks that characters can make as part of a combat round. Because these attacks accomplish additional effects above normal attack damage, they require Raises in order to be made. Certain Maneuvers can only be performed in particular Stances.

It should be noted that these maneuvers do not constitute an exhaustive list of the things which a character might be able to accomplish with an attack. Rather, they specify the maneuvers that are most likely to come up during a skirmish. The GM and players should feel free to improvise other maneuvers based on the rules presented here.



EXAMPLE ACTIONS

FREE ACTIONS	SIMPLE ACTIONS	COMPLEX ACTIONS
Draw a weapon (small)	Activate a Kata (see Book of Water)	Make an attack (melee or ranged)
Speak (up to five words)	Draw a weapon (medium or large)	Cast a Spell
Move Action (Water x5 ft.) Move Action (Water x10 feet)	Skill Use (any non-Weapon Skill)	Hantei
Pull out a spell scroll	Dismount a horse	String a bow for use
Drop a weapon/item	Guard someone (see Maneuvers)	Mount a horse
	Pick up a weapon/item	
	Put away a spell scroll	
	Speak (more than five words)	
	Stand up (from Prone)	

CALLED SHOT (VARIABLE RAISES)

A Called Shot is an attack that specifically targets one section of the body. Without the Called Shot Maneuver, it is assumed that an attack will strike the target's torso, but with an increasing number of Raises, smaller and more specific parts of the body can be targeted. A specific limb can be targeted with 1 Raise, a hand or foot with 2 Raises, the head with 3 Raises, or an eye, ear, finger, or other similarly small part with 4 Raises. There is no specific mechanical effect for striking a particular body part in this manner, although individual GMs may rule that a certain amount of damage may sever or destroy the body part in question, and any items held or worn on that part may be dropped or destroyed.

DISARM (3 RAISES)

The Disarm Maneuver specifically targets a weapon held by the target, with the intent of knocking it out of the target's grasp. A successful Disarm attack inflicts only 2k1 damage from the jarring impact of the strike, regardless of the weapon used, and characters executing this Maneuver do not add their Strength to the number of rolled damage dice. If the Maneuver is successful, the character and his target make a Contested Strength Roll. If the attacking character wins, the target drops the weapon in question. Weapons with wooden components that are the target of a Disarm Maneuver by weapons with a steel blade may be broken, at the GM's discretion. Recovering a dropped weapon requires a Simple Action on the part of a character who has been Disarmed.

EXTRA ATTACK (5 RAISES)

The ability to make multiple attacks per Turn is normally only granted by powerful School Techniques. This Maneuver allows anyone to gain an extra attack per Turn, however, as long as

they have the skill necessary to pull it off. To gain an additional attack, a character must make 5 successful Raises on the first attack roll. These Raises confer no benefits, but if they succeed, the character may immediately make a second attack roll as soon as the first attack has been resolved (including damage). The Extra Attack Maneuver may only be used once per turn. The initial attack in this Maneuver must be successful, but the second may miss without any negative effects.

FEINT (2 RAISES)

A Feint is an attack that contains, as its first component, a deceptive movement intended to make a target believe that the attack will come from one direction, and then the actual attack comes from another direction, exploiting a hole in the target's defenses opened by their attempt to defend against the initial attack. If the Feint Maneuver is successful, half the amount by which the character's attack roll exceeded the target's Armor TN (taking the 2 Raises for his Maneuver into account) is added to the damage roll for that attack, to a maximum amount equal to five times the character's Insight Rank.

GUARD (0 RAISES)

Guard is a unique combat Action that does not actually require an attack roll. However, it has been placed here with Maneuvers for convenience, since it is used only in combat. During a skirmish, a character can choose to dedicate himself to protecting another character, making it harder for enemies to attack that person. Guarding is a Simple Action, and you may not take the Guard Action while in the Full Attack stance. When you declare a Guard Action, you must designate one other person within 5 feet of you. Until your next Turn, any time that person is within 5 feet of you, their Armor TN is increased by 10 and your Armor TN is decreased by 5.

INCREASED DAMAGE (1 OR MORE RAISES)

The simplest of all Maneuvers, an Increased Damage Maneuver adds a bonus of 1k0 to the total of the damage roll that corresponds to the attack. Multiple Raises can be made to gain a larger amount of Increased Damage, but all Raises made in one combat Round count as one effect for the purposes of any mechanics that decrease the number of Raises required.

KNOCKDOWN (2 OR 4 RAISES)

The Knockdown Maneuver is a specialized attack intended to damage an opponent and knock them prone. Because this attack generally targets the legs, it is only useable against two- or four-legged opponents (requiring 2 and 4 Raises respectively). If successful, the attack deals normal damage and forces a Contested Strength Roll between the character and the target. If the character is successful, the target is knocked prone.

Adventure Module: Legacy of Disaster

Introduction

This scenario highlights the importance of gift giving and face in the highly feudal society of Rokugan. Honor is stronger than steel, and insulting a man with great political influence can prove more deadly than facing a great swordsman in a duel. With an influential Seppun Court on the horizon, a Crane daimyo's chances of navigating the treacherous politics of court come to a screeching halt. Happenstance makes the PCs a witness to a heinous robbery of a daisho that could mean the destruction of the Crane daimyo's long and illustrious career. Complications arise when the PCs realize several other forces want their hands on the daisho for their own nefarious purposes. Getting one's hands on the daisho will prove more difficult than a simple investigation of a theft gone wrong...

Doji Haruki has served as a minor daimyo of a small province in southern Crane lands. In his career, Haruki has always been a dutiful and ordinary lord of his tiny province. He has never missed his taxes and has always submitted to the will of the Crane Clan leaders. Unfortunately, steady and ordinary has never garnered attention towards Haruki. His career is at a standstill, with few ways for promotion. Haruki worries that his greater ambitions will never be realized.

Haruki held on to one hope for promotion over the years. Several years ago, Haruki was invited to Kyuden Doji to attend the Imperial Court. The Imperial Court was the most important event in the year for all daimyos and courtiers to gain and lose political power. Haruki did not make a large impact in the court. Luckily, he met Seppun Ayumu, an Imperial daimyo with much greater political ties than his own. Ayumu took a fancy to Haruki and gifted him with the daisho of Seppun Daiori, hero of the Empire. Daiori led the Seppun family during the Scorpion Clan Coup and gave his life to protect the Crane embassy from enemy forces. Ayumu thought it a fitting gift for a young Crane.

Unbeknownst to Ayumu, there was a large problem brewing at the heart of Haruki's wonderful gift. Seppun Daiori was truly a hero who defended the Crane embassy, but something went horrifically wrong. As he fought the intruders away from the embassy, Daiori felt overwhelming anger and horror at the events around him. His rage-filled heart reached out at the moment of his death and touched the daisho in his hands. Daiori's katana and wakizashi was damned with a powerful curse. It brewed inside the daisho for years, feeding on the frustration of Haruki.

Haruki placed the daisho in a place of honor in his audience chamber, where he could admire it every day and dream of a time when he could live up to his potential. He pointed out the gift to every visitor that traveled to his lands and boasted of his Imperial connections. Haruki knew that he could use the daisho to boost his standing in the Empire.

This year, Seppun Ayumu has decided to use his great political influence to throw an event that would keep everyone in the Empire talking for months to come. He sent invitations to all of his friends, esteemed courtiers and powerful daimyo, to his estate to enjoy the summer breeze. One of those invitations found its way to Doji Haruki. Haruki was overjoyed for the chance to increase his standing. He boasted to all who would listen that he would bring the daisho back to Ayumu and prove to him that he held the gift in high regard.

The night before he would leave to Seppun lands, Haruki is surprised when his prized daisho is stolen from right below his nose. His only hope to save face and gain political power is a group of PCs, gathered at his palace...





PCs INTRODUCTION

Many of Seppun Ayumu's guests would have to travel great distances to reach the Imperial estates. Doji Haruki has invited all to stop at his home for refreshments and entertainment before they move on to the last stretch of their journey. The PCs have accepted Haruki's invitation and gathered at his village of Tochigi. It is a small, unremarkable town ten miles from the Crab-Crane border. There are not many amenities for visitors, with only one small sake house and one inn to accommodate everyone. The one shining point is Tochigi Tea, a delightful blend created nowhere else.

The PCs are staying within Haruki's palace as guests. The PCs may have their own reasons for staying at Haruki's palace, beyond traveling to Seppun Ayumu's fete. The players may make their own reasons, and those who do not could simply be taking advantage of Haruki's general invitation.

Whatever the reason, the PCs are among the few guests who have decided to enjoy Haruki's hospitality. They have settled in for the night when they become inexplicably involved in a crime. Have the players introduce their characters and describe their personality quirks, then read the opening text aloud.

The warm and soothing breeze wafts over the Crane village of Tochi as the world falls into twilight. Everything is calm, serene, and beautiful, just as a Crane village should be. You count your blessings once again that the friendly Doji Haruki has invited you to stay at his estate. You smile as you remember the welcoming dinner Haruki threw when you arrived at his estate, his thin face smiling over exotic dishes and delicious sake. You hope that Seppun Ayumu's event will present an opportunity of a lifetime. The tranquility of the night ends abruptly as a loud shriek shatters the air.

You follow the source of the scream to find a hectic scene within the audience chamber. Your host, Doji Haruki kneels on the floor, head placed flat on the ground. In a shocking display of raw emotion, he weeps openly and wails in front of the pedestal. Haruki's pride and joy, the famous daisho of Seppun Daiori, is missing. The daisho stand is broken it half, its wooden shards left lying on the pedestal.

Doji Haruki is completely distraught and needs several moments alone to recompose himself. When he comes back to his senses, he is noticeably embarrassed about his reaction to the theft and speaks awkwardly. It is a difficult decision for him to reach out about the situation, but he recognizes that there is simply no time for him to search other venues to recover his theft. Read his speech aloud.

Doji Haruki wipes a bead of sweat from his brow and looks directly at you. "My honored guests, I apologize that your stay within my home has been rudely interrupted by this heinous crime. You may have been unaware of the treasure that lay in the same home as you rested, but the ancestral daisho of Seppun Daiori has gone missing. The artifact was a gift from my close and dear friend Seppun Ayumu, whose celebration we were to attend next week. I must recover these blades before then or lose my right to show my face in front of him."

Haruki swallows, then bows much deeper than he should considering his Status over yours. "Please, find the blades and return them to me, safe and sound."

Haruki expects that the PCs will help him as an act of honor to one's host, but is willing to negotiate gifts of money, materials, and even some political connections for the PCs to follow his command. PCs who accept and ignore his display of emotion gain 1 honor, for helping their host save face. Those who mention the social faux pas will be able to negotiate much better rewards for the group, including an endorsement into a Crane School and unlimited traveling papers for the Crane lands, but lose 1 honor for doing so. The daimyo takes long, dark looks at any Crab Clan PCs but does not suspect their involvement in the crime.

Haruki also promises that he will take the blame if they are late to Ayumu's party, but he hints that they would simply appear fashionably late if they arrive with his blades in hand. He only has one condition: the PCs must return the daisho to him on the road toward Seppun Ayumu's estate, and they must reveal the theft to no one, if it will not immediately gain them access to the swords.

The PCs will most likely interview Doji Haruki first, as the first person on the scene of the crime. He is not particularly helpful; he did not see much and the shock of losing the precious daisho has affected him greatly. He knows that the blades were there two hours ago, when he left the audience chamber for the night. Ten minutes before he screamed, he decided to inspect the blades one more time and strolled over to the audience chamber. He found the scene in front of him when he unlocked the door and collapsed. If pressed on what might have happened, he is unsure and repetitive, with few intelligible additions ("I think there might have been a hawk?" etc.).

Haruki insists that a neighboring daimyo, Hida Samano, was behind the theft. Samano's provinces are on the other side of the Crab-Crane border, and the Crab Clan minor daimyo has been a thorn in Haruki's side forever. They constantly squabble about trading rights, political ramifications of new buildings in both villages, and complain that the other makes the region inaccessible to visitors. Haruki is convinced that Samano heard of Ayumu's party and stole the daisho to humiliate the Crane. Haruki forces traveling papers onto the PCs which would allow them to cross the border into Crab lands. He also grants the PCs access to his personal stables and a map of the area.

The PCs may look around the room and the palace for clues to the disappearance. The search is complicated by the fact that Haruki will not call servants with bright torches into the room, so that none can know of the theft of the daisho. Searching the room requires a Investigation/Perception check at TN 15. The PCs find evidence of a skilled and dexterous thief, who entered the room through a window placed high on the wall. They find small footprints lined with a tiny scrap of mud that trails from the window to the broken daisho stand. If the roll makes TN 25 (or if the PCs successfully made any Raises to their Investigation roll, hitting the original TN 15), they notice three long strands of black hair on the broken daisho stand. Also, they will notice a dash of blood on the window, where the shutter caught the thief's hand and slashed it open. Following the footsteps from the window outside leads the PCs directly into the city, toward the western road, where it leads to horse tracks.



Shugenja PCs may be tempted to ask the spirits nearby to find out what happened. A successful Commune spell (accessing any kami of the five elements) finds that the kami are strangely reluctant to participate. They seem to be driven off from the area, as if the kami themselves are unwilling to manipulate this area. A Spellcraft / Intelligence roll at a TN 20 reveals to any shugenja PCs that this may happen near cursed items, if they rest in one area for an extended period of time.

All PCs, shugenja and bushi, both feel slightly uneasy after spending time inside the audience chamber. No one can put their finger on it, but it feels as if there is a slight coating of dust on them that they cannot remove.

If the PCs decide to travel onward toward Samano's provinces, skip the next section and go directly towards Traveling Towards Wachimasu, below.

Searching through Tochigi

It is quickly approaching night, so there are only a handful of possible witnesses. Most of the villagers heard and saw nothing, though some close to the palace heard Haruki's horrified scream. None think much of it and continued their nightly rituals. The following people and places can provide several nuggets of information to the PCs, should they follow up on these leads.

- Ganasu, Groundskeeper near the palace. This old gardener does not like speaking much and is greatly intimidated by any samurai addressing him. However, a Courtier / Awareness check at a TN 15 will soothe the servant enough for him to remember a young woman running away from the palace grounds about an hour before the scream. The woman then spoke to a guard and jumped on a horse to gallop out toward the western road.
- Tochigi's Finest, the tea house in town. As one of the few points of interest in the town, most travelers stop by to enjoy the unique blend. Shimoko, the owner of the tea house, is very friendly but also very discreet about her clientele. An Investigation / Perception check at a TN 20 gets the truth out of the tea house. Few people (other than the PCs) have stopped by the tea house within the last week. However, a quiet woman with long, dark hair stopped by the tea house yesterday and today. She enjoyed the tea in silence and left without much interaction, but Shimoko believes the woman was intensely fueled by some mission.
- Hiro, rotund merchant with insomnia. This merchant is heading home from Tochigi's Finest when he spotted the same details as the groundskeeper. He will eagerly tell the PCs this information with little prompting, though a Courtier / Awareness check of TN 15 will make him admit that he saw a guard being bribed by the woman.
- Guardhouse. Only two bored Crane soldiers man the guardhouse, Daidoji Sennon and Doji Kamisa. They have not seen anyone leave the town by any exit, but an Investigation / Perception check at TN 15 will reveal that they are concealing the whole truth. They will admit that the guard of the western road, Daidoji

Jinso, left the town with little warning an hour prior. They do not believe he is responsible for any wrongdoing but cannot explain his actions.

The PCs have the option to pressing forward toward the Crab village immediately or waiting for the morning. If anyone tries to follow the footsteps (and the horse tracks that ensue after the footsteps end) out of the village, he must make a Hunting / Perception check at a TN 25 (20 if the players wait until morning). The tracks lead on directly through a forest that lies on both sides of the border.

If the players decide to simply follow the road toward Samano's village of Wachimasu, skip the next segment and go directly to The Village of Wachimasu, below.

Traveling Towards Wachimasu

The forest is dense and hard to travel through. The PCs must make a Horsemanship / Agility check of TN 15 to ride at a brisk pace or risk injuring the horses. The thief did not bother hiding her tracks and the PCs do not need to make more Hunting checks. A group of riders traveling through the forest attracts the attention of a group of Hida bushi enforcing the Crab-Crane border.

The patrollers are 3 large, fully armored Hida Bushi on horseback. They are men of few words and they give the PCs only moments after they come across the players to present their traveling papers. They will find that Haruki's papers are in order, but the Crab warriors are relentless and suspicious of their motives. This is especially so if the party is traveling at night instead of the morning. The patrollers will listen closer to any Crab Clan PCs, but their association with the others makes them mistrustful.

The PCs can assuage the Crab patrollers' suspicions by making an Etiquette / Awareness check at a TN 20 (25 if it at night, and 15 if a Crab Clan PC makes the roll). The patrollers will escort the PCs to Wachimasu if they succeed on the roll. If the PCs fail, the patrollers will escort the PCs directly to Hida Samano's estates. They will not take no for an answer and will fight vigorously if the PCs attempt to escape or fight them.

HIDA PATROLLERS (3)

AIR: 2 EARTH: 2 FIRE: 2 WATER: 2 VOID: 2

Initiative: 3k2

Attack: Tetsubo 5k2

Damage: Tetsubo 6k3
(ignores 2 Reduction)

Armor TN: 20

Reduction: 5

Wounds: 10: +3. 14: +5. 18:
+10. 22: +15. 26: +20. 30:
Down.

School: Hida Bushi 1

Advantages: Large

Skills: Defense 1, Heavy Weapons (Tetsubo) 3, Intimidation 1

If the patrollers escort the PCs to Hida Samano, read the description of Wachimasu then go directly to Meeting Hida Samano, below. If the patrollers escort the PCs to Wachimasu or if the PCs defeat the patrol, continue on to the next section.

The Village of Wachimasu

The village of Wachimasu is larger than Tochigi, but it has fewer amenities than the Crane equivalent. Many of the buildings seem broken down and hastily repaired. Bushi characters can immediately note that they were signs of battle, and players who make a Lore: Shadowlands check at a TN 10 note that there are specific signs of goblin invasion. Read the following description below, with slight adjustments if the party arrives at night.

The Crab Clan Village of Wachimasu is everything you expect in the pragmatic Crab Clan village. Everything in Wachimasu looks built for function over beauty, including its inhabitants. Though Wachimasu is many miles away from the threat of the Shadowlands, the buildings of the village look fortified for heavy battle. This precaution seems to have been justly needed as Wachimasu suffers from sign of recent battle. A large bonfire at the end of the road rages on, fueled by goblin and human corpses. The villagers seem subdued by their recent losses but determined to press forward. The Crab Clan's great reputation for perseverance is reflected in each villager's eyes.

Wachimasu is home to one inn, one sake house, one blacksmith, and one large estate. The rest of the village is populated by farm houses and is unremarkable for the most part. There are many villagers out but all are busy with fixing broken buildings and clearing out the debris from the streets. If the party arrives at night, the villagers are out in force to start clean up. Most conversations will not start, as villagers are too busy to stop and chat. Anyone who does talk to the PCs will direct them towards the inn to rest for the night. The Crab patrollers, if they are with the party, will leave the PCs here to inform their lord Hida Samano of their arrival.

The villagers of Wachimasu are surly and unresponsive for the most part. Any small talk that they engage in concerns the goblin attack that swept through the town during the previous day. The PCs learn that these goblin attacks are not common, but they occur at least once a year in the village. This attack was very severe, resulting in a dozen deaths.

The PCs have several options available to them when they enter the village. However, the villagers will not cooperate in any way until they have returned the city to its proper glory. If the patrollers are with the PC, they insist that the PC go see Hida Samano immediately.

The choices available to the PCs are as follows:

- Speak with Hida Samano, local daimyo. Haruki suspects the man, but the direct approach may only instigate matters. Unfortunately, the patrollers will insist on this option as the first if they are nearby. Local city guards will also suggest this as well, though with less insistence. The next section, Meeting Hida Samano, explains this choice.
- Investigate the town. This requires an Investigation / Perception check at a TN 15. The place is very small with two Crab

warriors serving as local guards. There are no people around who have long hair, like the type found on the broken daisho stand. Many of the peasants are large, brutish, and trained to fight. If the roll makes 25 (or if the PC makes at least one Raise on the roll), the PCs notice a very inquisitive adolescent (age 12) peasant sitting by the side of the road. He is not helping the clean up; instead, he is sitting by the side of the road and watching the events around him.

- Speak to the villagers. They are busy cleaning up the area and are not particularly helpful. They will stop and talk to the PCs; they show the proper deference as afforded to a samurai, but only just. They speak of the goblin attacks, of the Crab's duty to defend against the Shadowlands, and Hida Samano's animosity towards Doji Haruki. They state that Hida Samano is an honorable man who would not stoop to theft.
- Speak to the city guard. This requires a Courtier / Awareness check at TN 15 to successfully coax information out of the surly Hida. Only one outsider came by recently, escorted by another Crab patrol. She was a young woman with Seppun traveling papers. She entered the inn and took a room there, though she would quickly leave afterwards. The PCs cannot catch her in the inn, even if they traveled quickly during the night.
- Ask the kami. Shugenja PCs may cast the Commune spell to ask for answers. The kami are confused because of the recent goblin attack; however, the same sense of unease and filthiness from the previous area remains in this Commune spell. The kami were drawn to the town, following the daisho, because of the curse that lays within the blades.





- ❶ Investigate the sake house. The sake house is strangely empty, except for the bored owner of the establishment. Kazuo is happy to speak to the party as soon as they enter the building. No one has entered the sake house for the past two days.
- ❷ Investigate the blacksmith. The blacksmith, a friendly man named Kaiu Tensin, is happy to help but has nothing to help the PCs on their quest.
- ❸ Interrogate the inquisitive adolescent. This option should only be available if the PCs successfully make the Investigation roll when they look at the town. He does not cooperate at first, but an Intimidation / Awareness check at TN 10 or a Courtier / Awareness check at TN 10 will earn his support. The boy tells the party of a beautiful woman who came into town during the night. (If the players pushed on during the night, she came in only an hour earlier.) The woman entered the inn, but he also spotted her leaving for the north shortly after.
- ❹ Investigate the inn. If the PCs do not succeed on the roll to speak to the adolescent above, encourage the players to search this option. The innkeeper is very discreet about his clientele and he is reluctant to tell anything. A Courtier / Awareness check of TN 25 will convince him that it is for the greater good. He reveals that a samurai-ko named Seppun Kazumi took a room last night, after he had already retired for the night. (If the PCs traveled on through the night, he will reveal that Kazumi took a room only an hour earlier.) Searching the rooms – Investigation / Perception check at TN 10 – will reveal a bloody bandage left behind on the floor. The PCs can also see that Kazumi left by her window. The footsteps lead north, towards the mountains.

The guards insist that the players see the daimyo before they leave the village if they attempt to leave for the mountains. The players may choose to ignore the guards' persistence; if they do so, the PCs gain 1 point of Honor (for adhering to the promise they made to Doji Haruki) and lose 2 points of Glory. The players may attempt to avoid the Glory loss by making an Etiquette / Awareness check at TN 15. Skip the next section if you do not meet Samano.

Meeting Hida Samano

Read the text below.

Entering Hida Samano's manor feels like an entirely different experience. Unlike Doji Haruki's extravagant palace, Samano's building is utilitarian and ready for a major invasion. Guards stand before every door, their eyes drifting over everything to make sure it possesses no threat. Hida Samano is the only aspect that does not fit in with the rest of the building. It is clear that Samano's warrior days are over; his belly spills out over his obi and his round face seems more suited over the dinner table than the corpses of his enemies. As you enter the audience chamber, Samano scowls and waves you closer.

"You must be Haruki's newest attempt at swindling me!" he shouts.

Samano takes an angry approach to the party as soon as they enter his audience chamber. He is suspicious from the beginning, and will throw accusations at the party nonstop. The PCs will barely have any time to respond before the next accusation flies out toward them. Unfortunately, because Samano's Status is higher than the PCs, the players must simply endure the cascade of insults and accusations until he finally winds down. This may take a long time (as long as the GM deems appropriate!). If a PC interjects, he may lose 1 Glory for disrespecting the Status between the characters, depending on the severity of his comments.

Finally, Samano stops berating the group and will listen to the PCs' questions. He remains hostile and suspicious through it all. He will deny everything the PCs bring up, even things he may have actually done. He does not want to help the players in any of their endeavors. He does not even acknowledge the existence of Seppun Daiori's daisho, though it is clear to all that he does. Attempts to divine whether he is telling a lie or not requires an Investigation / Perception check at TN 20; he is telling the truth when he says that he knows nothing of the theft.

If the PCs know of Seppun Kazumi, they may mention it in Samano's presence. He responds to the name with barely contained shock; he recognizes the name as a vassal samurai under Seppun Ayumu's command. The PCs may persuade him to reveal this information if they succeed a Courtier / Awareness check at TN 15. He will add the caveat, "of course, Ayumu-sama could hardly be involved in this heinous crime!" while revealing the information.

Samano will reluctantly give the PCs permission to travel to the northern mountains if the players ask him.

Bandit Attack

The mountains are only 2 hours away from Wachimasu. If the players pressed on at night without resting either at Tochigi or at Wachimasu, they can find Seppun Kazumi before she reaches the bandit hideout. The encounter between the PCs and Seppun Kazumi occurs now; skip this segment and go directly towards Meeting Seppun Kazumi. Otherwise, the players must face the wrath of the bandit gang.



The Fire Tigers bandit gang is small and eager for plunder. The Crab provinces are well defended, proving hard to plunder. The Fire Tigers have not yet discovered this fact. The Fire Tigers lie in wait for the PCs and will ambush them at first opportunity before they can reach Seppun Kazumi. A Battle / Perception check at TN 15 will reveal the ambush before it occurs, and the PCs may make the first action in the combat before the bandits.

The bandits will attack the horses first if the PCs have horses and continue on to attack the PCs. The archers will stay at range and the swordsmen will charge without any thought for strategy.

FIRE TIGER ARCHER (2)

AIR: 2 EARTH: 2 FIRE: 2 WATER: 2 VOID: 2

REFLEXES: 3

Initiative: 4k3

Attack: Yumi 4k3

Damage: Yumi 5k2

Armor TN: 18

Reduction: 1

Wounds: 10: +3. 14: +5. 18: +10. 22: +15. 26: +20. 30: Down.

School: None (Insight Rank 1)

Skills: Defense 1, Kenjutsu 1, Kyujutsu 1

FIRE TIGER SWORDSMAN (4)

AIR: 2 EARTH: 2 FIRE: 2 WATER: 2 VOID: 2

AGILITY: 3

Initiative: 3k2

Attack: Katana 5k3

Damage: Katana 5k2

Armor TN: 13

Reduction: 1

Wounds: 10: +3. 14: +5. 18: +10. 22: +15. 26: +20. 30: Down.

School: None (Insight Rank 1)

Skills: Defense 1, Kenjutsu 2, Kyujutsu 1

Meeting Seppun Kazumi

Seppun Kazumi does not know the players are on her trail; however, she knows her time is short and is ready to do her duty. Read the text below (with slight adjustments if the players have not uncovered some of the information alluded to in the text).

You crest the hill and spot a lithe, beautiful figure in the distance. You cannot spot her features, but by her beautiful long hair and bandages on her hands you understand that she is the thief you have been chasing. You believe you can also see the goal: the beautiful, old daisho lies on the ground before her, its blades bare from its sheath.

Before you can stop her, or even call out to Seppun Kazumi, she draws a large, heavy ono from her back and swings down fully on the blade of Seppun Daiori. A heart rending crack echoes through the air, and the blade snaps in half.

Kazumi makes no attempt to run when she spots the players approaching her direction. She simply sheaths her weapons and waits with unending calm. She greets the players with serenity, even with the evidence of her theft in front of her. Kazumi is a very calm woman who is convinced that her actions are correct, regardless of the evidence in front of her. She speaks with self-righteousness lining every word from her lips.

She readily admits she stole the blades but will not explain herself or her actions. A Courtier / Awareness check at TN 20 will goad her into admitting that the blades of Seppun Daiori were cursed, and they needed to be destroyed. A Lore: History / Intelligence check of TN 10 or a Spellcraft / Intelligence check of TN 10 will reveal that a cursed item cannot be so easily destroyed. If confronted with that fact, Kazumi becomes flustered and states that she will bury the two pieces of the weapon apart from each other. Any attempts to find out whether or not she is lying will only reveal that she is completely dedicated and believes every word she says.

The players will most likely insist that the pieces of the daisho be returned to them. Kazumi will do everything short of drawing her weapons to prevent the PCs from taking the pieces from her. If the PCs attempt to move closer, she may threaten them with her katana but this will not happen without heated conversation before the movement. If the PCs attempt to move closer despite this (without drawing their own weapons), Kazumi will confess that Seppun Ayumu himself ordered her to all her actions.

Seppun Kazumi will attack a single character until that person is either Down or Out, though she will hold her blow to prevent killing anyone. She fights with mechanical precision, as if her mind is not in the fight. She is relieved that she has finished her mission.





SEPPUN KAZUMI

AIR: 3	EARTH: 3	FIRE: 3	WATER: 3	VOID: 2
REFLEXES: 4	-	AGILITY: 4	-	-
Honor: 4.6		-		-
Initiative: 7k4			Attack: Katana 9k4*	
Damage: Katana 6k3			Armor TN: 25	
Reduction: 3			Wounds: 15: +3. 21: +5. 27:	
			+10. 33: +15. 39: +20. 45:	
			Down.	
School: Akodo Bushi 3				
Skills: Defense 3, Kenjutsu (Katana) 4				
Special Abilities:				

- ☯ Kazumi may increase one attack roll by 4 per Round.
- ☯ If the players defeat her, she will refuse to be held hostage (unless, of course, she is Down, Out, or otherwise unable to protest). She will attempt to run away or convince them to leave her behind. (After all, Doji Haruki's orders never stated anything about the fate of the thief herself.) If she cannot convince the players to leave her be, she will request the right to seppuku. The players may choose to accept the request or take her back to be imprisoned within Haruki's household. She considers capture the worst indignity and will commit suicide at the first opportunity if she is imprisoned.

Breaking the Curse

The players have several options available to them once they have finished fighting Seppun Kazumi. Seppun Daiori's blades are shattered in 2 pieces. 2 pieces are easy to forge back together if the pieces are all brought to a blacksmith. The PCs can remember the blacksmith of Wachimasu with an Intelligence roll at TN 10. If the players heed Seppun Kazumi's words, they may choose to return the broken pieces to Doji Haruki. This is a likely solution if the players convinced Seppun Kazumi to reveal the source of her actions; Haruki has no need for the full blade if Ayumu was responsible for the theft.

If the PCs choose to reforge the blades, they take the daisho back to Wachimasu. Kaiu Tensin will push aside all his projects and work on the blades solely if they convince him with a Courtier / Awareness check at TN 10. Once the blades are forged once more, read below.

Tensin makes the final clang of his hammer and pulls away from the katana with a giant smile on his face. The finished blade shines with majesty, perfectly made as if it had never been broken. Tensin turns to you with a smile on his face. His mouth opens as if to speak and nothing comes out but a tiny burst of sickly green gas. For one infinite

moment, a piercing shriek echoes out of every inch of the Kaiu's body. The blacksmith collapses to the ground, and in his place stands the ghostly visage of a samurai in full battle armor. It draws a phantom echo of Daiori's blade behind it and makes a feral, predatory grin.

If the PCs decide to return the broken pieces of the weapons to Doji Haruki, they may find him at his estate before he leaves for Ayumu's estate. Read below.

The shattered remnants of Daiori's daisho lie on the floor between you and Doji Haruki. Suddenly, you can hear the echo of heartbeats resonating through the air. The broken blades glow sickly green. The air shimmers as the borders of Ningen-do bend and waver. Standing over the weapon is the ghostly visage of a samurai in full battle armor. It draws a phantom echo of Daiori's blade under it and makes a feral, predatory grin.

The gaki of Seppun Daiori is eager to attack immediately. Words cannot reach the ghost, as it is constantly tormented by the call of the demonic realm in which it resides.

DAIORI GAKI

AIR: 2	EARTH: 2	FIRE: 2	WATER: 3
REFLEXES: 4		AGILITY: 4	STRENGTH: 4
Initiative: 4k4		Attack: Katana 4k4 (Complex), ignores physical armor	
Damage: 3k3		Armor TN: 25	
Reduction: 5		Wounds: 20: +5; 30: +10; 46: Dead.	

Special Abilities:

- ☯ **Blood Draining:** A gaki may forgo normal damage from a successful attack in order to drain the victim's blood, drawing it out through the edge of his ghostly katana. This inflicts 10 Wounds on the victim and heals the gaki by the same amount.
- ☯ **Fear 3.**
- ☯ **Invisibility:** A gaki may become invisible as a Free Action, and while invisible may pass through walls and other solid inanimate objects (though not through living creatures).
- ☯ **Shapeshifting:** All gaki can take the form of a normal insect as a Complex Action. Regaining their true form is a Simple Action.
- ☯ **Spirit.**
- ☯ **Superior Invulnerability:** Gaki are immune to all illusion spells and to all spells, skills, and techniques which affect the mind or thoughts.

Read below after the fight is finished.

The vengeful ghost suddenly stops in its place, spectral blood dripping to the floor from its many wounds. Its eyes turn brown and the ghostly green glow fades into nothingness. The ghost bows deeply to you. He disappears into thin air, leaving only the phantom blade in reality. With no hand to hold its handle, the ghostly katana falls. It merges with the katana of Seppun Daiori. The world falls silent once more, with not even a hint of the fight that had occurred seconds before.

Aftermath and Consequences

It is up to the PCs what to do with everything they have found. They may or may not have discovered that Seppun Ayumu is behind it all; they may have fixed the daisho or left it destroyed. If they return the blades to Doji Haruki, the Crane daimyo thanks each PC profusely and swears he will be their constant friend. Each PC earns 3 points of Honor and 3 points of Glory.

If Haruki is present when Seppun Daiori's ghost comes to fight the party, he is impressed by the PCs' willingness to fight otherworldly creatures on his behalf. He gifts the daisho to the PC who has impressed him the most. Haruki is not a clever man – the PC who impresses him the most will be the man who dealt the most damage in the last fight.

If the PCs report their discoveries to Hida Samano, the Crab is disturbed by the news. He is unhappy to hear that his most hated enemy has been cursed for so long. He swears to become a better neighbor to Haruki. He admits that their feud will never truly end, but perhaps their squabbles would no longer be malicious.

If the PCs go to Seppun Ayumu and confront him with their discoveries, he nods mournfully and confesses everything. He learned that his gift was cursed years after the blades already changed hands. Unfortunately, he would not lose face by asking for the gift back, nor would he allow Haruki to remain under the curse. He asks that the PCs keep quiet about their discoveries. He suggests that he will do anything required to keep the secret, hinting that he has many other loyal servants under his command if he needs them.



Pre-generated Characters

CRAB CLAN BUSHI

CRAB CLAN BUSHI

AIR: 2	EARTH: 3	FIRE: 2	WATER: 2	VOID: 2
-	-	-	STRENGTH 3	-
Honor: 3.5	Glory: 1.0	Status: 1.0		

Attack Roll: 5k2 (ono or katana) Damage Roll: 5k4 (ono), 6k2 (katana)

Family: Hida

School/Rank: Hida Bushi School 1: The Way of the Crab – The Hida bushi is the epitome of ‘heavy infantry,’ able to endure harsh blows and deliver crushing attacks in return. You may ignore TN penalties for wearing heavy armor for all skills except Stealth. When using a Heavy Weapon, you gain a bonus of +1k0 to the total of all damage rolls.

Skills: Athletics 1, Battle 2, Defense 1, Heavy Weapons (Tetsubo, Ono) 3, Intimidation 2, Jiu-jutsu 1, Kenjutsu 3, Kyujutsu 2, Lore: Shadowlands 1

Advantages:

- Large: You are significantly larger than the average Rokugani, ranging in height from 6’0” to 6’3” in height. You gain a bonus of +1k0 to the total of all Damage Rolls for any large melee weapon. Crab characters may purchase this Advantage for 3 points.
- Strength of the Earth: In your soul can be found the spirit of the mountains and the strength of stone. You can overcome injuries that would cripple other men. The TN penalties you suffer from Wound Ranks are reduced by 3. Bushi characters may purchase this Advantage for 2 points.

Disadvantages:

- Antisocial: You find the presence of others uncomfortable, so much so that it is immediately obvious to those around you. Your preference for solitude causes you to behave in a manner that might best be described as rude. You suffer a penalty of -1k0 to all Social Skill Rolls.
- Consumed by Will: You have walked the path of Shourido, and it has consumed you utterly. One of the tenets has become your existence, and you live only to enact it. You must get your way, and others must give way to your wishes. You have no respect for the opinions or desires of others. You suffer a -1k1 penalty to all Courtier and Temptation Skill Rolls, as your refusal to compromise or respect others makes you socially intolerable.
- Obtuse: The point of many fine things simply escapes you. Poetry, art, music... it all seems meaningless to you. The Experience Point cost for increasing any High

Skill other than Investigation or Medicine is doubled. This Disadvantage is worth 4 points to Crab and bushi characters.

Outfit: Heavy Armor, Sturdy Clothing, Daisho, Ono, Traveling Pack, Tanto, 2 koku

CRAB CLAN SHUGENJA

AIR: 2	EARTH: 3	FIRE: 3	WATER: 2	VOID: 3
-	-	-	-	-
Honor: 2.5	Glory: 1.0	Status: 1.0		
Attack Roll: 4k3 (wakizashi)	Damage Roll: 4k4 (wakizashi)			

Family: Kuni

School: Kuni Shugenja 1 Technique: Gaze Into Shadow – The Kuni have carefully studied many of the most sinister opponents imaginable, and have learned how to combat them. You gain a bonus of +1k0 to the total of all Spell Casting Rolls when the target is any non-human creature, and any spell that inflicts damage inflicts an additional +1k1 damage when used against a target who possesses the Shadowlands Taint. You also gain a Free Raise on any spell with the Jade keyword.

Skills: Calligraphy (Cipher) 1, Defense 1, Lore: Shadowlands 2, Heavy Weapons 1, Intimidation 1, Investigation 1, Kenjutsu 1, Lore: Spirit Realms 1, Theology 1, Spellcraft 1

Spells: Jade Strike, Earth Becomes Sky, Tetsubo of earth, Fires of purity, Katana of fire, Path to Inner Peace

Advantages:

- Touched by the Realm (Gaki-Do): Somehow a fragment of the essence of a spirit realm is present in your soul, and suffuses everything you do. When you resolve an attack that kills an opponent, you immediately regain 5 Wounds.

Disadvantages:

- Dark Fate: There is a destiny of tremendous significance in store for you, and sadly it is not an illustrious one. Before your death, you will usher tremendous darkness into the world in some way. Perhaps you will allow family secrets to fall into the hands of enemies, or perhaps you will allow the Great Kaiu Wall to fall to the Shadowlands. Destiny protects those for whom it has great plans, even if they do not desire it. Once per session, when you suffer Wounds that would kill you, you are instead reduced to one Wound.
- Failure of Compassion: Try though you might to adhere to the code of bushido, one tenet in particular is simply foreign to you, and you have no concept of how to exemplify it through your actions. You must spend a Void point before you are able to act on behalf of someone of lower Status or social caste.
- Haunted: One of your ancestors has chosen to bestow personal attention on you, constantly offering you advice and making demands. Perhaps the ancestor merely wishes you to live up to the ideals of your Clan and family, or perhaps he has some unfinished task or duty which he wishes you to complete. You must show all due deference and respect to your ancestor,

and do your best to live up to his (or her) expectations. If you fail to do so, your ancestor's disapproval will bring bad fortune upon you: so long as your ancestor remains angry, once per session one of your die rolls (chosen by the GM) will suffer a -1k1 penalty.

Outfit: Robes, Wakizashi, Tanto, Scroll Satchel, Traveling Pack, 3 koku

CRANE CLAN BUSHI

AIR: 3	EARTH: 2	FIRE: 2	WATER: 2	VOID: 3
-	-	AGILITY 3	-	-
Honor: 6.5	Glory: 1.0	Status: 1.0		

Attack Roll: 4k3 (katana) Damage Roll: 5k2 (katana)

Family: Doji

School/Rank: Kakita Bushi 1: Way of the Crane: The study of the sword demonstrates the many ways in which the art of Kakita's technique can be applied. You add twice your Iaijutsu Skill Rank to all Initiative rolls. You gain a bonus of +1k1 plus your School Rank to the total of all attack and Focus rolls while assuming the Center Stance. This bonus also applies during the Combat Round following one in which you assumed the Center Stance.

Skills: Calligraphy 1, Courtier 1, Etiquette 1, Iaijutsu (Focus) 1, Kenjutsu 1, Kyujutsu 1, Perform: Puppeteer 1, Sincerity 1, Tea Ceremony 1

Advantages:

- **Prodigy:** You are a marvel of the dojo, and your sensei believe that you will accomplish incredible things in your lifetime. Whenever you make a School Skill Roll, you gain a bonus of +1k0 to the roll.
- **Quick:** You can react quickly to others, seizing advantage where previously there had been none. If you did not act first during a Combat Round, during the Reactions Stage of combat you may add your Reflexes Trait to the total of your Initiative Score for all subsequent rounds of this skirmish.

Disadvantages:

- **Epilepsy:** You possess a rare and poorly understood condition that causes you to experience seizures from time to time, consisting of a trance-like state, rigid muscle spasms, and frothing at the mouth. These are brought on by high stress or flashing lights, such as fireworks displays. Under such circumstances, you must succeed at a Willpower Trait Roll at TN 15 to avoid the seizure. If you fail, you experience a seizure and may roll a second Willpower Trait Roll (TN 10) each minute to end it.
- **Insensitive:** Your primary interest is in yourself and things that you care about. The plight of others simply does not interest you, and you find it difficult to pretend otherwise. With the exception of those who contribute directly to your well being, such as your lord, you must spend a Void Point to place yourself at risk for the welfare of any other person unless there is an immediate benefit for you personally.

- **Lost Love:** You shared a bond of true love with someone once, and have since lost it. This need not be romantic love, as familial or brotherly love lost is equally tragic. You tend to suffer bouts of melancholy when reminded of your lost love. When you are reminded of your loss, all your TNs are increased by 5 until you spend a Void Point to regain your focus. This disruption of your concentration cannot happen more than twice per day, and at least one hour must pass between instances.

Outfit : Light Armor, Sturdy Clothing, Daisho, Yumi, Traveling Pack, 10 koku

CRANE CLAN SHUGENJA

AIR: 3	EARTH: 2	FIRE: 2	WATER: 3	VOID: 3
-	-	INTELLIGENCE 3	-	-
Honor : 6.5	Glory : 1.0	Status : 2.0		

Attack Roll: 2k2 (bo, unskilled) Damage Roll: 4k2 (bo)

Family: Asahina

Affinity/Deficiency: Air / Fire

School/Rank: Asahina Shugenja 1: The Soul's Grace: The Asahina have harnessed the power of the kami for art, not war. You may spend a Void Point to reduce the total of all opponents' damage rolls inflicted within 20' of you by 0k1 for a number of rounds equal to your School Rank. (Using this technique again before its duration expires "resets" the duration but does not increase the damage penalty.) You also gain a Free Raise on any spell with the Defense keyword.





Skills: Animal Handling 1, Artisan: Gardening 1, Calligraphy (Cipher) 1, Defense 1, Etiquette 1, Lore: Nature 1, Lore: Theology 1, Medicine 1, Meditation 1, Spellcraft 1

Spells: Blessed Wind (Air 1), Nature's Touch (Air 1), Bent-en's Touch (Air 2), Earth's Touch (Earth 1), Ebbing Strength (Water 1), Path to Inner Peace (Water 1).

Advantages:

- ❶ **Blissful Betrothal:** Your marriage has been arranged and, much to your delight, you have come to truly love your intended spouse. The social connections you have established as part of your enthusiastic marriage preparations allow you to purchase the following Advantages for two points less each (to a minimum of 1 point): Gentry, Kharmic Tie (with your betrothed only), Social Position, and Wealth.
- ❷ **Social Position:** You have received an illustrious social appointment, whether through your own accomplishments or purely because of political reasons. You gain +1 Status Rank.

Wealthy: Your branch of the family is particularly wealthy, and they have granted you additional resources in order to facilitate your fulfillment of your duty. For each point spent on this Advantage, you gain two additional koku, to be added to the amount in your School outfit.

Disadvantages:

- ❶ **Cursed by Toshigoku:** The influence of the spirit realms can be felt throughout the mortal realm of Ningen-do, and for whatever reason, the essence of one realm in particular has marked you as a foe of all that emanate from that realm. At the sight of a wounded opponent, you are overcome with bloodlust and must succeed at a Willpower Trait Roll (TN 15) or immediately attack the wounded party.
- ❷ **Soft Hearted (All living things):** Human life is precious to you, so much so that you have difficulty executing the basic duty of the samurai caste: to kill. When faced with the opportunity to kill another human being, you must succeed at a Willpower Trait Roll (TN 20), or you are unable to do so. If you do kill another, the TNs of all your rolls are increased by +10 for one day as you are wracked with guilt. This penalty is not cumulative with multiple deaths. This Disadvantage could potentially also apply to killing nonhuman creatures or even Shadowlands monsters, although the Experience Point value should be increased in such cases.

Outfit: Robes, Bo, Scroll Satchel, Traveling Pack, 18 koku

DRAGON CLAN BUSHI

AIR: 2	EARTH: 3	FIRE: 2	WATER: 2	VOID: 2
REFLEXES 3	-	AGILITY 3	-	-
Honor: 4.5		Glory: 1.0		Status: 1.0

Attack Roll: 6k3 (katana)

Damage Roll: 5k2 (katana)

Family: Mirumoto

School/Rank: Mirumoto Bushi 1: The Way of the Dragon: Initiates of the Mirumoto Bushi School must master the basic principles of Niten, the two-sword technique founded by Mirumoto himself. When wielding a katana in your main hand and a wakizashi in your off hand, you suffer no penalties of any kind for dual wielding, and you gain a bonus of your School Rank to your Armor TN (this is cumulative with the normal bonus for wielding two weapons). Additionally, when you are targeted with a spell, you may raise or lower the TN of that spell's Spellcasting Roll by 5.

Skills: Defense 2, Etiquette 1, Iaijutsu (Assessment) 2, Jiu-jitsu 1, Kenjutsu (Katana) 3, Lore: Shugenja 1, Lore: Theology 1, Meditation 1

Advantages:

- ❶ **Balance:** You possess an inherent calm and serenity that others have difficulty overcoming when attempting to antagonize or taunt you, and that strengthens you when your honor is tested. When adding your Honor Rank to the total of any roll made to resist Intimidation or Temptation, you add an additional +1k0 to the roll as well.
- ❷ **Enlightened:** Your spiritual journey toward complete harmony with the universe as a whole has begun to reach its destination. In addition to whatever storyline effects your GM may choose to bestow on you, you also find it easier to enhance your connection to the Void. When you are using Experience Points to increase your Void Ring, the total cost is decreased by 2 points each time.

Disadvantages:

- ❶ **Touch of the Void:** You have been touched by the essence of the Void, and it has forever damaged your mind. Whenever you draw upon the Void, the effect is powerful, but can overwhelm you. When you spend a Void Point to augment a roll, you gain a bonus of +2k1 instead of +1k1. Every time you spend a Void Point, however, you must succeed at a Willpower Trait Roll (TN 30) or be Dazed for one Round.

Outfit: Light Armor, Sturdy Clothing, Daisho, Tanto, Traveling Pack, 5 koku

DRAGON CLAN SHUGENJA

AIR: 2	EARTH: 3	FIRE: 3	WATER: 2	VOID: 2
-	-	-	-	-
Honor: 4.5		Glory: 1.0		Status: 1.0

Attack Roll: 4k3 (wakizashi)

Damage Roll: 4k2 (wakizashi)

Family: Tamori

Affinity/Deficiency: Earth/Air

School/Rank: Tamori Shugenja 1: Flesh of the Elements: The Tamori have learned to distill the essence of magic and contain it within concoctions or objects for later use. You may expend one spell slot to store a spell you know that has the Area of Effect "one target person" or "one target creature" in a potion, to be activated later. This stored spell may be activated instantly by anyone holding the potion by expending a Simple Action to drink it or a Complex Action to throw it (depending upon the spell's target), using Athletics (Throwing) / Agility. Spells stored in this manner may be stored indefinitely, but count against your spell slots per day for each day that they continue to await activation. Creating a potion in this manner requires a number of hours equal to the stored spell's Mastery Level. You also gain a Free Raise on any spell with the Craft keyword.

Skills: Athletics (Throwing) 2, Calligraphy (Cipher) 1, Defense 2, Divination 1, Kenjutsu 1, Lore: Theology 1, Medicine 2, Spellcraft 2

Spells: Armor of Earth, Earth's Stagnation, Earth Becomes Sky, The Fires that Cleanse, Katana of Fire, Path to Inner Peace

Advantages:

- ☉ **Daredevil:** You have a natural flair for athleticism and a complete lack of self-preservation when it comes to physical danger. Whenever you spend a Void Point to enhance an Athletics Skill Roll, you gain a bonus of +3k1 to the total of the roll instead of the normal +1k1.
- ☉ **Language (Yobanjin):** The Empire has only one language with two dialects. The world around Rokugan, however, has a wide variety of nations and cultures, each with their own language. For 1 point, you may learn one human language from any surrounding culture, including but not limited to: the Yobanjin dialect, Senpet, Yodotai, Mekham, Merenae, Rhuumal, Thrane, etc.
- ☉ **Quick:** You can react quickly to others, seizing advantage where previously there had been none. If you did not act first during a Combat Round, during the Reactions Stage of combat you may add your Reflexes Trait to the total of your Initiative Score for all subsequent rounds of this skirmish. This may done each Round that you did not act first.

Disadvantages:

- ☉ **Lord Moon's Curse:** The madness of Lord Moon, Onnotangu, lingers in your soul, driving you to fits of madness despite your increased understanding of the universe. You gain an additional Void Point at sunset on any night of the full moon. If you do not use this Void Point, it is lost with the sunrise. However, when the full moon rises, you must make a Willpower Trait Roll against TN 15 +5 for each level in this Disadvantage after the first. If you fail the roll, you lose control of your character for the evening. You awaken the next morning with no idea what atrocious acts you might have committed...

Outfit: Robes, Wakizashi, War Fan, Scroll Satchel, Traveling Pack, 5 koku

LION CLAN BUSHI

AIR: 2	EARTH: 2	FIRE: 2	WATER: 3	VOID: 2
REFLEXES 3	-	AGILITY 3	-	-
Honor: 7.5		Glory: 1.0	Status: 1.0	
Attack Roll: 5k3 (katana)			Damage Roll: 6k3 (katana)	
Family: Akodo				





School/Rank: Akodo Bushi 1: *The Way of the Lion:* Bushi of the Akodo School hone their fury until it is as precise as a blade. You may either ignore the portion of an opponent's Armor TN derived from Armor, or gain a Free Raise when attacking. (You do not ignore Reduction from the Armor while choosing the first option.) Also, you gain a bonus of +1k0 to the total of all attack rolls on your first melee attack against an opponent in a skirmish, or against any opponent who has declared a Raise on an attack against you since your last turn. You add only a total of 1k0 for an enemy who Raised against you, no matter how many times they actually Raised.

Skills: Athletics 1, Battle (Mass Combat) 3, Defense 1, Investigation 1, Kenjutsu 2, Kyujutsu 2, Lore: History 2, Sincerity 1, Storytelling 2

Advantages:

- ☸ **Sage:** You have a love of learning, and have accumulated a staggering amount of information during the course of your lifetime. Whenever you would be forced to make an Unskilled Roll when using a Lore Skill, you instead are considered to have 1 rank in that Skill.
- ☸ **Tactician:** You have a mind well suited to the ebb and flow of battle. When making a roll on the Mass Battle Table, you may increase or decrease your result by 5.

Disadvantages:

- ☸ **Idealistic:** You adhere closely to the code of Bushido, perhaps too closely, and you have a hopelessly naïve view of the world and how things work. You have impossible standards that not even the most heroic individual could hope to meet, much less you. Whenever you lose Honor, the loss is increased by 1 point.

- ☸ **Lost Love – Wise Grandfather:** You shared a bond of true love with someone once, and have since lost it. This need not be romantic love, as familial or brotherly love lost is equally tragic. You tend to suffer bouts of melancholy when reminded of your lost love. When you are reminded of your loss, all your TNs are increased by 5 until you spend a Void Point to regain your focus. This disruption of your concentration cannot happen more than twice per day, and at least one hour must pass between instances.

Outfit: Light Armor, Sturdy Clothing, Daisho, Yumi, Traveling Pack, 5 koku

LION CLAN SHUGENJA

AIR: 2	EARTH: 3	FIRE: 2	WATER: 3	VOID: 2
-	-	-	-	-
Honor: 6.5		Glory: 1.0		Status: 1.0

Attack Roll: 2k2 (wakizashi, unskilled) **Damage Roll:** 5k2 (wakizashi)

Family: Matsu

School: Kitsu Shugenja 1: *Eyes of the Ancestors:* The Kitsu are descended from mystical creatures, and as such are able to reach across the veil between worlds and speak with their ancestors. You may make a Spell Casting Roll (as though casting a Water spell) against a target's Willpower x 5. If successful, you learn all Spiritual Advantages or Disadvantages that individual possesses. By spending a Void Point, you may negate any one Spiritual Advantage an opponent possesses for a number of minutes equal to your School Rank. You also gain a Free Raise on any spell with the Battle keyword.

Skills: Athletics 1, Battle 1, Calligraphy (Cipher) 1, Defense 1, Etiquette 1, Hunting 2, Investigation 1, Lore: History 1, Lore: Theology 2, Medicine 2, Meditation 2, Spellcraft 2, Sincerity 1

Spells: Inari's Blessing, Path to Inner Peace, Reversal of Fortunes, Armor of Earth, Courage of the Seven Thunders, By the Light of Lord Moon

Advantages:

- ☸ **Hero of the People:** Although your reputation among your fellow samurai may not be any better than that of the next individual, your actions have garnered the adoration of the common folk. When meeting citizens of Rokugan who are not members of the samurai caste, the TN for them to recognize you, as determined by your Glory Rank, is lowered by 10.
- ☸ **Paragon of Compassion:** You exemplify the code of Bushido, and have taken one particular tenet to heart and made it your way of life. In addition to the benefit listed below, any time you gain Honor for exhibiting the virtue for which you have the Paragon Advantage, you gain an additional +1 Honor. Any time you spend a Void Point to improve a roll made to directly help those lower than you in the Celestial Order, you gain +2k2 instead of +1k1.

**Disadvantages:**

- ❶ **Black Sheep (Consorting With Peasants):** For whatever reason, your family is completely disgusted with you and your actions. You have not been cast out and made ronin, but you are no longer welcome in your own household. You may only maintain proper relations with any member of your family via the Allies Advantage, and if you attend one of your own family's Schools, you may not advance in School Rank without going to great lengths to find a willing teacher.
- ❷ **Brash:** You have a notoriously short temper and are likely to answer anything you perceive as a threat with steel. If you are threatened or insulted, you must make a Willpower Trait roll (adding your Honor Rank to the total) at a TN of 25, or you will attack immediately.
- ❸ **Compulsion (Help Peasants In Genuine Need):** There is some activity in which you are hopelessly compelled to partake. It is a ritual that is so ingrained in your behavior that it requires a feat of will to forsake it, even in dire circumstances. This may be something illicit and addictive, such as sake or gambling, or it may be as innocuous as visiting every major temple you pass. This requires a Willpower Trait Roll of TN 15 to overcome.

Outfit: Robes, Wakizashi, Knife, Scroll Satchel, Traveling Pack, 5 koku

MANTIS CLAN BUSHI

AIR: 2	EARTH: 3	FIRE: 2	WATER: 2	VOID: 2
-	-	AGILITY 3	STRENGTH 3	-
Honor: 3.5	Glory: 1.0	Status: 1.0		

Attack Roll: 6k3 (kama)

Damage Roll: 3k2 (kama)

Family: Yoritomo

School: Yoritomo Bushi 1: The Way of the Mantis: Mantis bushi learn to fight on the pitching decks of ships and to use anything within reach as a weapon. You suffer no penalties to movement or attacks for rough or uneven terrain. You do not lose Glory or Honor when using improvised weapons, or weapons with the Peasant keyword, in combat. You suffer no penalties for fighting with a Small or Medium weapon in your off-hand if that weapon has the Peasant keyword. Finally, you gain a bonus of +1k0 to all attack rolls

Skills: Athletics 1, Commerce 1, Defense 3, Games: Kemari 2, Hunting 1, Jiu-jutsu (Improvised Weapons) 1, Kenjutsu 1, Knives (Kama) 3, Kyujutsu 1, Sailing 1, Stealth 1

Advantages:

- ❶ **Absolute Direction:** You possess an almost supernatural sense of direction, and you always know what direction is north, no matter the circumstances. This ability does not function if you are more than one day's travel inside the Shadowlands.
- ❷ **Blood of Osano-wo:** You are descended from a bloodline of Hida Osano-Wo, the Fortune of Fire and Thunder, and his resilience lives on in you. You are immune to any penalties or damage from natural weather conditions, such as winter cold, summer heat, etc. If you

suffer damage from a spell that employs natural forces (such as the mighty storm created by Hurricane, or the lightning bolt summoned by Fury of Osano-Wo), reduce the amount of damage you suffer by 1k1.

- ❸ **Crafty:** You have a knack for instinctively knowing how to do things that most people prefer to avoid at all costs. Whenever you are in a situation where you would be forced to make an Unskilled Roll using a Low Skill, you are considered to have 1 rank in the Skill instead.
- ❹ **Daredevil:** You have a natural flair for athleticism and a complete lack of self-preservation when it comes to physical danger. Whenever you spend a Void Point to enhance an Athletics Skill Roll, you gain a bonus of +3k1 to the total of the roll instead of the normal +1k1. Mantis characters may purchase this Advantage for 2 points.

Disadvantages:

- ❶ **Disbeliever:** You have experienced a dramatic revelation that has shattered your faith in Rokugani theology. Perhaps you believe that the Fortunes have no interest in mankind, or perhaps you have come to believe that the Tao of Shinsei holds nothing but empty promises. If your disbelief were made public knowledge, you would be shunned by all properly pious individuals everywhere, and any memberships you possess in temples or monastic orders would be instantly revoked. Your lack of piety makes you uncomfortable around shugenja and monks, and any Social Skill Rolls made with them have their TN increased by +5.
- ❷ **Greedy:** Material wealth is more important to you than anything else, even though samurai are not meant to be sullied with commercial interests. Opponents attempting to use Temptation (Bribery) rolls against you gain a bonus of +1k1 to the total of the roll.
- ❸ **Overconfident:** You possess a grossly inflated view of your own prowess, and are often incapable of recognizing when a situation is beyond your ability to handle. When outnumbered or facing a clearly superior enemy (whether in court or in battle), you must succeed at a Perception Trait Roll (TN 20) in order to recognize the situation for what it is and leave instead of engaging.

Outfit: Light Armor, Sturdy Clothing, Daisho, pair of kama, Traveling Pack, 10 koku



MANTIS CLAN SHUGENJA

AIR: 3	EARTH: 2	FIRE: 2	WATER: 2	VOID: 3
-	-	INTELLIGENCE 3	-	-
Honor: 4.5	Glory: 1.0	Status: 1.0		

Attack Roll: 2k2 (wakizashi, unskilled) Damage Roll: 4k2 (wakizashi)

Family: Moshi

School: Moshi Shugenja 1: *Favor of the Sun*: No family has been more reverent of the various incarnations of the Sun throughout their history, and their piety has granted them great favor with the Heavens. During the day, you gain an additional Affinity for Fire spells. This benefit is lost at night. You also gain a Free Raise on any spells with the Thunder keyword.

Skills: Artisan: Origami 1, Calligraphy (Cipher) 1, Divination 1, Etiquette 1, Investigation 1, Lore: Theology 3, Medicine 2, Meditation 1, Sincerity 1, Spellcraft 1, Tea Ceremony 1.

Spells: Blessed Winds, Legacy of Kaze-no-Kami, Bente's Touch, Extinguish, Never Alone, Fury of Osano-wo.

Kiho: Riding the Clouds.

Advantages:

- ☸ **Friend of the Brotherhood**: You have studied among your allies at the Brotherhood of Shinsei, and as a result you understand your place in the universe slightly better than most. You may purchase Kiho as though you are a Monk of the Brotherhood of Shinsei, instead of paying a higher cost. You must still meet all other normal restrictions on learning Kiho.

- ☸ **Great Potential (Lore: Theology)**: Within you lies the potential to excel at one particular endeavor, perhaps more so than any other living soul in the Empire. Select any one Skill when you purchase this Advantage. When you make Raises on a Skill Roll using that Skill, your Raises are limited by your rank in that Skill instead of your Void Ring. If your Void Ring is higher, however, you may use that as a measure for your Raises if you so choose.

Disadvantages:

- ☸ **Doubt (Lore: Theology)**: Something has happened to cause you to question your training, so much so that it interferes with your ability to perform properly. Select one of your School Skills. Every time you use this Skill, you must declare one Raise that confers no benefit.
- ☸ **Fascination (Ivory Kingdoms Theology)**: You are completely fascinated by some subject, and will go to great lengths to learn more about it or to experience it in new ways. Typical subjects of a samurai's fascination include music, horses, poetry, and history. This fascination badly impedes your judgment, and you will take even dishonorable actions to learn more, which could end in absolute disgrace if your actions are discovered.
- ☸ **Gullible**: Your trust is given easily and you place tremendous faith in those whom you trust, unfortunately making it very simple for others to take advantage of your naïve nature. Opponents attempting to use Sincerity (Deceit) against you gain a bonus of +1k1 to the total of their rolls.

Outfit: Robes, Wakizashi, Knife, Scroll Satchel, Traveling Pack, 10 koku



PHOENIX CLAN BUSHI

AIR: 2	EARTH: 2	FIRE: 2	WATER: 3	VOID: 3
-	-	AGILITY 3	-	-
Honor: 5.5	Glory: 1.0	Status: 1.0		

Attack Roll: 6k3 (katana) Damage Roll: 6k2 (katana)

Family: Shiba

School: Shiba Bushi 1: The Way of the Phoenix: Shiba bushi move through battle as the Void moves through all the elements. When spending a Void Point to gain +1k1 on a roll, you may choose to spend 2 Void Points (to gain +2k2) on the roll instead. You may Guard as a Free Action; however, if you do so, your target only adds +5 to his Armor TN instead of +10.

Skills: Artisan: Origami 2, Defense 3, Etiquette 1, Kenjutsu 3, Kyujutsu 1, Lore: Theology 1, Meditation (Void Recovery) 2, Polearms 1

Advantages:

- ☸ **Magic Resistance:** For reasons beyond your understanding, the kami are reluctant to involve themselves with you in any way. For each rank you possess in this Advantage, all elemental spells targeting you have the TN of the Spell Casting Roll made to enact it increased by +3. Maho, gaijin, and non-human forms of magic are not affected by this Advantage.
- ☸ **Quick:** You can react quickly to others, seizing advantage where previously there had been none. If you did not act first during a Combat Round, during the Reactions Stage of combat you may add your Reflexes Trait to the total of your Initiative Score for all subsequent rounds of this skirmish. This may be done each Round that you did not act first.

Disadvantages:

- ☸ **Ascetic:** You have no taste for or interest in material things, and this minimalist attitude has impacted how others view you. Your School Outfit includes only weapons, armor, clothing, necessary tools of the trade for your profession (such as a scroll satchel for shugenja), and nothing else. Any time you would be awarded Status as a result of your actions, you receive only half the normal amount. Coupled with the normal restriction for Monks in gaining Status, ascetic monk characters would only gain one quarter the normal amount of Status.
- ☸ **Obligation:** There is someone to whom you are indebted or for whom you must fulfill some significant duty. The nature of this debt can vary considerably, but when it comes due, nothing else matters. You must honor it, even if it leads to your ruination. This represents a major, significant obligation that could potentially damage your family's standing if you do not devote considerable time and resources to fulfilling it.

Outfit : Light Armor, Sturdy Clothing, Daisho, Yumi, Traveling Pack, 5 koku

PHOENIX CLAN SHUGENJA

AIR: 2	EARTH: 3	FIRE: 3	WATER: 2	VOID: 3
-	-	-	-	-
Honor: 4.5	Glory: 1.0	Status: 1.0		

Attack Roll: 3k3 (wakizashi, Damage Roll: 4k2 (wak-
unskilled) izashi)

Family: Isawa

School: Isawa Shugenja 1: Isawa's Gift: There are no greater masters of the shugenja tradition than those among the Isawa. You gain a Free Raise on all Spell Casting Rolls for spells of the element which you chose as your Affinity.

Skills: Calligraphy (Cipher) 1, Defense 2, Divination 3, Etiquette 1, Lore: Shadowlands 2, Lore: Shugenja 1, Medicine 2, Meditation 2, Spellcraft (Importune) 3

Spells: The Fires From Within, Enticing Dance of Flame, Extinguish, Path to Inner Peace, To Seek the Truth, Armor of Earth, Jade Strike

Advantages:

- ☸ **Luck:** Fortune favors the mortal man. A number of times per session equal to your rank in this Advantage, you may choose to immediately re-roll any one roll you make, keeping the higher of the two results.
- ☸ **Sage:** You have a love of learning, and have accumulated a staggering amount of information during the course of your lifetime. Whenever you would be forced to make an Unskilled Roll when using a Lore Skill, you instead are considered to have 1 rank in that Skill.

Disadvantages:

- ☸ **Consumed by Insight (Divination):** You have walked the path of Shourido, and it has consumed you utterly. One of the tenets has become your existence, and you live only to enact it. You seek profound insight in even the most trivial things, to the exclusion of normal activity. Choose one of your School Skills. Any time you use this Skill, you must make a Willpower Trait Roll at TN 20 or become lost in reverie as you seek a deeper understanding of this skill. (You can be snapped out of this reverie by pain, loud noise, shaking, etc.)
- ☸ **Small:** You are noticeably smaller than average for a denizen of the Emerald Empire. As a result, your Water Ring is considered one rank lower for determining the distance of your Move Actions, and you suffer a penalty of -1k0 on the Damage Rolls of all your melee attacks.
- ☸ **Touch of the Void:** You have been touched by the essence of the Void, and it has forever damaged your mind. Whenever you draw upon the Void, the effect is powerful, but can overwhelm you. When you spend a Void Point to augment a roll, you gain a bonus of +2k1 instead of +1k1. Every time you spend a Void Point, however, you must succeed at a Willpower Trait Roll (TN 30) or be Dazed for one Round.

Outfit : Robes, Wakizashi, Tanto, Scroll Satchel, Traveling Pack, 5 koku



SCORPION CLAN BUSHI

AIR: 2	EARTH: 2	FIRE: 3	WATER: 2	VOID: 2
REFLEXES 4	-	AGILITY 4	-	-
Honor: 2.5	Glory: 2.0	Status: 1.0		

Attack Roll: 5k4 (katana) Damage Roll: 5k2 (katana)

Family: Bayushi

School: Bayushi Bushi 1: *The Way of the Scorpion*: Scorpion bushi always seem to get the jump on opponents. You gain a bonus of +1k1 to your Initiative Rolls. You also gain a bonus of +5 to your Armor TN against any opponent with lower Initiative.

Skills: Courtier (Manipulation) 1, Defense 1, Etiquette 1, Iai-jutsu 1, Kenjutsu 1, Sincerity 1, Polearms 1, Forgery 1

Advantages:

- **Crafty**: You have a knack for instinctively knowing how to do things that most people prefer to avoid at all costs. Whenever you are in a situation where you would be forced to make an Unskilled Roll using a Low Skill, you are considered to have 1 rank in the Skill instead.

- **Fame**: As a result of your actions, there are many in the Empire who know your name. You gain +1 Glory Rank.

Disadvantages:

- **Hotei's Curse**: *The Fortune of Happiness* has denied you his blessings, and you are poorer for it. Any Technique or Advantage that requires you to spend a Void Point to activate instead requires two Void Points.
- **Phobia (Being Alone)**: You possess an irrational fear that you cannot overcome, no matter how much you struggle to convince yourself that there is no reason behind it. When confronted with the object of your phobia, all of your TNs are increased by +5.
- **Small**: You are noticeably smaller than average for a denizen of the Emerald Empire. As a result, your Water Ring is considered one rank lower for determining the distance of your Move Actions, and you suffer a penalty of -1k0 on the Damage Rolls of all your melee attacks.

Outfit: Light Armor, Sturdy Clothing, Daisho, Bisento, Traveling Pack, 5 koku



SCORPION CLAN SHUGENJA

AIR: 3	EARTH: 2	FIRE: 3	WATER: 3	VOID: 2
REFLEXES 4	-	AGILITY 4	-	-
Honor: 2.5	Glory: 1.0	Status: 1.0		

Attack Roll: 3k3 (wakizashi, unskilled) Damage Roll: 5k2 (wakizashi)

Family: Soshi

Affinity/Deficiency: Air / Earth

School: Soshi Shugenja 1: The Kami's Whisper: The Soshi cast their spells as quietly as the kami themselves. You may sacrifice an additional spell slot (of the same Element) when casting any spell with no potential to inflict damage in order to eliminate all visible signs of the spell having been cast. All spell effects take place normally, there is simply no outward sign of what has happened. You also gain a Free Raise on any spell with the Illusion keyword

Skills: Calligraphy (Cipher) 1, Courtier 2, Etiquette 2, Games: Fortunes & Winds 1, Lore: Theology 1, Spellcraft 3, Stealth 3 (Spellcasting)

Spells: Tempest of Air, Way of Deception, Yari of Air, Envious Flames, Fury of Osano-Wo, Path to Inner Peace

Advantages:

- ☉ **Friend of the Elements (Air):** The spirits of a certain Element swirl about you at all times, lending their aid when possible even though you are likely unaware of their presence. Choose a Ring when this Advantage is purchased. Whenever you make a Trait Roll with either Trait associated with that Ring, you gain a Free Raise.
- ☉ **Luck:** Fortune favors the mortal man. Once per session, you may choose to immediately re-roll any one roll you make, keeping the higher of the two results.
- ☉ **Silent:** You have a natural talent for moving silently at all times. You add +1k0 to the total of all Stealth rolls.

Disadvantages:

- ☹ **Antisocial:** You find the presence of others uncomfortable, so much so that it is immediately obvious to those around you. Your preference for solitude causes you to behave in a manner that might best be described as rude. You suffer a penalty of -1k0 to all Social Skill Rolls.
- ☹ **Contrary:** Your strong will and rigid view of the world insists not only that you develop an opinion on everything, but that you must share it at every opportunity. During any debate or dispute, or even casual discussion, you feel compelled to weigh in and attempt to persuade others to see the matter from your point of view. In any tense situation, you must succeed at a Willpower Trait Roll to avoid taking action, whether to resolve a conflict physically or simply to interject into an argument. The TN for this roll can vary widely, and should be determined by the GM (typically somewhere between 5 and 25).
- ☹ **Disbeliever:** You have experienced a dramatic revelation that has shattered your faith in Rokugani theology. Perhaps you believe that the Fortunes have no

interest in mankind, or perhaps you have come to believe that the Tao of Shinsei holds nothing but empty promises. If your disbelief were made public knowledge, you would be shunned by all properly pious individuals everywhere, and any memberships you possess in temples or monastic orders would be instantly revoked. Your lack of piety makes you uncomfortable around shugenja and monks, and any Social Skill Rolls made with them have their TN increased by +5.

- ☉ **Insensitive:** Your primary interest is in yourself and things that you care about. The plight of others simply does not interest you, and you find it difficult to pretend otherwise. With the exception of those who contribute directly to your well being, such as your lord, you must spend a Void Point to place yourself at risk for the welfare of any other person unless there is an immediate benefit for you personally.

Outfit: Robes, Wakizashi, Knife, Scroll Satchel, Traveling Pack, 5 koku

UNICORN CLAN BUSHI

AIR: 2	EARTH: 2	FIRE: 2	WATER: 2	VOID: 2
-	-	AGILITY 4	STRENGTH 3	-
Honor: 4.5	Glory: 1.0	Status: 1.0		

Attack Roll: 8k4 (dai tsuchi) Damage Roll: 8k2 (dai tsuchi)

Family: Moto

School: Moto Bushi 1: The Way of the Unicorn: The Moto combat style is a wild, unfettered fury that intimidates witnesses. You may wield any two-handed weapon with one hand (except for bows). You gain a bonus of +1k0 to damage rolls while mounted, using a scimitar, or while using a two-handed melee weapon (these bonuses do not stack). Scimitars have the Samurai keyword for you.

Skills: Animal Handling 1, Athletics 1, Defense 3, Games 1, Heavy Weapons 4, Horsemanship 2, Hunting 1, Intimidation 2, Jiu-jutsu 1, Kenjutsu (Scimitar) 3, Spears 2

Advantages:

- ☉ **Large:** You are significantly larger than the average Rokugani, ranging in height from 6'0" to 6'3" in height. You gain a bonus of +1k0 to the total of all Damage Rolls for any large melee weapon.

Disadvantages:

- ☹ **Antisocial:** You find the presence of others uncomfortable, so much so that it is immediately obvious to those around you. Your preference for solitude causes you to behave in a manner that might best be described as rude. You suffer a penalty of -1k0 to all Social Skill Rolls.
- ☹ **Consumed by Strength:** Raw physical power is the only way to defeat your foes. Finesse and negotiation are for fools. You must call one extra Raise (for no effect) in order to use the Called Shot, Feint, or Disarm Maneuvers in combat, and you suffer a -1k0 penalty to any Etiquette roll.





Outfit: Heavy Armor, Sturdy Clothing, Daisho, Dai Tsuchi, Traveling Pack, Horse (Unicorn riding horse), 10 koku

UNICORN CLAN SHUGENJA

AIR: 2	EARTH: 3	FIRE: 2	WATER: 3	VOID: 3
-	STAMINA 3	-	STRENGTH 3	-
Honor: 5.5	Glory: 1.0	Status: 1.0		
Attack Roll: 3k2 (wakizashi)		Damage Roll: 5k2 (wakizashi)		

Family: Iuchi

Affinity/Deficiency: Water / Fire

School: Iuchi Shugenja 1: Spirit of the Wind: The Iuchi harness the power of the elements to grant the waves' speed to others. As a Complex Action, you may sacrifice one spell slot of any element to grant one target individual an additional Simple Move Action. This Simple Action is in addition to the target's normal Actions per Round. The additional Action must be used on the target's next Turn or it is lost. You also gain a Free Raise on any spell with the Travel keyword.

Skills: Athletics 1, Battle 1, Calligraphy (Cipher) 1, Courtier 1, Defense 1, Etiquette 1, Investigation 1, Horsemanship 1, Kenjutsu 1, Kyujutsu 3, Lore: Theology 1, Meditation 1, Spellcraft 1

Spells: Stand Against the Waves (Water 2), Path to Inner Peace (Water 1), Reflections of Pan Ku (Water 1), Earth's Stagnation (Earth 1), Jade Strike (Earth 1), Blessed Wind (Air 1)

Advantages: None

Disadvantages:

- *Doubt (Battle): Something has happened to cause you to question your training, so much so that it interferes with your ability to perform properly. Select one of your School Skills. Every time you use this Skill, you must declare one Raise that confers no benefit.*
- *Lord Moon's Curse: The madness of Lord Moon, On-notangu, lingers in your soul, driving you to fits of madness despite your increased understanding of the universe. You gain an additional Void Point at sunset on any night of the full moon. If you do not use this Void Point, it is lost with the sunrise. However, when the full moon rises, you must make a Willpower Trait Roll against TN 15 +5 for each level in this Disadvantage after the first. If you fail the roll, you lose control of your character for the evening. You awaken the next morning with no idea what atrocious acts you might have committed...*

Outfit: Extravagant Clothing, Wakizashi, Dai-kyu (with 20 willow leaf arrows), Calligraphy Set, Traveling Pack, Horse (Unicorn riding horse), 10 koku



Shugenja Spells

ARMOR OF EARTH

- ☯ Ring/Mastery: Earth 1 (Battle, Defense)
- ☯ Range: Personal
- ☯ Area of Effect: Self
- ☯ Duration: 10 rounds
- ☯ Raises: Duration (+2 rounds)

This spell infuses the caster's body with the strength of Earth, weakening the force of any physical or magical attack which strikes him. For the duration of the spell, you gain Reduction in an amount equal to your Earth Ring + School Rank. However, this infusion of Earth slows your movements – your Water is considered 1 Rank lower for purposes of movement while you are under the effects of this spell.

BENTEN'S TOUCH

- ☯ Ring/Mastery: Air 2
- ☯ Range: Personal / Touch
- ☯ Area of Effect: Target individual (may be the caster)
- ☯ Duration: 1 hour
- ☯ Raises: Range (may increase range to 5' with a single Raise)

By calling upon the air kami to whisper suggestions to others, you may cause them to perceive the target of this spell more positively than they otherwise might. The target of this spell gains a bonus of +1k1, plus your Air Ring, to the total of all Social Skill rolls made for the duration of the spell.

BLESSED WIND

- ☯ Ring/Mastery: Air 1 (Defense)
- ☯ Range: Personal
- ☯ Area of Effect: 10' radius around the caster
- ☯ Duration: Concentration
- ☯ Raises: Special (you may target another with this spell with 3 Raises)

You summon a swirling aura of winds to protect you from ranged attacks. The buffeting winds deflect arrows and other projectiles. While you maintain your concentration, this spell adds +15 to your Armor TN versus all non-magical ranged attacks.

BY THE LIGHT OF THE MOON

- ☯ Ring/Mastery: Air 1
- ☯ Range: Personal
- ☯ Area of Effect: 20' radius around the caster
- ☯ Duration: 1 minute
- ☯ Raises: Area (+5' radius), Duration (+1 minute)

You call upon the kami to reveal that which has been hidden. All concealed objects within the area of effect appear as slightly luminous outlines to you. Any non-magical concealment is revealed, including secret compartments, trap doors, concealed weapons, etc. Only you can see the presence of these objects.

COURAGE OF THE SEVEN THUNDERS

- ☯ Ring/Mastery: Earth 1 (Battle)
- ☯ Range: 30'
- ☯ Area of Effect: Targets up to caster's Shugenja School Rank
- ☯ Duration: 10 minutes
- ☯ Raises: Duration (+1 minute), Targets (+1)

This spell infuses the targets (who may include the caster) with firm and unyielding courage, bolstered by the eternal power of the Earth. For the duration of the spell, all the targets gain +5k0 to resist any kind of Fear effect, whether magical or natural. However, this spell is associated with the memory of the legendary Seven Thunders, and those whose connection to the Thunders is tenuous do not receive the same degree of blessing from the Earth kami. Samurai who are not of the original Seven Great Clans receive only +3k0 to their rolls to resist Fear. Anyone who has at least a full Rank of Shadowlands Taint cannot benefit from this spell, although this will not actually reveal that they are Tainted.

This spell may be cast as a combined ritual by two or more shugenja who know the spell, in which case they may add their highest single Earth Rank to their combined total School Ranks to determine how many targets the spell can affect.

EARTH BECOMES SKY

- ☯ Ring/Mastery: Earth 2 (Jade, Thunder)
- ☯ Range: 100'
- ☯ Area of Effect: One target creature
- ☯ Duration: Instantaneous
- ☯ Raises: Damage (+1k0), Targets (+1 target), Special (make boulders Jade with 2 Raises)

This spell summons up several huge boulders from the earth, and hurls them through the air to unerringly strike one (or more) target creatures. The target struck by these boulders suffers damage with a DR equal to the caster's Earth rank. If the caster strikes multiple targets, the DR is reduced by 1k1 for each additional target, to a minimum of 1k1 damage per target. These boulders are made of normal, mundane stone, and thus cannot normally bypass Reduction or Invulnerability, but a powerful caster can infuse the boulders with the power of Jade.

EARTH'S STAGNATION

- ☯ Ring/Mastery: Earth 1
- ☯ Range: 50'
- ☯ Area of Effect: One target
- ☯ Duration: 6 rounds
- ☯ Raises: Duration (+2 rounds), Range (+10'), Targets (+1, to a maximum of 4 total targets)

This spell calls on the Earth in the target's body to weigh him down, impeding his movements. The target suffers a –2k0 penalty to all rolls using the Agility trait, and his Water Ring is considered 1 Rank lower for the purpose of how far he can move.





EARTH'S TOUCH

- ☯ Ring/Mastery: Earth 1 (Defense)
- ☯ Range: Touch
- ☯ Area of Effect: One target
- ☯ Duration: 1 hour
- ☯ Raises: Duration (+1/2 hour), Targets (+1 per 2 raises, maximum of 3 total targets)

With this spell, the shugenja calls forth the Earth of the target (which may be himself), invoking the kami to strengthen his health and mental fortitude. For the duration of the spell, one of the target's Earth Traits (chosen by the caster) is increased by 1. This does not increase the Ring itself, but it can enhance the target's ability to withstand temptation, resist poisons, or dominate others.

EBBING STRENGTH

- ☯ Ring/Mastery: Water 1 (Defense)
- ☯ Range: 20'
- ☯ Area of Effect: One target creature
- ☯ Duration: 3 rounds
- ☯ Raises: Duration (+1 round), Range (+5')

Energy flows through the universe just as water flows through the mortal shell. You may send your energy to another, weakening yourself and strengthening them in the process. You may reduce any one of your Physical Traits by an amount up to your School Rank. The target of this spell increases the same Physical Trait by the same amount. If your Trait is reduced to 0 as a result of this spell, you immediately fall unconscious and the spell's duration is reduced to 1 round. No Trait may be enhanced above double its normal rank by this spell.

ENTICING DANCE OF THE FLAME

- ☯ Ring/Mastery: Fire 2
- ☯ Range: 50'
- ☯ Area of Effect: 20' radius
- ☯ Duration: 2 rounds
- ☯ Raises: Duration (+1 round)

A more potent version of The Fires That Cleanse, this spell keeps the Fire kami under tighter control and persuades them to remain present for longer. If the spell is cast successfully, Fire kami erupt into a violent, ferocious dance at a location of your choice, igniting that area into flames. Every target in the area takes 3k2 Wounds on the Round the spell takes effect. At the beginning of each subsequent Round, if the spell is still active, every target still in the affected area takes an additional 2k1 Wounds.

ENVOIOUS FLAMES

- ☯ Ring/Mastery: Fire 1
- ☯ Range: 30'
- ☯ Area of Effect: One target
- ☯ Duration: Instantaneous
- ☯ Raises: None

Fire's most basic power is destruction, and summoned Fire spirits can easily be unleashed on one's enemies. This spell invokes a single Fire kami, which lances toward the target, hitting unerringly so long as the target is within range. The

spell deals 2k2 Wounds. The burns this spell inflicts are quite painful, and if the spell targets a shugenja who is casting a spell, his Willpower roll has a TN of 20 plus the damage dealt, instead of the normal 10 plus damage dealt.

EXTINGUISH

- ☯ Ring/Mastery: Fire 1
- ☯ Range: Personal
- ☯ Area of Effect: 100' radius
- ☯ Duration: Instantaneous
- ☯ Raises: Area (+20 feet)

Fire spirits can be driven away by the proper invocation, a very useful ability in Rokugani towns and cities where the construction is all wood and paper. This spell dismisses the active Fire kami in the area. All non-magical fire in the area of effect is immediately snuffed out, and any damage dealt by fire (magical or not) reduces its DR by 1k1 until the start of the next Round.

FIRES OF PURITY

- ☯ Ring/Mastery: Fire 1 (Defense)
- ☯ Range: 25'
- ☯ Area of Effect: One target
- ☯ Duration: One minute
- ☯ Raises: Damage (+1k0 per two Raises)

This spell, one of the few directly protective prayers involving the Fire kami, asks the kami to protect one person, enveloping the target in a shroud of bright flames. Neither the target nor anything he carries takes damage from the spell, but anyone who comes into contact with him or strikes him with a melee attack takes 2k2 Wounds. Anyone the target strikes in melee with an unarmed attack or a weapon he carried when the spell was cast also takes an extra 2k2 Wounds. Anything the target puts down, however, cannot be picked back up without subjecting it to the damage from the spell. Ranged weapons such as arrows bypass this barrier of fire, dealing Wounds as normal.

THE FIRES THAT CLEANSE

- ☯ Ring/Mastery: Fire 1
- ☯ Range: Self
- ☯ Area of Effect: 30' radius
- ☯ Duration: Instantaneous
- ☯ Raises: Area of Effect (+5 feet per two Raises)

Destruction is one of the basic impulses of Fire, and this spell calls on that urge to spread destruction in the caster's surroundings. The spell whips the kami into a frenetic chaos, destroying everything around you. Everyone in the area of effect, including you, suffers damage with DR equal to your Fire Ring. This result is rolled once and applied to everyone within the area – however, you take only half damage (rounded up), since the kami do make some effort to avoid you.

THE FIRES THAT CLEANSE

- ☯ Ring/Mastery: Fire 1
- ☯ Range: Self
- ☯ Area of Effect: 30' radius
- ☯ Duration: Instantaneous
- ☯ Raises: Area of Effect (+5 feet per two Raises)



Destruction is one of the basic impulses of Fire, and this spell calls on that urge to spread destruction in the caster's surroundings. The spell whips the kami into a frenetic chaos, destroying everything around you. Everyone in the area of effect, including you, suffers damage with DR equal to your Fire Ring. This result is rolled once and applied to everyone within the area – however, you take only half damage (rounded up), since the kami do make some effort to avoid you

FURY OF OSANO-WO

- ☯ Ring/Mastery: Fire 1 (Thunder)
- ☯ Range: 300'
- ☯ Area of Effect: One target
- ☯ Duration: Instantaneous
- ☯ Raises: Damage (+1k0 per two Raises)

This spell is actually a prayer to the Fortune of Fire and Thunder, inviting his wrath upon your enemy. It can only be cast outdoors, and summons a bolt of lightning from the sky, striking the target for 5k2 Wounds. Everyone within 10' of the target must make a Stamina roll versus a TN of 15 to avoid being deafened for 2 Rounds. If this spell is cast during a thunderstorm, the damage is increased to 6k2 for a moderate storm and 6k3 for a disastrous storm or hurricane.

INARI'S BLESSING

- ☯ Ring/Mastery: Water 2 (Craft)
- ☯ Range: Personal
- ☯ Area of Effect: Created sustenance
- ☯ Duration: Instantaneous
- ☯ Raises: Special (Enough food for one additional person per Raise)

Inari is the Fortune of Rice, and one of the most beloved of all divine entities throughout the Empire. This spell invokes Inari's blessing, and creates nourishing food and drink at your command. This spell generates enough food and drink to sustain a number of individuals equal to your School Rank +1 for one day. Without Raises, this food is bland but sustaining, such as unflavored rice and water, but with Raises, you can increase the quality of the food to seafood or tea at the GM's discretion. The TN to cast this spell is doubled when in the Shadowlands.

JADE STRIKE

- ☯ Ring/Mastery: Earth 1 (Jade, Thunder)
- ☯ Range: 100'
- ☯ Area of Effect: One target
- ☯ Duration: Instantaneous
- ☯ Raises: Damage (+1k0), Range (+10'), Targets (+1 target, maximum of 5 total targets)

This spell summons forth the purest of Earth kami, those of jade, in the form of a blast of iridescent green energy. The jade power flies out and unerringly strikes the chosen target – it cannot be intercepted or deflected, although Magic Resistance or other forms of magical defense can thwart it. If the target has at least one Rank of Taint, the Jade Strike will inflict damage with a DR of 3k3, burning and blackening the Tainted flesh. However, a target who does not have at least a full Rank of Taint will not suffer any damage from the spell. Casting Jade Strike on a non-Tainted target is generally

regarded as a grave insult – except perhaps among the more paranoid ranks of the Kuni family, where it is seen as merely a sensible precaution.

KATANA OF FIRE

- ☯ Ring/Mastery: Fire 1 (Battle, Craft)
- ☯ Range: Personal or 20' (see below)
- ☯ Area of Effect: One created weapon
- ☯ Duration: 5 minutes
- ☯ Raises: Damage (+1k0), Duration (+5 minutes), Range (+5 feet)

You summon a blade of pure fire, blazing like the soul of an honorable warrior. The weapon's default form is a katana, but one Raise can change its form to any other sword of your choosing. The katana has a DR of 2k2. When wielding this weapon, you may use your School Rank in place of your Kenjutsu Skill if you wish. If you do possess the Kenjutsu Skill, you add your Honor Rank to all damage rolls made with this weapon. The katana of fire disappears if it is lost from your hand. Instead of summoning the katana for yourself, you may cause it to appear in the hands of an ally within 20 feet. He is treated as the caster for all purposes of the spell, but does not gain the Honor boost to damage.

LEGACY OF KAZE-NO-KAMI

- ☯ Ring/Mastery: Air 1 (Craft)
- ☯ Range: School Rank x 10 miles
- ☯ Area of Effect: One known individual within range
- ☯ Duration: Special
- ☯ Raises: Area (+1 individual), Range (+10 miles)

You are able to call upon the spirits of the wind to take form as a bird and carry a message for you. The bird that is created by this spell appears perfectly normal in all regards, but if it takes any damage it dissipates into wind immediately, ending the spell. Upon creating the bird, you may speak to it, giving it a spoken message of up to one minute in length. The bird will then fly away to deliver the message to the person (or persons) specified when the spell is cast. The bird will fly to their location, deliver the message via a whisper (it can be overheard by others, but not easily), and then disappear. If the bird is unable to reach the individual, but they are within range (if they are within a building with no windows, for instance) it will remain outside waiting for up to one week before disappearing. If the person specified by the spell is not within range, the bird will fly away in a random direction and disappear when it is out of your line of sight.

NATURE'S TOUCH

- ☯ Ring/Mastery: Air 1
- ☯ Range: 10'
- ☯ Area of Effect: One creature
- ☯ Duration: Special
- ☯ Raises: Range (+10')

You are able to use the spirits of the wind to speak to an animal and ensure that it understands what you are saying. This spell works only on natural animals, and will not work with Shadowlands creatures or creatures from other realms. It does not guarantee that the animal will regard you positively or that it will fulfill requests made of it, but the creature will



understand anything you tell it (within its ability to do so, naturally – political relationships will have no meaning to a horse, no matter how many times you explain them). This spell lasts as long as you maintain your full and undivided attention on the animal and continue speaking to it.

NEVER ALONE

- ☞ Ring/Mastery: Fire 1
- ☞ Range: Touch
- ☞ Area of Effect: One target
- ☞ Duration: 5 Rounds (see below)
- ☞ Raises: Targets (+1)

This spell invokes Fire's element of knowledge and understanding, strengthening the spirit of one of your allies by opening his eyes to the courage of his ancestors. The target of the spell receives a bonus to all attack rolls, Skill rolls, and Trait Rolls equal to your Fire Ring. This effect lasts until either the spell expires, or until the target fails an attack roll or Skill Roll, or until the target suffers Wounds from any source, whichever comes first.

PATH TO INNER PEACE

- ☞ Ring/Mastery: Water 1
- ☞ Range: Touch
- ☞ Area of Effect: One target individual
- ☞ Duration: Instantaneous
- ☞ Raises: None

The water kami can influence the flow of water through the body, dramatically hastening the natural healing process. You can use this spell to heal Wounds that another individual has suffered. This spell restores a number of Wounds to the target equal to the amount by which the Spell Casting Roll exceeded the spell's TN to cast.

REFLECTIONS OF PAN KU

- ☞ Ring/Mastery: Water 1 (Divination)
- ☞ Range: Touch
- ☞ Area of Effect: One object
- ☞ Duration: Instantaneous
- ☞ Raises: None

Divining the abilities of an object is among the simplest lessons a student of water learns in the temple. If this spell is successfully cast on an object, you automatically learn all powers and abilities that object possesses. This is most frequently used to identify any supernatural qualities an item possesses, such as a nemuranai or a cursed weapon, but it can also identify the spell contained within a shugenja's prayer scroll. This spell will not allow a shugenja to read a scroll if it is written in a cipher he does not understand, but he can at least identify the spell in question. This spell will also grant the caster knowledge of the item's origin in very broad strokes, such as where it was forged, the Clan of the individual who has carried it the longest, or something similar at the GM's discretion.

REVERSAL OF FORTUNES

- ☞ Ring/Mastery: Water 1
- ☞ Range: 10'

- ☞ Area of Effect: One target individual
- ☞ Duration: 3 rounds
- ☞ Raises: Duration (+1 round), Range (+5')

Versatility is the domain of water, and those who carry its blessing reap the rewards. For the duration of this spell, the target may immediately re-roll any one roll per round. This must be done immediately after the first roll is completed, and the target may keep either result.

STAND AGAINST THE WAVES

- ☞ Ring/Mastery: Water 2 (Battle)
- ☞ Range: 10'
- ☞ Area of Effect: One target individual
- ☞ Duration: Instantaneous
- ☞ Raises: Range (10' per 3 Raises)

A samurai who possesses the speed and strength of the mighty river is a dangerous foe indeed. The target of this spell gains a Simple Action during the Reaction Stage of the current Combat Round. This action may only be used to make an attack. If the target is incapable of making an attack as a Simple Action, this spell grants him a Complex Action instead. This spell cannot award a shugenja the ability to cast a second spell in the same Round.

TEMPEST OF AIR

- ☞ Ring/Mastery: Air 1 (Thunder)
- ☞ Range: Personal
- ☞ Area of Effect: A cone 75' long and 15' wide at its end
- ☞ Duration: Instantaneous
- ☞ Raises: Area (+5' to the width of the cone), Damage (+1k0), Range (+5' to the length of the cone), Special (+5 to Earth TN against Knockdown per Raise)

You summon a powerful gust of air emanating from your position that crashes into all in its path, knocking them to the ground. All targets within the area of effect suffer 1k1 Wounds and must make a Contested Roll using their Earth against your Air. Every target that fails suffers Knockdown.

TETSUBO OF EARTH

- ☞ Ring/Mastery: Earth 1 (Craft, Jade)
- ☞ Range: Personal or 20'
- ☞ Area of Effect: One created weapon
- ☞ Duration: 5 minutes
- ☞ Raises: Damage (+1k0), Duration (+5 minutes), Range (+5 feet)

You summon a tetsubo of pure earth, studded with all manner of stones. The weapon's default form is a tetsubo, but one Raise can change its form to any other heavy weapon of your choosing. The tetsubo has a DR of 2k2. When wielding this weapon, you may use your School Rank in place of your Heavy Weapons Skill if you wish. If you do have the Heavy Weapon skill, the tetsubo grants you a Free Raise for the Knockdown maneuver (this bonus does not apply if you grant the Tetsubo to another person instead of wielding it yourself). The tetsubo disappears if it is lost from your hand. Instead of summoning the tetsubo for yourself, you may cause it to appear in the hands of an ally within 20 feet. He is treated as the caster for all purposes of the spell, but does not gain the Free Raise bonus.

TO SEEK THE TRUTH

- Ring/Mastery: Air 1
- Range: Personal / Touch
- Area of Effect: One individual touched (may be the caster)
- Duration: 5 minutes
- Raises: Duration (+1 minute)

You call upon the wind to purge the mind of your target, granting him clarity. This spell may negate temporary mental or social penalties suffered as a result of a mechanical effect, including Techniques, Wound Ranks, or other spells. The TN of the Spell Casting Roll made to cast this spell is increased by an amount equal to the Technique Rank, Wound Rank, or spell Mastery Level used to create the penalty in the first place. Disadvantages permanently possessed by an individual may not be countered using this spell.

WAY OF DECEPTION

- Ring/Mastery: Air 1 (Illusion)
- Range: 20'
- Area of Effect: One illusory duplicate of the caster
- Duration: Concentration plus 5 minutes
- Raises: Area (+1 duplicate per 2 Raises), Range (+5 feet), Special (see below)

You can entreat the capricious spirits of the wind to create a perfect duplicate image of you a short distance away. The illusion exactly reflects your appearance at the time the spell is cast, including your clothing and any equip-

ment. The illusion may appear anywhere within the spell's range, and will perform whatever actions you perform while it is in effect. (If you sit down, for instance, your duplicate will sit down as well, even if there is nothing to sit on.) Once you leave the normal range of the spell, the duplicate disappears. If you make two Raises on the Spell Casting Roll, you may leave the area of effect and the illusion will remain in whatever position it was in when you left for as long as you continue concentrating on maintaining the spell.

YARI OF AIR

- Ring/Mastery: Air 1 (Craft, Thunder)
- Range: Personal or 20' (see below)
- Area of Effect: One created weapon
- Duration: 5 minutes
- Raises: Damage (+1k0), Duration (+5 minutes), Range (+5 feet)

You summon a swirling weapon of pure air, only visible as a foggy outline. The weapon's default form is a yari, but one Raise can change its form to any other spear of your choosing. The weapon has DR 1k1. If you do not possess the Spears Skill, you may instead use your School Rank in its place. If you do possess the Spears Skill, using this weapon grants you one Free Raise that can only be used on the Feint or Increased Damage Maneuvers. This weapon disappears if is lost from your hand. Instead of summoning the yari for yourself, you may cause it to appear in the hands of an ally within

20 feet. He is treated as the caster for all purposes of the spell, but he does not gain the Free Raise bonus.



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Printed in the United States.

SKU: AEG 3301

ISBN: 978-1-59472-023-9

