



UNEXPECTED ALLIES

*Legend of the
Five Rings*





UNEXPECTED ALLIES 2

WRITTEN BY: *Daniel Briscoe and Steven Martino*
 EDITED BY: *Shawn Carman and Robert Hobart*
 RPG DESIGN: *Robert Hobart*
 COVER DESIGN: *Robert Denton*
 COVER ART: *Andy Hepworth*
 LAYOUT: *Robert Denton*
 ORIGINAL GRAPHIC DESIGN: *Edge Entertainment*
 ARTISTS: *Christopher Appel, Steve Argyle, Drew Baker, Nate Barnes, Beet, Adam Bray, Dennis Calero, Luis Nunez de Castro, Manuel Calderon, Conceptopolis, Miguel Coimbra, Ed Cox, Edwin David, Max Degen, Molly Denmark, Thomas Denmark, John Donahue, Randy Elliott, Jason Engle, Carl Frank, Richard Garcia, Gong Studios, Anthony Grabski, Troy Graham, Andy Hepworth, Paul (Prof.) Herbert, David Horne, Wen Juinn, Michael Komarck, Amandine LaBarre, April Lee, Alayna Lemmer, Monika Livingstone, Diego Gisbert Llorens, Craig Maher, Jorge Matar, Scott Neil, William O'Connor, Glen Osterberger, Immar Palomera, Jim Pavelec, Ben Peck, Joseph Phillips, Patrick Reinemann, Bob Stevlic, Charles Urbach, Franz Vohwinkel, Kevin Wasden, Mario Wibisono, Jarreau Wimberly*
 PRODUCTION MANAGER: *David Lepore*
 SENIOR BRAND MANAGER: *Todd Rowland*
 CHIEF EXECUTIVE OFFICER: *John Zinser*
 HEAD PLAYTESTER: *Brian Bates*

DESIGN TEAM: *Robert Hobart*
 HEAD PLAYTESTER: *Brian Bates*
 PLAYTESTERS: *Team 1 (Dave Smith, Patrick Chen, Aien Elmi, Jason Kang, Ki Chang Kim, Roger Liang, Arthur Nguyen); Team 4 (Becca Hobart, Kevin Blake, Todd Stites, Daniel Briscoe); Team 6 (Timar Long, Erykah Fasset, Chad Kirby, Mike Brodu, Maxime Lemaire, Ray Rupp); Team 7 (Jason Shafer, Nathan Shafer, Matt Strout, Liza Strout, Joe White, Terry Moore, Eric Newlin); Team 8 (Edward Reynolds, Brebouillet Mathieu, David Whitney, Richard Whitney, Stuart Biggs, Robert Knight); Team 8b (Michael Hill, Shane Pheaney, Chaedy Ritherdon, Tarl Cowly); Team 8c (Thomas Atwood, Ryan Castilla, Henry Joiner, Brandon Woodmen); Team 17 (Tom Lewis, Jamie Kipp, Gavin O'Hearn, Shawn MacLean, John Taylor); Team 18 (Dave Laderoute, Mike Clark, Chris Talarico, Chris Masdea, Lee Vollum, Richard Hewitt, Bill Hrenchuck); Team 19 (Charles Caswell, Vincent Stantion, Eddie Sweeden, Chuck Sweeden, Justin Cross, Fox Whitworth); Team 20 (Matt Tyler, Timothy Hill, Stephen Mumford, Matthew Linkswiler, Paul Casagrande, Robert Zapf); Team 21 (James Freeman-Harris, Sarah Koz, David Wright, James Mosingo); Team 22 (Scott Shepard, Daven Dalton, Andrew Doud, Justin Davidson, Jon Huskey, Trista Lillis); Team 23 (James Wagner, Kevin Pason, Ryan Bataglia, Chris Foster, Jim Friedman, Jason Whiston, Phil Jenicek, Dan Sulin, Izzy Lombardi-Friedman); Team 24 (Tony Love, Cassandra Mullin, Brian Ticken, Kimberly Wajer-Scott, Phillip Scott, Nicholas Love, Jerry Fleenor, Patrick Williams) Jim Friedman, Izzy Friedman, Jay Becknell, Mandy Spice*



Table of Contents

<i>Introduction</i>	<u>6</u>
<i>The World of NPCs</i>	<u>6</u>
<i>Heroes and Villains Described</i>	<u>7</u>
<i>Heroes</i>	<u>7</u>
<i>Villains</i>	<u>7</u>
<i>Neutral NPCs and Motives</i>	<u>8</u>
<i>Creating and Using NPCs</i>	<u>9</u>
<i>Templates</i>	<u>10</u>
<i>Optional Rules: Allies and Enemies</i> ..	<u>11</u>



<i>The Crab Clan</i>	<u>12</u>
<i>Hida Ikarukani</i>	<u>12</u>
<i>Hida Kuroda</i>	<u>13</u>
<i>Hida Sozen</i>	<u>14</u>
<i>Hida Togeriso</i>	<u>15</u>
<i>Hida Yagimaki</i>	<u>16</u>
<i>Kaiu Iemasa</i>	<u>17</u>
<i>Yasuki Namika</i>	<u>18</u>



<i>The Crane Clan</i>	<u>19</u>
<i>Asahina Yasutora</i>	<u>19</u>
<i>Daidoji Akeha</i>	<u>20</u>
<i>Daidoji Sabaru</i>	<u>21</u>
<i>Doji Kusari</i>	<u>22</u>
<i>Kakita Kae</i>	<u>23</u>
<i>Kakita Matabei</i>	<u>24</u>
<i>Kakita Yoriga</i>	<u>25</u>



<i>The Dragon Clan</i>	<u>26</u>
<i>Hitomi Suguhara</i>	<u>26</u>
<i>Kitsuki Daisuke</i>	<u>27</u>
<i>Kitsuki Kouri</i>	<u>28</u>
<i>Mirumoto Katsutoshi</i>	<u>29</u>
<i>Mirumoto Saori</i>	<u>30</u>
<i>Tamori Emina</i>	<u>31</u>
<i>Togashi Genshuo</i>	<u>32</u>



<i>The Lion Clan</i>	<u>33</u>
<i>Akodo Rokuro</i>	<u>33</u>
<i>Akodo Yobu</i>	<u>34</u>
<i>Ikoma Asa</i>	<u>35</u>
<i>Kitsu Hisashi</i>	<u>36</u>
<i>Matsu Agoro</i>	<u>37</u>
<i>Matsu Mieke</i>	<u>38</u>
<i>Matsu Mikura</i>	<u>39</u>



<i>The Mantis Clan</i>	<u>40</u>
<i>Kitsune Iwarou</i>	<u>40</u>
<i>Moshi Amika</i>	<u>41</u>
<i>Moshi Kiyomori</i>	<u>42</u>
<i>Tsuruchi Etsui</i>	<u>43</u>
<i>Tsuruchi Shisuken</i>	<u>44</u>
<i>Yoritomo Emoto</i>	<u>45</u>
<i>Yoritomo Yoyonagi</i>	<u>46</u>



<i>The Phoenix Clan</i>	<u>47</u>
<i>Agasha Miyoshi</i>	<u>47</u>
<i>Asako Kinuye</i>	<u>48</u>
<i>Isawa Mizuhiko</i>	<u>49</u>
<i>Isawa Takashi</i>	<u>50</u>
<i>Isawa Yoriko</i>	<u>51</u>
<i>Shiba Takeshi</i>	<u>52</u>
<i>Shiba Rae</i>	<u>53</u>



<i>The Scorpion Clan</i>	<u>54</u>
<i>Bayushi Arashii</i>	<u>54</u>
<i>Bayushi Azumamoru</i>	<u>55</u>
<i>Bayushi Irezu</i>	<u>56</u>
<i>Bayushi Kahoku</i>	<u>57</u>
<i>Shosuro Atesharu</i>	<u>58</u>
<i>Soshi Tishi</i>	<u>59</u>
<i>Yogo Fujitani</i>	<u>60</u>



<i>The Unicorn Clan</i>	<u>61</u>
<i>Horiuchi Nobane</i>	<u>61</u>
<i>Ide Kin</i>	<u>62</u>
<i>Iuchi Tsung</i>	<u>63</u>
<i>Moto Jin-Sahn</i>	<u>64</u>
<i>Moto Ogaru</i>	<u>65</u>
<i>Shinjo Dun</i>	<u>66</u>
<i>Utaku Mu-Dan</i>	<u>67</u>



<i>The Spider Clan</i>	<u>68</u>
<i>Daigotsu Akihime</i>	<u>68</u>
<i>Daigotsu Chaozhu</i>	<u>69</u>
<i>Kokuji Buncho</i>	<u>70</u>
<i>M'rika</i>	<u>71</u>
<i>Ninube Onchi</i>	<u>72</u>
<i>Omigawa</i>	<u>73</u>
<i>Udo</i>	<u>74</u>



<i>Ronin</i>	<u>75</u>
<i>Hidekazu</i>	<u>75</u>
<i>Kincho the Sixth</i>	<u>76</u>
<i>Seppun Tashime</i>	<u>77</u>



<i>Non-Humans</i>	<u>78</u>
<i>Mak'irtch</i>	<u>78</u>
<i>Mat'check</i>	<u>79</u>
<i>Pep'trcek</i>	<u>80</u>
<i>Zin'tch</i>	<u>81</u>
<i>Chutoburo</i>	<u>82</u>
<i>Hitaka</i>	<u>83</u>
<i>Pokku</i>	<u>84</u>



INTRODUCTION



The smoky tavern was just on the edge of the seediest part of the city, and in Ryoko Owari, that was quite a statement. As the ronin Horobei stepped inside, an attendant offered a greeting and showed him where he could store his weapons. Horobei hesitated momentarily, looking around at the shadows, but he could not turn back. He placed his weapons in the cabinet and walked to the back of the room, searching for his contact.

He saw her in a small booth along the wall. Although she was concealed by a thin piece of cloth that hung across the front of the booth, he could see the tessen placed perpendicular to the edge of the table, the sign he was told to find. Turning to make sure no one was taking too much interest in him, Horobei approached the booth and slid into the seat.

He was surprised to come face to face with an elderly woman. She did not seem infirm, though, and held herself as though she were accustomed to deference. She retrieved the tessen from the tabletop and leaned forward.

"You must be Horobei," she said. "The man who performed so admirably against Mirumoto Tsuda at the Emerald Championship. Of course, had you performed any more admirably, you might be serving the Empress today, and not me." She smirked, and Horobei was unsure how to reply.

"It is an honor to be offered a commission in the Legion of Two Thousand," he began carefully, "but your man Masaya would not tell me exactly to whom I would be assigned. It has been several years since I worked as a yojimbo, so I was surprised to be approached about doing so again."

The woman leaned back and spoke more casually. "My officers insist I employ a yojimbo. I do not need one, but their concern is touching. I hate to worry them."

Horobei's eyes widened as he realized who she was. "You are General Utagawa? I must say, I never expected to be working with someone with such an illustrious history. Though if you insist you have no need of a yojimbo, what would you have me do?"

At this, Utagawa's smirk faded, and her shoulders slumped ever so slightly. "I travel so much, and my officers and attendants often have duties that occupy their own time. I would not mind having someone who I did not have to send away so often, someone with whom I could talk and who would be there in quiet times to be a friend. It has not been the same since...oh, something I should not say. In my youth I met a man named Reikado. He taught me how to live as a wave man. I never understood why he took an interest in me, but I do now."

"I have a daughter, but Tamahime forges her own path. She already knows all my old stories anyway. It would be nice to travel with someone with whom I can share what I've seen in my years. Does this interest you?"

Horobei considered for a moment. He was unsure about having duties as a yojimbo for someone who did not think they needed one, but Utagawa was a legend, and he could not deny his curiosity at the stories she could tell. It was not an offer he could refuse.

"I will accept your offer, Utagawa-sama," he addressed her formally. "I will warn you, though, that even if you do not want a yojimbo, you will have one. I will protect you even if you try to dissuade me. I suspect you will prove difficult, given your history, but I would be honored to serve you. I suppose I only have one question. Where do we go first?"

"I am meeting with a member of my staff tomorrow," she said, a wicked smile showing through the smoke, "and then we will travel to Kyuden Bayushi to accept a contract to relieve one of the Scorpion Clan's units at the Second Pit. I hope your sword is eager, for I expect we will have use of it soon."

"Kyuden Bayushi?" Horobei failed to contain his shock. "Is it safe there? I have heard... interesting things about Bayushi Nitoshi. I would prefer not to learn if they are true."

"Not to worry, Horobei-san," she said confidently. "I knew his mother well, and he has always been cordial to me. Nitoshi is a perfect Scorpion, but he knows well enough that we go where we are paid to go."

"When you have been around as long as I have," she continued, "you can go many places and speak to many people. I traveled so much in my youth that I would wager I met as many important people as any three samurai. We have some time this evening before we must retire. Let us order sake and I will tell you a few stories of the people I have met..."





Welcome, samurai, bandits, magistrates, courtiers, ninjas, and shugenja of Rokugan to *Unexpected Allies III*! The original *Unexpected Allies* book was an iconic installment in the Legend of the Five Rings role-playing game, 1st Edition, and has been a book that is still sought today for the rich information and insights into building NPCs to use in the Emerald Empire. Four editions later, the material from the original book is still something players and GMs go back to over and over again. It's been a long time coming, but we've finally gone and updated the original to include a wider variety of characters for you to use in your campaign, with updated information on heroes and villains in Rokugan, rules for creating your own NPCs and easy-to-use templates to quickly make henchmen and magistrates. We're also providing optional rules for GMs to maximize and get the most of the Allies and Enemies that their players have and make throughout a campaign, which will also give the players a much better grasp on just how much an Ally can do for them, and to what extent a Sworn Enemy will go to make their lives wretched and miserable.

Welcome, to *Unexpected Allies III*!

THE NEW vs. THE OLD UNEXPECTED ALLIES

The original *Unexpected Allies* was an important book, and we want to not only pay homage to it, but update and expand upon the initial concepts and goals the book had when it

was published. We've attempted to keep the format for this book similar to the original. There are two major sections for *Unexpected Allies II*, this introductory and explanatory section which will provide more information what Heroes and Villains are, explain motivations, and provide a quick-and-dirty way to generate enemy encounters on the fly. The second section is the real meat of the book, and contains over 50 different NPCs from all across the Legend of the Five Rings storyline, most of whom have never received storytime in the weekly fictions published by Alderac Entertainment Group. We hope to honor the original, iconic book while also updating it and creating a worthy successor for the 4th Edition of the RPG.

THE CHARACTERS

Unlike many books similar to this one in other systems, we encourage players and GMs alike to explore the content within these pages to find characters that leap out at them as interesting for their campaign. We have gone out of our way to make these characters as balanced as possible, and most of them are relatively low-ranking. The reason for this is with the exception of all but a few high level campaigns, most players are not going to be meeting with the Emerald Champion or a Clan Champion on a regular basis and receiving orders from them.



It's a dual-edged blade - on the one hand, everyone wants to see the stats for their Clan Champion or one of the iconic super villains of L5R's history such as the Dark Lord Daigotsu. The other side of the blade is that it's very difficult to work these characters into a setting or campaign without a lot of work on the GM, and even then, these Clan Champions or other high ranking characters are incredibly powerful, with years or even decades of training, and many have access to items such as Ancestral Swords and Armor that make them leagues above many characters in the world. We don't want that for *Unexpected Allies II*. Those characters are cool and awesome and capable of epic feats, but we wanted to design this book with low level characters in mind. We want these NPCs to be people that your Rank 1 or Rank 2 bushi or magistrates or even bandits can run across in a normal campaign, who have their own goals and desires that they wish to achieve. This will give them something to seek from players, and also give the players a variety of excellent, flavorful, diverse characters to work with in achieving their own goals. There are a few exceptions that are higher rank than many others, and this is intentional. They're designed to be important people within their clan and the Empire, and meeting or even working with them is a great honor that will carry the potential for status and glory for player characters, but bringing about their scorn or wrath will make for many long nights and very little sleep.

One more thing to note about these NPCs - they come from across a wide range of time in L5R's history. Depending on the time you are setting your game, there may not be many characters who would "fit" the traditional cannon for your home campaign. Along with the NPC creation rules, you can easily substitute new names for many of these characters. If you're looking for an almost supernatural Crab bushi who never dies despite constant punishment he suffers, but your campaign is set far before the birth and glorious time of Hida Sozen, you can easily change the name and parts of his background to suite your campaign, and you still have a fully fleshed out character to use. The same goes for nearly every NPC in this book, so feel free to change things around if one doesn't quite fit exactly what you need. This book is 100% designed to be used by players and GMs to bring more interesting, flavorful, and unique characters to their campaign world, and that means you should feel free to adjust things slightly if you find an awesome NPC you want to use, but for instance the time period they are from is before or after your campaign.

The World of NPCs

From a lowly servant working the fields of his lord to a provincial or family daimyo, the range of people who populate Rokugan cannot be more diverse. Court scribes, priests of the Kami, military commanders - they are all part of Rokugan, and thus, part of the world you and your players create and play in. The GM should populate the world of his players with all these different kinds of characters around them, give them potential people to meet and interact with while they are performing their duties to their lord. A simple shrine monk can prove a valuable asset to players, and likewise in a major city the guards or innkeepers can prove just as valuable an asset to PCs as can the lord of a castle or Darling of the Court.

BALANCE

We have aimed to make the NPCs contained in this book mostly lower Ranking characters that have minor to moderate positions within their clans and the Empire. While some games do see the PCs attain high stations such as Emerald Champion, Sensei of a Dojo, or even Voice of the Empress, the majority of games people run do not start and end at these high levels. And for the games that do, many major NPCs - the Clan Champions, Family Daimyo, Jade Champions, and other major positions are outlined in other books in the Legend of the Five Rings line. There are not a lot of lower Rank characters though, even though many of the Empire's greatest heroes and threats have not always been the Dark Lord Daigotsu or Doji Kurohito. With that in mind, we have aimed to present many options for NPCs in the Rank 1 - 3 range for the GM to work with and for players to build relationships with. Keep in mind however, that even if your PCs are Rank 1, a Rank 3 ally can be incredibly powerful, or likewise deadly. We again want to encourage GMs to modify the characters present in this book as needed to suite the NPCs role in the story and to put them on an appropriate level for his players.

FORMAT

Similar to the original *Unexpected Allies*, the majority of this book will be NPCs from all walks of life in Rokugan. You can find these characters in Section 2, starting on Page 12. Section 1 contains this introductory section, followed by a look at Heroes and Villains as they are within Rokugan, followed by a section on neutral NPCs and a 'Motives and Quirks' table that we've updated and revised from the original. Finally, we will provide new templates and quick generation rules for NPCs that GMs can use on the fly for creating a tough single enemy as well as mobs of small henchmen. Along with that, the last part of Section 1 will detail new optional rules for Allies and Enemies that should help give players a better understanding of what these advantages and disadvantages do, and give the GMs some more flexibility in what they can do for and against their players.

Heroes and Villains Described

Most often, in fictional or fantasy settings, “evil” can easily be seen as monsters that ravage the countryside, or sinister sorcerers of incredible power who seek to destroy and remake the world in their own image. Legend of the Five Rings has these as well – the Oni of the Shadowlands and the blood sorcerer Iuchiban are two excellent examples. But most often, the concept of good and evil in Rokugan is not so black and white as the monsters of the Shadowlands and the Crab who valiantly defend the Wall. The intricacies of status and power in Rokugan are where true danger lies for most samurai. One wrong word in court could have you challenged by a duelist more lethal than you’ve ever met, or a simple blunder when visiting another Great Clan could result in shame on your entire family for generations – assuming you’re not immediately ordered to commit seppuku to cleanse the dishonor you brought on your house, your Clan, and the Clan you’ve slighted. World domination and complete destruction, likewise, are goals most samurai do not have. The society that is Rokugan is a complex one, and any individual may wish to simply have a glorious name, or become the daimyo of his family, or become the Emerald Champion. Likewise, a bitter samurai may wish to dishonor an entire family, or position himself such that he can exact revenge on a samurai who wronged his family years ago. Whatever the motivation, Heroes and Villains are rarely straightforward. They are much, much more.

HEROES

What makes a great hero? Ask yourself that question. It’s a question that has nearly infinite answers, and one that everyone will have a different answer for. Saving the world, defeating someone evil, breaking an ancient curse, or sacrificing himself so others can live – those are all easy examples of what would make someone a hero. In Rokugan, the definition of hero is a very subtle one, and can take on many different meanings. Exemplars of the tenets of Bushido, for instance, may be considered heroes. A samurai who takes the fall for a slight committed by his lord, heaping the blame upon himself so as to spare his lord shame, is an honor soul and would be considered a hero by his lord and those around him.

A hero is defined not only by his actions, but by his motives. A samurai who restored order during a peasant revolt is a hero, for he is protecting the Empire and guarding the Celestial Order. His family and lord will celebrate his accomplishments and declare him a hero. Another samurai who helped a village of peasants driven to starvation by the brutal taxation of their lords by marching to the lord’s castle and demanding he treat the peasants with compassion is also a hero. The peasants will thank the Fortunes that the Celestial Order provided a samurai to protect them in their time of need. Upon closer consideration, those two samurai may be heroes, but only to the people they helped. The peasants would not celebrate the man who punished them for trying to force their lord to help them, and the lord will not celebrate the man who forced him to lessen the taxes on his vassals.

THE UNEXPECTED ALLIES II OPEN CALL

When this project was first conceptualized at AEG, there was a contest open to fans of *Legend of the Five Rings* to create a backstory and to stat characters from the collectable card game that had never been featured in the weekly fictions that are written by the L5R Story Team. Many submissions were sent, and many of the NPCs you will read about in this book will be the result of fans sending in characters that were a part of the card game but were not in many or even any fictions for the Emerald Empire. We want to take a moment to thank again everyone who sent in their submissions and thank you for your collaboration on this effort!



An example of the first kind of hero was Emperor Toturi II, the former Toturi Tsudao. She was one of the Four Winds, vying for the throne after the death of her father, Toturi I. Tsudao’s honor was above reproach, and she would never have sullied her reputation with lies and schemes. She was honest and direct with everyone she met, and risked her life on many occasions to protect the people of Rokugan. She sacrificed herself in combat against Daigotsu in the Temple of the Ninth Kami, allowing her brothers to defeat the Dark Lord.

An example of the second kind of hero was Tsudao’s brother Toturi III, Toturi Naseru. Naseru was taught as a child by the power-hungry former emperor, Hantei XVI. Under his tutelage, Naseru learned many underhanded tricks for manipulating or coercing others. During his time competing with his siblings for the throne, Naseru used these lessons to great effect to set up a would-be puppet as Emerald Champion, disrupt his half-brother Kaneka’s supply lines, and generally discredit the others in court. Naseru firmly believed that only someone who mastered these skills could protect the Empire. As Emperor, Naseru’s willingness to defy his own place in the Celestial Order was instrumental in his discovery of the Tomb of the Seven Thunders and the treasures within that would be vital to Rokugan.

VILLAINS

If a hero can be complex, a villain is far more so. Great villains are defined by a number of characteristics. A villain must have an ambition that is at odds with the players, or even the entire Empire, the capability of achieving that ambition, enough success toward that goal to create dramatic tension, and the villain must engage personally with the players. Finally, a villain must act in a manner that will inspire the players to act.

And important distinction among villains is that they need not be evil. A villain must only be opposed to some principle or institution the players support. Many of the best villains have complications, desires, or even believe themselves to be





heroes. In a setting where the dynamic of good and evil is separate from the dynamic of honorable and dishonorable, there are more ways to position an antagonist as a certain kind of villain.

An example of a villain who thought he was a hero is Bayushi Shoji, the Scorpion Clan Champion who planned and executed the Scorpion Clan Coup. Shoji knew that the Prophecies of Uikku warned that the last Hantei would bring about the return of the Dark God Fu Leng. Shoji knew that he must act in order to save the Empire, by killing the Emperor Hantei XXXVIII and his heir, Hantei Sotorii. Shoji planned and executed the coup, killing the Emperor himself. Although he believed that he was doing what was right, Shoji realized the enormity of his actions when the Lion Clan Champion Akodo Toturi confronted him in the throne room in Otosan Uchi. He had fallen victim to the siren call of the Bloodsword, Ambition, and his quest to save Rokugan had turned into a bloody and futile campaign to seize the throne for himself. Although Shoji was clearly the superior swordsman, he purposely drove Ambition into the throne and shattered the blade, allowing Toturi to kill him. Shoji would be remembered as one of the Empire's greatest villains even though he was doing what was right.

An example of a purely evil villain is the Bloodspeaker, Iuchiban. He was Otomo Jama, second son of the Emperor Hantei X, destined to be ignored in favor of his elder brother, the heir to the throne. Jama desired power and to usurp his brother's place as heir. He studied forbidden magic in the Imperial Library, learning of maho. Unwilling to risk his soul to Jigoku, he traveled beyond Rokugan in search of a way to use his dark powers while keeping his soul free. There he discovered the ways of the khadi, the Heartless, and became Iuchiban. He founded the Cult of Bloodspeakers and plotted to conquer the Empire. Although the forces of the clans defeated Iuchiban, his gaijin magic allowed his soul to

survive even when his body died, and to possess another's body later. He rose twice more, and was only defeated when the Fortune of Persistence, Hida Kisada, returned to Ningen-Do with the knowledge of the khadi magic that allowed Isawa Sezaru to finally destroy Iuchiban.

Both villains have a place in a campaign. A villain who occupies a moral gray area provides a GM with ample opportunity to test the players' understanding of the setting and to allow the players to define their characters along the good and evil dynamic in a way that is not addressed at character creation. A purely evil villain is useful to provide an obvious foil for the characters and to give the players an indication of where the campaign plot is heading so that the players have an easier time finding their way without the GM having to lead them there.

NEUTRAL NPCs AND MOTIVES

Although campaigns often focus on major heroes and villains, the majority of characters you will meet in Rokugan are neither. They are soldiers and sailors, merchants and magistrates, farmers and tradesmen. The Empire is full of interesting people your players can meet and who will provide an outlet to direct and shape your campaign. Although these characters do not drive the narrative, their personal interests can provide you with an opportunity to anchor your campaign into the setting and engage your characters with the world on a more personal basis.

Most people in Rokugan are just trying to get by from day to day, to serve their lord, earn enough koku to feed their families or any of a number of mundane purposes that were important before the players arrived and will continue to be important after the players have moved on. Neutral NPCs can play an important role in your campaign, though, because they can offer things to a group of traveling samurai. A

merchant can provide supplies, while an innkeeper provides a place to rest and a hot meal. What both provide that is far more important, though, is a connection to the local region.

Peasant characters in particular are useful for a GM whose players are not yet savvy in the delicate social protocols in Rokugan. A new player can very easily do or say something that would be acceptable in a Western setting, but which will result in the character's death in Rokugan. A samurai interacting with a peasant, though, is much safer. The samurai can say almost anything to the peasant without fear of retribution. This does not mean that samurai can simply force the peasantry to do whatever they wish, though. A samurai must still respect that the peasant serves a samurai lord, and so peasants are a safe balance for newer players.





For more experienced players, the wily merchant and the haughty magistrate are excellent archetypes. Samurai caste merchants often have access to valued items, useful information, and powerful allies. Players have much to gain by befriending a merchant, but that friendship will surely come with a price. Merchants will insist the players reciprocate with something the merchants want. This is an opportunity for small side adventures, or to introduce a new plot into the story with a tale the merchant relays to the players.

A clan magistrate or Emerald Magistrate brings a different set of opportunities. Magistrates are especially useful for introducing conflict or funneling players in a particular direction. Not only can a magistrate frequently exercise greater status over players, forcing them to assist in an investigation, but a magistrate is also more likely to be straightforward with information. When players seem lost or intent on leaving the intended plot, a magistrate can get the campaign back on schedule without much difficulty.

CREATING AND USING NPCs

Creating NPCs can be one of the most enjoyable parts of planning a campaign for a GM. While the visual descriptions of the setting and scene play an important role in showing your players where they are and what is going on around them, the most important parts of the narrative will be accomplished through the other characters in the world. Those characters should be detailed enough that the players are able to recognize what role they might play in the story, but flexible enough that the GM can adapt to any unexpected questions or actions the players may take in response to the NPC.

The simplest way to create a NPC is to follow the character generation rules in the Core Book, and then add experience to bring the NPC up to the desired level. This is restrictive, though, and may not be the best way to create all NPCs. A good GM will introduce NPCs to the players to further the narrative, but also to give the players a connection to the GM. If players have access to a knowledgeable NPC, the can address questions to that NPC that they might otherwise try to ask the GM directly. The NPC keeps the players focused on the story and provides an opportunity to advance the plot while staying in character.

A GM should ask a series of questions to define a new NPC, much like the players answered twenty questions when making their characters. These are the most important questions, but obviously there can be many more.

1. WHAT DO I NEED THIS NPC TO CONVEY IN THE NARRATIVE?

The basic role of any NPC is to anchor the narrative. There are several common archetypes that prove useful to any GM. A NPC can begin a plot by introducing an event or directive to the players. These are commonly the players' own lords or magistrates, but can also include any character the players meet who is in need of help, such as a peasant. Another NPC can serve to stymie the players' efforts. These are often corrupt local officials, samurai who are trying to save face for themselves or an ally, or members of rival clans who merely wish to prevent a player's clan from accomplishing a goal.

Then there are the bystanders. These are NPCs who may have useful informations, but are not involved in the plot and so have no reason to talk about what they know to the players until engaged.

2. WHERE WILL THE PLAYERS ENCOUNTER THIS NPC?

The physical location where the NPC first appears is important. Some characters are more or less likely to be found in a given setting. A small village, for example, is unlikely to have a Great Clan samurai living there. A ronin is possible, but the most common residents will be peasants. If the players are in a large city like Ryoko Owari, though, a far broader range of character types is available. The relationship between the place where the NPC appears and what that NPC would otherwise be doing there can be useful. Players are prone to reading into everything in their situation, even things the GM may not have considered. If the players encounter a Scorpion Clan samurai in a remote village in Phoenix lands, they will assume that the Scorpion is there for a reason that is relevant to their own interests. If the players encounter a peasant instead, they will think nothing of it.

A clever GM uses these cues to create a desired question the players want to ask, or to prevent the players from running off in the wrong direction. If the Scorpion are up to something in this Phoenix village (and when are they not?) then the Scorpion samurai is a good choice for a NPC. If the GM merely wants to give the players access to information about the village without distracting them from what they already know, a peasant is more appropriate.

3. HOW IMPORTANT IS THE NPC?

Status is incredibly important in Rokugan. It delineates the feudal system in a way that creates rigid boundaries between vassals and lords. It also dictates the opportunity for one character to address another, and the manner in which their interactions will happen. For a GM, this is a tool to make NPCs who are more or less willing to be helpful to the players. A group of players with Status 1, for example, can easily force a peasant to answer a question or even accompany them somewhere. The same group of PCs must be deferential to an Emerald Magistrate with Status 4.

The question of how important the NPC must also be considered in light of where the NPC is found. A high status NPC in a remote village would raise questions with the players, as would the presence of a peasant at a closed session of court in a Daimyo's castle.

4. WHAT DOES THE NPC WANT?

Everyone wants something. A samurai may desire glory, or simply to be able to fulfill his duty, a merchant may want to earn a koku, and a peasant may want help feeding his family, or simply to be left alone. These are the handles by which a player can influence or coerce an otherwise uncooperative NPC or engender a friendship or alliance with a NPC who has shared goals. The desires of a NPC can be obvious to the player from the first conversation, or they can be hidden deep and require an investment of time and energy to discover.



It is important to distinguish between a desire and a motive. A motive is the reason for a character's current actions, while a desire is a reason for a potential action. The latent nature of a desire gives the GM flexibility in deciding how the players can learn of or possibly fulfill the desire. Desires are also useful because they do not have to tie into the overall plot and can be introduced only as a factor in interacting with the NPC.

Simple desires are often the best, because they can be introduced quickly and used to maneuver the players in a direction without complicating the plot. A samurai may desire betrothal to someone in particular, or to be assigned to a specific duty or location. A merchant may desire to obtain a rare item. A peasant may desire for his taxes to be lowered or for someone to protect a farm or village from bandits. These desires both curry favor with the NPC and provide the players with some interesting places to go and things to do.

5. HOW WOULD THE NPC INTERACT WITH THE PLAYERS?

The way the GM wants the NPC to interact with the players dictates the role that the NPC should have. These can vary by location and status like several other aspects of the NPC, but the role should also be attuned to the Advantages and Disadvantages of the players. A Greedy player may be susceptible to a merchant, while a Lecherous player would be susceptible to a geisha. If a player has a Brash Lion Clan samurai, a Unicorn magistrate would evoke a different reaction than a Crane magistrate.

Within each social strata, there are varying roles that can influence the disposition of your players to the character. In a small village, a village headman will be more comfortable speaking to samurai than a farmer, while an innkeeper would be somewhere between. Thus your low-status peasant NPC can fill a different role in your narrative depending on his position within the village.

6. HOW POWERFUL IS THE NPC?

This can be the simplest, yet most time-consuming part of creating NPCs. The power level of a NPC is based primarily on the current power level of the party, and adjusted for the relative threat the NPC or players should pose to one another. A major hero or villain should be powerful enough that the PCs cannot harm them unless the GM plans it into the plot. An adversary, though, should be sufficiently powerful to hurt and be hurt by players, but also be able to escape to fight another day should the campaign call for it. And a peasant should be scared of everything (notwithstanding the lethal potential of a peasant with a stick!).

As a general rule, a major character should be at least an Insight Rank above the highest Insight Rank among the players. Because the L5R character advancement system uses diminishing returns on trait and skill advancement, it is preferable to assign those stats without concern for experience point costs, and simply to calculate them directly based on desired Insight Rank.

Templates

For a new GM, or a GM in a hurry, we present the following templates for quick and easy NPC stats. The GM will still need to fill in the characterization, but the numbers are all here. The templates are based on the Insight Rank calculations found in the Core Rules. If your campaign uses modified rules, you will want to modify the templates accordingly.

A typical Rank 1 character will have 120 points of Rings and 10 points of Skills.

SAMPLE RANK 1 BUSHI

AIR: 2	EARTH: 3	FIRE: 3	WATER: 2	VOID: 2
REFLEXES: 3	STRENGTH: 3			
<i>Skills: Athletics 2, Defense 1, Heavy Weapons 2, Intimidation 2, Kenjutsu 3</i>				

A typical Rank 2 character will have 150 points of Rings and 15 points of Skills.

SAMPLE RANK 2 COURTIER

AIR: 3	EARTH: 3	FIRE: 3	WATER: 3	VOID: 3
AWARENESS: 4	INTELLIGENCE: 4			
<i>Skills: Courtier (Manipulation) 3, Etiquette 3, Lore: Heraldry 2, Meditation 1, Sincerity 4, Tea Ceremony 2</i>				

A typical Rank 3 character will have 170 points of Rings and 20 points of Skills.

SAMPLE RANK 3 SHUGENJA

AIR: 3	EARTH: 3	FIRE: 4	WATER: 3	VOID: 4
REFLEXES: 4	INTELLIGENCE: 5 PERCEPTION: 4			
<i>Skills: Calligraphy (Cipher) 3, Etiquette 2, Lore: Theology 4, Meditation 4, Spellcraft 5, Tea Ceremony 2</i>				

A typical Rank 4 character will have 190 points of Rings and 20 points of Skills.

SAMPLE RANK 4 NINJA

AIR: 4	EARTH: 4	FIRE: 5	WATER: 3	VOID: 3
REFLEXES: 5	PERCEPTION: 4			
<i>Skills: Defense 3, Investigation 3, Kenjutsu 3, Ninjutsu 4, Sincerity (Lying) 3, Stealth (Ambush, Sneaking) 4</i>				

A typical Rank 5 character will have 210 points of Rings and 25 points of Skills.

SAMPLE RANK 5 DUELIST

AIR: 5	EARTH: 4	FIRE: 4	WATER: 4	VOID: 4
REFLEXES: 6	WILLPOWER: 5	PERCEPTION: 5		
<i>Skills: Athletics 3, Etiquette 3, Iaijutsu (Assessment, Focus) 6, Kenjutsu 5, Lore: Bushido 3, Meditation 5</i>				



Optional Rules: Allies and Enemies

Legends of the Five Rings RPG supplements, especially this one, contain writeups for some of the most interesting characters from the history of the Empire. These are most often the characters that players enjoy seeing in official materials, and so it is natural for those players to want to interact with their favorite characters in your campaign. The Core Book does include an advantage and disadvantage for both Allies and Sworn Enemies, respectively, that allow players to connect with NPCs at character creation. Those rules, however, may not be explicit enough for all players and GMs because they leave their impact and usage intentionally vague in order to give everyone leeway to define their Ally or Sworn Enemy as they see fit. For a GM who wants NPCs, particularly major NPCs, to play a more direct role in the campaign, the following optional versions of those rules may be desirable.

ALLIES [SOCIAL] (VARIABLE COST)

The player may choose any NPC, with GM approval, who is the player's Ally. The player and the Ally have a special history or connection that the Ally values, and will go out of the way to help the player. The cost for each rank of this advantage is equal to the Status of the chosen Ally. Whenever the player travels to a new location in the campaign, that player will roll 1d10 for each rank of Allies, for each Ally. On a 9, an agent of the Ally will be in the new location who is willing to assist the player in whatever capacity possible. On a 10, the Ally will be in the new location in person and is willing to assist the player. If the player is in the location for a week, the player will re-roll Allies. If an Ally or agent was in the area previously, and the player does not roll the corresponding number for that Ally, the Ally or agent leaves the area on other business.

This advantage may be purchased after character creation. It is recommended that the GM restrict it after character creation to NPCs the player has met in the campaign.

SWORN ENEMY [SOCIAL] (VARIABLE COST)

The player may choose any NPC, with GM approval, who is the player's Sworn Enemy. At some point in the past, the player has done something to upset the NPC, who has sworn revenge on the player. The cost for each rank of this advantage is equal to the Status of the chosen Sworn Enemy. Whenever the player travels to a new location in the campaign, that player will roll 1d10 for each rank of Sworn Enemy, for each Sworn Enemy. On a 9, an agent of the Sworn Enemy will be in the new location who is determined to stymie the player in whatever capacity possible. On a 10, the Sworn Enemy will be in the new location in person and will attempt to hinder or harm the player. If the player is in the location for a week, the player will re-roll Sworn Enemy. If a Sworn Enemy or agent was in the area previously, and the player does not roll the corresponding number for that Sworn Enemy, the Sworn Enemy or agent leaves the area on other business.



THE CRAB CLAN

HIDA IKARUKANI

DESTROYER WAR, AGE OF EXPLORATION

The man known as the Angry Crab is a living legend among berserkers. Hida Ikarukani was a member of the elite unit known as Amoro's Legion when the Destroyers descended upon Rokugan. Although his forebears had fought the Shadowlands for centuries, the forces of Kalima inflicted unprecedented destruction on the Empire. As the war progressed, Ikarukani constantly sought the most important battles, the most dangerous enemies. He could often be seen hurling himself at a seemingly implacable foe with reckless abandon.

Ikarukani's brutal nature on the battlefield was only matched by his pleasant demeanor in times of peace. Unlike many of his brethren who spent time apart from their fellows, Ikarukani embraced the other soldiers in his unit and in others. He has a surprisingly disarming manner for a man who would be drenched in the blood of his foes when next the call came to march to war. Men who would be terrified to see him on the battlefield, knowing that anything in his vicinity could soon be in danger, sought him out after he had calmed, knowing that wherever Ikarukani traveled, there would be camaraderie.

Ikarukani is frequently noted for his unusual sense of humor. While most samurai tread lightly around the berserkers, unsure what could make a man fly into such their infamous rages, Ikarukani appreciates that his fighting style is a curiosity among more traditional warriors. He

bears his nickname with pride and is even known to mock himself when he is enjoying sake with friends. Ikarukani especially enjoys feigning anger when someone jokes with him, laughing uproariously as the blood drains from a friend's face when he or she thinks the massive berserker is about to fall into a rage.

If there is one thing that does put an end to Ikarukani's good mood, it is the Shadowlands. Ikarukani refuses to accept any toleration of the forces of Jigoku, and only begrudgingly accepts that many of his former colleagues now fight among the Damned. Although he will acknowledge the skill and ferocity of those who are tainted but not yet Lost, he refuses to accept that the use of such a unit is a sensible decision for the Crab.

During the Destroyer War, Ikarukani traveled extensively throughout the area under siege. He was most often found near a battlefield, or where the Crab were preparing defenses for an impending battle. After the war, Ikarukani retired to become a sensei at the Sunda Mizu Dojo, teaching the next generation his technique as well as his philosophy. Although in his later years Ikarukani's body shows the signs of his complete disregard for his own safety during his youth, his mind is still sharp, his sense of humor is strong, and he still enjoys a warm cup of sake with friends.

HIDA IKARUKANI

Air: 2	Earth: 4	Fire: 3	Water: 3	Void: 3
Reflexes: 3	Strength: 4			
Honor: 5.3	Status: 2.6	Glory: 7.7		

School/Rank: Hida Bushi 3 (Hida Berserker)

Skills: Athletics 2, Battle (Mass Battle) 3, Defense 1, Heavy Weapons (Tetsubo, Ono) 4, Hunting 2, Intimidation 3, Investigation (Notice) 3, Kenjutsu 2, Lore: Destroyers 2, Lore: Shadowlands 3, Meditation 3

Advantages: Daredevil, Fame (Recklessness in battle), Large, Quick Healer, Virtuous, Wary

Disadvantages: Brash, Driven (Destroy the Shadowlands), Idealistic, Overconfident



HIDA KURODA

FOUR WINDS

Few figures are as tragic as that of Hida Kuroda. Born shortly before the War of Spirits to Hida O-Ushi and Hida Yasamura, Kuroda and his twin brother Kuon were the bright and promising future of the Crab Clan. Kuroda was a brilliant student who studied the tactics of the greatest generals in Rokugan's history. When O-Ushi named him her successor, even Kuon deferred to Kuroda's superior preparation for those duties.

Kuroda ascended to the Championship when O-Ushi fell in battle against Doji Kurohito, the Crane Clan Champion. He was suddenly faced with a growing war with the Crane in the North and the defense of the wall in the South. Kuon had become consumed by rage upon their mother's death, and so Kuroda sent him to fight the Crane, hoping to keep him out of immediate danger. To Kuroda, then, fell the fight against the Shadowlands.

Shortly after he took charge of the Crab armies in the South, Kuroda was faced with the greatest threat the Crab had known in centuries. The Dark Lord of the Shadowlands, Daigotsu, led a coordinated attack on the Kaiu Wall, capturing six of its twelve towers. In the battle for the final tower, Kuroda faced Daigotsu himself. Although Kuroda bought time for his warriors to escape, he was slain by the Dark Lord's servant Kyofu, the Onisu of Fear.

Prior to his ascension to the Championship, Kuroda traveled the Empire extensively. In the course of his studies he studied with both the Shinjo and the Akodo, even so far as to honor his father by attending the Shinjo school for a time. Kuroda was a skilled horseman and personally led the Crab cavalry that his father and great-uncle Tsuru led before him.

Kuroda was a very pious man, studying the Tao and devoting himself to the Fortunes with more dedication than many ever knew. Although most Crab favor Bishamon, Kuroda prayed most often to Ebisu, the Fortune of Honest Work. As a Lord of his people, Kuroda was in a position to understand the depth to which the Crab owed their very lives to the peasants who tended the farms and fed the armies. Kuroda also saw the truth of the Crab's duty to protect the Empire. Although many would say that fighting the monsters of the Shadowlands is a great task worthy of much glory, Kuroda did not see it as such for himself. Kuroda felt a personal responsibility for every man, woman, and child in his lands, and so when he served on the Wall, he saw it as his time to do honest work protecting his people.

Because Kuroda traveled far and wide in his studies, he was well-known throughout the Empire. During the last years of the reign of Toturi I, a traveler on the road would not have been surprised to step into a roadside shrine or inn and see Kuroda there, engaged with those around him whether they be samurai or peasant.



HIDA KURODA

AIR: 2 EARTH: 3 FIRE: 4 WATER: 3 VOID: 3

REFLEXES: 4 WILLPOWER: 4

Honor: 7.8

Status: 8.0

Glory: 6.1

School/Rank: Hida Bushi 2/Shinjo Bushi 1

Skills: Athletics 3, Battle 3, Defense, Heavy Weapons (Tetsubo) 4, Horsemanship 4, Intimidation 2, Kenjutsu 3, Kyujutsu 3, Lore: Lion Clan 3, Lore: Shadowlands 1, Lore: Theology (Shintao) 5, Lore: Unicorn 3

Advantages: Allies (many), Leadership, Multiple Schools (Shinjo Bushi), Social Position (Crab Clan Champion), Seven Fortunes' Blessing (Ebisu), Tactician, Virtuous

Disadvantages: Dark Fate (Become the Onisu Kyofu), Driven (Protect the Crab Clan)





HIDA SOZEN

RAIN OF BLOOD,
TIME OF ENLIGHTENMENT, RACE FOR THE THRONE

If you met Hida Sozen on the road, you may not even guess that he was born to the Dragon Clan. You would be further surprised to learn that he once bore the name Mirumoto Sozen, before being sent to the Crab Clan as a hostage and swearing fealty to the Hida name.

Despite his upbringing and birth, Sozen is the embodiment of all that the Crab Clan stand for in body and in soul. He is fearless, loyal and dedicated to his lords, and to his enemies, incapable of being slain in battle. Arrows would rain, oni claws would rend flesh, katana would cut deep - and yet Sozen would still stand, his indomitable will palpable across the battlefield. He was large even by Crab standards, and took his duty to be a hostage to the Crab Clan willingly and with a raised head. The mystical ways of the Dragon Clan were foreign to him, and he himself found the idea of seeking Enlightenment to be a waste of time. He did embrace the Niten fighting style though, which made him unique among Crab warriors and gave him advantages in battle that many of them did not possess. Learning the tactics and styles of the Hida further broadened Sozen's understanding of battle, making him an incredibly dangerous enemy.

What is possibly the greatest irony of Sozen's life is that, in joining the Crab and exerting his will and force over the world, crushing his enemies before him, he found enlightenment on the battlefield. Realizing the natural order of the world was to die and be reborn again, Sozen's purpose became clear to him - that his part in the great Celestial Wheel was to be the force by which his enemies entered that same wheel, that those who opposed him directly had met their end in this life and would be sent on to the next.

Sozen is calm for a Crab, maintaining a quiet and relatively polite manner in company and in public. He understands that respect for other samurai is not something to be ignored as many Crab are often accused of doing. He is also fiercely loyal to the Crab Clan Champion, accepting that he is now and will forever be a Crab, even if he was born a Dragon. He also holds a high respect for Togashi Satsu, the man who sent him to the Crab, and while he does not hate or feel betrayed by the Dragon Clan, if they ever become the enemies of the Crab Clan, Sozen will not hesitate to carry out the orders of his lord to the fullest. In many ways, he leads a very simple life, and is not only content with that, but happy. He does not have to deal with the dangerous and flowery ways of court, and is left alone most of his time at the Kaiu Wall, a duty he views as sacred and only on orders from the Champion would he abandon it. The one thing that would drive Sozen away from defending Rokugan against the Shadowlands would be answering for the death of his lord, a situation which arose when the Scorpion attempt to take the life of the returned Hida Kisada in 1168, triggering a counter-attack by Sozen and the Crab that led to the start of the Crab-Scorpion War.

HIDA SOZEN

AIR: 2	EARTH: 4	FIRE: 3	WATER: 3	VOID: 3
REFLEXES: 3	AGILITY: 4	STRENGTH: 5		
Honor: 3.9	Status: 2.0	Glory: 3.6		

School/Rank: Hida Bushi 2/Mirumoto Bushi 1

Skills: Athletics 3, Battle 4, Defense 3, Iaijutsu 1, Heavy Weapons (Tetsubo) 4, Hunting 2, Intimidation 3, Jiu-jitsu 2, Kenjutsu (Katana) 4, Lore: Shadowlands 4, Lore: Shugenja 1, Meditation 1, Theology 2

Advantages: Great Destiny, Hands of Stone, Large, Multiple Schools (Hida Bushi), Paragon (Duty), Strength of the Earth

Disadvantages: Brash, Doubt (Meditation), Hostage, Insensitive

HIDA TOGERISO

FOUR WINDS, RAIN OF BLOOD, TIME OF
ENLIGHTENMENT, RACE FOR THE THRONE

SUBMITTED BY MICHAEL HALE

Born to the Hida family in 1110, the cunning Togeriso passed his gempukku in 1124 after having studied with the Phoenix and was immediately noticed by the enigmatic Kuni Yori for his memorization capacity. Under the tutelage of Yori, Togeriso began learning how to serve as the shugenja's personal lorekeeper, a position he was told would directly serve his Champion, Hida Kisada.

The work recorded by Togeriso on Yori's behalf shook him to his foundations. Whatever Yori was doing, Togeriso believed, it was for the good of the Clan and with Kisada's blessing. Within a few months Togeriso was secretly contacted by a member of the Kuni family named Kuni Ozen who believed that Kisada was not only wrong in allowing Yori to perform his dark arts, but that the Empire needed to know. Togeriso stood by his Champion and the Kuni Daimyo, but listened to reason – he set about secretly copying Yori's dark knowledge where he could and sequestering it away for use against the Kuni daimyo if the time ever came.

Only a few months later Kisada marched with the Crab armies on the Empire. While serving alongside Yori, Togeriso was present when their party was slaughtered by Tsukuro. Mistaken for one of the dead, Togeriso managed to escape the bloodbath and made it back to his only partner, Ozen. Togeriso and Ozen dug up the hidden knowledge that had been collected, but where Togeriso wished that the knowledge would be used to stop Yori, Ozen saw other uses. It became evident then to Togeriso that Ozen only desired to use the knowledge for the same reasons Yori did, power. He killed Ozen in a violent duel that left Togeriso crippled.

Togeriso would spend months meeting with the Phoenix and assisting in their struggles against Yori, primarily by helping them recreate what scrolls he had read when he was younger in order to help them rebuild their libraries. Togeriso served as a chronicler of the re-capture of Shiro Hiruma and also recorded the death of Hida Kisada.

In 1142, Togeriso assisted in the destruction of the Blood Temple, a horrible lair of bloodspeakers that served Iuchiban. It was here that Togeriso believed he had seen Ozen, alive. Fearful of such a portent, Togeriso alerted his Champion, O-Ushi. She ordered Togeriso to assist the Kuni and the Hida in destroying him once and for all.

Through every channel he could muster, Togeriso reached out to Ozen with word that he wished to meet. Ozen came to the lorekeeper's archives, believing that Togeriso wished for power to combat old age. Togeriso promised the last of Yori's research, records that even Ozen had not seen.

Ozen soon came for Togeriso at his library and revealed how his resurrection had been at the hands of Yori himself – Ozen was, and always had been, one of his disciples. With Yori gone, Ozen offered Togeriso the same power Tsukuro had offered his old master. Togeriso revealed that he had power, but not the kind Ozen thought. Togeriso fought Ozen, but not before Ozen could set the library ablaze.

HIDA TOGERISO

AIR: 3	EARTH: 3	FIRE: 4	WATER: 2	VOID: 2
AWARENESS: 4		INTELLIGENCE: 5 PERCEPTION: 4		

Honor: 3.0 Status: 3.0 Glory: 3.4

School/Rank: Hida Bushi 1/Asako Loremaster 3

Skills: Athletics 3, Courtier 2, Defense 4, Etiquette (Courtesty) 2, Heavy Weapons (Tetsubo) 3, Intimidation 1, Kenjutsu 2, Lore: History 5, Lore: Maho 5, Lore: Shadowlands 5, Lore: Theology (Fortunes) 3, Meditation 2, Sincerity 1, War Fan 1

Advantages: Clear Thinker, Forbidden Knowledge (Maho), Precise Memory

Disadvantages: Gullible, Lame, Weakness (Strength)





HIDA YAGIMAKI

HIDDEN EMPEROR, WAR AGAINST THE SHADOWS, WAR OF SPIRITS, FOUR WINDS, RAIN OF BLOOD, TIME OF ENLIGHTENMENT

Hida Yagimaki was a famed bushi of the Crab Clan, but his notoriety comes not from his prowess in battle, though his skill is considerable. Yagimaki was one of the clan's most notorious men because of his unwavering sense of honor and his love of good company and good sake. He lived through the leadership of five champions, and by the end of his life had earned such respect from the ruling Hida bloodline that Hida Kuon considered him among the finest men to ever live.

Yagimaki first rose to fame shortly after the Second Day of Thunder. At the wedding of Hida O-Ushi and Shinjo Yasamura, the Crab hosted a traditional sake drinking contest, which Yagimaki won in impressive fashion. His love of sake and his easygoing manner drew the attention of the sake masters Friendly Traveler Village. They arranged for Yagimaki to be assigned to a unit stationed there, that he could learn their techniques. He had a natural aptitude, and soon began brewing a number of fine sakes himself.

Yagimaki served with honor during the War Against the Darkness and, after that conflict and the ensuing War Against the Spirits, settled at Kyuden Hida. While Yagimaki was officially a watch commander, and served dutifully on the Kaiu Wall, he was treasured by his comrades for his prowess after the battle. While a Crane may host a quiet poetry reading, and a Lion a somber memorial for fallen soldiers, Yagimaki celebrated the true spirit of the Crab, throwing raucous parties that celebrated another day of life, the greatest prize for those holding back the tide of darkness.

Although Yagimaki never had any famous personal victories atop the wall, his continued survival spoke for his talents as a warrior. When Yagimaki finally retired from active duty, the celebration at Kyuden Hida was said to last

for days. Even as other duties took him away from the daily activities at Kyuden Hida, Yagimaki always held one great celebration in his home, in the spring when the weather was pleasant. His friends from other clans would travel from every corner of Rokugan for these events, marking the date well in advance to ensure they could arrange for some duty in the area.

Though Yagimaki only rarely engaged in combat, he never allowed himself to lose his edge. When the Destroyers attacked Kyuden Hida in 1173, Yagimaki refused to evacuate when only active duty soldiers were to remain. He remained and helped fight the rearguard action to protect the evacuation. When the Destroyers laid siege to the fortress, Yagimaki was a source of calm and comfort to the younger generation of Crab warriors who had never seen horrors such as were outside the gates.

Yagimaki died in the final push by the Destroyers, as the outer walls crumbled and monsters flooded into the castle. Falling under a wave of enemies, Yagimaki ascended to Yomi, welcomed to one final celebration.

HIDA YAGIMAKI

AIR: 3	EARTH: 4	FIRE: 3	WATER: 3	VOID: 3
REFLEXES: 4	AGILITY: 4	STRENGTH: 5		
Honor: 7.2	Status: 4.4	Glory: 6.7		
School/Rank: Hida Bushi 3 (Defender of the Wall)				
Skills: Craft: Bewing 1, Athletics 2, Battle 3, Courtier 2, Defense 4, Etiquette 2, Heavy Weapons (Ono, Tetsubo) 5, Hunting 3, Intimidation 2, Kenjutsu 4, Lore: Crab Clan 3, Lore: History 3, Lore: Shadowlands 5, Lore: Theology (Shintao) 3, Medicine 3, Meditation 2, Perform: Storytelling 5				
Advantages: Hero of the People, Large, Strength of the Earth				
Disadvantages: Contrary, Idealistic, Permanent Wound				

KAIU IEMASA

DESTROYER WAR,

AGE OF EXPLORATION, RACE FOR THE THRONE

For a Kaiu, life is often marked by long periods without excitement, punctuated by short periods of intense terror and stress. For Kaiu Iemasa, his tenure as daimyo of the Kaiu family seemed like it would be unending terror. Iemasa was one of the most brilliant Kaiu engineers of his generation, and came into his own developing new techniques for fortifying and breaching structures. He used the lessons learned from Daigotsu's attack on the Kaiu Wall during the time of the Four Winds to pinpoint previously unknown structural weaknesses in the towers themselves, weaknesses that Daigotsu exploited by transporting some of his forces beyond the wall itself with maho.

Iemasa became a sensei at the Kaiu Engineering School shortly after the death of Toturi III. The Battle at the Tomb marked the end of the civil war within the Shadowlands, with the demons having taken control of those lands from the Lost. The warfare within the Shadowlands was unprecedented, and so the Crab braced themselves for new attacks on the Empire that never came. Iemasa was able to teach his students in relative peace for a time, but peace never lasts for the Crab.

In 1170, the Daimyo Kaiu Umasu was murdered by what appeared to be a ronin assassin. He did not have any heirs, and so the family chose Iemasa to succeed the gruff Umasu. Iemasa was met with some criticism from those who had preferred another man in Umasu's mold, but his quiet contemplation eventually won over his detractors when they realized that this was one of the smartest men in the Empire, a man for whom no puzzle could go unsolved. Little did they suspect that his capabilities would soon be tested by one of the greatest conflicts in generations.

When the Destroyers attacked the Kaiu Wall, the Crab quickly came to realize they were fighting a losing battle, as the unending waves of invaders crashed against the Wall. Iemasa implemented a plan to retreat from breaches where the Destroyers would find some of his most insidious traps awaiting them. Hundreds of Destroyers died while the Crab re-fortified further inside their territory. Unfortunately, despite Iemasa's best efforts to design emergency fortifications deeper into Crab territory, the entire province was overrun.

Iemasa and his command staff withdrew into Scorpion lands, and from there he directed the use of new, smaller siege weapons that were designed to support pitched battles. These weapons, usually variations of catapults or ballistae that could be transported quickly, were effective in slowing the Destroyers' advance. At the end of the war, Iemasa was instrumental in working with the Scorpion to design and build the wall around the Second Pit.

Iemasa led his family to prosperity during the years after the war, helping to rebuild castles throughout the Empire. He traveled extensively to oversee these projects, and wields more influence than many of his predecessors because so many in Rokugan have sought his family's aid.



KAIU IEMASA

AIR: 3 EARTH: 3 FIRE: 3 WATER: 2 VOID: 2

INTELLIGENCE: 4 PERCEPTION: 3

Honor: 5.0

Status: 7.2

Glory: 3.3

School/Rank: Kaiu Engineer 2

Skills: Battle 3, Craft: Armorsmithing 3, Craft: Weaponsmithing 3, Defense 1, Engineering (Construction, Siege) 5, Kenjutsu 3, Lore: Architecture 3, War Fans 2

Advantages: Bland, Gentry (Kaiu Provinces), Great Potential (Engineering), Social Position (Kaiu Family Daimyo), Servant (Craftsman), Tactician

Disadvantages: Bad Eyesight, Weakness (Reflexes)



YASUKI NAMIKA

FOUR WINDS, REIGN OF BLOOD, TIME OF ENLIGHTENMENT

Yasuki Namika came of age during a very trying time for her family. When Daidoji Hachi was named as the heir to the family shortly before the death of Toturi I, Namika was outraged. She was a devoted member of the Crab Clan and considered her loyalty beyond reproach. Namika was atypical among her brethren in that she did not share their sense of pragmatism, especially in the face of dishonor. As a young woman, she had discovered that her father, a respected merchant, was stealing from the coffers of the Crab. She turned him in and watched impassively as her mother seconded his seppuku.

Namika's sense of loyalty often left her at odds with many of her associates. Because the ascension of Yasuki Hachi had divided the family, Namika learned more of the questionable behavior to which the Yasuki had become accustomed since they joined the Crab. She witnessed brutal trade practices, the hiring of dishonorable mercenaries, and even suspected several members of her family of employing assassins. Unable to tolerate such behavior, but without any means by which to stop

it, Namika requested that she be transferred somewhere else in Crab lands.

When Namika finally received new orders in 1160, it was to somewhere she did not recognize. Hida Benjiro sent her with troops loyal to Kaneka to a small village called Shinsei's Last Hope, deep in the Shadowlands. Namika was fascinated by this hidden bastion, free as it was from any form of taint. Although she was officially assigned as a liaison, Namika continued what had been a very rudimentary course of combat training from her childhood and often joined the soldiers in the defense of the village from the occasional attacks of wandering oni and bakemono.

Shortly after Namika's arrival, Shinsei's Last Hope was set upon by an immense army of Shadowlands beasts. Unlike the fighting she had seen to that point, this was obviously led and organized. To her surprise, Hida Benjiro appeared with the unlikely of reinforcements, the Emerald Magistrates under Yasuki Hachi. Namika scoffed at Hachi and his men as being unprepared for the kind of fighting they would soon endure. Hachi proved his mettle, though, and he and his men were instrumental in the defense of the village. Hachi himself waded into the enemy looking for their general, who he had recognized as his fallen ancestor Tsukuro, defeating him with the aid of Benjiro.

When the battle waned and more reinforcements arrived with Hida Kuon, Namika witnessed one of the most unusual events in her family's already unusual history. Yasuki Hachi, vassal of Crane Clan Champion Doji Kurohito, laid twenty goblin heads at Kuon's feet and demanded to swear fealty to the Crab as well. In doing so, Hachi united the Yasuki and earned Namika's respect.

Namika met her end tragically when she stumbled upon and attempted to infiltrate the Second Gozoku Conspiracy. She feigned interest so that conspirator Doji Jurian would recruit her, but her honorable past betrayed her heart and she was murdered by Ide Haichang in Sunda Mizu Mura.

YASUKI NAMIKA

AIR: 3	EARTH: 2	FIRE: 3	WATER: 2	VOID: 2
WILLPOWER: 3			PERCEPTION: 3	
Honor: 6.1		Status: 3.0		Glory: 2.3
School/Rank: Yasuki Merchant 2/Kakita Bushi 1				
Skills: Commerce (Appraisal) 3, Courtier 2, Defense 2, Etiquette 2, Iaijutsu (Focus) 1, Intimidation 1, Investigation 3, Kenjutsu 3, Kyujutsu 2, Lore: Bushido 4, Lore: Crab Clan 2, Lore: Crane Clan 3, Lore: Law 3, Sincerity (Deceit) 3, Tea Ceremony 2, Animal Handling 2				
Advantages: Irreproachable, Paragon (Honor), Wary				
Disadvantages: Idealistic, Sworn Enemy (Gozoku Conspiracy)				

THE CRANE CLAN

ASAHINA YASUTORA

By DAVID PHILLIPS

The years did no service to the aspiring shugenja. His father, a seasoned shugenja who seen the evils of battle far too often, took his son to the cliffs overlooking the southern sea, and spoke with him on the trials he would face.

During his treks through the lower reaches of the Empire, Yasutora assisted in the hospitals erected when the plague began to sweep through the villages along the Scorpion-Crab border. Living up to the standards ordered of the priests, Yasutora refused service to no child, but the pandemic became more severe—and the reports of the rising dead spread faster than the plague.

It was within a small town Yasutora met a young lord who owed allegiance to no one but his people. Fearing for what could come from the rise of the dead, the young lord insisted the priest only treat adults, for both the preservation of an adult, and the denial of a full grown zombie. Yasutora refused to abandon the children.

Fearing for the worst, and forsaking the celestial order, the young lord ordered the children of the town relocated to nearby villages, forcing Yasutora and his priests to operate in the manner the lord commanded. When the confrontation came the lord held his resolve.

In every direction Yasutora could see the skies burned red. The brashness of the action came and Yasutora knew his time with this man drew to a close.

With the children removed any fear of unnecessary destruction waned from the minds of the forces dispatched to remove the young lord. Yasutora went to speak with the young man, to offer him one final reprieve. "I do not want to remember you as a martyr for a lost reason, Byuko-san. I want to be rid of the memories I will have of the plague over this land, the memory of sick children and dying mothers, of doomed spearmen led by brash lords."

"This is why we exist. Why the Kami allow us to suffer. Don't you see in all of your wisdom why we are made to act in this manner? Become these things we despise? If we do not remember the dying mothers, the doomed legion, and if we forget the faces of the plagued children we lose ourselves. I may die a martyr, but you will carry with you my mark."

The brash young lord drew his blade, and with a careful strike cut a superficial incision into Yasutora's lower torso.

Byuko did not survive the night. Nor did his village survive the arrival of the Imperial Legion when the news of his attack on an Asahina met the ears of the commander moving the detachment. When the eta came to claim the bodies, the Imperial commander insisted Byuko take his place outside of the Celestial Order and to leave no trace of his life. Showing mercy, Yasutora convinced the commander not to punish Byuko so.

ASAHINA YASUTORA

Air: 4 Earth: 2 Fire: 2 Water: 3 Void: 2

Intelligence: 3

Honor: 6.0

Status: 2.4

Glory: 1.9

School/Rank: Asahina Shugenja 2

Skills: Artisan: Ikebana 3, Calligraphy (Cipher) 2, Courtier 3, Etiquette 3, Lore: Theology 3, Medicine 3, Meditation 3, Sincerity 2, Spellcraft 2

Advantages: Friend of the Elements (Air), Hero of the People, Virtuous

Disadvantages: Bad Fortune, Can't Lie, Small, Soft Hearted

Affinity/Deficiency: Air/Fire

Spells: Sense, Commune, Summon, Blessed Wind, To Seek the Truth, Benten's Touch, Path to Inner Peace, Inari's Blessing, Rejuvenating Vapors, Jurojin's Balm





DAIDOJI AKEHA

AGE OF EXPLORATION

Daidoji Akeha is the daughter of former Daidoji family daimyo Daidoji Kikaze. Akeha is seen by many as a strong, honorable leader for her clan despite her youth. Kikaze raised his daughter to view the Daidoji as defenders of the Doji family and of the Crane Clan, and that there are no shortcuts to this duty. Even if a less honorable path presents itself, Kikaze always made sure to instill within Akeha the principles that the honor of the Daidoji is a direct reflection of the Crane and of the Doji, and if Akeha ever sought victory at the cost of honor, it would be empty and hollow, for the honor of the Daidoji and the Doji would be compromised.

The reason that Kikaze trained and raised his daughter with these principles was so that she would never make the mistake that he did many, many years before her birth. Kikaze was the leader of the Daidoji during a very dark time for the Crane Clan, when it was revealed that he was the leader of the Daidoji Harriers. The Harriers were an elite group within the Daidoji that sought victory at all costs, and in extreme cases, even resorted to assassinations or arranging for particularly unfavorable information to come to light about the enemies of the Crane. The Harriers had existed for many, many years as a quiet part of the Daidoji family, and many of the former champions of the Crane Clan had been aware of their existence. Doji Domotai's father, Doji Kurohito, had not informed her of the Harrier's existence, and when she learned of it,

she ordered them to disband and cease the dishonorable tactics that they had carried out for so long.

There was internal conflict amongst the Harriers regarding their disbanding, but Kikaze was loyal to his Champion and followed Domotai's order, ending the internal conflict within the Harriers and Domotai and ending a dishonorable and particularly shameful part of the Crane's secret history.

Daidoji Akeha has no knowledge that the Harriers ever existed at all, the small amount of information known about them wiped away and never spoken of. Were a particularly foolish samurai to ever come across this information and tell Akeha, her immediate reaction would be that of any noble samurai upon hearing of shameful actions within their ancestry - to pull their katana and challenge the offending party to a duel for saying vicious slander and lies. Though she is not nearly as skilled a duelist as many of the Kakita, she has practiced the art because there may ever come a time when she must stand as the champion for a member of the Doji or even her own family, and Akeha is more than happy to bear the burden that her family line has carried since the Dawn of the Empire.

Akeha's military prowess and tactical skills had not been tested before the Age of Exploration, being too young to participate in The Destroyer War. Despite this, the Daidoji family follow her without question, the blood in her veins a clear indication that she is destined to be a strong and honorable leader within the Crane Clan for years to come.

DAIDOJI AKEHA

AIR: 3	EARTH: 3	FIRE: 3	WATER: 3	VOID: 3
REFLEXES: 4	STAMINA: 4	AGILITY: 5		
Honor: 7.2	Status: 7.0	Glory: 5.6		

School/Rank: Daidoji Iron Warrior 3

Skills: Athletics 2, Battle 3, Defense 5, Etiquette 3, Hunting 3, Iaijutsu (Focus) 4, Investigation 2, Kenjutsu (Katana) 3, Kyujutsu 3, Polearms 3, Spears (Yari) 5

Advantages: Balance, Inheritance (The Daidoji Yari), Irreproachable, Leadership, Social Position (Family Daimyo), Strength of the Earth, Tactician

Disadvantages: Idealistic, Obligation (Crane Clan Champion)



DAIDOJI SABARU

RAIN OF BLOOD,
FOUR WINDS ERA

BY MATTHEW TYLER

Daidoji Sabaru was born into a moderately wealthy family, and with his training and connections could have been a first rate chui, taisa, or even shireikan. Instead he focused his energy on becoming one of the Crane Clan's foremost yojimbo of his time.

For Sabaru it was not about fame or glory. He wanted his life to mean something to him personally. The Crane army had many soldiers already, but one thing the Crane needed were yojimbo who could protect the clan's most precious resource: its courtiers. Castles meant nothing to his family and clan if there were no voices in court to keep them safe with Imperial support.

His training among the Daidoji gave him skills that he spent a lifetime perfecting, and his family gave him the resources not only to aid himself in the courts he attended, but to lend to his charges. It was fulfilling for him to use his skills, talents, and resources to benefit the Crane's courtiers, and the reward when he escorted a charge for the last time after a successful mission was worth any missed opportunities anyone might say he missed.

If Sabaru had one major fault, it was his unwillingness to lie. This normally was not an issue for an honorable yojimbo, but in the courts of the Empire, telling the truth caused trouble for many samurai. Although Sabaru experienced some difficulties with others at court, the courtiers he protected showed him how to mask his truth with misdirection and omissions. This tasted sour to him, so he cultivated a gruff exterior so that no one would want to speak with him.

After defeating many challengers and foiling several ambushes against his charges, Sabaru was given the post of yojimbo to Kakita Mai by Doji Tanitsu. Such a promotion did not go unnoticed by his family, or those he had protected in the past. At first Mai was unsure of her new companion, but after reassurances by Tanitsu, she grew more at ease with him.

He served her well, staying at her side through any trouble, always wary of danger and ready to defend her life and honor with his very own. Sabaru never abandoned her, and was even present when Mai's and Noritoshi's son was born, ready to protect them from the False Hoturi should he have made it inside the castle.



After his failure at the Emerald Championship, Noritoshi revealed to Sabaru everything that Shosuro Jimen had said, and fearing for the life of his daughter and son, Noritoshi had to hide them. During a party, they would depart the estate along with several other women and children so the Scorpion would not know which family was the right one. Sabaru pleaded to be allowed to remain by Mai's side, but for the ruse to work, Noritoshi refused the request.

Sabaru was unable to be close to either Noritoshi or Mai during Noritoshi's mission against Jimen, and though he felt great sorrow at having failed to be there to protect Mai when she died, he swore to protect their son. Sabaru retired upon the gempukku of his lord, the Daimyo who would be known as Kakita Ikaru.

DAIDOJI SABARU

AIR: 4	EARTH: 3	FIRE: 3	WATER: 3	VOID: 4
REFLEXES: 6	PERCEPTION: 4	AGILITY: 4	PERCEPTION: 4	
Honor: 6.5		Status: 2.2		Glory: 4.4

School/Rank: Daidoji Iron Warrior 4

Skills: Battle 2, Defense 6, Etiquette 3, Horsemanship 2, Iaijutsu (Assessment, Focus) 7, Intimidation 3, Investigation (Notice) 4, Kenjutsu (Katana) 3, Kyujutsu 2, Meditation 3, Sincerity 3, Spears 4

Advantages: Clear Thinker, Higher Purpose (Clan Yojimbo), War, Wealthy (Rank One)

Disadvantages: Can't Lie





DOJI KUSARI

DESTROYER WAR

Doji Kusari was a man whose life changed because of the end of one of the bloodiest conflicts in the history of Rokugan. Born Ikoma Kusari, he was the youngest son of Ikoma Korin, a veteran soldier. As a young boy Kusari was in perpetual good spirits, even for an Ikoma. Some among his friends and fellow students thought he was a strange child, but his pleasant, quiet demeanor hid a keen mind. As he grew older, Kusari took an interest in Go and became known for his skill at such a young age. Sensing a strong potential as a commander, the Akodo family invited Kusari to attend the Akodo War College, to train with the finest Lion tacticians.

Kusari studied under the general Akodo Bakin at Shiro sano Ken Hayai. While training, Kusari befriended many of the young Kitsu shugenja who lived in the fortress, the ancestral home of their family. During this time he was fortunate to meet and fall in love with Kitsu Juniko, daughter of Kitsu Juri, the Daimyo. Juri knew of Korin and approved of Kusari's introspective manner, a rarity within the ranks of the bushi families of the Lion. Kusari and Juniko were betrothed shortly after Kusari completed his training and passed his gempukku. They were both overjoyed when he was posted to the Lion garrison at the Imperial capital of Toshi Ranbo.

Kusari lived in relative peace for a short time, able to see Juniko frequently, and her father often had business in the capital. Kusari's life would be shattered, however, shortly after his father's ascension as the Ikoma Daimyo. While serving Akodo Ieshige in Toshi Ranbo, Kusari was

sent to Kitsu Taeruko to assist Akodo Tekkan in locating Juniko, who had traveled to the region to investigate a report of bloodspeaker activity. When Kusari arrived it was already too late. The bloodspeakers had murdered Juniko.

Kusari was devastated, but did not have an opportunity to withdraw from public life since his father was now daimyo. Akodo Setai seized upon the need of the Lion to solidify the good relations with the Crane, and he felt that Kusari needed a change of scenery. Setai arranged for Kusari to be betrothed to Doji Domotai, daughter of Crane Champion Doji Kurohito. The young samurai were married the next year and, although they did not love one another, they soon respected one another.

Kusari spent the following years as a key figure in the alliance between the Lion and Crane, serving as a Crane commander in cities where tension with the Lion was likely. During these years of relative peace, Kusari and Domotai grew to love one another, and welcomed the birth of their son just after the ascension of Empress Iweko I in 1170. This second period of calm ended shortly thereafter when the Destroyers invaded Rokugan.

Kusari served with distinction as an army commander with the Crane forces sent south to reinforce the Crab and Scorpion. Although the Daidoji family directed the whole of the Crane military, Kusari's Akodo training made him one of the finest commanders among their forces, and his record during the war reflected his skill and knowledge. Kusari also performed special missions on Domotai's behalf, though any who angered Domotai enough for her to send Kusari away from the battlefield soon learned to regret their behavior.

After the Destroyer War, Kusari was instrumental in rebuilding the Crane armies during the time of peace that followed. He was especially valuable in assisting the Daidoji family in reorganizing their forces into regular armies, as he was one of the few who knew of their previously irregular troop assignments. Kusari retired with Domotai when she stepped down in favor of their son Doji Makoto many years later.

DOJI KUSARI

AIR: 3	EARTH: 4	FIRE: 3	WATER: 5	VOID: 4
REFLEXES: 4	STAMINA: 5	AGILITY: 4		
Honor: 7.4	Status: 6.8	Glory: 4.7		

School/Rank: Akodo Bushi 4

Skills: Battle (Mass Combat) 3, Courtier 4, Defense 3, Kenjutsu (Katana) 5, Kyujutsu 2, Iaijutsu 2, Lore: Bushido 2, Lore: History 2, Sincerity 3

Advantages: Inner Gift (Foresight), Leadership, Paragon (Honor), Tactician

Disadvantages: Driven (Revenge Against Bloodspeakers), Idealistic, Lost Love

KAKITA KAE

AGE OF EXPLORATION

Kakita Kae is one of the most well-known courtiers to have relocated to the Second City. Born to a well-regarded branch of the Kakita, she made a name for herself as a gifted pupil of the famed Artisan Academy. Though she enjoys many forms of art, she excelled in her studies of oratory, and pursued the path of a storyteller to great success. During her days as a student, she was known to be quite mischievous. Her love of rumor and gossip was unending, and she frequently earned a stern conversation with an instructor as a result of her honeyed words.

Before her posting in the Second City, Kae lived in Shizuka Toshi. She often attended social events in that city, especially plays. Although her formal training was strictly in the field of oratory, Kae was always fascinated by the acting and the costumes that accompanied the stories in theater. Kae's favorite plays were invariably those that told a story of true love, as she is a hopeless romantic herself.

Among the first Crane courtiers willing to leave the comfort and safety of the Empire and travel to the Colonies, Kae has made a name as one of the central figures in society there. She now shares tales from Rokugan to a generation that has grown up knowing of the Empire only as a foreign land. With her easy manner and zest for new friends, she attracts an impressive crowd anytime she hosts a party or debuts a new story.

Kae has adapted to her new surroundings in other ways no one expected. She was already adept at integrating into unusual social situations, but she took to the new climate as well. As her own wardrobe was unsuited to the heat, she learned how to make new items, blending the traditional

styles of the Rokugani courts with new fabrics and cuts. Now she sets the newest trends in the Ivory Court, and even impresses the Scorpion with her fanciful costumes and masks. Her rivals in the court are not pleased to see her adapt so quickly.

Today Kae is easily met at the Crane Embassy in the Second City. Her thirst for new stories to tell remains strong, and she often seeks out adventurous samurai to help her chase rumors throughout the Colonies. As a courtier of importance, she has also begun to arrange special events and performances in the Colonies. Now that she has made friendships and alliances with members of the other delegations, she has started matchmaking as well. Although Kae holds no formal title to the political or military leadership of the Crane Clan in the Colonies, she is an impressive figure and is seen as both a facilitator and defender of Crane interests in those foreign lands.

KAKITA KAE

AIR: 3 EARTH: 2 FIRE: 3 WATER: 2 VOID: 3

AWARENESS: 4

Honor: 5.7 Status: 2.4 Glory: 3.0

School/Rank: Kakita Artisan 2

Skills: Acting 3, Artisan: Poetry 3, Courtier 4, Craft: Tailoring 3, Games: Letters 3, Games: Sadane 2, Etiquette 3, Lore: Ivory Kingdoms 3, Perform: Storytelling 4, Sincerity (Honesty) 4

Advantages: Darling of the Court (Second City Court), Sensation, Seven Fortunes' Blessing (Benten), Soul of Artistry, Voice

Disadvantages: Fascination (New Clothing Styles), Rumormonger, Small



KAKITA MATABEI

RAIN OF BLOOD, TIME OF ENLIGHTENMENT, RACE FOR THE THRONE, DESTROYER WAR

The sensei of the Kakita Dueling Academy teach that focus and introspection is the Way of the Crane, but not all students adhere perfectly to their standards; few among them graduate from the school. Only one in recent memory proved everyone wrong and achieved the title of Kenshinzen, a master duelist of the Crane. That man is Kakita Matabei. Matabei's aggressive style was not unexpected, however, and none dared suggest it made him a lesser student. Matabei's father was the legendary Kakita Rensei, the returned spirit who had, in his first life, defied the Kakita technique yet became a deadly duelist in his own right. Matabei was never a patient student, but his skill surpassed all but his rival, Kakita Korihome. Through all of his training, and through his entire life, she was the only one to defeat him. The memory of that loss fueled him throughout this illustrious service to the Crane.

Matabei, unlike many of his peers, did not make his mark on the Empire until later in life, after he became a Kenshinzen. He drew the attention of the Jade Champion, Asahina Sekawa, who bestowed upon him Tomodachi, the Lotus Blade of the Crane, and shortly thereafter he was named Commander of the Empress' Guard. In spite of the hatred his forbears held for the Lion Clan, Matabei took to the Empress Toturi Kurako and protected her with the highest devotion.

Matabei's loyalty and skill were both tested when the Unicorn Khan, Moto Chagatai, marched to Toshi Ranbo and attempted to seize the throne. The Empress' Guard sealed the doors to the throne room and stood guard outside against any who dare harm her. When Bayushi Norachai arrived, Matabei stood alone. He was surrounded by death and so covered in blood that he was unrecognizable. It was obvious that he had brutally cut down the White Guard, the Khan's finest soldiers. The sheer carnage, severed limbs strewn throughout the antechamber, was reminiscent of Rensei's strength with a blade. Matabei felt he failed, though, because the Empress had taken her life rather than risk being captured, which he saw as her belief that he would fail in his duty. His commission by necessity ended, he retreated from public life for a time.

Matabei regained his confidence and entered the court again when he gained the favor of the Emerald Champion, Shosuro Jimen. His peace was short-lived, though, as his betrothed was murdered by the bloodspeaker Yajinden the day before they were to be married. Before Matabei could disappear again, he met his Daimyo, Kakita Noritoshi. Noritoshi told Matabei how Jimen had become Emerald Champion through blackmail. Matabei had learned from his time away, though, that for the family to act together to oppose Jimen would hurt the Kakita. He chose to stand aside from Noritoshi's vendetta.

Matabei's neutrality was not his own to decide, though. Jimen, believing Matabei to be a loyal and dangerous ally of Noritoshi, sent men to arrest him. Matabei refused to be detained, and so struck down the magistrate Bayushi Sorii and his companions, becoming an outlaw. He threw himself into the fight against the destroyers, hiding among the Crane armies. He was sighted only once more, by Kakita Korihome, when he warned her against the conflict with Jimen. Matabei then disappeared as his father had centuries before.

KAKITA MATABEI

AIR: 3 EARTH: 3 FIRE: 4 WATER: 2 VOID: 4

REFLEXES: 5 PERCEPTION: 3

Honor: 4.2 Status: 6.6 Glory: 3.8

School/Rank:

Kakita Bushi 3 (Empress Guard) / Kenshinzen 1

Skills: Battle 3, Courtier 2, Etiquette 4, Iaijutsu (Assessment, Focus) 5, Investigation 3, Kenjutsu 4, Kyujutsu 1, Lore: Bushido 4, Lore: Underworld 2, Meditation (Void Recovery) 5, Sincerity 4, Stealth 3, Tea Ceremony 2

Advantages: Allies (Kakita Noritoshi), Prodigy, Touch of the Spirit Realms (Yomi)

Disadvantages: Antisocial, Brash, Overconfident, Sworn Enemy (Kakita Korihome)



KAKITA YARIGA

FOUR WINDS, RAIN OF BLOOD

Kakita Yariga was one of the last generation of Crane who grew up knowing only hatred for the Lion Clan. Yariga's grandfather had been killed in combat at Shiro no Yojin before Yariga was born, which devastated his mother. Upon his gempukku, Yariga traveled to Daidoji lands and trained to become a scout. He proved very skilled at reconnaissance missions, with an exception sense of his surroundings. He also grew fond of using knives in combat, as he was often able to close with an enemy so fast that his katana would be unwieldy.

Yariga fought in many skirmishes against the Matsu on the borders of their lands, but he did not know war until a gunso he had met once, Daidoji Hachi, was proclaimed heir to the Yasuki family. When the Crane Champion, Doji Kurohito, pressed his claim to the Yasuki lands, the Crab stood their ground and insisted that the claim was illegitimate. Yariga found spying on the Crab to be easier, but far more dangerous. Crab armies were not subtle, but their Hiruma scouts were experts at countering the Daidoji.

Yariga believed that he was part of a just and honorable operation against the Crab until he met a man named Daidoji Ekiken. Ekiken had been cast out of the Doji school and sent to join the Daidoji armies, but Yariga found Ekiken to be unsettling. When their units were combined after casualties began to mount, Yariga discovered why. Ekiken seemed to be part of some kind of separate group that carried out secret missions without even the knowledge of their direct superiors. Yariga wanted to know what Ekiken was doing.

Yariga followed Ekiken into a small coastal village on the edge of Yasuki lands one night and saw him meet with several other men, all dressed in drab clothing without any mons. Yariga hid next to a warehouse and watched as the men climbed underneath the docks with strange bundles.

Yariga never found out where they went. Several minutes later, there was a deep, loud sound from under him and the entire dock gave way. The warehouse collapsed and Yariga was caught in the debris. Although he was able to free himself, a beam had broken his leg.

Yariga returned to his command as quickly as he could with his injury and reported to the commander. The commander told Yariga to say nothing, and two days later he received new orders to Kyuden Kakita. There he met Kakita Noritoshi, who had only recently become the Daimyo. Noritoshi explained that some secrets must remain secret. Noritoshi offered Yariga a place in the Kakita Academy, where Yariga discovered a talent for iaijutsu. Although he was not the most skilled swordsman, Yariga's understanding of the techniques themselves led Noritoshi to name him a sensei.

Yariga helped teach a generation of Kakita duelists, but he never forgot what he saw. He encountered Ekiken once more, just after Otosan Uchi fell to the Daigotsu. They exchanged pleasantries and knowing glances, but Yariga honored Noritoshi's wishes and never spoke of what he saw.

KAKITA YARIGA

AIR: 3	EARTH: 3	FIRE: 4	WATER: 3	VOID: 3
REFLEXES: 4				
Honor: 4.2		Status: 3.5	Glory: 3.3	
School/Rank: Daidoji Scout 3				
Skills: Athletics 3, Hunting (Traps) 3, Iaijutsu 4, Investigation 3, Kenjutsu 3, Knives 4, Kyujutsu (Yumi) 2, Stealth (Sneaking) 2				
Advantages: Forbidden Knowledge (Harriers), Heart of Vengeance (Lion Clan), Social Position (Sensei), Wary				
Disadvantages: Lame, Obligation (Kakita Noritoshi), Permanent Wound				

THE DRAGON CLAN



HITOMI SUGUHARA

RAIN OF BLOOD,
AGE OF ENLIGHTENMENT, RACE FOR THE THRONE

Like most men who climb the mountain and join the ranks of the Tattooed Orders, very little is known about Suguhara's past. It is considered incredibly rude to ask a Tattooed Monk about their past before joining the order, and most shed their previous life when they join. Suguhara himself not only shed his former life, his memories are so clouded after joining the Hitomi that he remembers virtually nothing about his past and who he was before joining the Dragon.

Whoever he was before, Suguhara was naturally skilled in the arts of unarmed combat, and quickly became a junior sensei of the Hitomi during his younger years with the order. His time as a sensei of the Hitomi was short however, as a visit from Bayushi Paneki changed his path, and took him to the Imperial Legions, where Paneki asked Suguhara to train the members of the Legion in the arts of unarmed combat. Suguhara, ever the embodiment of the Hitomi, found the reluctance of the troops to learn and adapt to his teachings an exciting challenge, and though his progress was slow, Suguhara was always looking forward to the day when he knew they'd break through.

That day never came, unfortunately. During the Rain of Blood, the Legion that Suguhara was stationed with came under attack by Bloodspeakers, and when the commander was killed, Suguhara assumed leadership. Following the attack, Bayushi Paneki recommended that Suguhara take leadership of the Legion permanently, and his path as

a teacher ended even as his new path as a commander began. His ascension marked the first time in history at that point that a Tattooed Man was ever given command of an Imperial Legion, but as the war against Iuchiban continued and through the Age of Enlightenment, Suguhara's legion was one of the most disciplined and coordinated groups, and were often called as a support for the First Imperial Legion during Suguhara's leadership.

Suguhara continued to lead as a commander in the Imperial Legions until the Race for the Throne, when the imbalance of the Hoshi and Hitomi families, now connected through their tattoos to divine entities, begin to unravel, and Suguhara met a sad and quiet end in a single suicidal attack against the Crane.

Suguhara was a disciplined man with a singular focus on whatever circumstances fate saw fit to bring him. He believed that Hitomi blessed him with her tattoos for a purpose, and in doing so, he believed that this destiny was to not resist the change in the world or his path in life, but to adapt and grow with these changes while still maintaining his martial strength and prowess in battle. As a leader, he trained his men to be like him - steady, focused, and disciplined in a world where everything can change with the flash of steel or a few carefully spoken words. His men never questioned his leadership or decisions, and followed him into battle as if he was a seasoned Lion tactician.

HITOMI SUGUHARA

AIR: 4 EARTH: 3 FIRE: 3 WATER: 3 VOID: 4

STAMINA: 6 AGILITY: 5

Honor: 3.7

Status: 6.0

Glory: 3.8

School/Rank: Hitomi Kikage Zumi 3
(Imperial Legionnaire)

Skills: Artisan: Sculpting 3, Athletics 4, Battle 4, Defense 5, Investigation 4, Jiu-jitsu 7, Lore: Celestial Heavens 3, Lore: Theology (Fortunes, Shintao) 4, Meditation 3, Staves 3

Advantages: Allies (Bayushi Paneki), Leadership, Seven Fortunes' Blessing (Bishamon), Social Position (Imperial Legion Commander)

Disadvantages: Bad Fortune (Forgotten memories), Overconfident, Obtuse, (Forgotten past)

Tattoos: Bat, Blaze

Kihos: Self no Self, Way of the Willow



KITSUKI DAISUKE

AGE OF EXPLORATION

To any casual observer, Kitsuki Daisuke is a clever, industrious magistrate of the Dragon Clan who came to prominence serving in the Colonies. To those who know him well, he is a man haunted by the death of his uncle at the hands of an unscrupulous Otomo who abused his status and connections to goad samurai into duels, in which he would kill them. Daisuke had been very close to his uncle after his own father's death, and so the loss of yet another parent figure left him bitter and angry.

Daisuke entered into his family's school to train as an investigator, but he was never quite able to hide his emotions. He drew the attention on an older magistrate at Shiro Kitsuki named Kitsuki Teruko. Teruko took Daisuke under her tutelage and assisted him in controlling his emotions. Teruko taught Daisuke to see the Otomo's abuse of his status as an affront to the natural order of things, in much the same way the Kitsuki value physical evidence over deference to the word of a samurai. Once Teruko had Daisuke's absolute trust, she revealed to him that she was a member of the Kolat, the secret organization determined to free man from the oppression of the Celestial Order. Although Daisuke was stunned at first, Teruko had prepared him well. He was soon a dedicated member of the conspiracy.

Daisuke was posted at Shiro Mirumoto and worked with other court attendants to negotiate the marriage between Dragon Champion Mirumoto Shikei and Unicorn Champion Moto Naleesh. The discovery that Naleesh was the reborn Shinjo sent waves throughout the Empire and complicated the negotiations, as neither champion would accept leaving their clan. Daisuke was more than happy to lobby to the Otomo in favor of Naleesh leaving the Unicorn. That she had ascended so quickly based on nothing more than the soul of a Kami was a travesty in Daisuke's mind. His goals never came to fruition, however, as the betrothal was called off.

After he left Dragon lands, he was assigned to the Second City, which gave him the opportunity to seek revenge for his uncle's death. After some searching, he found the Otomo's son, who now served the Crane Clan. Daisuke spent several months scraping together anything that would allow him to accuse the man of wrongdoing. When he finally had enough for the barest of claims, he confronted the Crane and, when the Crane denied the accusation, offered to duel him to resolve the matter. The Crane accepted and Daisuke struck him down without remorse.

Daisuke now lives in the Second City, unsure of his life now that he has had his vengeance. He has not spoken to a member of the Kolat in some time, but he is certain that it is only a matter of time before he is called upon to assist in some plot to resist the Celestial heavens.



KITSUKI DAISUKE

AIR: 3	EARTH: 3	FIRE: 3	WATER: 2	VOID: 3
REFLEXES: 4		PERCEPTION: 4		
Honor: 4.2 (6.2)		Status: 4.5	Glory: 5.5	
School/Rank: Kitsuki Investigator 2 (Kitsuki Justicar)				
Skills: Courtier 3, Etiquette (Courtesy) 3, Hunting 3, Iaijutsu (Assessment, Focus) 4, Investigation (Interrogation) 5, Kenjutsu 4, Lore: Bushido 2, Lore: Kolat 2, Lore: Law 4, Meditation 3, Sincerity (Honesty) 3				
Advantages: Allies (Kitsuki Teruko, The Kolat), Crafty, Forbidden Knowledge (Kolat), Perceived Honor (2), Precise Memory, Social Position (Emerald Magistrate)				
Disadvantages: Dark Secret (Kolat), Disbeliever, Insensitive, Small				



KITSUKI KOURI

THE DESTROYER WAR

SUBMITTED BY JASON SHAFER

In many ways, Kitsuki Kouri seemed to be a typical representative of his family. Possessed of a sharp eye and a keen mind, he exemplified the traits for which the Kitsuki have always been known. He was a leading student at the Open Eye Dojo, training in two Kitsuki traditions. Kouri had studied to be a magistrate like his father, who died defending others during the Rain of Blood. He had also learned the ways of an apothecary, as his mother was in Keen Eyes Strike Village. Ultimately, however, Kouri would follow his own path.

Kouri's mother suffered a fatal accident just prior to his gempukku. With his parents gone, he assumed responsibility for the family household and for the welfare of his three younger sisters. His concern for them tempered any ambition he had and Kouri contented himself with any service to the Dragon that would allow him to stay close to his siblings. The War of Silk and Steel altered his priorities, however, as the push of the Crane and Lion into Dragon lands forced his family to take refuge in Shiro Kitsuki. With his sisters safely within the castle walls, Kouri accepted a new assignment to Kyuden Otomo, assisting the Dragon delegation at the Imperial Winter Court of 1168.

Kouri had never journeyed beyond Dragon lands and had very little experience with samurai of other clans. He continued to learn quickly, however, and his curiosity about the rest of the Empire led him to meet and befriend many

other delegates, including his kinsmen and friend, Kitsuki Sasuke. With the help of Tsuruchi Kaya, both Kitsuki were appointed as yoriki to Emerald Magistrates present at the court, with Kouri serving under Hida Shara.

The months following would be busy for Kouri. The Dragon and Crane made peace, while the Unicorn attacked Toshi Ranbo. When a new Emerald Champion was named, previous promises were fulfilled and Kouri became an Emerald Magistrate. Unable to ignore the opportunities he had been given, Kouri used his rising influence and called on the assistance of allies to ensure that his sisters were cared for in his absence.

As another winter passed, the Dragon received a message from the Caliph of Medinaat al-Salaam, requesting an ambassador. With the assistance of the Scorpion, the Dragon leadership compiled a list of candidates to serve in the Burning Sands. Learning that his name was on that list, Kouri volunteered. Kouri was confident that his sisters could care for themselves without him, as they were now older. His youngest sister did not want to burden the others, though, and so convinced Kouri that she should go with him.

With a small retinue of aides and servants, Kitsuki Kouri and his sister left the Empire. As he performed his new duties within the Caliph's court, Kouri waited anxiously for news, regarding the Empire's struggles against the Dark Oracle of Fire and Kali-ma. Kouri did not hear news from Rokugan for many years. In that time, he made connections and allies throughout the court and the city, just as he had at Kyuden Otomo. Kouri was certain that his clan and his Empress would one day call on him.

KITSUKI KOURI

AIR: 3	EARTH: 3	FIRE: 3	WATER: 3	VOID: 3
INTELLIGENCE: 4 PERCEPTION: 4				
Honor: 6.1		Status: 5.0		Glory: 4.2

School/Rank: Kitsuki Investigator 4

Skills: Courtier (Rhetoric) 3, Defense 3, Etiquette (Courtesy, Bureaucracy) 5, Games: Shogi 3, Horsemanship 2, Hunting (Tracking) 3, Investigation (Interrogation, Notice) 5, Kenjutsu 3, Knives 3, Medicine (Herbalism, Antidotes) 5, Meditation 3, Lore: Burning Sands 2, Lore: Law 2, Lore: Anatomy 3, Lore: Heraldry 2, Lore: Theology 2, Polearms (Nagimaki) 2, Sincerity 3
Advantages: Social Position (Emerald Magistrate, Ambassador to Medinaat al-Salaam)



MIRUMOTO KATSUTOSHI

TIME OF ENLIGHTENMENT, RACE FOR THE THRONE,
DESTROYER WAR, AGE OF EXPLORATION

The Dragon are known for having any number of personality quirks, as their worldly spiritualism leads them down many paths. Mirumoto Katsutoshi, though, is an enigma even among his kinsmen. Born to a low-ranking branch of the Mirumoto family, Katsutoshi always resented his station in life. He was an ambitious young man who did not appreciate the simple pleasures that so many of his colleagues enjoyed. Katsutoshi wanted power and respect.

Katsutoshi trained hard, and though his skill with a blade was not exceptional, he learned to take advantage of the weaknesses of other samurai to further his own ends. Fortune smiled upon him, or so he would believe, when the Dragon Ambassador to the Lost, Mirumoto Taishuu, reported that Daigotsu had abandoned the City of the Lost, and that the Ancestral Sword of the Hantei remained in the city.

Katsutoshi and three other Dragon samurai traveled into the Shadowlands, hoping to reclaim the lost heirloom. Katsutoshi and Mirumoto Hirohisa survived to find the blade, but Katsutoshi had no intention of sharing in the glory, and murdered Hirohisa in the Shadowlands. When he returned to the Empire, he kept it until he could use it to his benefit.

Katsutoshi's life changed forever at the Festival of the Sea Dragon in 1170. He came into conflict with a beautiful Crane duelist, Doji Saori. Saori accused Katsutoshi of stealing a handkerchief that had once belonged to Lady Doji, which he had offered to Ikoma Asa as a gift to her betrothed. Katsutoshi took this as a challenge to the clan and forced Saori to duel Mirumoto Ichizo, a gift student of the Dragon. Ichizo defeated Saori, and to assuage her shame the Crane allowed the Dragon to take her as a hostage.

In Saori, Katsutoshi discovered a kindred spirit. They both desired personal gain and power in ways upon which other samurai would frown. Saori shared with Katsutoshi the words of the gaijin pirate, Garen, on the tenets of Shourido. Katsutoshi was thrilled. Here he finally found a philosophy that appealed to him. He devoted himself to the study of Shourido, and though he knew others would not approve, he did not care.

Katsutoshi found a chance to attain the glory he sought the next year, at Winter Court. Without revealing his

intentions, he brought the Ancestral Sword of the Hantei and presented it as a gift to the Empress. Although the gift was incomparably impressive, events did not go as Katsutoshi hoped. Although the Empress rewarded him, the blade was tainted, and Katsutoshi was scorned rather than celebrated. He left Winter Court shrouded in infamy.

Saori was an unexpected source of reassurance, though. Even when the Mirumoto decided that her time as a hostage was at an end, Saori stayed. Katsutoshi and Saori knew they would wed, but prolonged their betrothal for many years while they traveled the Empire together. When they finally settled in the estates granted to him by the Empress, they focused instead on giving their son the opportunities to rise above those who would falsely claim to be his betters, even if those opportunities had to be obtained in blood.

MIRUMOTO KATSUTOSHI

AIR: 2	EARTH: 3	FIRE: 3	WATER: 2	VOID: 3
REFLEXES: 3		STRENGTH: 3		
Honor: 1.5		Status: 2.6	Glory: 2.7	Infamy: 4.7

School/Rank: Mirumoto Bushi 2

Skills: Courtier 2, Defense 2, Etiquette 3, Iaijutsu 3, Investigation 3, Kenjutsu (Katana) 4, Lore: History 3, Lore: Shourido 3, Lore: Shugenja 2, Meditation 3, Theology 2

Advantages: Blissful Betrothal (Doji Saori), Dark Paragon (Determination), Forbidden Knowledge (Shourido)

Disadvantages: Black Sheep, Consumed (Strength), Dark Secret (Murdered Mirumoto Hirohisa), Driven (Prove himself), Failure of Bushido (Honor), Infamous, True Love (Doji Saori)





MIRUMOTO SAORI

TIME OF ENLIGHTENMENT, RACE FOR THE THRONE,
DESTROYER WAR, AGE OF EXPLORATION

Doji Saori was a duelist and courtier of the Crane Clan. As a child, she showed promise in many areas, and so her parents arranged for her to attend the prestigious Kakita Dueling Academy. She studied hard and graduated with distinction, though she wanted more. Saori knew her talents and believed she deserved a more prominent posting than she received at Kyuden Doji. A year after her gempukku, Saori was seriously injured in an iaijutsu duel. During her recovery, she studied at the Doji Courtier School, and mastered their techniques as well.

After her recovery, Saori was assigned to work with Doji Choshi in the village of Nikesake. While there, Saori participated in trade negotiations with a Scorpion named Bayushi Kaneo. During the negotiations, Choshi forced Saori to issue a challenge to Kaneo over his assertion that the Crane offer was unfair. Insisting the duel to be to the death, Saori cut Kaneo down. Afterward, Saori was troubled that the duel was disproportionate to the insult.

While pondering her role, Saori was approached by the gaijin captain, Garen Hawthorne. He sensed that she was ill at ease, and pointed out that she would not be so uncertain were it not for the flaws in the Code of Bushido. Saori refused to accept that Bushido could be flawed, but Garen persisted. He explained that among his own people,

the virtues in Bushido existed, but were accompanied by other virtues as well: knowledge, insight, strength, perfection, control, will, and determination. These were the virtues that came to be known as Shourido. Garen convinced Saori of the value of these, and Saori embraced them.

Saori then adopted Choshi's method and used her courtly skills to goad many samurai into lethal duels they could not survive. She killed innumerable adversaries in the name of the Crane Clan. It was not until the Festival of the Sea Dragon in 1170 that she met her match. When she attempted to discredit a Lion named Ikoma Asa, saying she stole a handkerchief said to have belonged to Lady Doji. Her word was disputed by a Dragon, Mirumoto Katsutoshi, who named Saori a liar. She challenged Katsutoshi, but he arranged for her to duel the prodigy Mirumoto Ichizo instead. Stunned at having been outmaneuvered, Saori lost the duel. Choshi arranged for Saori to be taken hostage by the Dragon to resolve the matter. Saori was not disappointed by this, for she was intrigued by Katsutoshi.

In Katsutoshi, Saori found a kindred spirit. He was as hungry for power and glory as her, and so she taught him the precepts of Shourido, a path he had already followed, albeit without knowledge of it as a greater philosophy. Many years later Saori and Katsutoshi married, and she joined the Dragon as Mirumoto Saori. She now lives in their estates in Toshi Ranbo, where they raise their son and ensure that any threats to his rise to power are dealt with quickly and ruthlessly.

MIRUMOTO SAORI

AIR: 4 EARTH: 3 FIRE: 3 WATER: 2 VOID: 5
PERCEPTION: 3

Honor: 2.1 Status: 2.1 Glory: 3.4 Infamy: 3.4

School/Rank: Kakita Bushi 2 / Doji Courtier 2

Skills: Artisan: Ikebana 3, Artisan: Poetry 3, Meditation 3, Courtier 3, Etiquette 5, Horsemanship 2, Iaijutsu (Focus) 5, Kenjutsu 3, Kyujutsu 1, Lore: Iaijutsu 3, Lore: Shourido 4, Sincerity 2, Tea Ceremony 3

Advantages: Multiple Schools, Blissful Betrothal (Mirumoto Katsutoshi), Forbidden Knowledge (Shourido), Dark Paragon (Perfection),

Disadvantages: Hostage, Infamous



TAMORI EMINA

RACE FOR THE THRONE

In the aftermath of the War Against the Spirits, years of near-constant warfare left many children in Rokugan orphaned. The daimyo of the newly-named Tamori Family, Shaitung, found and took in one such child. The little girl, Emina, was traumatized from the war, but eventually opened up. Emina was very grateful that Shaitung rescued her and tried to serve her in any way should could, even though Shaitung told her that performing menial chores was beneath the station of a samurai. Shaitung eventually realized that she had the talent to speak to the kami, and so the Tamori family adopted her and taught her the ways of the shugenja.

Emina knew she led a blessed life because Shaitung had found her, and so tried to spread joy to everyone she met. Unlike many in her adopted family, Emina was most at home speaking to the air kami, as they were the ones who were most carefree. They in turn also spoke with her quite readily. Emina enjoyed the minor court functions that she could attend at Shiro Tamori, where she could mingle and meet new people without the tense politicking that happened at other castles.

Emina always hoped that Shaitung would find happiness, but never expected it to happen because Shaitung held such hatred and guilt in her heart over the fate of her father. Emina found reason for optimism, though, when Shaitung met and fought beside Isawa Nakamuro, the Phoenix Clan's Master of Air. Emina could tell that the two leaders of their clans felt a kinship they would not find anywhere else, and so she carefully engaged Shaitung about her feelings for Nakamuro. Although Emina could tell that Shaitung wanted to be with Nakamuro, Shaitung refused to admit it because she could never compromise her duty to her family and clan.

Emina was distressed that her lady could not be happy. She began to pray to Bente that Shaitung would find a way to be with Nakamuro. To her surprise, Bente responded and granted her his blessing. The strength of the blessing gave Emina the wisdom to convince Shaitung to give herself a chance for love. Shaitung relented, and eventually married Nakamuro.

Emina was very pleased that Shaitung had found love, and often greeted Nakamuro when he returned from meetings with the Elemental Council. Nakamuro came to love Emina as Shaitung did, and even gave her private lessons in speaking to the air kami, a privilege unknown outside the Phoenix

Clan. Emina's skill eventually rivaled that even of the tensai of the Isawa family.

Emina's world shattered one night when an explosion rocked Shiro Tamori. Rushing from her rooms, she discovered that the entire wing that housed Shaitung's rooms was gone. Unbeknownst to Emina, Shaitung and Nakamuro had been beset by assassins. Unwilling to let either die alone, Shaitung and Nakamuro had chosen to sacrifice themselves to eliminate their enemies. Emina never recovered from this loss, and in spite of her gifts from Bente, never recovered her cheerful demeanor.

TAMORI EMINA

AIR: 4 EARTH: 3 FIRE: 2 WATER: 2 VOID: 3

INTELLIGENCE: 3 PERCEPTION: 3

Honor: 6.5

Status: 1.6

Glory: 1.4

School/Rank: Tamori Shugenja 2

Skills: Athletics 2, Calligraph (Cipher) 3, Courtier 3, Defense 1, Divination 2, Etiquette 3, Lore: Theology 3, Medicine 2, Meditation 3, Spellcraft 3

Advantages: Ally (Tamori Shaitung), Clear Thinker, Friendly Kami (Air), Friend of the Elements (Air), Seven Fortunes' Blessing (Bente)

Disadvantages: Driven (Help Shaitung find happiness), Gullible, Small, Soft-Hearted

Affinity/Deficiency: Air/Earth

Spells: Legacy of Kaze-no-Kami, Nature's Touch, Bente's Touch, The Kami's Whispers, Striking the Storm, Jurojin's Balm, Extinguish, The Raging Forge, The Ties that Bind, Wisdom & Clarity

Note: Even though Emina is a Tamori Shugenja, because of her natural affinity for air spirits, her Affinity and Deficiencies are reversed.





TOGASHI GENSHUO

FOUR WINDS, RAIN OF BLOOD

Togashi Genshuo was an interesting man, one of the rare individuals to join a Great Clan in spite of a humble upbringing. Genshuo's parents were poor ronin who lived in Lost Samurai Village. Genshuo was a young man when the Dragon Champion, Togashi Hoshi, visited the village on a tour of Kousou Province. While Genshuo was attending his parents and the handful of other samurai in the village, Hoshi noticed him and asked to speak with him. Hoshi took Genshuo aside and merely looked into his eyes. Hoshi then offered to take Genshuo back to Kyuden Togashi and teach him. Genshuo was surprised by this, but his parents encouraged him to go.

At Kyuden Togashi, Genshuo received a mystical tattoo from his lord, and was adopted into the Togashi order. Genshuo did not choose to study the Tao, though. Hoshi insisted that Genshuo follow his own path, and so Togashi Genshuo set off into the world to explore its wonders.

It turned out to be his good fortune to have left Lost Samurai Village, for several months later the volcano, Wrath of the Kami, erupted, destroying the village, killing Genshuo's parents, and

signaling the beginning of war with the Phoenix Clan. Genshuo was outraged that the Phoenix would attack the Dragon refugees who merely wanted to escape the volcano, and so he rushed to their aid.

Genshuo fought in several battles during the war, including the Battle of Ki-Rin's Shrine, where he met the General Mirumoto Junnosuke. Genshuo was distraught that samurai were killing one another when the volcano was still active and the clans should have been working together toward a peaceful resolution and to help the refugees. Before the end of the war, Genshuo disappeared.

Genshuo spent several years as a wanderer, visiting small villages and shrines. He preferred to take part in the trials of daily life wherever he went, working on farms and drinking in taverns. He was always interested in the local people, whether they be samurai with important duties or peasants who lived quiet lives. Genshuo was always ready to trade a story with anyone he met.

Genshuo's travels took a dark turn with the rise of Iuchiban. Where Genshuo had always met happy, warm people on his travels, now everyone was quiet and suspicious. So many small outbreaks of bloodspeaker cultists had cowed the people of Rokugan. Genshuo was outraged at the fear that the bloodspeakers had projected upon the land, and so he sought out Jade Magistrates whenever he could and asked to help investigate and combat the scourge of the bloodspeaker cult.

Although Genshuo's heart was pure, his life ended in tragedy. While assisting a Unicorn named Iuchi Ryoi in Kaeru Toshi, Genshuo unwittingly discovered a cult cell led by a local magistrate. Genshuo did not realize, though, that Ryoi was secretly a part of the cell himself, and when Genshuo told Ryoi, the Unicorn called on the kansens and murdered Genshuo, silencing the tattooed man forever.

TOGASHI GENSHUO

AIR: 3 EARTH: 3 FIRE: 3 WATER: 3 VOID: 3

AGILITY: 4

Honor: 7.6

Status: 2.0

Glory: 6.8

School/Rank: Hoshi Tsurui Zumi 2

Skills: Athletics 4, Courtier 3, Defense 3, Etiquette 3, Jiu-jutsu 5, Lore: History 3, Meditation (Void Recovery) 3, Perform: Storytelling 4

Advantages: Heart of Vengeance (Bloodspeakers), Hero of the People, Paragon (Compassion), Virtuous

Disadvantages: Ascetic, Driven (Purge Bloodspeaker cult)

Tattoos: Ki-Rin

Kiho: Breaking Blow, Banish All Shadows, Cleansing Spirit, Ride the Water Dragon

THE LION CLAN

AKODO ROKURO

RAIN OF BLOOD,

TIME OF ENLIGHTENMENT, RACE FOR THE THRONE

All Akodo Rokuro ever wanted was a lord to serve and a blade to carry in his name. His skill with the blade and his keen mind led to so much more. As a graduate of the Akodo Tactical School, Rokuro was always very perceptive of his surroundings. Unlike many of his fellow soldiers, however, Rokuro was as adept at seeing the way of people as he was of combat or terrain. His skill at negotiating and his willingness to engage with courtiers impressed the Lion Champion, Matsu Nimuro.

Nimuro appointed Rokuro as the governor of Toshi Ranbo, and he was the last governor of that city before it was transformed into the new capital after the fall of Otosan Uchi. Rokuro was instrumental in planning many of the structural improvements that would allow the Emperor to live there, and personally oversaw the construction of the new Imperial Palace alongside the Miya and the Kaiu. When the final preparations were complete, Nimuro recalled Rokuro to Shiro Matsu to serve on his command staff.

Rokuro continued on Nimuro's command staff until Nimuro's death fighting against the Unicorn. Rokuro was shaken by the loss of his champion, but had been prepared for such an eventuality for months. Nimuro had seemed agitated to Rokuro, not exactly himself, and so Rokuro feared that the change in behavior would lead to Nimuro's downfall on the battlefield. Though he had these concerns, Rokuro would never dishonor his Champion to suggest such a thing aloud.

When Ikoma Otemi ascended to the championship until Nimuro's son came of age, Otemi asked Rokuro to stay on the command staff to provide continuity, given how unsure many Lion were of Otemi at the time. Rokuro was honored to assist Otemi, and they worked together planning battle strategies for the Lion into the battles against Moto Chagatai when the Khan sought to take the throne for himself, even after Otemi had abdicated the championship to Matsu Yoshino.

Rokuro was stationed at Shiranai Toshi when the Unicorn attacked in force. He deftly arrayed the defenders against the massive cavalry force and sent word to Kyuden Ikoma of the attack, but it would not be enough. The Unicorn broke his lines and slaughtered every soldier they could find on the

castle grounds. Rokuro was stunned to see such a massive troop movement in the winter, and had underestimated the strength of his enemies. At last he rode out to the front lines himself, wishing that he had ordered a full evacuation instead of throwing his men's lives away without even slowing down the Khan.

Rokuro fought valiantly for hours, but in the end he was just one man. As he circled a heavy cavalryman he had unhorsed with a careful strike, Rokuro felt the sharp punch of several arrows piercing his back. He fell to his knees, and just before the light slipped away he found hope, knowing that behind him thousands of Lion samurai would take up their blades to serve their lord in the war that had just begun.

AKODO ROKURO

AIR: 3	EARTH: 3	FIRE: 4	WATER: 3	VOID: 3
AWARENESS: 4	AGILITY: 5	PERCEPTION: 5		
Honor: 7.7	Status: 5.2	Glory: 4.9		

School/Rank: Akodo Bushi 4 (Akodo Siege Strategist)

Skills: Battle (Mass Combat) 6, Courtier 4, Defense 3, Engineering (Siege) 6, Etiquette 4, Horsemanship 4, Kenjutsu (Katana) 6, Kyujutsu 4, Lore: Bushido 5, Lore: History 4, Sincerity (Honesty) 4

Advantages: Allies (Matsu Nimuro, Ikoma Otemi), Leadership, Paragon (Honor), Sage, Social Position (Governor of Toshi Ranbo, Lion Champion Command Staff)

Disadvantages: Can't Lie, Obligation (Lion Clan Champion)





AKODO YOBİ

THE CLAN WAR, THE WAR AGAINST THE DARKNESS, THE FOUR WINDS, RAIN OF BLOOD

Dedication to one's lord is something every samurai strives to achieve. They should put personal ambition and status second to the needs of their daimyo, but there often arise situations where difficult choices must be made. When a samurai is shamed, he is often allowed to commit seppuku - the honorable way to atone for their shame. A truly cruel punishment is to be cast out from the Clan and made ronin. Often, those who serve this dishonored lord swear fealty to a new one, or commit seppuku as well. A few dedicated samurai will follow their lord into banishment, and Akodo Yobi is one such dedicated, honorable man.

Yobi was a tactician and commander for the Lion, but became a Wave Man when Toturi was cast out and became Toturi the Black. For Yobi, there was no question about service - if your daimyo is going to jump into the mouth of Jigoku itself, you ask for the honor of jumping in beside him.

Yobi's dedication to Toturi went beyond honor or duty though. Yobi believed in Toturi, in the Toturi line, and in the hope that they represented to Rokugan. He followed Toturi through his trials as Toturi the Black, saving him from assassination at the hands of the ronin Voitagı (who would rise from the dead through the power of Jigoku

and swear vengeance upon Yobi) and after the Battle of Oblivion's Gate, was given the honor of joining the Lion Clan once again and taking the name Akodo.

After rejoining the Lion Clan, Yobi would come to serve as an advisor to the young Akodo Kaneka during the era of the Four Winds, and eventually senior advisor to the Lion Clan for both Ikoma Ijasu and Matsu Aoiko during the turbulent times with the Unicorn in the Rain of Blood. He had served Toturi's line well and honorably, and once there was no longer someone of the Toturi line to serve directly, he turned his full efforts to bringing honor and his wisdom to the Clan that Toturi had so faithfully served years ago, serving under Akodo Shigitoshi and working closely with

Ikoma Ijasu and Matus Aoiko.

Yobi did not want anything in life other than to fulfill his duty to those he served and served with. Glory on the battlefield, political status, money... these things were all meaningless before service to daimyo and Clan to Yobi. He declined offers to become a sensei as well or even retire, feeling that when his duty was done was the day he last drew breath.

The closest Yobi ever comes to personal indulgence is his joy of reading history. Yobi found a certain balance and calm in looking to the history of Rokugan and the Lion Clan, and though it was a simple peace for Yobi, that is all he needed. Yobi eventually met his end much like he lived his life, serving at the side of Matsu Aoiko and defending her from his nemesis Voitagı.

AKODO YOBİ

AIR: 2	EARTH: 3	FIRE: 3	WATER: 4	VOID: 3
REFLEXES: 3 WILLPOWER: 4				
Honor: 6.0		Status: 5.0		Glory: 3.5

School/Rank: Akodo Bushi 2 (Insight Rank 3)

Skills: Athletics 3, Battle (Mass Combat) 4, Defense 2, Horsemanship 3, Iaijutsu 3, Kenjutsu 4, Kyujutsu 2, Lore: History 6, Lore: Shadowlands 3, Sincerity 2

Advantages: Clear Thinker, Heart of Vengeance (Shadowlands), Tactician, Virtuous, Social Position: Hatamoto
Disadvantages: Dark Fate (Murdered by Voitagı), Sworn Enemy (Voitagı)



IKOMA ASA

RACE FOR THE THRONE, DESTROYER WAR

While the Lion Clan may value its martial strength over anything else, that strength exists because of the contribution of generations of honored ancestors. The Lion are dedicated to remembering their ancestors and paying their respects through story and song. For this reason, the Ikoma storytellers are revered even though they do not fight alongside their brothers and sisters on the field of battle.

When Ikoma Asa's two older brothers died in skirmishes with the Phoenix and Scorpion during her childhood, she knew she would rather tell of their deeds than follow in their footsteps. Blessed with a pure voice and a talent for song, Asa was admitted to the Ikoma Bard School. She enjoyed the intricacies of the storytelling techniques of the Ikoma, and discovered a talent for other courtly pursuits. Upon her gempukku she traveled to Toshi Ranbo, where she was a darling of the court. She learned to make friends outside her own clan as well, including an intelligent and inquisitive Crab named Kaiu Genji who was known for traveling across the Empire regularly.

Asa hid sadness, though. She knew that with her brothers' deaths, her line would end. Knowing that she would be unlikely to attain a station that would allow her to find a husband who would take her name, she resigned herself to the possibility that she would marry for the Lion, an honorable choice, but not one she believed would bring her happiness.

This changed when she attended the Festival of the Sea Dragon. She met a Crane, Doji Nobuhide, with whom she felt more alive than she could remember. He was an honorable man, and respected the path she had chosen in life. Although Asa and Nobuhide wanted to marry, their lords would have no reason to allow it without some incentive. Asa promised that she would gift the Crane with something wondrous if they were to allow the marriage, but she had nothing to give.

She was found an unlikely source of aid, a Dragon named Mirumoto Katsutoshi. Katsutoshi provided her with a handkerchief, said to have belonged to Lady Doji herself. Asa was overjoyed, and presented the gift to the Crane. To her shock, though, a member of the Crane delegation, Doji Saori, accused Asa of stealing the handkerchief. Katsutoshi came to her aid again, calling

Saori a liar and forcing a duel that Saori would lose, ensuring that Asa and Nobuhide could marry.

The gift of the handkerchief proved more powerful than even Asa imagined. The Crane permitted Nobuhide to join the Lion and take the Ikoma name. Asa was able to continue her family line and honor her ancestors and her brothers. In later years, she often visited Katsutoshi and Saori, who had married to her surprise, in Toshi Ranbo. Nobuhide warned her against spending much time in the capital, though, as he did not trust Katsutoshi or Saori.

Asa and Nobuhide retired together during the peace after the Destroyer War, dedicating themselves to a temple to Bentei in Crane lands.

IKOMA ASA

AIR: 4	EARTH: 3	FIRE: 2	WATER: 2	VOID: 3
AWARENESS: 5		INTELLIGENCE: 4 PERCEPTION: 3		
Honor: 5.2		Status: 1.9	Glory: 2.1	

School/Rank: Ikoma Bard 3

Skills: Artisan: Poetry 4, Courtier 3, Etiquette 4, Lore: History (Lion Clan) 5, Lore: Law 3, Meditation 3, Perform: Storytelling 6, Sincerity (Honesty) 4, Tea Ceremony 2, Horsemanship 1

Advantages: Allies (Mirumoto Katsutoshi, Mirumoto Saori), Darling of the Court (Toshi Ranbo), Sage, Voice

Disadvantages: Driven (Continue her line), Lost Love (Her brothers), True Love (Doji Nobuhide)



KITSU HISASHI

THE FOUR WINDS

Kitsu Hisashi was a young shugenja with golden eyes that indicated his full-blood Kitsu ancestry during the time of the Four Winds. He was a calm, stoic individual who seem to enjoy some of the more repetitive and mundane work of the Kitsu family, and after his gempukku was sent to the Kitsu Tombs where he diligently and happily worked on maintaining the records of the library. His approach to this task was such that many believed Hisashi to be without emotion at all, reacting in the same collected, stoic manner to all form of news and interaction with the other samurai who visited the Tombs. For Hisashi, there was a peace in being free of emotion and the concerns that they could bring, and while no one else would have guessed it, Hisashi was a happy and content man.

All of this changed when the Tsuno attacked the Lion Clan. Led by the Onisu Nikushimi, the Tsuno attacked the Lion provinces with brutal efficiency, using their ability to walk between the Spirits Realms to appear where the Lion were weakest, and then disappearing before they could mount any kind of defense. When the Tsuno attacked the Kitsu Tombs, Hisashi singlehandedly defended the Tombs from a pair of Soultwisters, a feat that surprised everyone present. Because of his quiet and reserved nature, many did not have a clear understanding of Hisashi's magical talents, and he would go on to further prove the latent power that coursed through his veins.

The attack on the Kitsu Tombs by the Tsuno changed Hisashi forever. Where once there was a quiet, reserved man there was now a controlled, nearly endless fury and hatred. Hisashi no longer sought contentment in the scrolls and history of the Kitsu family, instead working diligently to understand the Tsuno and ultimately eradicate every

single last one of them. Hisashi would eventually discover the true nature of the Tsuno: they were once pure Kitsu creatures, and this information proved instrumental for the Lion in combating the Tsuno.

Hisashi's research in his pursuit of destroying the Tsuno led him to a greater understanding of the Spirit Realms, and he was instrumental in negotiating an ultimate peace between Emma-O, the Fortune of Death, and the Shi-Tien Yen-Wang, the gaijin Lords of Death that were worshiped by the Moto family. This feat is somewhat understated in the history of Rokugan, unknown to most even in the Unicorn Clan, but it fundamentally altered the way the dead were judged and sentenced within the Celestial Order and its impact cannot be overstated.

Before and after the attack of the Tsuno, Hisashi lived for the focus of his duty. Research and upkeep of the Kitsu Tombs, understanding and slaying the Tsuno - whatever Hisashi set out to do, he did not rest until his duty was complete. This dedication was nothing short of obsessive and if put in a position where Hisashi had to choose between the focus of his obsession or the orders of the Lion Clan, Hisashi would have had to make a difficult choice. Thankfully, for most of his life Hisashi's obsessions were in line with the needs and goals of the Lion.

KITSU HISASHI

AIR: 3 EARTH: 4 FIRE: 2 WATER: 3 VOID: 3

INTELLIGENCE: 3

Honor: 5.5

Status: 1.5

Glory: 1.4

School/Rank: Kitsu Shugenja 3

Skills: Anatomy (Tsuno) 3, Battle 2, Calligraphy (Cipher) 3, Etiquette 3, Lore: History (Kitsu) 4, Lore: Spirit Realms 3, Lore: Theology 3, Spellcraft 3, Staves 5

Advantages: Heart of Vengeance (Tsuno), Magic Resistance (Soultwister Magic - Rank Three), Touch of the Spirit Realms (Meido)

Disadvantages: Consumed (Knowledge), Insensitive

Affinity/Deficiency: Water/Fire

Spells: Clarity of Purpose, Reflections of P'an Ku, Rejuvenating Vapors, Regrow the Wound, Strike of the Tsunami, To Seek the Truth, Mists of Illusion, Courage of the Seven Thunders, Minor Binding





MATSU AGORO

TIME OF ENLIGHTENMENT

SUBMITTED BY MATTHEW TYLER

Sometimes one's fate is outside of their hands. Matsu Agoro was one such person, a tragic figure among the ranks of the Lion Clan. As a young child, Matsu Agoro was prone to sleepwalking. It did not happen often, but occasionally enough that the family servants became accustomed to it. Sleepwalking is not a truly rare occurrence, and his parents felt his would outgrow it with age. This was indeed the case, and by the time Agoro was ready to join the Matsu dojo, no one had seen him sleepwalk for years. It wasn't until later in his initial training that the truth became known.

One night, Agoro was seen leaving the dojo by a fellow student, who reported the departure to their sensei. The next day, Agoro was among the other students, as awake as any of them. When confronted about the incident he calmly replied he had never left the dojo. The sensei let the occurrence pass but kept watch over the barracks that night. As the late hour approached and the moon rose high, Agoro was spied sneaking out of the dojo with a deftness and skill that showed one adept at such skills. It took all of her training to follow, but Agoro's sensei was able to follow him at a discreet distance. All night long he went from geisha house to gambling den, taking part in almost any form of vice the city had to offer.

The next day Agoro was among the students just as if he had slept soundly all night long. His sensei confronted him about what she saw, and he flatly denied having ever gone out at night. As far as he knew, he had gone to sleep and woken up in his own bed. So sincere were his words, that his sensei called a shugenja.

Born at night, Matsu Agoro was touched by Onnotangu, and as such, half of his life is in Lord Moon's control. The sleepwalking at night as a child was merely the first instance of Lord Moon exerting control. When it stopped, it was in fact Onnotangu taking full control and being able to sneak out without notice. Under his own will, Matsu Agoro was an honorable man, a picture of what it meant to be a Lion bushi. Under the will of Onnotangu though, Matsu Agoro was the exact opposite, a dishonorable and disreputable man who values personal pleasure through vice and sin.

This revelation, something no one could cure, meant that Agoro could never hold a position of any honor within the Lion Clan, and his actions, though out of his control, were disgraceful. There was but one option, the life of a Deathseeker.

MATSU AGORO

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

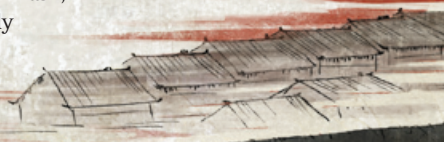
School/Rank: Matsu Berserker 2 (Deathseeker) (Deathseeker is Agoro's Rank 1 Technique)

Skills: Athletics 2, Battle 1, Defense 3, Jiujutsu 2, Kenjutsu (Katana) 4, Kyujutsu 1, Lore: History 3, Lore: Spirit Realms 2, Sincerity (Honesty) 3

Advantages: Strength of the Earth

Disadvantages: Black Sheep, Dishonored, Lord Moon's Curse

Note: When Agoro is under the effects of Lord Moon's Curse, he also has the following disadvantages - Brash, Compulsion (Drinking), Lechery (Rank One), Greedy





It was during the coronation of Hantei Naseru as Toturi III that Mieko betrayed a small amount of sadness, and that falter quietly attracted the attention of Doji Kaneshiro, a Crane courtier and a recruiter for the newly reborn Gozoku. He engaged her in discussion, appealing to her idealistic views and devotion to the tenets of bushido, while subtly pointing out and emphasizing how, in the past, the Emperor had used such views to gain political advantage, twisting the code of bushido to get the upper hand in a political game. Mieko agreed, seemingly finding in the Doji a kindred spirit, someone who understood how the celestial order was being damaged. Kaneshiro used this newly forged friendship to gain minor advantages for the Gozoku, asking Mieko only for minor favors; information on seemingly unimportant troop movements, delays for certain caravans and the like: small things that would neither compromise her honor, nor her direct orders from her superiors.

After some time and more discussion with Kaneshiro, Mieko began to believe in the ideals of the Gozoku movement. The Emperor was corrupt. The true paragon of bushido was dead. At this point, the necessary course of action was to guide the system from within - to change things so that only those who properly understood and were devoted to bushido could control the Empire. Upon her initiation to the Gozoku conspiracy, Mieko swore an oath to commit seppuku upon the success of the Gozoku, thus reconciling the fulfillment of Bushido and her betrayal of her oaths to the Empire. Then her service would be complete.

MATSU MIEKO

AIR: 3	EARTH: 3	FIRE: 4	WATER: 3	VOID: 2
REFLEXES: 4	PERCEPTION: 4			
Honor: 4.0	Status: 2.5	Glory: 4.0		

School/Rank: Matsu Berserker 2 (Agent of the Second Gozoku)

Skills: Athletics 3, Battle 2, Courtier 2, Jiujutsu 1, Kenjutsu (Katana) 5, Kyujutsu 4, Lore: Bushido 7, Lore: History 4, Lore: Gozoku 1, War Fans 3

Advantages: Allies (Doji Kaneshiro, The Gozoku), Forbidden Knowledge (Gozoku), Paragon (Honor)

Disadvantages: Dark Secret (Member of the The Gozoku), Idealistic, Obligation (The Gozoku - commit seppuku upon victory), Sworn Enemy (Toturi III/Toturi Naseru)

MATSU MIEKO

FOUR WINDS, RAIN OF BLOOD,
TIME OF ENLIGHTENMENT

SUBMITTED BY ELIZABETH HELLMER

Born in 1143 as the only daughter of a Matsu mother and an Akodo father, Mieko was raised like most Matsu children: she was ready and eager to become a weapon in service to both the clan and the Empire. Losing both of her parents to the War of Spirits, she took solace in Bushido at a young age, so she came to believe that only the code and complete devotion to its rigid strictures were vital. Mieko came of age and performed her gempukku ceremony in the year 1158, only weeks before the death of Toturi I. She joined the Matsu armies and excelled, achieving rapid promotion to Gunso after exemplary actions during skirmishes with the Unicorn.

The death of the Emperor caused chaos all throughout the empire. To Mieko, it seemed that the Empire to which she had dedicated herself was corrupt, poisoning itself from within. Toturi Tsudao, the firstborn of the emperor and someone whom Mieko admired as the living embodiment of Bushido, seemed to cut through the chaos and bring order back to the empire. It was through her honorable actions that Mieko became convinced that Tsudao was the only heir with a right to the throne. None of the other Winds showed a glimmer of (let alone exemplified) true bushido in Mieko's eyes. Mieko dedicated her life to following Tsudao. When Tsudao declared herself Empress in 1159, Mieko's heart swelled with hope, knowing that the Empire would be led down the true path. The Empress' death soon after shattered the foundations of Mieko's world.

MATSU MIKURA

THE DESTROYER WAR, AGE OF EXPLORATION

In her youth, Matsu Mikura was in many ways the antithesis of a traditional Matsu. She was carefree, often taken to walking through gardens or nearby fields of flowers, and showed little deference towards other members of her family or samurai of other clans. She was a happy girl with incredible beauty, and often found the attention of others amusing, but thought little of it beyond that. While her behavior was not dishonorable, it was something that came as a surprise to her family, and try as they might they were unable to change Mikura's happy, whimsical outlook on life. Her aunt, the legendary Matsu Kenji, admired Mikura's outlook on life but understood that someday she would have to face the reality of being a Matsu and a samurai. But for Mikura, death and blood and steel were simply less interesting than the beauty of life and nature and finding happiness in these things.

Despite her desire for the simpler things in life, Mikura was a prodigy in her time. She was the top of her class when she graduated the Matsu Bushi school, demonstrating superior technique and understanding of the principles and teachings of the school. The only red marks on Mikura's education were the irreverence she continued to demonstrate, despite constant scolding from her teachers.

Upon graduation, Matsu Kenji sent Mikura to train with the Mantis for one year, seeking to improve the relationship between the two clans. The teachers of the Lion tried to curb Mikura's nature, and were strict, but within reason. Upon starting her training with the Mantis, the sensei of the Yoritomo had no such reservations about punishing Mikura's behavior despite her being their guest. Mikura viewed the harsh training by the Yoritomo initially with some revulsion, but over the course of her training with them and serving on a Mantis kobune, she finally came to understand the delicate balance she must maintain between honor and duty and respect for her position as a samurai and to others, and the free spirit that still burned within her. Though she did not study the use of kama extensively, her natural talents came to light when she excelled in the use of the bow, and became noteworthy among the Mantis during her stay because of this.

Upon the completing her year of training with the Mantis, Mikura served the Lion on the The Deathless, the legendary kobune discovered by Ikoma Otemi, and eventually was stationed in Toshi Ranbo. She was one of the Lion's best strategists and warriors during the Destroyer War and would live to continue to serve them into the Age of Exploration.

Mikura's training with the Mantis instilled in her the reverence that her family sought for so long to do themselves, and her incredibly beauty continued to attract much attention, most of which Mikura took with a smile and a nod. When performing her duties Mikura is a picture perfect Lion bushi, but in her free time, she prefers the simple, beautiful things in life, leaving her armor to be donned again when the Lion, and the Empire, have need of her.

MATSU MIKURA

AIR: 2	EARTH: 3	FIRE: 3	WATER: 3	VOID: 2
REFLEXES: 3				
Honor: 5.7		Status: 2.9	Glory: 4.7	

School/Rank: Matsu Berserker 2

Skills: Athletics 2, Battle 1, Craft: Sailing 3, Etiquette 2, Horsemanship 1, Jiujutsu 2, Kenjutsu (Katana) 2, Kyujutsu 4, Lore:History 3, Lore: Mantis 2, Lore: Nature 3

Advantages: Dangerous Beauty, Great Potential (Kyujutsu), Social Postion (Matsu Kenji's niece), Way of the Land (Matsu provinces, Isles of Silk and Spice)

Disadvantages: Contrary, Small



THE MANTIS CLAN

KITSUNE IWAROU

AGE OF EXPLORATION

SUBMITTED BY BREBOUILLET MATHIEU

Kitsune Iwarou is in many aspects the traditional Kitsune. He is more at home in the wilderness than in the courts; he has spent most of his life scouting the Kitsune forest and living with the animals' spirits. But his story is far different. Kitsune Iwarou is a bushi. He has been trained in the Seppun Guardsmen thanks to a legacy few Fox clan, or even samurai at large, remember.

Iwarou is the great-grandson of Kitsune Taro, the last commander of the Mondai Ketsu. The Mondai Ketsu, the fury of Hantei as they were called, was a small unit of special magistrates that answered only to the Emperor itself, created to act as a special police that would not be bound by social limitations. They quickly earned a reputation for brutality and were hated by the pacifist Phoenix Clan. With the death of the Emperor who created them, the Mondai Ketsu were used less and less, and were completely inactive by the reign of Toturi. It created tensions among the members, for their position was hereditary, but before anything could happen, Daigotsu attacked Otosan Uchi and the Mondai Ketsu were all killed to a man.

Taro's grandmother and great-uncle were children at this time and weren't in the Fox Clan embassy when the Mondai Ketsu were massacred. They inherited positions in the Mondai Ketsu's when they reached adulthood, as did Taro's father when he came of age. When Iwarou came of age, he decided that it was time to resurrect

the defunct group. In an Empire in which heresy started to brew and traditions were forgotten in the Colonies, they would be an arm to enforce the Empress' divine vision without requiring the help of the Spider. He decided to wear white at all times until the group was officially used again, since it was never officially disbanded. The return of the Uruwashii convinced Iwarou he was doing the right thing. The fact that he received the protection bestowed normally on the members of the Mondai Ketsu made him believe the Empress would be amenable to his demands, if he could contact her.

Iwarou lives in Toshi Ranbo, in estates owned by the Kitsune family prior to its absorption into the Mantis Clan. Although Iwarou is loyal to the Yoritomo family, he romanticizes the days when the Fox Clan lived in peace in the forests of their home, unburdened by the machinations of the Mantis. Anyone who meets Iwarou finds him to be a pleasant, if introspective man. He often engages other young bushi in journeys with him to uncover more information about the Mondai Ketsu, or even to accompany him on missions he feels he is bound to undertake as part of the ancient oaths of his family.

KITSUNE IWAROU

Air: 3	Earth: 3	Fire: 3	Water: 2	Void: 2
Honor: 5.5	Status: 1.0	Glory: 3.0		

School/Rank: Seppun Guardsman 2/Kitsune Ranger 1

Skills: Athletics 1, Battle 1, Courtier 1, Defense 3, Etiquette 3, Hunting 3, Iaijutsu 2, Investigation 3, Kenjutsu (Katana) 2, Kyujutsu 2, Lore: Law 4, Stealth 3

Advantages: Ally (Mondai Ketsu), High Purpose (Return the Mondai Ketsu to glory), Sacrosanct

Disadvantages: Idealistic, Kalani's Landing Stigma (Treat this as the same as Zakyō Toshi Stigma from Strongholds of the Empire)

Kata: Striking as Air, Striking as Earth, Striking as Fire



MOSHI AMIKA

RAIN OF BLOOD,
TIME OF ENLIGHTENMENT,
RACE FOR THE THRONE

Moshi Amika came of age during a time of strife for the normally peaceful Moshi family. For centuries as the Centipede Clan, the family had worshipped the Lady Sun, Amaterasu, and lived in harmony in their secluded valley. Amaterasu had no enemies among the clans, and so the Moshi were free to continue about their lives generally free from the trials that other clans caused and faced.

Shortly before Amika was born, Amaterasu committed jigai. Lady Sun was distraught that Hitomi had killed Onnotangu, and so the heavens were without a sun and a moon. Although Hida Yakamo ascended to become the new sun, the Moshi family was changed forever.

The Daimyo at the time, Amika's great-aunt Moshi Jukio, abandoned her faith and was cursed to live until she learned forgiveness. Jukio did not learn that lesson until shortly after Amika's gempukku. When Amika went to visit her Jukio, she found that the old woman had followed Lady Sun. Amika, at a very young age, took the mantle of a family without an identity.

Amika reenergized the Moshi's faith in the sun, even if the sun was now a Crab lord. The sun was life, and the sun was their history. Under Amika, the Moshi asserted their importance within the Mantis Clan, and even challenged the Yoritomo for mastery of their own areas of expertise. While the Moshi revere the sun, Amika introduced the Yoritomo thunder magic into the school. Now, Moshi shugenja worship both the Sun and the Thunder Dragon, and wield fire and lightning together to defend their clan.

The heavens smiled upon Amika, and brought her an opportunity to bring a new level of legitimacy to her clan. When Horiuchi Rikako came to Amika with the Heavenly Kobune of Suitengu, Amika was intrigued to travel to the Celestial Heavens, and accompanied Rikako in looking for Yoritomo and then Otaku Kamoko. The Unicorn and Mantis feared losing their places among the Great Clans, yet Amika and Rikako would not see it so without trying to ensure their clan's voice in Tengoku. Traveling through the heavens, they found the two legendary mortals and escorted them to the gates of Tengoku, where Kamoko and Yoritomo took their places among the gods and ensure that their clans would keep their place in the world.

Amika's first brush with the heavens would not be her last. The next year, Amika witnessed the fall of Hida Yakamo from the skies, and heard his final words warning of the impending Destroyer War. This was very disturbing for Amika as a priestess of the Sun, and she was distraught until the Jade Sun made itself known. Amika showed her



strength, though, and did not abandon her faith like Jukio had so many years before. She was strong for her family, and saw them through another time of uncertainty.

Though Amika was still young, her light was extinguished during the Night of the Spider. Daigotsu Harushi, acting under orders from the Dark Lord Daigotsu, came upon Amika in the night and murdered her. Although Amika's bodyguards were able to injure Harushi, her killer was never brought to justice.

MOSHI AMIKA

AIR: 4 EARTH: 2 FIRE: 4 WATER: 3 VOID: 3

Honor: 7.9

Status: 7.0

Glory: 6.3

School/Rank: Moshi Shugenja 4

Skills: Calligraphy (Cipher) 4, Courtier 5, Divination 5, Etiquette 4, Investigation 4, Lore: Celestial Heavens 3, Lore: Spirit Realms 3, Lore: Theology 4, Meditation 4, Spellcraft 5

Advantages: Allies (many), Elemental Blessing (Air, Fire), Friend of the Elements (Air), Great Destiny (Deliver Kamoko and Yoritomo to Tengoku, tell the Empire of Yakamo's warning), Touch of the Spirit Realms (Tengoku)

Disadvantages: Small, Soft-Hearted

Affinity/Deficiency: Air / Earth

Spells: Amika's studies the kami extensively throughout her lifetime, and is considered to have most Air and Fire spells that are not used for deception or the harming of others, as well as many healing Water spells. She does have a small repertoire of spells to defend herself in combat, but most of these are defensive and not offensive in nature.





MOSHI KIYOMORI

RAIN OF BLOOD, TIME OF ENLIGHTENMENT, RACE FOR THE THRONE, DESTROYER WAR

Moshi Kiyomori felt from a very young age that he had to work twice as hard to prove himself. Fortunately, he enjoyed everything about being a shugenja, one of the few men in his family with the gift. Kiyomori was very friendly and enjoyed the company of others, especially other shugenja. He was so charming that others could not help but feel compelled to help him with his craft, and he learned many personal tricks for convincing to kami to work his magic.

When Kiyomori was ready to finish his schooling, he was selected to attend the prestigious Topaz Championship, which to his own surprise he won. Kiyomori was crestfallen, though, to discover that a member of his delegation, Yoritomo Satako, had been working behind the scenes to defeat those contestants she felt could threaten him winning. Kiyomori accepted the mantle, and a position with the Storm Riders, but his enthusiasm had been tempered with the knowledge that life was not always what it seemed.

Kiyomori performed admirably with the Storm Riders during the internal conflict with the Dark Wave during the War of Fire and Thunder.

The Mantis Champion Yoritomo Naizen insisted that Kiyomori accompany Moshi Amika and Moshi Sayoko, as they were the three most talented shugenja in the clan. Although Kiyomori performed admirably, he did not win the post. Naizen rewarded his efforts with a posting as shireikan of the Third Storm fleet. His duties often kept him off the northern coast of Rokugan, in the area where he had fought the Phoenix just a few years before. Naizen insisted Kiyomori be in command of that fleet because he knew the horrors of that war and would be unlikely to be drawn into another conflict with the Phoenix.

Kiyomori did not see any fighting during the Destroyer War, as his fleet was assigned outside of the combat area, but many of his men were rotated in and out of line units. He lost a number of friends in the Tsuruchi family during the final siege

at Kyuden Ashinagabachi. After the war, Kiyomori asked for and was granted a transfer to the forces who colonized the former Ivory Kingdoms. He was among the first to study the strange breed of orochi that lived in the coastal waters and in some parts of the deep jungle rivers. Kiyomori returned to prominence when he participated in the next Test of the Jade Champion.

MOSHI Kiyomori

AIR: 3	EARTH: 2	FIRE: 3	WATER: 4	VOID: 3
STAMINA: 3			PERCEPTION: 5	
Honor: 4.4		Status: 2.3		Glory: 3.7

School/Rank: Yoritomo Shugenja 3 (Topaz Champion)

Skills: Athletics 2, Calligraphy 3, Knives 3, Lore: Orochi 3, Lore: Theology 4, Meditation 3, Sailing (Navigation) 4, Sincerity 3, Iaijutsu 1, Kenjutsu 2, Spellcraft 4

Advantages: Way of the Land (Rokugani Coast)

Disadvantages: Small, Brash, Overconfident

Affinity/Deficiency: Water/Earth

Spells: Ebbing Strength, Path to Inner Peace, Stand Against the Waves, Regrow the Wound, Strike of the Tsunami, Walking Upon the Waves, Tempest of Air, Call Upon the Wind, Extinguish, Mental Quickness



TSURUCHI ETSUI

TIME OF ENLIGHTENMENT, RACE FOR THE THRONE,
DESTROYER WAR, AGE OF EXPLORATION

No one would ever expect the day when a pirate would control the fate of a Dynasty, but Tsuruchi Etsui was never interested in expectations. His career began inauspiciously with duties aboard a Mantis kobune operating near the Rokugani coast. His rise to greatness did not start on the sea, though, but when he was assigned to the personal guard of Yoritomo Katoa, the Mantis representative to the court of Toturi III.

Etsui happened to be present at Katoa's estate when word reached the court that the Emperor had entered the Shadowlands alone. Katoa asked Etsui to make arrangements for a unit of troops to travel with him to meet Yasuki Hachi in Crab lands and go after the Emperor. Etsui was able to make the arrangements easily through an acquaintance, Yasuki Jinn-Kuen, because, as no one would have suspected, Etsui was a member of the Kolat.

Etsui accompanied Katoa and Hachi to the Tomb of the Seven Thunders, where they fought beside the Emperor. Before the Emperor sent them away, he spoke to Etsui and gave him the secret to finding his will, which named his heir. Etsui escaped the Shadowlands and went in search of the will, which was hidden at Toku's Shrine in the Temple of Daikoku in Ryoko Owari. Etsui found it with the help of Kakita Kyruko, who was Master Silk. Kyruko force Etsui to join the Silk Sect and spy on his former allies in the Coin Sect.

Kyruko wanted to take advantage of the Mantis Clan supporting Etsui for the throne to further the Kolat's goals. He eventually realized that Kyruko represented a part of the Kolat that had lost its way and sought only power, rather than the free will of man. Etsui eventually freed himself of her influence by knifing her in the back when they were traveling to the Hidden Temple.

Etsui's habit of being in the right place at the right time to hear great secrets continued when he came upon the fallen Hitomi, dying on the Dragon Heart Plain. She made him take warning to the Dragon that they soon would be attacked from the north in what would become the War of Dark Fire.

After fighting in the Destroyer War, Etsui traveled with his kin to the Colonies where, many years later, he died while exploring a deep pool. When the ground gave way, he fell to the edge of the pool and awakened a young orochi. Remembering when his own people had fought alongside the orochi of the Empire, Etsui calmly accepted his fate as he stared into the eyes of a hungry predator.

Etsui was always a boisterous man, given to excessive drink. Though he could often be found passed out in the middle of the afternoon, he never failed to be at his duty stations or to perform to the best of his abilities. For nearly his entire life, tavern owners sought his patronage because it was said that wherever Etsui traveled, revelry was not far behind.

TSURUCHI ETSUI

AIR: 3	EARTH: 3	FIRE: 3	WATER: 3	VOID: 3
REFLEXES: 4	STAMINA: 4			
Honor: 3.2	Status: 1.9	Glory: 7.7		

School/Rank: Tsuruchi Archer 3

Skills: Athletics 3, Commerce 3, Courtier 2, Craft: Sailing 3, Defense 2, Etiquette 3, Hunting 4, Investigation 4, Lore: Sake Houses 3, Lore: Kolat 1, Knives 3, Kyujutsu (Yumi) 5, Sincerity 2

Advantages: Absolute Direction, Daredevil, Fame (Various), Forbidden Knowledge (Kolat), Great Destiny, Hero of the People, Luck (Rank Two), Sensation, Wealthy (Rank 5)

Disadvantages: Compulsion (Sake), Dark Secret (Kolat, Pirate), Disbeliever





TSURUCHI SHISUKEN

RACE FOR THE THRONE,
THE DESTROYER WAR, AGE OF EXPLORATION

The struggle to walk the line between personal vendettas and duty to your clan is one most samurai have great difficulty with, usually choosing to abandon one or the other. Tsuruchi Shisuken is a rare example of a man who did both throughout his lifetime. On the infamous 'Night of the Spider', an evening during the Race for the Throne when Daigotsu targeted and eliminated many important and influential samurai in Rokugan, Moshi Amika was one of the victims, murdered by Daigotsu Harushi. Shisuken, then a seasoned bounty hunter, discovered the murder just as it was completed, and put three arrows into the fleeing Harushi. Through the power of the Taint Harushi survived, and both samurai swore vengeance against the other. The drive to find and kill Amika's killer would push Shisuken every day for the rest of his life, and consumed him completely when he was not performing his duties to the Mantis Clan.

The balance between duty and vengeance was tested on the day that Rokugan battled against the God-Beast, a terrible creature corrupt and twisted by the leader of the Destroyers Kali-Ma. All of Rokugan rallied to stop the beast from reaching Toshi Ranbo, and during the battle Shisuken spotted Harushi amongst the army of the Spider that had arrived to support the fight. Just as Shisuken had Harushi in his sights, the order for supporting fire came in from the commander of Shisuken's unit. Cursing his misfortune, Shisuken added his arrows to the others being rained upon the Destroyers, but he would never forget Harushi's face, or the burning in his very soul to end Harushi's treacherous life.

Whether or not Shisuken ever found and killed Harushi is one of the many mysteries of Rokugan's history. Following the Destroyer War, Shisuken was part of the Mantis expedition to the Colonies, and he served Moshi Kalani and Tsuruchi Gidayu well into the Age of Exploration. He eventually died of old age before the culmination of P'an Ku's madness across the Colonies, where he served an advisory role to the Mantis Clan and assisted with high level business for the Tsuruchi in and around Kalani's Landing.

Shisuken was a man who remembered everything he read, every face he saw, and every word he heard. As a Tsuruchi Bounty Hunter, he was required to keep track of a lot of information, and often that information was incomplete or only hearsay. Shisuken spent much of his younger life traveling the Empire in pursuit of criminals, and always returned to collect on his targets. He often assisted the Emerald Magistrates in their investigations as well, and Shisuken was known and remembered as one of the finest of his school during his time. He made friends easily but rarely let his guard down, maintaining the outward appearance of a simple man who aspired to nothing more than serving the Empire. This made Shisuken easy to get along with, and a man many remembered after working with him. Following his promotion and the death of Amika, Shisuken set his sights on one final target - but whether or not he passed away into the histories of the Mantis and the Tsuruchi with a perfect record, or if Harushi managed to escape Shisuken's justice, is up to you...

TSURUCHI SHISUKEN

AIR: 4	EARTH: 3	FIRE: 3	WATER: 4	VOID: 2
REFLEXES: 5	PERCEPTION: 5			
Honor: 6.7	Status: 3.1	Glory: 5.1		

School/Rank: Tsuruchi Bounty Hunter 3

Skills: Athletics 4, Hunting (Tracking) 4, Intimidation 2, Investigation (Notice) 4, Kenjutsu 1, Kyujutsu 5, Lore: Underworld 3, Sincerity 3

Advantages: Absolute Direction, Clear Thinker, Hero of the People, Precise Memory, Social Position (Clan Magistrate)

Disadvantages: Brash, Driven (Find Daigotsu Harushi)





YORITOMO EMOTO

AGE OF EXPLORATION

Although the Mantis are no strangers to foreign lands, especially the Ivory Kingdoms, the initial colonization of that abandoned region took a toll on even the hardest of samurai. Harsh weather, fantastic beasts, and dangerous topography took the lives of many explorers, but one captain found them to be as much his home and the Empire during his travels there.

Yoritomo Emoto was a ship captain and friend of Mantis Champion Yoritomo Naizen, who served as a mentor for his son Yoritomo Hiromi. Upon Hiromi's ascension to the championship, Emoto became one of his closest advisors. He made many voyages to and from the Colonies, serving as a source of much-needed information about the events in that area. He was particularly adept at facing down bandits and mysterious gaijin vessels on the high seas.

Emoto was, like most Mantis sailors, uninterested in friendship with most samurai of the other clans, who he found sensitive and boring. It was while trading with the Crane, though, that he met Doji Rengetsu, an attaché with the Daidoji Trading Council. They became very close, and spent time together whenever they could arrange to be in the same port. Several years after they met, though, Emoto was assigned permanently to Kalani's Landing.

Although Emoto and Rengetsu stayed in contact, the onset of conflict with the Crane put distance between them. Emoto took charge of the Mantis forces in the Colonies and began to put pressure on the Crane with his massive fleet and the flagship Aramasu's Legacy. With the sanction of the Emerald Champion, small skirmishes flared into all-out warfare.

Emoto helped plan and execute the siege and invasion of Twin Forks City, culminating in the Battle of Ten Thousand Martyrs. Although Emoto believed the Mantis would outmaneuver the Crane and take the city, the Crane had secretly planted explosives on his ship. When a Mantis

arrow struck these explosives, both fleets were nearly destroyed and hundreds of samurai died.

Emoto's fate after the battle is something of a mystery to Rokugan, with many conflicting reports. Some say he truly died, and that a Togashi monk found his body and recorded his death. Others say he was rescued by a Crab and nursed to health. Yet others believe he was taken captive by the Kolat, but no one really believes that. The only thing that anyone can agree on is that Yoritomo Emoto's body was never found.

The truth is stranger than anyone could guess. Emoto survived, only to recover and eventually find himself in a duel with a Crab, Yasuki Makoto. He was still weak from his injuries, with his head and torso covered in bandages, and lost the duel, nearly dying once again. He came to in the company of Seppun Jiramu and Kitsuki Yoyugi, magistrates who were investigating Makoto because they believed her to be a member of the Kolat. With their help, Emoto allowed the Empire to believe he had died, shaved his head, and joined the Brotherhood of Shinsei. Rather than retiring from the world, he met with the Imperial Advisor, Moru, and arranged to aid Moru's replacement, none other than Yasuki Makoto.

YORITOMO EMOTO

AIR: 3	EARTH: 3	FIRE: 3	WATER: 4	VOID: 3
AWARENESS: 4 WILLPOWER: 4				
Honor: 2.5 Status: 3.5 Glory: 5.2				

School/Rank: Yoritomo Bushi 2 (Kobune Captain)

Skills: Commerce 4, Defense 2, Games: Letters 4, Jiu-jitsu (Improvised Weapons) 5, Kenjutsu 4, Knives (Kama) 6, Sailing 6

Advantages: Great Destiny (Unknown), Leadership, Luck (Rank Three), Quick Healer

Disadvantages: Dark Secret (Not Dead), Forced Retirement, Lost Love (Doji Rengetsu)





YORITOMO YOYONAGI

RAIN OF BLOOD, TIME OF ENLIGHTENMENT, RACE FOR THE THRONE, DESTROYER WAR

The ability to speak to the kami is revered among all the clans, for it is a rare gift, but even some among those blessed individuals find that their calling lies elsewhere. Such is the story of Yoritomo Yoyonagi, the greatest courtier the Mantis Clan had seen since its elevation to a Great Clan. Yoyonagi was born as the heir to the Hogosha vassal family and was expected to rule the family; however, the emergence of her abilities as a shugenja resulted in her stepping down as heir in favor of her younger brother. Though she found the path of the spirits to be acceptable, her political ambition and honeyed words were the true cause of her later success and opportunities. When she decided she favored negotiation over prayer, she arranged to be transferred from the shugenja school on Tempest Island to the Yoritomo Courtier School.

Yoyonagi rose through the ranks of the Mantis courtiers quickly. For a clan that had never made much use of the courts, she was a prodigy, showing promise beyond any expectation. She was soon assigned to the Imperial Courts, where she was so successful that the Otomo considered her a candidate for the position of Imperial Chancellor. Though the title eventually went to Bayushi Kaukatsu, that she was even in contention portended an illustrious career.

During Yoyonagi's early years in the Imperial Court, her duties were generally mundane. It was during this time that her love life became the source of drama in her life. She had a romantic affair with the returned poet, Rezan. Though neither was interested in marriage, Rezan cared a great deal for Yoyonagi, even going so far as to save her life from the Onisu Settozai during the Battle of Otosan Uchi. This would have been quite enough for Yoyonagi except that another Mantis courtier, Moshi Mogai, vied for her attention. Mogai was persistent, but Yoyonagi was uninterested as she considered him to be somewhat shabby. To her horror, Mogai was one of those corrupted by the Rain of Blood, and thereafter Yoyonagi traveled with an armed retinue out of fear for her life.

As other courtiers came and went from the Imperial Court, Yoyonagi found that her words held more weight. Her long tenure afforded her a level of deference that no Mantis had ever had before. Yoyonagi's power peaked when she secured the position of Amethyst Champion. With the destruction of the Crown of the Amethyst Champion under her predecessor, Yoyonagi had to, in many ways, redefine the position. She forged a new role as the foremost representative of the throne in distant or lesser courts, where an independent-minded lord may feel that the lack of Imperial presence was opportunity for improper opportunism.

Although the Amethyst Champion had few resources, the correspondingly sparse responsibilities gave Yoyonagi the opportunity to create resources of her own. She made allies in previously untapped areas and built an impressive network of contacts and favors. Yoyonagi's crowning achievement as Amethyst Champion occurred during the Destroyer War, when she was able to call in those favors and devote resources to assist Jade Champion Kuni Daigo on the front, while the Emerald Champion Shosuro Jimen and the Ruby Champion Yasuki Miliko were unable to provide that assistance due to their own obligations.

YORITOMO YOYONAGI

AIR: 5	EARTH: 3	FIRE: 3	WATER: 3	VOID: 4
WILLPOWER: 5 INTELLIGENCE: 4 PERCEPTION: 5				
Honor: 6.7		Status: 6.0		Glory: 6.9

School/Rank: Yoritomo Shugenja 2/Yoritomo Courtier 2

Skills: Artisan: Poetry 3, Athletics 2, Calligraphy 3, Commerce (Appraisal) 5, Courtier (Rhetoric) 6, Defense 4, Etiquette (Bureaucracy, Conversation) 6, Intimidation (Control) 3, Lore: Law 4, Lore: Theology 2, Meditation 2, Sailing (Navigation) 2, Sincerity (Honesty) 5, Knives 1

Advantages: Allies (Many), Social Position (Amethyst Champion), Dangerous Beauty, Multiple Schools, Wealthy (Rank Five)

Disadvantages: Cruel, Greedy

Spells: Path to Inner Peace, Wisdom and Clarity, Reflective Pool, Extinguish, Never Alone, Garbled Tongue, Quiescence of Air, Wisdom of the Kami, Whispering Wind



THE PHOENIX CLAN

AGASHA MIYOSHI

RAIN OF BLOOD,

TIME OF ENLIGHTENMENT, RACE FOR THE THRONE

Every shugenja hopes to touch the heavens, but one acolyte of the Phoenix learned that it may not always be a pleasant experience. Agasha Miyoshi led an unexciting life, serving in the Temple of the Seven Dragons. The heavens never changed, and so Miyoshi's life never changed. She expected to live out her days happily maintaining the temple and meeting guests who traveled to worship the dragons, living embodiment of the elements.

Miyoshi was terrified one day when she looked up at the great mural of the dragons along the wall in the central hall to see that it had changed. There was now an eighth dragon, a creature of darkness, across from where the Jade Dragon appeared on the other end of the mural. Miyoshi immediately fled and told the Elemental Masters what had happened. The council sent Miyoshi back to the temple with Isawa Angai, wife of Sezaru, to examine the mural further. There they met Mirumoto Ryosaki, who insisted on accompanying them as they investigated the new dragon.

The three tracked clues about this new dragon for many months, and were even attacked by agents of the Ninube in West Hub Village. Miyoshi was attuned to the dragons, an effect of having prayed to them so often for so long, and so was able to tell when the influence of this new dragon was near. While searching the ruins of Otosan Uchi, she sensed this ominous presence. Angai was then able to determine that the figure was in fact an Obsidian Dragon, created by the Celestial Order to balance the increasing power of the Jade Dragon. This revelation had a profound impact on Miyoshi, who had devoted her life to the dragons.

Miyoshi left the company and went out to explore the empire. Her brush with the truth of balance in the Celestial Order had shown her that balance is the natural way of things, leading to her enlightenment. Her travels even brought her face to face with the disguised Emperor Toturi III as he searched for enlightenment himself. Though she had grown accustomed to another period of peace in her life, this would not be.

Miyoshi's world changed when she lost her connection to the dragons. She was able to learn that this was because the Jade and Obsidian dragons, acting on the Celestial Heavens' continued disdain for mortals were moving to cast down Hida Yakamo and Hitomi and take their places as the Sun and Moon. This knowledge took a terrible toll on her, and though she went to Toshi Ranbo to warn the clans, her warning was for naught. The Sun and Moon fell and were replaced. Arriving on her heels in the capital were Omen and Shosuro Maru, who cast aside their mortal identities and declared that man would no longer take such a free hand in the universe. After their announcement of the Celestial Tournament, Miyoshi disappeared from Toshi Ranbo, shaken by what she had seen. Miyoshi returned with a newfound connection to the Elemental Dragons. See the discussion of the Dragon Channelers in Chapter

Three of the L5R 4th Edition supplement *The Book of the Void* for information on the new magical tradition which arose from Miyoshi's experience.

AGASHA MIYOSHI

AIR: 2 EARTH: 4 FIRE: 4 WATER: 3 VOID: 3

Honor: 7.5 Status: 2.0 Glory: 4.5

School/Rank: Isawa Shugenja 3 (Isawa Temple Guardian)

Skills: Calligraphy (Cipher) 3, Craft: Sculpture 2, Defense 3, Etiquette 3, Lore: Spirit Realms 4, Lore: Theology 4, Spellcraft 4, Staves 4

Advantages: Chosen by the Oracles (Fire), Enlightened, Touch of the Spirit Realms (Tengoku)

Disadvantages: Fascination (Elemental Dragons), Small Affinity/Deficiency: Fire/Water

Spells: Envious Flames, Extinguish, Fury of Osano-Wo, Tail of the Fire Dragon, Breath of the Fire Dragon, Shining Light, Earth Becomes Sky, Grasp of Earth, Essence of Air, To Seek the Truth

Note: These stats represent Miyoshi before she became the first Dragon Channeler.





ASAKO KINUYE

RAIN OF BLOOD, TIME OF ENLIGHTENMENT, RACE FOR THE THRONE, DESTROYER WAR, AGE OF EXPLORATION

Though the seven virtues of Bushido are intended to rule every aspect of the life of a samurai, those ideals conspicuously omit something: a preference for good or evil. While many may assume that following Bushido includes something of good behavior, this is not a universal belief. Even the most ardent Scorpion loyalist, devoted to that clan's role as the Underhand, would pale at the interpretation by the Phoenix bloodspeaker, Asako Kinuye.

Kinuye was a henshin who traveled from a young age in her quest along the Path of Man. During her journeys, she met Isawa Kakusu, a high ranking member of the Bloodspeaker Cult. Fascinated by the ways of maho and yearning for immortality, Kinuye learned everything she could from Kakusu. She used maho constantly, more than even Kakusu believed was healthy. Kinuye eventually lost her mind to the haze of blood and started having unearthly visions of a world where Fu Leng had defeated the Seven Thunders and plunged Rokugan into darkness. After she witnessed a reflection of herself murdered by that reality's Elemental Council of maho-tsukai, Kinuye began to have difficulty differentiating between realities.

Kinuye's madness had an unusual effect. Unlike many maho-tsukai, who eventually cease to identify themselves by the clan of their birth, Kinuye only became more loyal to the Phoenix. She hid in plain sight, tending a garden of beautiful flowers grown on human blood. Though she committed terrible acts, her deeds served to protect and further the goals of her clan. This caused her no end of frustration when Iuchiban escaped his tomb and declared war on Rokugan. Kinuye was bound to serve him, through deals made with her own blood. Though she performed the tasks he ordered, she chafed under his control. She

eventually cut a deal with Iuchiban's rebellious lieutenant, Yajinden, to be free from Iuchiban's compulsion.

Freed from Iuchiban, and following his downfall, Kinuye operated her cell independently, more to secretly help the Phoenix than any force of darkness. Her activities could not remain secret forever, though. The Master of Water Asako Bairei became suspicious of her and her people, and confronted her. Kinuye poisoned Bairei and escaped. Bairei survived, though, and so Kinuye was forced to leave Phoenix lands and seek refuge elsewhere.

Kinuye traveled the empire in secret, as she had in her youth. She met many others who used forbidden dark arts, including the tattooed madman Kokujin. Though she did not seek to form a new bloodspeaker cell for many years, she honed her talents at maho and often used it to protect the empire, even fighting the Destroyers.

After the Destroyer War, Kinuye left for the colonies, knowing that many things could remain hidden in those wild lands. There she established a cell once again, and planted a new garden full of horrors. She often associated with Daigotsu Kanpeki, Champion of the Spider Clan, who knew of her deeds and accepted them for what they were. Though she often provided her services to the Spider, she remained ever willing to give her life, her soul, for the Phoenix.

ASAKO KINUYE

AIR: 4	EARTH: 4	FIRE: 5	WATER: 3	VOID: 4
REFLEXES: 6			PERCEPTION: 5	
Honor: 0.0		Status: -3.5	Glory: 0.0	Infamy: 6.0

Shadowlands Taint: 5

School/Rank: Asako Hensin 4 (Bloodspeaker Technique)

Skills: Artisan: Gardening 5, Athletics 4, Calligraphy 5, Courtier 4, Defense 5, Etiquette 4, Jiu-jitsu 3, Lore: Maho 7, Lore: Shadowlands 6, Lore: Theology 4, Medicine 3, Meditation 5, Sincerity (Deceit) 6, Temptation 5

Advantages: Allies (many), Forbidden Knowledge (Maho)

Disadvantages: Dangerous Beauty, Cast Out (Phoenix Clan), Consumed (Knowledge), Dark Fate (Unknown), Dishonored, Infamous, Sworn Enemy (many)

Spells: Kinuye knows all Maho spells in the L5R 4th Edition Core Rulebook, and at the GM's option may also know some or all of the Maho spells in the L5R 4th Edition supplement Enemies of the Empire.

Kiho: Death Touch

Shadowlands Powers: Blackened Claws, Master of Blood, Uncanny Speed, Blood Domination, Unholy Beauty



ISAWA MIZUHIKO

DESTROYER WAR, AGE OF EXPLORATION

Power corrupts in every setting, but in Rokugan, that saying has even more sinister meaning. Isawa Mizuhiko was a proficient shugenja studying the path of Water under Elemental Master Asako Bairei, but unlike most of his fellow students, his soul was unquiet. Bairei used to joke that where most water tensai were as calm as a forest pool, Mizuhiko was as manic as the crashing waves.

After Mizuhiko's gempukku, he set out looking for adventure. Many who met him found him to be very strange, as he had a habit of staying awake for days on end, drinking sake like a bushi, and traveling across the Empire in the dead of night. Whenever Bairei received word of Mizuhiko's travels, he became increasingly worried that the young man was in need of something to focus him.

To Bairei's dismay, it turned out that what Mizuhiko needed was war. When the War of Fire and Thunder broke out, Mizuhiko returned to Phoenix lands and took up the fight against the Mantis. He became the crashing wave that stalled a number of their most brutal attacks on the Phoenix shoreline, and gained much notoriety. He also met an air tensai named Isawa Oharu, with whom he fell in love. Though her husband fell in battle, Oharu would not marry Mizuhiko.

The distance between Mizuhiko and Oharu only increased his disquiet. Mizuhiko joined a group of inquisitors in a hunt to find and destroy the Dark Oracles, and was appointed Jade Magistrate in his new role. They received word that Yasuki Nokatsu, the Dark Oracle of Earth, was near the border to their lands, and so traveled to face him. Though many of their company died, Mizuhiko was able to slay Nokatsu in a way he never would have expected: with the Bloodsword Judgment, which Nokatsu had been keeping in his possession.

Now burdened with Judgment, Mizuhiko's quest became more desperate. He fought two more Dark Oracles, those of Air and Fire, and though he killed Soshi Jomyako, he was only able to injure Tamori Chosai. As the blade tasted more powerful blood, it began to whisper in Mizuhiko's mind more and more. Mizuhiko fought the Destroyer War in a haze, moving from battle to battle, sometimes fighting with valor, and sometimes abandoning those he met because Judgment decided they were unworthy.

Mizuhiko never knew peace. Even after the Destroyer War, he hunted the Dark Oracles. Little did he know that when he received a mysterious summons to Lion lands, it was because the monk Heigai, once the legendary ronin Ginawa, intended to convince him to set aside Judgment. Heigai challenged Mizuhiko to a duel, but in his old age he stumbled and was killed.



Following the duel, Mizuhiko and his yojimbo, Shiba Morihiko, traveled north to destroy Judgment outside the Empire. They were accompanied by a Lion magistrate, Matsu Sasake. Sasake was a lie, however, and one day he attacked the two Phoenix and revealed himself to be Matsu Turi, the Dark Oracle of Water. Just when he thought he had struck down Mizuhiko, the shugenja rose again, as an inhuman monster controlled by the Bloodsword, and called himself Handan. Handan struck down the Oracle and disappeared.

Though rumor has yet to reach Rokugan, Handan now stalks the lands beyond the Empire, judging all who are unworthy.

ISAWA MIZUHIKO

AIR: 3	EARTH: 3	FIRE: 4	WATER: 4	VOID: 4
AGILITY: 5				
Honor: 5.5		Status: 4.6		Glory: 4.2

*School/Rank: Isawa Shugenja 3/
Asako Inquisitor (Insight Rank 4)*

Skills: Athletics 3, Calligraphy (Cipher) 3, Defense 4, Investigation (Notice) 5, Kenjutsu (Katana) 6, Lore: Law 4, Lore: Shugenja 4, Lore: Theology (Dark Oracles) 3, Medicine 3, Meditation 4, Spellcraft 3

Advantages: Elemental Blessing (Water), Heart of Vengeance (Dark Oracles), Higher Purpose (Kill the Dark Oracles), Inheritance: Bloodsword "Judgment," Social Position (Jade Magistrate)

Disadvantages: Dark Fate (Become Handan), Driven (Kill the Dark Oracles), Sworn Enemy (Dark Oracles)

Affinity/Deficiency: Water/None

Spells: Mizuhiko knows all Water spells that he is able to cast, as well as many other offensive spells used to combat the Shadowlands and other enemies to the Phoenix and Rokugan.



ISAWA TAKASHI

DESTROYER WAR

Isawa Takashi is an enigma among his fellow ishiken, not because of the typical distant behavior displayed by many who study the void, but by his interest in the affairs of the mundane world around him. Takashi grew up in Northern Phoenix lands until his talents manifested, at which time he traveled to Kyuden Isawa to study under the Master of Void, Isawa Kimi. Takashi showed promise in his studies, but was never interested in pursuing a path that would lead to him succeeding Kimi on the Elemental Council.

Instead, Takashi spent much of his time training with the Shiba, working hard to honor the relationship between Isawa and Shiba that defines the Phoenix Clan. Takashi was a proficient warrior and was unafraid to risk his life to help others. This tendency made his Shiba allies nervous at times, as they would be shamed for an acolyte so close to a member of the Council to come to harm while serving with the Shiba.

When the Destroyers first attacked the Kaiu Kabe, Takashi was among the first to volunteer to travel South to aid the Crab in their defenses. Isawa Kimi permitted his request, but the Shiba were alarmed that he would be fighting such dangerous enemies. Shiba Rae, the Chui of the detachment to which Takashi was assigned, ordered that two skilled yojimbo were to attend Takashi at all times.

Takashi found that the men who worked with him were always of the highest caliber, and several gave their lives when Destroyer forces may otherwise have killed Takashi. Takashi was deeply saddened each time he lost a comrade in arms, but he did not retreat into the solace of the void. Instead, he would simply pray for the dead and then throw himself back into the fighting. The loss of a single member of his clan angered Takashi, and he became a fearsome warrior over the course of the war.

Takashi's valor was noticed and he was appointed to the group known as the Sanctified Ones, an elite unit of shugenja responsible for protecting the Empress. Takashi acquitted himself well and earned the trust of the Emerald Champion, who assigned Takashi to several special duties travelling with the Empress herself.

Takashi was called back from the front lines when the God-Beast entered Scorpion lands. Isawa Kimi led an organized ritual intended to defeat the monster, and so Takashi returned to fill his duty as an acolyte. The ritual was successful and the God-Beast defeated. Takashi lived out the rest of the war on the front lines, even witnessing the final battle between Fu Leng and Kali-ma, before retiring to an estate near Shiro Shiba to spend his days honoring those who fell in the war.

ISAWA TAKASHI

AIR: 2	EARTH: 3	FIRE: 3	WATER: 3	VOID: 4
REFLEXES: 4	AGILITY: 4			
Honor: 6.2		Status: 4.5		Glory: 6.9

School/Rank: Isawa Shugenja 3 (Void)

Skills: Athletics 4, Battle 3, Calligraphy (Cipher) 3, Investigation 3, Kenjutsu 4, Kyujutsu 4, Lore: Theology 3, Lore: Heraldry 3, Medicine (Wound Treatment) 3, Meditation 4, Spellcraft 3

Advantages: Allies (Isawa Kimi), Ishiken-do, Leadership, Paragon (Courage), Social Position

Disadvantages: Driven (Serve and Protect the Phoenix), Fascination (Bushu Fighting Styles)

Affinity/Deficiency: Void/None

Spells: Boundless Sight, Flow Through the Void, Sense Void, Drink of Your Essence, The Empty Voice, Moment of Clarity, Void Strike, Jade Strike, Armor of the Earth, Regrow the Wound, Strength of the Tsunami, The Fires From Within, Tail of the Fire Dragon, Tempest of Air, Summoning the Gale



ISAWA YORIKO

RAIN OF BLOOD,
TIME OF ENLIGHTENMENT,
RACE FOR THE THRONE

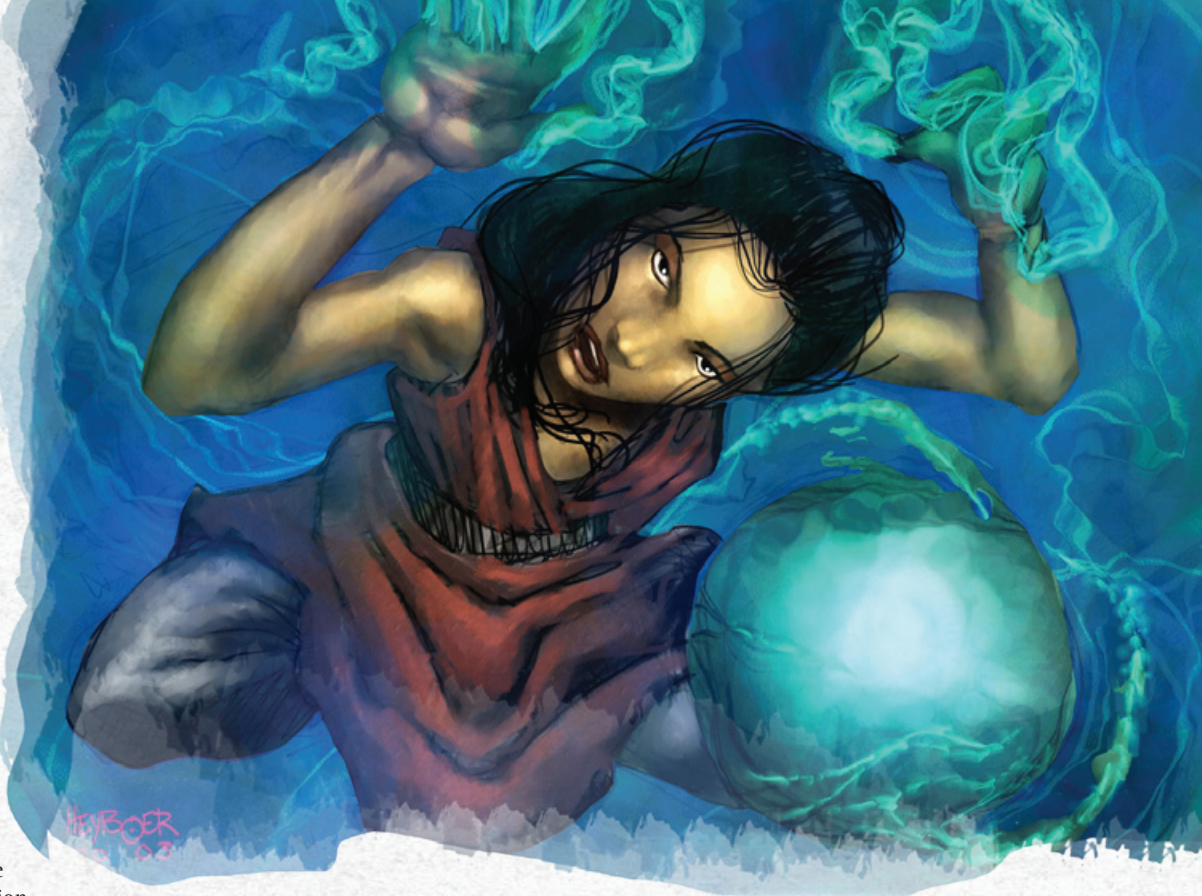
The days of the Clan War saw chaos reign and many terrible things come to light. In some cases, though, small acts saved lives. For one young child, the compassion of the Phoenix saved not only her life, but her very soul. Isawa Yoriko was a water tensai of the Phoenix Clan, and for all she knew, she was an ordinary shugenja of no great skill or importance. Only the Elemental Council knew who she really was, and they watched her with great interest and apprehension.

Yoriko was born in the year 1125 to Kuni Yori, shortly before his final descent into corruption and madness. Yori had lost his first child, Kuni Fujiko, during the Scorpion Coup. Though he was an ambitious man, he had not yet abandoned worldly pleasures, and so his second daughter was born. Yoriko was not legitimate, though, and so the Kuni fostered her to the Isawa, merely wishing to avoid any dynastic conflicts should Yori have had legitimate children again. When the Crab allied with the Shadowlands and attacked Otosan Uchi, the child was altogether forgotten.

The Isawa were happy to let the secret of her birth die to the Crab. They protected the child and never told her of her parentage, only that she was an orphan adopted into the clan. The Elemental Council knew of her, but they were only mildly concerned until the day of her gempukku, the day this somewhat strange child chose her name, Yoriko.

Yoriko had no idea that her father was Kuni Yori, and yet chose the diminutive of his name. The Phoenix do not believe in coincidence, and so the Elemental Council took a great interest in the girl. For many years she served in an unimportant role as a temple attendant in Kyuden Isawa, away from any sensitive duties but close under the Masters' eyes. Though she gave no great cause for alarm, the Council was nonetheless worried about her. Yoriko used to say that the kami spoke to her when no one else could hear. This was not good news to the Council, as they monitored the situation.

Yoriko disappeared from Phoenix lands the day Iuchiban was defeated in Otosan Uchi. The Council enacted a secret plan to find and capture the rogue shugenja, fearing that something in her blood may have caused her to become a threat to the empire even without any outside influences. Not only did they fear what she could do if she had indeed engaged in some kind of dark art, but the possibility of a purely hereditary form of corruption must be studied.



The Council never found Yoriko. The closest they ever got was one rumor, during the War of Fire and Thunder, of a shugenja in the tattered robes of a Phoenix, face painted white in the style of a Kuni witch hunter, standing on the coast in complete silence while a battle raged all around. The secret of Isawa Yoriko is one of the Phoenix's great mysteries, and within the chambers of the Elemental Council, her name is still spoken only in a whisper

ISAWA YORIKO

AIR: 3	EARTH: 3	FIRE: 2	WATER: 4	VOID: 3
INTELLIGENCE: 4				
Honor: 3.5		Status: 1.0	Glory: 2.6	

School/Rank: Isawa Shugenja 2 (Isawa Tensai)

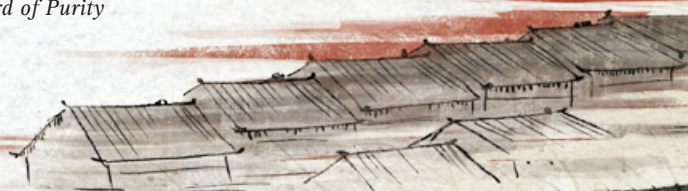
Skills: Calligraphy (Cipher) 3, Lore: Elements 3, Lore: Shadowlands 2, Lore: Theology 3, Medicine 2, Meditation 4, Spellcraft 4

Advantages: Elemental Blessing (Water), Higher Purpose (unknown)

Disadvantages: Bad Fortune (Kuni Yori's Daughter), Driven (unknown), Haunted (Kuni Yori), Touch of the Void

Affinity/Deficiency: Water/None

Spells: Clarity of Purpose, Reflections of P'an Ku, Reflective Pool, Reversal of Fortunes, Wave-Borne Speed, Visions of the Future, Water Kami's Blessings, Way of Deception, Call Upon the Wind, Earth's Stagnation, Jade Strike, Never Alone, Ward of Purity





SHIBA TAKEISHI

FOUR WINDS, RAIN OF BLOOD

A Shiba yojimbo is trained full in the knowledge that the day may come where it may be necessary to sacrifice his life to save is charge. The Shiba hold this sacrifice in the highest esteem as the way they honor the pledge of service Shiba gave to Isawa. What the school cannot teach, and for which no yojimbo can prepare, is the loss of a charge. Though many would consider Shiba Takeishi a typical yojimbo, those who knew him spoke of a tale of sadness and anger.

Takeishi passed his gempukku and entered service at a small outpost on the border with the Dragon. This proved fateful, however, as the Wrath of the Kami erupted only weeks later. As the Dragon refugees spilled onto Dragon Heart Plain, word came from the Elemental Council to drive the Dragon away, lest they should claim that territory permanently. Though Takeishi wondered at an order to fight refugees, he trusted the Council.

Takeishi's first action was in the Battle of Ki-Rin's Shrine. The Dragon, well-versed in the use of shugenja on the battlefield, were adept at separating vulnerable Phoenix shugenja from their bodyguards. Takeishi watched as dozens of Isawa, untrained in warfare, compromised their position on the field and were cut down. The Dragon had also unleashed a devastating weapon, a magical catapult that shot flames across the battlefield. With every death Takeishi became more enraged until he rushed the lines, killing every Dragon he came across with impunity. The next thing he knew, he awoke at Shiro Shiba covered in bandages.

Takeishi had been struck by the Dragon catapult, Tamori's Flame, and only been saved because Shiba Aikune had visited the battlefield after the hostilities had ended and found Takeishi still alive. Takeishi was disillusioned with the supposedly wise orders of the Council, and chose to follow Aikune in his defiance of the Council. Takeishi had seen Aikune's compassion for himself and he felt that the young son of the former champion possessed the heart of a leader.

Takeishi remained in Aikune's personal guard for the rest of the war, until he was transferred back to Shiro Shiba to take a position as an instructor at the yojimbo school. As one of the few survivors of the brutal Battle of Ki-Rin's Shrine, the new Phoenix Champion Shiba Mirabu valued that Takeishi understood the dangers of large scale battles to

shugenja and that both a shugenja and his yojimbo must be aware of those dangers for either to survive long. Though Takeishi's role at the school was minor, he felt it was important because of the horrors he had seen.

When Iuchiban rose to threaten the empire again, Takeishi took his leave of the school, having taught enough of his experiences that others could take on that task. Takeishi's unit was one of the few that were outside of the protection of Phoenix lands when the Rain of Blood fell from the sky. Though his companions were honorable men, not all were tempered by experience as Takeishi. Two of the other Shiba succumbed to the madness and tried to slaughter their companions, but Takeishi was prepared. Though it pained him, he cut down his corrupted kinsmen. Killing his fellow Shiba took a toll on Takeishi, though, and he asked that he not serve on the front lines again. Given his exemplary service, his request was granted and Takeishi lived out his days at Kyuden Isawa, part of the personal guard of the Elemental Council.

SHIBA TAKEISHI

AIR: 3	EARTH: 4	FIRE: 3	WATER: 2	VOID: 4
REFLEXES: 4			PERCEPTION: 3	
Honor: 6.3		Status: 1.2	Glory: 2.1	

School/Rank: Shiba Bushi 3 (Shiba Yojimbo)

Skills: Defense 4, Kenjutsu 3, Kyujutsu 2, Lore: Shugenja 2, Meditation (Void Recovery) 3, Spears 4, Lore: Theology 2

Advantages: Quick Healer, Strength of the Earth, Way of the Land (Dragon Heart Plain)

Disadvantages: Idealistic, Obligation (Shiba Aikune, One Rank)

SHIBA RAE

RACE OF THE THRONE,
DESTROYER WAR, AGE OF CONQUEST

Shiba Rae was in many ways a traditional Shiba bushi. Rae was raised to believe that the Shiba are the defenders of the Isawa and that his life was dedicated to protect the Isawa and the Phoenix. Rae believed that this dedication and bond between the Shiba and the Isawa was deeper than simply defending and guarding the Isawa family. To Rae, the Isawa were the accumulated knowledge of the Phoenix, and in many ways of the Empire. Defending the Isawa wasn't just about defending members of the Phoenix, it was about protecting and defending the knowledge that the Phoenix had learned.

Rae spent almost as much time reading and studying the history of his clan and the Empire as he did on his swordsmanship skills. Even with so much dedication to knowledge and understand what had come before in the world, Rae had a natural affinity for working with shugenja, and always seemed capable of defending his charge no matter how many foes sought to harm them. From his studies he also had a better understanding of the kami and how the Isawa communed with the, even for a Shiba. Rae's belief that the Isawa represented knowledge was so sincere and something he believed so deeply that it almost seem to manifest itself in Rae himself. When a member of the Isawa sought to bolster Rae with the strength of the kami they found the spirits easier to speak to and more willing to bestow their blessings on the Shiba. Likewise, those who sought to use the kami to hinder or harm Rae often found the spirits resistant to helping them.

Rae served the Phoenix well in a number of positions, from being a commander in the Phoenix armies to the bodyguard of prominent members of the Phoenix in the Imperial City. But his most important mark on history is actually something the Crab are thankful for more than anyone else.

During the Destroyer War, Shiro Kuni came under siege from the legions and monstrosities of Kali-Ma's forces. Even with the arrival of reinforcements, it was clear to all present that the castle would fall. Rae had never seen the libraries of the Kuni family, but much like he understood what the Isawa were to the Phoenix, he knew what the Kuni were to the Crab. He was able to convince one of the senior Crab officers present, Hida Otoyō, that saving the accumulated knowledge of the Kuni was paramount to the future of the Crab. Even though the libraries contained family and clan secrets, Rae was able to convince Otoyō of the honesty and honor of the Phoenix to not take that knowledge for themselves, and the Phoenix were able to rescue and secure the libraries of Shiro Kuni before the castle fell. Many years after the war against Kali-Ma ended, the Crab still remember Shiba Rae and his efforts, sincerity, and honor in rescuing the knowledge of the Kuni family from destruction.



Shiba Rae holds knowledge, and those who carry knowledge with them, very dear and sacred. Though he is willing to defend his charge from any and all threats, and has killed more than a few men and monsters in his life, he views every soul in the Empire as in their own way carrying forward the knowledge and experience of the past, and therefore often seeks alternative means to ending conflict rather than using his sword.

SHIBA RAE

AIR: 3	EARTH: 3	FIRE: 3	WATER: 3	VOID: 3
AWARENESS: 4		INTELLIGENCE: 4		
Honor: 6.9		Status: 5.5		Glory: 3.2

School/Rank: Shiba Bushi 3 (Shiba Yojimbo)

Skills: Athletics 2, Defense 4, Kenjutsu 3, Kyujutsu 1, Lore: Shugenja 3, Meditation (Void Recovery) 4, Sincerity (Honesty) 3, Spears 4, Spellcraft 3, Lore: Theology 4

Advantages: Clear Thinker, Friend of the Elements (Fire), Higher Purpose (Preserve Knowledge), Magic Resistance (Rank Two), Paragon: Honesty, Precise Memory, Sage, Social Position (Taisa)

Disadvantages: Ascetic, Consumed (Knowledge), Idealistic, Soft-Hearted



THE SCORPION CLAN

BAYUSHI ARASHII

RACE FOR THE THRONE, DESTROYER WAR

SUBMITTED BY MATTHEW TYLER

Bayushi Arashii is outwardly a rather unassuming individual. In fact, unless he is wearing his rather unique suit of armor, it is doubtful one would remember him from one day to the next... unless one sees him fight and notes his unusual choice of fighting style. There is no glory waiting for him in his future, there are no plays or songs written about his exploits. For the most part, others find Arashii no different from hundreds of other Scorpion. This is exactly how he prefers it.

Bayushi Arashii was born into a poor vassal family of the Bayushi, and his only notable feature was a remarkable skill with the blade – wielding it in either hand – and a notable cruelty toward fallen opponents. In 1165, his sensei arranged for him to be enrolled in the Niten style of the Dragon to make optimal use of his talents. Although the loose alliance between the two clans in that era made the exchange possible, Arashii's sensei at the Iron Mountain Dojo disliked his young charge and mistreated the Scorpion. When Iuchiban unleashed the Rain of Blood on the Empire, the Tainted rain drove the sensei mad, and Arashii took the opportunity to kill him.

Although Arashi eventually mastered the Niten two-sword style and learned all its techniques, his favored tool of destruction has always been his bow, since it is far easier to use poison with such a weapon (blades can be inspected after a fight for poisons, but arrows are harder to recover). However, he always made a point of maintaining an anonymous nature in public, behaving like an ordinary

Bayushi bushi and never drawing attention to his true nature as a ruthless killer. In fact, he even won a few duels and had the honor of participating as a minor competitor in the Emerald Championship of 1169. His name was recorded there, but he knew such a prominent life was not for him, since he is ultimately an instrument of destruction. In fact, he lost many of his competitions intentionally, putting up a good enough show to not shame his family or his clan.

Arashii's one distinguishing feature was his "mask." A mask is something that every Scorpion chooses personally, and while most create their own unique design, Arashii used the mask and armor of his grandfather. It was made from many pieces of sculpted copper and bronze, fashioned in a style that made it almost alien to the eyes of those who saw it. In truth, it was originally crafted as a memorial. Arashii's grandfather was one of those unfortunate Scorpion who were exiled to the Burning Sands, there to be subjugated and forced into slavery. Many Scorpion died during that time, out on the sands or in the copper mines of the Senpet. Arashii's grandfather listened and picked up the language of their Senpet masters, and such information was key in the Scorpion uprising that led to their freedom. When they left, they looted many bits of armor, trinkets, and weapons from the Senpet and it was from those relics that the armor was fashioned. The language of the Senpet and the knowledge of that land was handed down to Arashii along with the armor.

BAYUSHI ARASHII

AIR: 4	EARTH: 3	FIRE: 5	WATER: 3	VOID: 4
REFLEXES: 5	WILLPOWER: 4	PERCEPTION: 4		
Honor: 2.5		Status: 1.0	Glory: 2.0	

School/Rank: Mirumoto Bushi 5

Skills: Athletics 3, Calligraphy 3, Courtier (Manipulation) 4, Craft: Poison (Night Milk) 3, Defense 5, Etiquette 2, Hunting 2, Iaijutsu 5, Investigation 3, Kenjutsu 5, Kyujutsu 4, Lore: Burning Sands 2, Medicine 2, Meditation 4, Sincerity 3, Stealth (Sneaking) 4, Lore: Theology 3

Advantages: Ambidextrous, Bland, Different School, Inheritance (Family Armor), Languages (Senpet)

Disadvantages: Cruel



BAYUSHI AZUMAMORU

RACE FOR THE THRONE, THE DESTROYER WAR

SUBMITTED BY STUART BOSHIER

Rumors said that Bayushi Azumamoru was the abandoned third son of a noble family, or that he was the illegitimate child of a Crane maiden fathered by a Scorpion entertainer. Some said that he was the reincarnated spirit of a Scorpion betrayer whose soul has escaped from Traitor's Grove, others that he was the last born of triplets abandoned to prevent bad fortune. Whatever the truth, Azumamoru has no recollection of a family and his past is a mystery he is desperate to unravel.

He was found as a baby on the steps of Shimomura Dojo wrapped in white silk with only a wakazashi to declare his samurai status. His shocking appearance caused many villagers to shun this strange child but by a stroke of luck the sensei of the dojo took pity on him and brought him into the household. The sensei was old and near retirement, both of his natural sons had been lost in battle many years earlier, and so he raised Azumamoru within his dojo teaching him the warrior's way.

Azumamoru was a good student and excelled in the martial skills of the bushi. By concentrating on his physical prowess he was able to block out the strange looks other students would give him when they felt he was not looking. After passing his gempukku Azumamoru could have chosen a mask that hid his true face, but instead chose to wear a mask that drew attention to his appearance.

Outside of court Azumamoru sought to increase his skills with weaponry at every given opportunity. He regularly fought illegally against anyone unfortunate enough to get in his way. His style led his fellow clan members to grant him the title 'Poison Blade'.

When fighting, Azumamoru always tried to keep his foes guessing using a variety of weapons, however he has begun to favour the Kusarigama for its versatility in combat. Early in the fight he would seek to grapple an opponent with his Kusarigama, when they were wrapped in the chains Azumamoru would scratch them once with his poison blade introducing slow but debilitating venom into their blood stream. Once the poison took effect, Azumamoru would switch to a defensive style of fighting while he watched his opponent slowly die. Azumamoru claimed that he did not care what people thought of his features, but in reality he enjoyed that he could use them to shock those who would seek to intimidate him.



As luck would have it Azumamoru had begun to learn about his past; an elderly servant recalled a baby taken from a palanquin and left on the dojo steps, an old guard recalled the palanquins travel papers had bought them to Shimomura from the monastery of Dangai. Azumamoru requested to undertake a *musha shugyo*, he told his lord he wished to further train in the warrior arts. In truth he wondered if the monastery had records of an unusual child being born there 20 years ago.

BAYUSHI AZUMAMORU

AIR: 3	EARTH: 3	FIRE: 3	WATER: 3	VOID: 3
REFLEXES: 4	STAMINA: 4	AGILITY: 4	STRENGTH: 4	
Honor: 1.5	Status: 3.0	Glory: 4.0		

School/Rank: Bayushi Bushi 2/Bitter Lies Swordsman

Skills: Athletics 3, Chain Weapons (Kusarigama) 6, Courtier (Manipulation) 2, Craft: Poison 3, Defense 5, Etiquette 2, Games: Fortunes and Winds 2, Iaijutsu 5, Intimidation 3, Jiu-jutsu 3, Kenjutsu (Katana) 5, Medicine (Antidotes) 3, Polearms 3, Sincerity 2, Stealth 3

Advantages: Kharmic Tie (Unknown), Luck (Rank Two), Social Position

Disadvantages: Disturbing Countenance (Albino), Driven (Discover True Heritage), Overconfident

Kata: Strength of the Scorpion





BAYUSHI IREZU

AGE OF EXPLORATION

SUBMITTED BY HERBERT TUCKER COBEY

In many ways, Bayushi Irezu is everything a Scorpion samurai could ever hope to be. He is loyal to the core, never hesitating to leap into a battle to support one of his kinsmen; he has also never refused to stand in place of one in a duel, no matter how fearsome the opponent. He was at the Scorpion Wall when it was breached; he was enthusiastically present for the entire War of the Twins; in fact, Irezu was present at almost every battle the Scorpion fought since his gempukku. Not only did he survive, but his actions saved the lives of several of his clanmates as well.

All of this is tempered by the fact that Irezu is completely, obviously, and dangerously insane.

Irezu is a student of the Bitter Lies technique, as this was the only school willing to accept someone with the kind of suicidal passion for danger that Irezu embodies. He has never yet shied away from a fight—and while he's saved the lives of dozens of his fellow Scorpion, there have been many times where he has done so in ways that could not possibly be condoned by any rational person. Many question how Irezu is still alive; none have a better answer than a shrug and a reference to the luck of a madman. Most people—even his adoptive father, the Scorpion vassal Kentsu Tsuyoshi—regard him in the same way they would a barrel of gaijin pepper: useful, but continually dangerous to everyone surrounding him.

The one thing everyone tends to remember about Irezu is his happy-go-lucky demeanor. In many ways, Irezu is like a child—but where a child would perhaps be excited by a favorite toy or a beautiful stone, Irezu is excited by the prospect of impending violence. Nothing makes him laugh more than watching a battle in progress... except, perhaps, diving into it head-first.

When Irezu does decide to dive in, there's no one more dangerous. This is not because of any particular skill he has—though after as much combat as he's seen, it would be unwise to take him lightly—but because of his sheer unpredictability as an opponent. Stories abound of how he once killed a man by stabbing him in the hand with one of his personal chopsticks during a bar brawl. It later became known that he had poisoned his chopsticks and instigated the brawl with this in mind after having been ordered to find a way to kill the man. When he reported this to his superior, the flabbergasted samurai asked Irezu if he ate with those chopsticks. Irezu, talking as one would to a small child, said of course he didn't—he'd killed a man with them, and that would pollute all of his food.

Irezu is on the small and skinny side, but makes up for it with a quick and wiry build. His hair is short and slightly messy, as he often does not bother to take very good care of it. Like all Scorpion, he is continually masked; his is a red half-mask covering the left side of his face. Beneath it, he wears the happiest smile that some samurai could see before they die.

BAYUSHI IREZU

AIR: 3	EARTH: 3	FIRE: 3	WATER: 3	VOID: 4
REFLEXES: 4		WILLPOWER: 4		
Honor: 2.5	Status: 1.0	Glory: 3.6	Infamy: 2.0	

School/Rank: Bayushi Bushi 4 (Bitter Lies Swordsman)

Skills: Athletics 3, Courtier (Manipulation) 3, Craft: Poison 3, Defense 3, Etiquette 3, Iaijutsu 3, Investigation 2, Jiu-jutsu (Improvised Weapons) 3, Kenjutsu 3, Kyujutsu 2, Lore: Heraldry 2, Lore: History 1, Ninjutsu 1, Sincerity (Deceit) 3, Stealth 3

Advantages: Crafty, Daredevil, Fame, Inner Gift (Danger Sense), Luck (Rank Three), Prodigy, Quick

Disadvantages: Infamous, Lord Moon's Curse (Rank Three), Overconfident, Small.

BAYUSHI KAHOKU

DESTROYER WAR, AGE OF EXPLORATION

SUBMITTED BY MATTHEW TYLER

It is often said that one can judge a man's life by the friends he makes. While this could be true of Bayushi Kahoku, it would be more accurate to look at the list of enemies he has made. Such is the life of a Scorpion, or even for a magistrate. Being both, Kahoku has quite the long list of enemies that would cause him harm (or death) if the opportunity presented itself.

In his youth, Bayushi Kahoku showed an aptitude for two subjects, archery and law. A student of the Bayushi method of combat, his sensei allowed him to be trained in yarijutsu while feeding him the knowledge of the Rokugani legal system. He was soon appointed as a yoriki to a clan magistrate, where he served with distinction, his list of enemies beginning to grow as he helped his assigned magistrate solve case after case. A few cases were given to him to handle on his own, one almost claiming his life from a bandit ambush, but he returned successful from each and was appointed to the position of clan magistrate.

It was this turn in his life where he was approached by an aged Scorpion by the name of Bayushi Akihiro. This strange man came to Kahoku with a story and a proposition. The story was of how a particular lesson had been handed down from master to student through the ages, crossing clans and centuries. Only one man and one student shall there ever be. The previous master had recently died at a monastery in Dragon lands, so it was time to seek out a new student. The proposition was that Akihiro would train Kahoku in this lesson, if he wished.

Putting his skills to work, Kahoku investigated the man's claim, and found that he had led an unremarkable life, hidden in obscurity, but noted to have a unique form of fighting. To the best of anyone's knowledge Akihiro had never been defeated in combat. Such a lesson could be useful in the application of law in the Scorpion lands, which were prone to chaos recently. Kahoku accepted Akihiro's offer and their training began.

When plague hit the Scorpion lands, followed by war, Kahoku was assigned a small unit of troops to protect certain key villages and to maintain what law he could. Those villages were fairly untouched by any corruption or discontent during those troubling times, and Kahoku, through use of the Final Lesson, earned a rather lofty promo-

tion as chief Scorpion Clan Magistrate, and was granted the authority to judge cases as he wandered the provinces of his home.

He has refused the position of Emerald Magistrate twice, and has recently been assigned by his clan to the Colonies, where his investigative acumen and his skill with the Final Lesson have facilitated him hunting down an elusive cult while making several key discoveries of which the Scorpion have been able to make use.

BAYUSHI KAHOKU

AIR: 4	EARTH: 3	FIRE: 3	WATER: 3	VOID: 4
REFLEXES: 5	AGILITY: 4	PERCEPTION: 4		
Honor: 3.4	Status: 4.0	Glory: 5.0		

School/Rank: Bayushi Bushi 5

Skills: Battle 3, Calligraphy (High Rokugani, Clan Cipher) 3, Courtier (Manipulation) 4, Defense 4, Etiquette (Bureaucracy) 5, Horsemanship 3, Iaijutsu 4, Investigation (Interrogation, Search) 5, Jiu-jutsu 2, Kenjutsu 3, Kyujutsu (Yumi) 5, Lore: Law 5, Sincerity 4, Stealth 3

Advantages: Allies (Many), Great Destiny, Social Position (Head Clan Magistrate/Saibankan)

Disadvantages: Driven (Seek Justice and Enforce the Law), Sworn Enemy (Many)



SHOSURO ATESHARU

AGE OF ENLIGHTENMENT, RACE FOR THE THRONE,
DESTROYER WAR, AGE OF EXPLORATION

Scorpion by their very nature are enigmatic samurai wrapped and shrouded by mystery. That is the lot in life that their Kami Bayushi chose for them at the Dawn of the Empire. Shosuro Atesharu has taken to heart the idea of the Scorpion Clan are the villains of the Empire, and he himself is the villain of many stories not involving the Scorpion Clan at all.

Born to gaijin parents who joined the Scorpion Clan following their exile to the Burning Sands, Atesharu did not get to have much of a childhood. His father had been part of the Qolat, the foreign branch of the Kolat conspiracy, and inducted Atesharu into the conspiracy at a young age. Gifted with talent for Air magic, Atesharu also proved to be artistically talented, learning Kabuki acting and eventually writing plays as well. He competed in the Jade Championship, acquitting himself well although not winning, and was named governor of the Painted City for one year.

Atesharu grew to become a relatively well known playwright, actor, and when he wasn't doing those two things, assassin and tool of the Scorpion Clan and Kolat. He was asked directly by several prominent Scorpions to carry out their wishes at various points in like, such as Shosuro Toson, Bayushi Jimen, and Bayushi Paneki.

There are two things that occur in Atesharu's life that left him more mysterious than other Scorpions though. One is that after a long evening, Atesharu returned to his room to find that an exquisite blade had been left for him, but none of his magical wards of spells has been breached. Atesharu would carry the blade with him for the rest of his life, completely unaware that it was one of the

Shameswords forged by the mad tattooed man Kokujin - the Blade of Guile.

The blade seemed to increase his skills, but it also inflicted strange feverish dreams - for it was the Blade of Guile, merging with his own desire to rise in power and see the natural order shaken up.

When Bayushi Paneki launched the assault on the Kolat's hidden stronghold, he chose Atesharu to command the attack, not realizing the shugenja was himself a Kolat. However, Atesharu agreed to lead the attack, seeing it as a chance to reorganize the conspiracy to his own ends. None of the surviving members of the Kolat ever knew that Atesharu was part of the attack.

Shortly after the attack on the Hidden Temple though, Atesharu disappears for many years. Unlike many of the other Shameswords, the Blade of Guile remained by Atesharu's side. Not even the Scorpion are sure or what happens to Atesharu when he disappears, but he is gone for the entire duration of the Destroyer War, and the first time he is sighted is during the Age of Exploration, where he discovers a font of continuously running lantern oil at the Lost City of Laramun.

Atesharu is practical, pragmatic, and loyal to the Scorpion. He has no problems telling someone if he believes they are endangering the Scorpion or bringing too much attention to them, but this kind of blunt honesty is only reserved for Scorpion samurai. Outward, to the rest of the world, Atesharu is a quiet, skilled playwright and actor who disappears from one place to appear in another, always seemingly on the move.

SHOSURO ATESHARU

AIR: 5 EARTH: 3 FIRE: 4 WATER: 3 VOID: 3
PERCEPTION: 6

Honor: 0.7 (3.7) Status: 1.2 Glory: 2.2

School/Rank: Soshi Shugenja 5

Skills: Acting 7, Calligraphy (Cipher) 5, Etiquette 5, Investigation 6, Knives 7, Lore: Ivory Kingdoms 4, Lore: Theology 5, Lore: Kolat 3, Lore: Underworld 2, Meditation 5, Sincerity (Deceit) 7, Spellcraft 3, Stealth 7

Advantages: Blackmail (Various), Forbidden Knowledge (Kolat), Great Potential (Acting), Inheritance (Blade of Guile), Perceived Honor (Rank Three)

Disadvantages: Dark Secret (Kolat), Overconfident, Sworn Enemy (various)



SOSHI TISHI

FOUR WINDS, RAIN OF BLOOD,
TIME OF ENLIGHTENMENT,
RACE FOR THE THRONE, DESTROYER WAR

Soshi Tishi was a man who never should have held the positions he did, and yet did so admirably. Growing up without an ounce of humility, he frequently challenged more prestigious samurai when they tested skills, particularly his own teachers. When the aging sensei Bayushi Hisa lay dying, he shocked his peers by naming Tishi to the post of sensei of the Honor's Lesson Dojo. Tishi was just as surprised as everyone else, but he honored Hisa by taking his role seriously and setting aside his arrogance.

Tishi's tempered manner would prove crucial to the life of another Scorpion. Bayushi Kwanchai, nephew of the Imperial Chancellor Bayushi Kaukatsu, started his training at Honor's Lesson Dojo. He was an adequate student, but showed no more promise than to be a soldier. One day Kwanchai disappeared and was not seen again for three years. When he did return to Scorpion lands, he had adopted a new style, that of the Dark Sword of Bitter Lies, the reckless style of Bayushi Tengen. Kwanchai was, by all accounts, crazy, and Tishi was one of the few Scorpion to whom Kwanchai would listen.

At the wedding of Ikoma Otemi and Shosuro Yasuko, Kwanchai's madness forced Tishi to intervene. Kwanchai attempted to challenge the Emerald Champion Yasuki Hachi to an iaijutsu duel, a contest he would certainly lose. Tishi knew that Kwanchai was valuable to the clan, though, and somehow managed to talk Kwanchai down. For this, Tishi was favored by Kaukatsu, and was able to call on the Chancellor for advice.

Kaukatsu was so appreciative of Tishi that, years later, he arranged for Tishi to be named to the position of Imperial Historian. Though Tishi considered himself a warrior first, he was fascinated by the wealth of information at his disposal. He formed an unlikely friendship with Ikoma Otemi, as he worked with the Ikoma family to ensure that records kept were accurate, though Tishi has been very successful to ensure that the histories do not reflect badly on the Empire, especially at the cost of something as ephemeral as the truth.

Although Tishi was privy to fantastic tales as he combed through the historical records, none matched his own encounter with Doji Yasuyo during the Destroyer War. As a corollary to Tishi's duties within the clan, he was in charge of the security of certain scrolls kept at Hidden Moon Dojo, a secret shinobi training facility. None outside the clan even knew of its existence, and so he was not prepared to one day meet Yasuyo there, who had shown up unexpectedly and been captured. The Scorpion would not let her leave, though she seemed to be in no hurry to do so.



On one visit, though, she warned Tishi that the dojo was about to be attacked by Destroyers. Without any reports of this, he scoffed at her. Yasuyo explained her training with the kenku Kozue and that she was privy to knowledge beyond the mortal realm. Believing her to be truthful, Tishi evacuated the facility and the valuable scrolls. The facility was attacked as Yasuyo warned only a short time later.

Though in his youth Tishi expected to die in glorious battle, he retired to a monastery in Scorpion lands when the war ended. He does not hide who he was, and insists that the telling of the old stories is essential to the Celestial Order. Those who visit him, however, find him to be in suspiciously good physical shape, as if he had not abandoned all of his worldly pursuits.

SOSHI TISHI

AIR: 4 EARTH: 3 FIRE: 3 WATER: 4 VOID: 3

WILLPOWER: 5 INTELLIGENCE: 4

Honor: 1.3

Status: 4.4

Glory: 6.7

School/Rank: Soshi Magistrate 3

Skills: Athletics 4, Defense 4, Intimidation (Control) 2, Jiu-jutsu 3, Kenjutsu 3, Lore: History 5, Lore: Underworld 3, Lore: Lying Darkness 3, Horsemanship 2

Advantages: Allies (Bayushi Kaukatsu), Crafty, Forbidden Knowledge (Lying Darkness), Large, Precise Memory

Disadvantages: Consumed (Control), Insensitive, Overconfident





Fujitani lived peacefully with Kazuki for many years. She explored the empire when he was called away on duty, and she learned of the nuances of Bushido that the Scorpion believed justified their acts. Although Fujitani was saddened that Bushido did not favor good or evil, she was reassured that many samurai did care about what they did in the world. She finally understood why Snowflake had never returned, and grew to truly love her husband.

Unfortunately, he grew to love her as well. In their later years she revealed to him the secret of her past, and he foolishly told his superior in the clan. The Scorpion, jealous for the secrets of Chikushudo, lured her to a warehouse where a shugenja cast a spell on her to keep her still so they could interrogate her about her origins.

Having been betrayed, and violating her taboo, Fujitani's human form dissipated and she was once again a spirit.

To her surprise, she did not reappear in Chikushudo, however. Instead, she was forced to wander Rokugan as a spirit, trapped outside any world where she could be happy. She searched for months for any solace, until she came upon a Crane samurai defending a village beset by Destroyers. She immediately knew, this was a truly good man, and yearned for his attention. She approached him and, when he told her to flee, she used what power she had to unleash a wave of ice, freezing the Destroyers in place. Having finally found her beloved, they embraced, surrounded by the stillness of winter.

YOGO FUJITANI

DESTROYER WAR

Kitsune spirits are curious beings, and have been known to travel Rokugan in the guise of humans. These spirits want to experience life as a samurai, and sometimes become so engrossed that they never return to the forests. For one, though, her own curiosity was now what drew her into the world of men. Yogo Fujitani was a foxwife whose sister had joined the Scorpion many years before. She had seen her sister, Snowflake, take on the name Soshi Kiyo and become a loyal and dedicated member of the clan, immersing herself in the human world.

When Fujitani first took human form, she took on the three taboos that had bound her sister. She could never be touched by the magic of a shugenja, she must always answer a question with a question, and she must marry a good man within a year. For the first year among the Scorpion, Fujitani despaired. She could find no one she considered good, for they all were willing to perform or condone evil acts.

Fujitani remembered how Snowflake had redeemed her husband from his evil ways, and so Fujitani accepted a marriage proposal from Yogo Kazuki, from a minor branch of the family. He had very little status within the Scorpion because he was not a shugenja, and was not trusted with any important responsibilities because of the Yogo curse. Fujitani was undeterred, though. They were married and she settled as his wife in Ryoko Owari, where he served as a minor functionary.

YOGO FUJITANI

AIR: 3	EARTH: 2	FIRE: 2	WATER: 2	VOID: 2
INTELLIGENCE: 4 PERCEPTION: 3				
Honor: 6.5	Status: 1.5	Glory: 1.0		

School/Rank: Bayushi Courtier 2

Skills: Calligraphy 3, Courtier (Gossip) 4, Etiquette 4, Investigation 3, Lore: Bushido 4, Lore: Scorpion 3, Lore: Spirit Realms (Chikushudo) 4, Sincerity (Deceit, Honesty) 4, Temptation 1

Advantages: Dangerous Beauty, Inner Gift (Empathy), Karmic Tie: Soshi Kiyo (Rank Three), Touch of the Spirit Realms (Chikushudo), Voice

Disadvantages: Blackmailed (True form revealed to the Scorpion), Can't Lie, Idealistic, Lost Love (Yogo Kazuki), True Love (Crane bushi, unknown)

Shapeshifter Abilities: Humanity, Strength of Jade

Shapeshifter Penalties: Must answer a question with a question, May never be the target of an elemental spell, must marry a good man within a year.

THE UNICORN CLAN

HORIUCHI NOBANE

RAIN OF BLOOD, TIME OF ENLIGHTENMENT, RACE FOR THE THRONE, DESTROYER WAR

Though the lost Horiuchi family was known for its charity and compassion, it surprisingly produced one of the greatest Unicorn warriors of a generation. From humble beginnings, Horiuchi Nobane defended Rokugan his whole life and though he survived many wars, at the end he became the end of a noble line. Nobane was adopted into the Horiuchi family, like so many others. He never knew his parents, but was told that they were vassals of the Akodo family. Hoping to honor their memory, Nobane dedicated himself to learning the tactics in Leadership, and his instructors found him to be a natural tactician.

Near the end of the struggle against Iuchiban, Emperor Toturi III reorganized the Imperial Legions and allowed the clans to each nominate a commander from their ranks to lead one legion. Unicorn Khan Moto Chagatai chose Nobane for the honor, both because Nobane was a capable leader and because his study of the Lion style of warfare would prevent any Imperial Legionnaires from learning the proprietary cavalry strategies of the Unicorn. Though Nobane suspected this played a role in his nomination, he accepted the position with honor.

Nobane's dedication to his place in the world brought the attention of the Celestial Heavens. During his time as commander of the Eighth Legion, Nobane discovered a daisho that bore no family markings, but was of the finest craftsmanship. He carried the blades, not suspecting for a long time that he held the Daisho of Water. When Nobane had sufficiently proven his worth, the blades awakened and revealed their true nature. Nobane tried to turn the daisho over to the Unicorn leadership, but Chagatai insisted Nobane carry the blades, as they had found him.

Nobane did not participate in the Khan's Defiance, as he was still attached to the Imperial Legions and was assigned elsewhere at the time, but after the Unicorn Clan was defeated at Toshi Ranbo, Chagatai recalled Nobane, asking that he leave the Imperial Legions and take command of the Baraunghar Army following the death of Iuchi Lixue.

Nobane commanded the Baraunghar into and through the Destroyer War, distinguishing himself as one of the Empire's most daring commanders. He led the defense of Shiro Kuni, though it eventually fell, and fought a rearguard action as the entirety of the Crab provinces were overrun. Though he eventually made his way to Ryoko

Owari, he was so badly injured and fatigued that Utaku Yu-Pan forced him to rest, under guard, while he recovered. Nobane recovered and fought in the rest of the war.

Nobane was haunted when he heard of the death of his family. With the slaughter of the Horiuchi at the Empress' command, he was one of only a handful of his kin left alive, saved by his service away from home. Shortly after the war, Nobane received a strange visitor. Matsu Benika, wielder of the Jade Hand, brought him a sealed package. They had met before several times, but not since she had received the Jade Hand. She asked him to protect the package, and she swore to do so. He kept it safe, in the empty lands of the Horiuchi, for many years, until Benika retrieved the item and Nobane fulfilled his final duty on the day of his death.

HORIUCHI NOBANE

AIR: 5	EARTH: 4	FIRE: 4	WATER: 3	VOID: 3
STAMINA: 5		PERCEPTION: 4		
Honor: 8.8		Status: 5.5		Glory: 8.1

School/Rank: Shinjo Bushi 3 (Shinjo Scout)

Skills: Athletics 3, Battle (Skirmish) 3, Defense 2, Horsemanship 5, Kenjutsu (Katana) 4, Kyujutsu 4, Stealth (Ambush) 3

Advantages: Allies (Matsu Benika), Leadership, Seven Fortune's Blessing (Ebisu's Blessing), Social Position (Imperial Legion Commander)

Disadvantages: Bad Fortune (The Last Horiuchi), Cursed by the Realm (Maigo no Musha), Haunted





IDE KIN

DESTROYER WAR, AGE OF EXPLORATION

Ide Kin is a small, wiry man who initially aspired to nothing more than taking a post in some moderately sized court on behalf of the Unicorn Clan, and live out his days working in their best interests. Ide Kin ended up becoming one of the strongest ties to the Dragon Clan the Unicorn would have through the Destroyer War and Age of Exploration, and his contributions to the battlefield are remarkable for a courtier as young as Kin.

Ide Kin was born to good parents who had a sizable estate in Ide lands and had an older sister. Ide Ashi was everything Ide Kin aspired to be – she was smart, she was cunning, she could maneuver a room full of people as easily as a Shinjo herded horses. She was the Darling of the Court in Ide lands, and Kin wanted nothing more than to serve the Ide and be as sensational and excellent as Ashi was.

Though it did not initially appear that way, Ide Kin would become more important to the Unicorn than most of their courtiers. When word came that they needed a diplomat to attend court at Shiro Kitsuki, Kin was honored and a bit shocked that he had been selected. Being young and not having much experience in the ways of court, Kin was suitable for the quiet and contemplative nature of Dragon.

Over the next several weeks, Kin would write many letters to his sister, describing the awe-inspiring feats of the tattooed men, and how he watched a Kitsuki magistrate use the Kitsuki Method to determine a lie, and arrest a criminal – something that Kin was mesmerized by, and sought to learn more about. He spent most of his younger years in Shiro Kitsuki, his fascination with the Dragon bringing him a great sense of joy and wonderment. The Dragon in turn enjoyed Kin's presence, as he always knew what they were getting with the young Ide when he spoke.

When Kin was older, he was pulled from Shiro Kitsuki and sent to the court of The Second City. His relationship with the Dragon proved to be valuable, and the bits and pieces of the Kitsuki Method he had picked up on allowed him to present evidence against the Lion that they had attacked the Unicorn without provocation, which was backed up by Kitsuki Fujimura, a magistrate within the Second City. This allowed the Unicorn to retaliate, legally, and gave Kin a reputation in the young court for being both honest and fair in his assessment of things – just as the Kitsuki are.

Kin's time in the Second City sees him very busy handling the business of the Unicorn at court and also assisting the Clan with the disbursement and movement of their troops around the fledgling Colonies. He can always be seen with a warm smile and taste for good conversation, and is always willing to talk at length about his time with the Dragon. Though he rarely sees her anymore, Kin still keeps up letters sent to his sister Ashi, exchanging stories of the wonderful things he's seen while continuing to try and live up to the example she set for him.

IDE KIN

AIR: 3 EARTH: 2 FIRE: 3 WATER: 2 VOID: 3

AWARENESS: 5 WILLPOWER: 3 INTELLIGENCE: 4 PERCEPTION: 3

Honor: 6.8

Status: 2.4

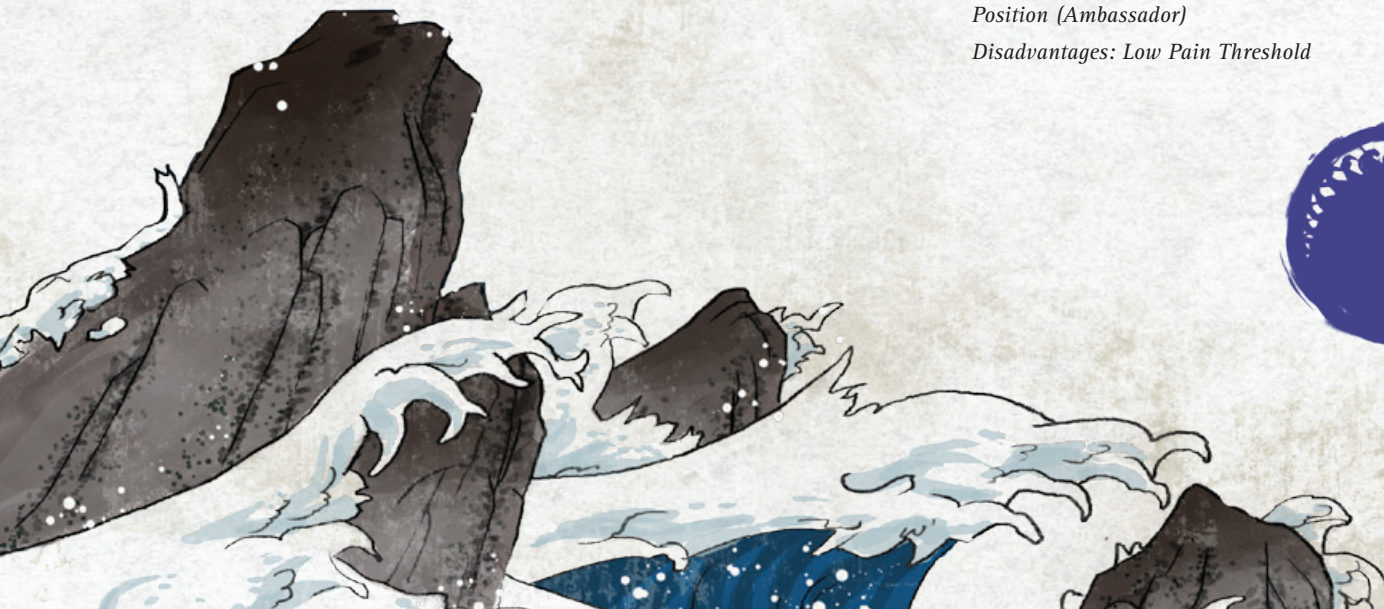
Glory: 5.1

School/Rank: Ide Emissary 2

Skills: Calligraphy 3, Commerce 4, Courtier 3, Etiquette (Conversation) 4, Horsemanship 2, Lore: Heraldry 4, Perform: Oratory 2, Sincerity (Honesty) 3

Advantages: Darling of the Court (Shiro Kitsuki), Inner Gift (Empathy), Kharmic Tie (Ide Ashi, 3 Ranks), Social Position (Ambassador)

Disadvantages: Low Pain Threshold



IUCHI TSUNG

Though the Unicorn are the Children of the Wind, one family reveres the water kami more. Iuchi Tsung was a model student at the Iuchi Shugenja School. He studied hard and was able to commune with the kami as proficiently as could be expected. He did not create any expectations of widespread fame, but he was a good man who was loyal to his clan and firmly believed in the Celestial Order. If Tsung excelled anywhere, it was in his understanding of the creation and usage of the nemuranai unique to his family, the meishodo. Tsung could tie spells to innocuous objects with great skill, allowing him to carry a broad array of spellcasting power with him at any time.

Sometime after his gempukku, though, Tsung fell out of favor with his family. When the Unicorn resumed worship of the Lords of Death, Tsung was horrified. He found the Shi-Tien Yen-Wang to be quite unsettling, and out of touch with the peaceful order of the Rokugani gods. Though Tsung tried to avoid anything discovering his discomfort, his fellow priests could sense something amiss with the young man. The Iuchi shunned him, believing that he could displease the Lords of Death and bring a return of their disfavor.

Tsung's only path was to join one of the Unicorn armies, as he was unwelcome in the temples. He found a measure of satisfaction in the Baraunghar, able to travel across Unicorn lands and perform his magic among those who did not know well of his lack of faith. It was not until the Unicorn battles against the Lion at Kaeru Toshi that Tsung found his true purpose, though. Tsung was shocked to discover that he enjoyed combat. He had always been a strong young man, even among his family, but he had never realized how strong until he tested his Bo of Water against the bushi of the Lion Clan. Tsung found success, and even a measure of glory.

Tsung's accomplishments, however, did not endear him to his family. Many of his peers were healers among the army, so they frowned on enjoyment of violence. Tsung bonded with the other soldiers and became more martial. He took up a katana and even learned Iai-jutsu from a Shinjo yojimbo he met. The other soldiers were his family in a way that Tsung had never known in Iuchi lands. Though he was given the opportunity to leave active duty after the fighting at the City of the Rich Frong, Tsung remained with his unit.

Tsung was instrumental in the Khan's march to Toshi Ranbo. He not only assisted with the rituals that would allow the Khol to travel across Lion lands in the deep of winter, but he also took part in the sacking of Shiranai Toshi. Tsung also fought in the final battle at Toshi Ranbo, falling to a detachment of Crane bushi defending the Imperial Palace. Though Tsung died in service to his clan, it is unlikely that the Shi-Tien Yen-Wang felt merciful to his soul upon his judgment in the heavens.

IUCHI TSUNG

AIR: 3 EARTH: 3 FIRE: 3 WATER: 5 VOID: 3

AGILITY: 4

Honor: 5.6

Status: 3.2

Glory: 5.7

School/Rank: Horiuchi Shugenja 4 (Iuchi Travelers)

Skills: Battle 4, Calligraphy (Cipher) 3, Defense 3, Horsemanship 5, Lore: Theology 4, Meditation 3, Spellcraft 3, Staves 6, Craft: Meishodo 4

Advantages: Friend of the Elements (Water), Seven Fortunes' Blessing (Bishamon)

Disadvantages: Cast Out (Shi-Tien Yen-Wang), Disbeliever (Shi-Tien Yen-Wang), Fascination (Battle)

Affinity/Deficiency: Water/Fire

Spells: Bo of Water, Ebbing Strength, Reversal of Fortunes, Rejuvenating Vapors, Stand Against the Waves, Wave-Borne Speed, Strike of the Tsunami, Walking Upon the Waves, Ebb & Flow of Battle, Tempest of Air, Nature's Touch, Call Upon the Wind, Armor of Earth, Earth's Stagnation





MOTO JIN-SAHN

FOUR WINDS, RAIN OF BLOOD, TIME OF ENLIGHTENMENT, RACE FOR THE THRONE, DESTROYER WAR

Moto Jin-Sahn represented the best of the first generation of his family born after its redemption by Otaku Kamoko when she defeated the fallen daimyo Moto Tsume. Jin-Sahn was raised without the shame his family had known for generations, at a time when the Moto were ascendant. Jin-Sahn joined the Khol Army shortly before the death of the Emperor Toturi.

When Moto Chagatai and Moto Chen traveled to the spirit realms and restored the worship of the Shi-Tien Yen-Wang, Moto Jon-Sahn was among the first to devote himself to the ancestral gods of his people. He and his friend, the priest Moto Akikazu, were fervent in their belief that the Lords of Death would bless them and help them to bring death to their enemies. Jin-Sahn's piety was lauded by the elders of his family, and he was rewarded with many opportunities.

Jin-Sahn found the opportunity he wanted shortly after the coronation of Toturi III. He was appointed to the rank of Chui within the Khol Army and joined the prestigious White Guard, the finest military unit to which a Moto could aspire. Jin-Sahn served in the White Guard many years, eventually rising to the rank of Shireikan, and serving as a confidant of the Khan Moto Chagatai and his successor, Moto Chen.

When the Jade Sun and Obsidian Moon held the Celestial Tournament, Moto Chen nominated Jin-Sahn to compete for the favor of the heavens. Although Jin-Sahn did not win the tournament, he did defeat both the Matsu Daimyo and his own Champion, earning the post of Shogun. Jin-Sahn was honored to serve as the second Shogun, following in the footsteps of the great warrior Kaneka, who

Jin-Sahn had respected ever since the days when Moto Chagatai had pledged himself to Kaneka's cause.

Jin-Sahn executed his duties as Shogun with ruthless efficiency. Although his mission to cleanse the so-called Spider Clan from the Shinomen Forest brought him into conflict with his own clan, Jin-Sahn's loyalty to the orders of the Empress superseded any doubt he would have overriding the authority of his Clan. Jin-Sahn held his position through the Destroyer War and after, leading his men to rare victories and surviving to see Kali-ma defeated.

As a young man, Jin-Sahn was a dour man who took his oaths to the Lords of Death very seriously. He rarely joked and was quick to anger, especially if someone mentioned any past failures of his family. By the time of the Destroyer War, though, Jin-Sahn had grown more comfortable around others and engaged strangers respectfully as a member of the Empress' Chosen. Jin-Sahn rarely ventured from his military posts, unless it was to visit his home in Shiro Moto or to attend the Empress in Toshi Ranbo.

MOTO JIN-SAHN

AIR: 3	EARTH: 5	FIRE: 3	WATER: 4	VOID: 3
AGILITY: 5				
Honor: 4.7		Status: 7.0		Glory: 9.1

School/Rank: Moto Bushi 3/The White Guard 2

Skills: Athletics 4, Battle (Mass Combat) 5, Defense 5, Horsemanship 7, Hunting 5, Kenjutsu (Scimitar) 7, Kyujutsu 3, Lore: Burning Sands (Lords of Death) 5, Lore: Theology 5

Advantages: Allies (Many Related to Being the Shogun), Large, Leadership, Social Position (Shogun), Strength of the Earth, Touch of the Spirit Realms (Meido), Wary

Disadvantages: Brash, Gaijin Name, Obtuse



MOTO OGARU

AGE OF EXPLORATION

The Unicorn are famous in Rokugan for their affinity for animals and the skill at which they handle and care for those animals. This applies most specifically to horses, but many other animals such as falcons and dogs have had many famous Unicorn trainers.

Moto Ogaru, however, is particularly well skilled at the handling of pandas. Pandas in Rokugan are rarely ever in captivity, and left to roam the wild freely. When Moto Ogaru was young, a wild tiger attacked him in the wilderness, and it was a panda bear that came to his rescue, scaring the tiger away. Since that day, Moto Ogaru has had a deep love for the creatures, and often spends his time in the wild around them. He rarely ever has to travel far though. When Ogaru is on patrol or traveling, it is rare to go a day without seeing a panda nearby, or even following Ogaru and whomever he is traveling with.

Ogaru himself is massive even by Crab standards, dwarfing many other samurai, and often appears brutish and stern. He is a commander within the Unicorn armies and his skills on the battle are noteworthy, often using his overwhelming size to his advantage where many would find it a hinderance. However, anyone who spends more than a minute with Ogaru will find him smiling and laughing constantly, making jokes at his own expense to make other smile and bring them that same joy and laughter. Ogaru leads a small but well coordinated group who also share their commanders joy for life and ability to always make each other smile.

Samurai who find themselves in Ogaru's presence will also find him spending his free time with the pandas that seem to follow and show up wherever he is. The creatures are gentle to most who approach them with ease, but they treat Ogaru as if he was one of their own. They never seem to try and interrupt Ogaru when he's on duty or performing tasks for the daimyo of the Unicorn, displaying almost a supernatural understanding that Ogaru's duties are important to him, and that they should allow him to perform those duties in peace.

More than one Iuchi has speculated that Ogaru's relationship with pandas, and the way that they react to him indicates that his soul is incredibly pure or possibly the reincarnation of a particular noble and heroic ancestor. There are many samurai in Rokugan who are skilled with animals, but it is difficult to think of any samurai who has ever had such an affinity for pandas specifically as Ogaru does. When he is not spending his time with pandas or on patrol, he can be found researching and studying the history and tactics of the Unicorn and the other great clans, learning and hoping to inspire himself to develop new tactics and strategies that the Unicorn can bring to bear upon their enemies.



MOTO OGARU

AIR: 2	EARTH: 2	FIRE: 2	WATER: 3	VOID: 2
AWARENESS: 3	STAMINA: 3	AGILITY: 3		
Honor: 4.6	Status: 3.2	Glory: 3.0		

School/Rank: Moto Bushi 1

Skills: Animal Handling (Pandas) 3, Athletics 3, Battle 2, Defense 2, Horsemanship 4, Hunting 3, Kenjutsu (Scimitar) 4, Lore: History 3, Polearms 2

Advantages: Inner Gift (Animal Ken), Touch of the Spirits Realms (Chikushudo), Social Position

Disadvantages: Disturbing Countenance, Fascination (Pandas), Gaijin Name, Soft-Hearted





SHINJO DUN

TIME OF ENLIGHTENMENT, RACE FOR THE THRONE, DESTROYER WAR

For many years following the return of the Kami Shinjo, the Shinjo family lived with the shame of having been infiltrated and led by the Kolat. This made most Shinjo, from the lowest guardsman to the Daimyo Shinjo Shono very wary of asserting themselves for fear that the shame would be used as a weapon against them. As the next generation came of age, though, the younger Shinjo who knew only honor restored the family's bluster as well. Few were more confident in the glory of their heritage than Shinjo Dun.

Dun was an excellent rider and capable warrior whose performance in his early years of training convinced him that a life of adventure laid ahead. Dun's skill even earned him an invitation to the Topaz Championship for hi gempukku. There he lost closely to one of his own clan, a slight shugenja named Horiuchi Wakiza. Stunned at his loss, Dun was assigned to a small detachment of guardsmen serving at Shiro Iuchi.

It was at Shiro Iuchi that Dun first heard the stories of the Ancestral Sword of the Ki-Rin, lost for decades. He became obsessed with rumors of the mystical blade, and due to his dedication to studying it and its origins gained permission to seek it personally. Traveling west, toward the Burning Sands, Dun encountered a former member of the Dark Moto, cast out by Fu Leng for his failures. He had stayed alive using a trinket containing a djinn, so that he could bear the Ancestral Sword of the Ki-Rin back to Rokugan. Dun accepted the blade from the man, and then struck him down for his crimes against the empire.

Upon his return, Dun was lauded for bringing the heirloom back to the Unicorn. He was permitted to wield the blade to honor his journey. Shono assigned Dun to the palace guard at Shiro Shinjo for a time, though after a time Dun gained a prestigious invitation to train at the Akodo War College. After completing a course of study, Dun was given a command just before the start of the War of Dark Fire.

Dun commanded his troops through both that war and the ensuing Destroyer War, rising to the rank of shireikan under Utaku Yu-Pan. He fought in the rearguard action at the Kaiu Wall before it fell, and later fought at Ryoko Owari when the God Beast attacked that city. He was forced to take command of the Unicorn forces when Yu-Pan was gravely injured, and he rallied the troops for the final attack on the hideous monster.

Dun was one of the first Unicorn to volunteer to travel outside the borders of the empire in search of unknown threats after the Destroyers were defeated. Though many of his clan helped explore the land route to the Colonies, Dun and a handful of men secretly traveled west, in search of clues about the mysterious Yodotai that had contacted the Unicorn several years before. Though it is known that Dun returned safely, his report remains a secret known only to the Unicorn Champion and the Khan.

SHINJO DUN

AIR: 3	EARTH: 4	FIRE: 4	WATER: 3	VOID: 3
REFLEXES: 4			PERCEPTION: 4	
Honor: 6.7		Status: 6.0	Glory: 6.4	

School/Rank: Shinjo Bushi 3

Skills: Athletics 4, Defense 2, Horsemanship 5, Hunting (Tracking) 3, Kenjutsu 4, Kyujutsu 2

Advantages: Absolute Direction, Leadership, Tactician, Social Position (Shireikan)

Disadvantages: Driven (Gain Glory), Gaijin Name



UTAKU MU-DAN

FOUR WINDS

Utaku Mu-Dan was a Battle Maiden of the Unicorn Clan who served under daimyo Utaku Xieng Chi. She was a personal student of the daimyo as well, learning many of Xieng Chi's personal tactics. Mu-Dan grew up in the first generation to bear the Utaku name, and was fervent to honor the late Thunder Otaku Kamoko. Mu-Dan's enthusiasm waned, however, when she first tasted war.

She traveled to Crab lands at the onset of the Second Yasuki War to honor the friendship between their clans, since Hida O-Ushi's late husband was Shinjo Yasamura, younger brother of Shinjo Daimyo Shinjo Shono. The Shinjo family, still depleted from the culling at the hands of Lady Shinjo a generation earlier, could not send many troops, and so the Utaku Battle Maidens went south.

In fighting the Crane, Mu-Dan learned that war was both noble and terrible. As she rode down many a Crane warrior, she could see the conviction in their eyes, the same conviction that she knew she herself bore. Though she believed the Crane warred on the Crab unjustly, she could not help but feel distress over the loss of life. After Mu-Dan's detachment returned to Unicorn lands, she spoke to Xieng Chi about her duty and her unease fighting other samurai. Xieng Chi tried to explain to her that life and death are a part of the kharmic wheel, but knew that Mu-Dan was simply too young to truly feel the weight of life and death as an older woman would.

Mu-Dan's hesitation, fortunately, did not affect her ability to engage in the next major engagement. When Daigotsu attacked Otosan Uchi, she threw herself into battle with the monsters of the Shadowlands with vigor. She relished the opportunity to fight against an undeniable threat to the empire, and her valor earned her a promotion to taisa within the Baraunghar Army.

Knowing of Mu-Dan's conflicts, Xieng Chi ensured that Mu-Dan's unit would be one of those sent to aid the Crab along the Kaiu Wall. Mu-Dan was free from her moral dilemmas while fighting the oni and goblins that assaulted the Crab, and was able to devote her entire being to that endeavor.

Mu-Dan was a frequent visitor to the Crab castles, especially Kaiu Shiro. Though her first love was riding through the vast farmlands the Crab tended, her experience in combat made her curious about the siege equipment that the Crab used.

Her training in Unicorn lands had taught her much about the role of mobility on the battlefield, but until she fought on and around the wall, she had never understood the wholly different complexities of defensive mobility. The Kaiu, with their carefully designed structures that allowed for easy movement of troops and supplies along the entire length of the wall, fascinated her.

Mu-Dan, like many of her sisters, lived and died in a blaze of glory. She was one of the volunteers who fought on the other side of the wall to clear the way for the Four Winds to enter the Shadowlands and march to the City of the Lost. Mu-Dan died under a flocked of winged oni, drawing the attention of many of their kind away from the scions of Toturi long enough to ensure their journey could begin.

UTAKU MU-DAN

AIR: 3	EARTH: 3	FIRE: 2	WATER: 2	VOID: 3
REFLEXES: 4		AGILITY: 3	STRENGTH: 3	
Honor: 7.2		Status: 1.3	Glory: 3.2	

School/Rank: Utaku Battle Maiden 2

Skills: Battle 2, Defense 3, Etiquette 2, Horsemanship 4, Kenjutsu 3, Meditation 3, Polearms 2, Sincerity 2

Advantages: Heart of Vengeance (Shadowlands), Paragon (Compassion), Virtuous

Disadvantages: Brash



THE SPIDER CLAN

DAIGOTSU AKIHIME

DESTROYER WAR

SUBMITTED BY MICHAEL HALE

Before she joined the Spider, Akihime was a geisha serving the Bayushi family in their spy networks. Having been born to a family of lower-class eta in 1150, her position as a geisha who could serve the Bayushi was considered a blessing.

Akihime, while a geisha, was useful and through her usefulness Akihime believed she had purpose. She devoted her prayers to the Fortune of Love, Benten, to whom she believed she owed her beauty.

In 1169 the Scorpion geisha network she served was implicated in a plot to assassinate a Crane lord, of which Akihime knew nothing. The Bayushi framed a geisha with whom Akihime had worked for the murder. The Crane lord decided to have the geisha house burnt to the ground and the geisha there were seized secretly. Akihime never cursed the Fortunes, but rather thanked them. Benten, she believed, had given her the means of her escape. With charm and cunning, she feigned love for her new lord who was taken in by her beauty.

She then murdered him with his own katana.

While some might have bemoaned their fate, Akihime relished it. She set to work becoming a geisha house owner in a small village, killing clients who proved to have more amorous interest in her than she liked or who could not help her gain power. Her blood lust grew over time, but she always thanked the Fortunes for her life and her looks. It is unknown how many men's lives she ended, but a Kitsuki Investigator named Tatsuya who had taken up the case of the murders believed it could be dozens.

Much later, she met Daigotsu Hotako who visited her village claiming that Fu Leng had shown her a vision, a vision of Akihime bathed in blood and at the feet of Daigotsu. She extended the offer for Akihime to join the Spider Clan so that she could honor a true deity, Fu Leng, the god who would keep her beautiful forever. Akihime soon accepted the Taint. Akihime dedicated herself to Fu Leng by sacrificing the troublesome Kitsuki investigator, but only after she lured him into her confidence, charmed him with her tragic history, and then allowed him to believe she loved him. Tatsuya's son and daughter, Daigo and Yuki, would take up the case to find their father's killer, but their quest remained unsolved for months following Tatsuya's murder.

With her place in the Spider secured in blood, Daigotsu Akihime set about recruiting geisha for her lord to build a spy network that would serve the Spider. She soon faced Kitsuki Daigo who had tracked her down and deduced she had killed his father. When Daigo had an opportunity for vengeance, a moment of pity allowed her to kill him. Kitsuki Yuki alone remained to seek her revenge. The two dueled in the fiery ruin of Akihime's geisha house which Yuki had set ablaze. While Akihime managed to escape the battle with her life and looks intact, Yuki survived also.

DAIGOTSU AKIHIME

Air: 4	Earth: 3	Fire: 3	Water: 2	Void: 2
Awareness: 5			Strength: 3	
Honor: 1.2	Status: 1.0	Glory: 1.2	Infamy: 3.2	

Shadowlands Taint: 3.0

School/Rank: Daigotsu Bushi 2 (Insight Rank 3)

Skills: Artisan (Poetry) 4, Calligraphy 2, Courtier 5, Etiquette 4, Games: Letters 4, Hunting 1, Intimidation 5, Investigation 1, Jiu-jutsu 1, Kenjutsu (Katana) 5, Kyujutsu 1, Lore: Shadowlands 1, Sincerity 4, Spellcraft 1, Temptation (Seduction) 5,

Advantages: Dark Paragon (Control), Dangerous Beauty, Great Potential (Courtier),

Disadvantages: Driven (Dominate All Those Who do Not Serve her or her lord),

Shadowlands Powers: Mind of Darkness, Father of Lies, Unholy Beauty

Mutations: Demonic Eyes



DAIGOTSU CHAOZHU

THE FOUR WINDS, RAIN OF BLOOD, AGE OF ENLIGHTENMENT, RACE FOR THE THRONE, DESTROYER WAR

Moto Chaozhu is an example of what the price of ambition is, and to what lengths a man bent on achieving his ambition will go to. Brother to Moto Chen and cousin to Moto Chagatai, Chaozhu wanted nothing more than to rise to the position as a commander of the Junghar Army, one of the three divisions of the Unicorn's military forces. Chaozhu worked hard in his early life to display his ability to lead and command troops, but when it came time for a new appointment to be made, his brother was appointed to the position, leaving Chaozhu with jealousy and a hatred for his brother that would burn within him for the rest of his life.

Chaozhu would not let Chen take away the one thing he wanted in life, and eventually came under the influence of the Kolat, promising to dishonor and shame Chen in exchange for Chaozhu's services. Chaozhu gladly accept the offer, and took glee in his brother public shaming - but still did not get what he wanted. Shinjo Shono was appointed as commander in Chen's place, and Chaozhu was again left empty handed. He continued to work with the Kolat and was further fueled by hatred of his brother until eventually he became reckless, and the Kolat sought to eliminate both of the brothers before they could be a threat - Chen for getting too close to their operations, and Chaozhu for being foolish enough to get caught.

Before the assassins of the Kolat could carry out Chaozhu's execution, the Rain of Blood occurred. Chaozhu used this opportunity to escape the city, and in the days following the rain realized that he had become tainted, the power of Jigoku flowing through his veins. The blessings of Jigoku showed Chaozhu that there were better, more powerful positions of status and command out there, and he set out to the Shadowlands where he eventually came into the service of Daigotsu. Chaozhu used his expertise in cavalry tactics to train the Lost, and his loyalty and service to Daigotsu finally earned Chaozhu what he had sought all his life, when he was appointed as a commander for a legion of the Lost.

Chaozhu wants nothing more than to rise to the position of military commander, and the means of how he gets there mean very little to him. Forgery, murder, lies - whatever the price, Chaozhu is willing to pay it. Chaozhu's ambition is so great, however, that it often leads him to reckless actions, acting before thinking, which gets him into trouble on all sides more than once. If he believes that someone can help him attain the status and position he seeks, he is willing to do almost anything for them. And though his hatred of Chen is fierce and burns forever, anyone who opposes or stands in Chaozhu's way will find themselves in the sights of a man who will stop at nothing

to remove those obstacles. Once Chaozhu gets what he wants, he will hold onto that with the same ferocity he displays when opposing someone trying to stop him. He dishonored his brother, he worked for the Kolat, and he accept the Taint - Chaozhu's ambition knows little limit, which makes him dangerous in many ways for friend and foe alike.

MOTO CHAOZHU

Air: 2	Earth: 3	Fire: 3	Water: 5	Void: 3
Reflexes: 4	Agility: 6			
Honor: 0.0	Status: -3.0	Glory: 0.2	Infamy: 4.9	

Shadowlands Taint: 2.0

School/Rank: Moto Bushi 2/Dark Moto 2

Skills: Athletics 4, Defense 5, Forgery 2, Horsemanship 7, Hunting 5, Intimidation 4, Jiu-jutsu 1, Kenjutsu (Katana, Scimitar) 6, Kyujutsu 3, Lore: Kolat 2, Lore: Shadowlands 4, Lore: Unicorn Clan 3, Sincerity (Deceit) 4

Advantages: Dark Paragon (Will), Gaijin Gear (Various), Heart of Vengeance (Unicorn Clan, The Kolat), Large, Leadership, Multiple Schools (Dark Moto)

Disadvantages: Blackmail (Moto Chen), Brash, Consumed (Control), Dishonored, Sworn Enemy (Moto Chen, Kolat)





KOKUJIN BUNCHO

TIME OF ENLIGHTENMENT, RACE FOR THE THRONE

SUBMITTED BY BREBOUILLET MATHIEU

Buncho, if that is his real name, was born a poor eta boy in the northern Crane lands. His family job was to deal with the animal carcasses the butcher left after cutting the meat. This life never pleased the unstable boy, who was prone to fits of anger. One day, a passing samurai got angry at Buncho's parents for not moving their cart quickly enough out of his way. The samurai killed them both without a thought.

Buncho was nearly an adult, but his mind shattered. He attacked the passing noble and his guards, and in a rage, he killed them all bare-handed. He fled into the wilderness. He was consumed by his anger and his thirst for killing, until his fateful meeting with the Dark Prophet, Kokujin.

Kokujin, the tattooed madman, was at this time creating a peasant revolt in the Scorpion lands. He heard of a dangerous man killing people randomly in Crane lands and investigated, knowing that he would find a useful disciple. And so he did. He hunted Buncho through the wilderness, defeated him in single combat and beat him to a pulp until he listened. Thus the former Dragon taught him his philosophy of the Dark Lotus.

Fully trained, Buncho was a fanatical serial killer. He believed that everyone has a dharma and karma debt to pay and that his mission was to make them pay in the name of the Lotus prophet. Buncho worked tirelessly to help his new master usher in a new era to Rokugan, one where strength would prevail and the false social order of the samurai would be cast down.

Buncho enjoyed his tasks, especially those that caused mayhem and death. He could subtly undermine the will of a town magistrate or local lord, convincing their peasant vassals that a new life could be found no further than the end of a simple spear. Towns burned in his wake, and none ever were the wiser.

Buncho travelled the empire in service to Kokujin, pretending to be an average monk. He would feign friendliness and compassion, but often killed solitary travellers he met on the road. He was an excellent infiltrator, spending time in castles and monasteries without his hosts guessing his true allegiance.

Despite his humble origins, Buncho was a muscular man in his late twenties, bald with a short goatee. He usually wore simple sohei garb, his magical and corrupted tattoos hidden among the giant lotus flower tattoo on his back. Even though who were unfortunate enough to see the tattoo rarely understood the danger until it was too late.

Buncho followed Kokujin faithfully until the madman's death at the hands of the Scorpion. Distraught, Buncho disappeared into the Empire once more, though to seek redemption or revenge no one could say.

KOKUJIN BUNCHO

AIR: 4 EARTH: 3 FIRE: 2 WATER: 3 VOID: 3

AGILITY: 4

Honor: 1.5 Status: -8.0 Glory: 1.2 Infamy: 2.2

Shadowlands Taint: 0.6

School/Rank: Hitomi Kikage Zumi 3

Skills: Acting (Monk) 4, Athletics 3, Craft: Tattooing 1, Defense 2, Etiquette 1, Intimidation 4, Investigation (Interrogation) 2, Jiu-jitsu (Doku-do) 4, Lore: Anatomy 2, Lore: Omens 2, Lore: Theology 3, Meditation 1, Staves (Nunchaku) 5, Stealth 3

Advantages: Hands of Stone, Higher Purpose (Bring about the Dark Lotus era)

Disadvantages: Antisocial (rank 2), Ascetic, Consumed (Insight - Meditation), Compulsion (Major - Murder), Enlightened Madness (Balance Tattoo)

Tattoos: Balance, Blaze

Kiho: Stain Upon the Soul, Riding the Clouds, Soul of the Four Winds

M'RIKA

DESTROYER WAR, AGE OF EXPLORATION

The nature of bog hags is a strange one amongst creatures of the Shadowlands. They are by most accounts (for those who meet one and live, anyway) evil creatures who seek nothing more than to torture, and eventually kill victims so that they can wear their flesh as their own. The most notable among the Kuni scholars believe that this embodies a bog hag's intense hatred of beauty and life, a beauty and life that they cannot ever have so they take it from others.

For a bog hag like M'rika though, it represents something very different - a desire not to take and punish the beauty and life she sees in the world, but rather to be herself an expression of art and life.

The origins of M'rika the bog hag are completely unknown, and there very well may not be a single living soul around anymore to remember them. Otomo M'rika, beloved artisan of the Otomo Family and teacher to Otomo Suikihime, the Governess of the Imperial Colonies, however, is well known. M'rika was a ronin who displayed an incredible artistic talent at a young age, focusing mostly on painting. She served in the specialized unit know as the Sanctified Ones during the Destroyer War, having infiltrated that unit. To the surprise of her colleagues, who were suspicious of her, she proved her loyalty to the Empress. After the war, she traveled to the Colonies and married a prominent member of the Otomo family, and began to create some of her finest work. It should not be considered an oddity that her artwork is not widely displayed in the halls of Kyuden Otomo, for while she is incredibly skilled, her true nature as a bog hag and fascination with the art of flesh and blood and the human body leads her to create works of art that, while beautiful, are not necessarily acceptable to display in public. Her parents, so the stories say, were able to eventually curve that artistic talent to more appropriate works, and trained her as a courtier to carry out the families sacred duties to the Emperor.

M'rika was a very subtle, but ruthless courtier, and when it came time to appoint a teacher for the young Suikihime, many seemed confused by the choice to send M'rika to the Colonies. Some viewed it as an exile, while others saw it as simply a way to get M'rika far away from the capitol. What it really was, though, was all M'rika's plan. M'rika's joy of painting was well known (though her hobbies of sculpting flesh for her disguise or the painting of the skulls of her victims is somewhat less known), M'rika viewed Suikihime as the ultimate expression of her artistic calling. She had sculpted bone, sewn flesh as easily as cloth, and could paint blood as well as ink, but a person - to mold and sculpt and shape a person - that was something M'rika very much wanted. To the Empire, and Suikihime herself - Otomo M'rika is simply a seasoned courtier, offering a careful hand and guidance to a member of her family.

And for Otomo M'rika, that's largely true. She is serving the needs of the Otomo, and gets to live in a world that her kind never do. She is bowed to, treated with respect, and left to her own devices. All it takes is a few dead bodies every now and again.

But for M'rika the bog hag the Governess is the ultimate canvas to express her art to the world. And in the end - who could want anything more than that?

M'RIKA

AIR: 4	EARTH: 4	FIRE: 3	WATER: 3
AWARENESS: 5	INTELLIGENCE: 5	STRENGTH: 4	
Honor: 0.0 (4.0)	Status: 5.7	Glory: 2.3	

Shadowlands Taint: 5.2

School/Rank: Self Taught Shugenja/Otomo Courtier 3

Skills: Acting (Otomo Family) 6, Artisan: Painting 7, Artisan: Sewing (Human Flesh) 6, Calligraphy 3, Courtier (Manipulation) 6, Etiquette (Bureaucracy, Conversation) 4, Forgery 3, Investigation 4, Athletics 3, Hunting 4, Meditation 2, Defense 2, Jiu-jitsu 5, Knives 4, Sincerity (Honesty, Deceit) 6, Sleight of Hand 4, Stealth 4, Spellcraft 3, Temptation (Seduction) 5

Advantages: Allies (Otomo Suikihime), Crafty, Dangerous Beauty, Great Potential (Painting), Imperial Spouse, Perceived Honor (Rank Four), Social Position (Suikihime's Teacher), Soul of Artistry (Artisan Skills)

Disadvantages: Consumed (Perfection), Dark Secret (Bog Hag), Phobia (Jade), Shadowlands Taint, Small

Affinity/Deficiency: Air/Earth and Fire

Spells: Cloak of Night, Way of Deception, Benten's Touch, Hidden Visage, Secrets on the Wind, The Eyes Shall Not See, Your Heart's Enemy, Know the Mind, Slayer's Knives
Shadowlands Powers: Blackened Claws, Blessing of the Dark One, Child of Darkness, Mind of Darkness

Note: M'rika has all the Special Abilities of a 'Bog Hag' listed in the Legend of the Five Rings 4th Edition Core Rulebook



NINUBE ONCHI

DESTROYER WAR, AGE OF EXPLORATION

Ninube Onchi once lived her life in the Unicorn lands as Horiuchi Onchi.

It was a pleasant time for a young girl, those warm summer evenings riding across the plains of the Horiuchi lands. There was very little to care about in those days. She had many friends she would go out with and play games, fish, and do all of the things children do in their innocent days, when the responsibilities of adult life have not been imposed upon them.

When her ability to speak with the kami was realized, she was sent to learn with the Iuchi shugenja at her grandmother's request. She kept in touch with many of her friends, and held onto her free spirit that translated well with her relationship with the water kami. A bright future was ahead of her, but sadly, a bright future was not fated for her.

After finishing her first year Onchi took leave to visit her family in Horiuchi lands. At the same time, the plague broke out in the lands of the Horiuchi. It was an unholy plague that warped the flesh. Onchi took care of her family as long as she could, but one by one they died to its corrupting touch, and then rose from death to walk again. Onchi, and the Horiuchi, did what they could, but there was no stopping the spread of the plague. Empress Iweko, in a bid to control the spread of this unnatural disease, and at the behest of her advisors, sanctioned the torching of all Horiuchi lands, including the death of those still in that territory. This included Onchi.

One of the last members of her family, her final friend came to visit her, and revealed her true identity as a member of the Ninube. The Spider had been tasked with the destruction of the Horiuchi, and being a member of the Spider, Onchi's friend was aware of the order and came with an offer.

If Onchi would pledge herself to the Ninube, her friend would show her the way of shadow and take her away from the path of death before her. One moment of weakness later, and Ninube Onchi rode out of the Horiuchi lands with her childhood friend.

Onchi now travels the Colonies, searching for hidden dangers as a member of the Imperial Explorers. Her colleagues are frequently suspicious of her because of her allegiance to the Spider Clan, but they do not suspect that she has supernatural gifts beyond even those of the taint. Onchi intends to keep it that way, for she is always looking for threats to her lord, whether they be from the wild lands or from the other clans.

NINUBE ONCHI

AIR: 3 EARTH: 4 FIRE: 2 WATER: 3 VOID: 3

INTELLIGENCE: 3

Honor: 0.0

Status: 3.5

Glory: 4.5

School/Rank: Ninube Shugenja 3

Skills: Calligraphy 3, Craft: Meishodo 2, Defense 4, Forgery 5, Knives 5, Lore: Cartography 4, Lore: Theology 3, Meditation 4, Sincerity (Deceit) 5, Spellcraft (Spell Research) 4, Stealth 6, Lore: Lying Darkness 5

Advantages: Bland, Forbidden Knowledge (Lying Darkness), Quick, Social Position (Imperial Explorers), Silent

Disadvantages: Black Sheep (Horiuchi Family), Dark Secret (Member of the Ninube),

Affinity/Deficiency: Air and Earth

Spells: By the Light of Lord Moon, Cloak of Night, Hidden Visage, Secrets on the Wind, Tempest of Air, The Eyes Shall Not See, Earth's Stagnation, Soul of Stone, Earth Becomes Sky, Force of Will, Hands of Clay



OMIGAWA

DESTROYER WAR, AGE OF EXPLORATION

Little is known of the past of the sohei known as Omigawa. His name first surfaced during the throes of the Destroyer war, one of a number of mysterious monks who often appeared alongside samurai, fought ferociously against the minions of Kali-ma, and then vanished before their true nature could be revealed. Even among these elusive sohei, Omigawa's name and face became infamous. He would frequently taunt his would-be allies even while defending them from unspeakable monstrosities.

When the war ended, Omigawa was struck by uncertainty. He had expected that the Spider Clan under his lord Daigotsu would sweep into a weakened Rokugan and conquer the lands of the other clans at last. Instead, Fu Leng was dead, Daigotsu had ascended to Jigoku, and the Spider were a Great Clan, at peace with their neighbors. Because Omigawa was untainted, choosing to worship the Ninth Kami of his own free will, he was permitted to remain in the empire. He stayed for a time, traveling to monasteries in search of new purpose, demonstrating the superiority of his martial technique, and secretly despairing that the world had changed and left him behind.

Omigawa eventually chose to travel to the Colonies. The tales of danger and adventure appealed to him, and he hoped that the untamed lands would satisfy his thirst for blood. He found as much as he hoped, and more. Omigawa fought cultists and monsters, pushing aside his quest for higher purpose for as long as he could. In the end, he tired of constant fighting before he found purpose in it. Omigawa traveled to the Second City, intending to drown himself in sake.

In a decidedly questionable tavern, he met a man who enjoyed everything Omigawa wanted, and did not lack for purpose. A Mantis courtier named Yoritomo Saigo was a regular patron in the tavern, and reveled in drinking to excess. By day, however, Saigo's endeavors on behalf of his clan seemed to energize the man. Omigawa hesitantly befriended Saigo, and requested that he be assigned to the guard detail for the Spider Clan embassy in the city, so that he would have more opportunities to engage with Saigo during the day.

Omigawa was impressed that Saigo, though possessed of the bearing of a noble man, did not hesitate to further his clan's goals by any means necessary. These goals frequently aligned with the goals of the Spider, and so Omigawa's superiors encouraged the friendship. On travels outside the city, Omigawa often accompanied Saigo as a confidant and yojimbo. None dared threaten the Mantis while Omigawa stood nearby.

Omigawa was last seen in Yoritomo Saigo's company shortly before P'an Ku's defeat. Rumor says that they were both killed in small skirmishes, though many doubt this would be possible for a warrior of Omigawa's skill. Other rumors speak of the two men traveling the wilderness still, though the stories that follow those rumors speak of two men whose wild behavior even stretches the belief of those who know them.

OMIGAWA

AIR: 2	EARTH: 4	FIRE: 4	WATER: 2	VOID: 3
REFLEXES: 4	STRENGTH: 4			
Honor: 1.9	Status: 0.5	Glory: 3.2	Infamy: 5.2	

School/Rank: Order of the Spider Monks 3

Skills: Athletics 5, Defense 3, Iaijutsu 2, Intimidation 3, Jiu-jutsu 4, Lore: History 3, Lore: Theology 3, Meditation 2, Polearms (Bisento) 5

Advantages: Allies (Yoritomo Saigo), Dark Paragon (Strength), Hands of Stone, Kharmic Tie - Yoritomo Saigo (Rank 2), Large

Disadvantages: Ascetic, Brash, Failure of Bushido (Compassion), Infamous

Kiho: Breaking Blow, Unbalance the Mind





Udo

DESTROYER WAR

The Lost, in many ways, are a dark reflection of Rokugan and the honorable samurai who reside within the Empire. They are not mindless, have their own code to follow that mirrors Bushido, and are at their core still mortal men and women, though they've been touched by the Taint of Jigoku. They want to eat, sleep, drink, and live just as they did before they were touched by the Shadowlands. And just like in Rokugan, there are samurai born who have natural talents at things other than communing with the spirits of the world or wielding a blade.

The man known simply as Udo was born as a shugenja, and though he was quite skilled at communing with the kansen of the Shadowlands, his true passion, and skill, lie in the art of cooking. As one might imagine, excellent quality rice, fish, and water are non-existent in the Shadowlands, and the Lost are forced to make due with lesser resources, some of which are probably best left to the imagination instead rather than described in detail. Udo was able to take the most fouled, decayed or rancid things in the Shadowlands, and put them together into a pot that didn't just taste tolerable, but good even. Most of the Lost learned quickly not to let their curiosity get the best of them and ask Udo what he had made his famous stew out of that day, instead enjoying the taste that earned him the title of 'Master Chef'.

Udo didn't just use his pots to create stew for eating, however. Blending his talents for taking bare resources and scraps of flesh from the Shadowlands and making it into food, so too could he take the bodies of the dead, and using a massive caldron that he enchanted over the years with maho and tainted magic, could literally cook the deceased into life again as undead under his willing control. Because the dead are in no short supply in the Shadowlands or on the field of battle, Udo's unique skills allowed him to often amass a horde of zombies capable of taking down battle-worn patrols of bushi within the Empire.

It shouldn't be difficult to imagine, then, that a man with excellent culinary skill, and a fascination for using that skill to raise the dead, would be a bit unstable. Udo would often pass for a ronin within the Empire, but his fascination at experimenting with his magical process of raising the dead in his signature cauldron always drew too much attention to himself and he was forced to move on quickly and quietly. This eventually got the best of him when, during the War of Dark Fire, he attempted to take Hida Kaoru hostage, and use her in his cooking experiments. She was able to flee and not become a hungry samurai's next meal, and shortly thereafter Udo disappeared, and wasn't seen or heard from during The Destroyer War again. However, weary samurai should always be cautious when they find themselves at a small roadside inn, especially if the stew is purported to be amazing, as there is a chance that Udo is still somewhere out there, making stew for eating... and stew that eats people.

Udo

AIR: 2	EARTH: 3	FIRE: 2	WATER: 3	VOID: 2
INTELLIGENCE: 3				
Honor: 0.0	Status: -7.5	Glory: 1.0	Infamy: 5.0	
Shadowlands Taint: 4.0				
School/Rank: Chuda Shugenja 2				
Skills: Artisan: Cooking 7, Calligraphy (Cipher) 3, Hunting 2, Knives 4, Lore: Food 6, Lore: Maho 5, Lore: Shadowlands 4, Spellcraft 4, Stealth 3				
Advantages: Forbidden Knowledge (Maho), Great Potential (Artisan: Cooking), Inheritance (Cooking Pot)				
Disadvantages: Compulsion (Experiment with cooking), Disturbing Countenance, Enlightened Madness (Artisan: Cooking)				
Affinity/Deficiency: Maho/Air				
Spells: Udo knows most maho spells but when he can he likes to experiment with them in relation to food and using his massive cooking pot to create different forms of undead, mixing other kinds of magic to create new and interesting results.				



RONIN

HIDEKAZU

RACE FOR THE THRONE, DESTROYER WAR

The Mad Dragon, P'an Ku, manipulated events in Rokugan for time immemorial prior to his defeat in the Second City, but rarely was he venerated. The most notable exception was a young man who thought of himself as Hidekazu, who came out of the wilderness and wreaked havoc everywhere he traveled. No one knows where Hidekazu was born. Those who know of his existence do not even know that name. Some say he is the son of a bandit who slew his father and all his men in a fit of confusion. Others say he is the abandoned child of a highborn family daimyo, cast aside when his mental illness first manifested. The only thing that can be agreed is that Hidekazu acts without forethought or concern.

Hidekazu first appeared in the Spine of the World Mountains. When a Unicorn patrol traveled too near when he had been hiding for all those years, she silently followed them. When they stopped to investigate a cabin in the middle of nowhere, Hidekazu struck. He brutally murdered one of the Unicorn bushi, stripped him of his clothing, and took his place, all during the confusion of a fight with some bandits. P'an Ku's blessings allowed Hidekazu to perfectly mimic the man, Moto Chiang, even fooling Chiang's old friend Moto Jin-sahn.

Hidekazu lived as Chiang for a time, secretly leaving a trail of murders in his wake. He would often wake in a cold sweat, or drenched in blood, and know that he had spent the dark hours as the instrument of P'an Ku's will. Hidekazu relished the thought that he was helping to spread madness and chaos through the empire. Even with P'an Ku's blessings, though, Hidekazu could not continue in a single guise forever. At a temple of Natsu-Togumara, P'an Ku warned Hidekazu in a vision that he was being pursued. Hidekazu knew he would have to conceal himself once again, and so slaughtered and replaced a man traveling with a caravan named Toru.

Hidekazu became Toru just in time, as the magistrate Moto Hotei was on his trail. He knew of Hotei, and that the man was a famed investigator who had solved a murder in the capital that prevented much bloodshed. Though Hidekazu had no fear of matching wits with the magistrate, he knew that P'an Ku's will was paramount, and he must sow as much chaos as he could.

Hidekazu traveled with the caravan until it finally reached Toshi Ranbo. He had made sure to leave a number of particularly messy clues for Hotei to follow, ensuring that the games he would play in the Imperial City would be all that much more exciting. Once he arrived, he went to work. By choosing his victims at random, as his lord would do, Hidekazu knew he was infuriating the magistrate. Who would ever commit such terrible acts on a whim, after all?

The two murders that drew Hotei to Toshi Ranbo were far from the last. Though the trail went cold, corpses continued to appear throughout the empire for many years, without any clues or explanations.

HIDEKAZU

AIR: 3 EARTH: 2 FIRE: 3 WATER: 3 VOID: 2
AWARENESS: 5 STAMINA: 4 AGILITY: 5 PERCEPTION: 4
Honor: 0.0 Status: 0.0 Glory: 0.0 Infamy: 2.3

School/Rank: Insight Rank 2

Skills: Acting 10, Athletics (Running) 3, Forgery 4, Horsemanship 3, Intimidation (Torture) 4, Jiu-jitsu 6, Knives 3, Sincerity (Deceit) 10, Sleight of Hand (Conceal, Escape) 4, Stealth (Sneaking) 5

Advantages: Hands of Stone, Luck (Three Ranks)

Disadvantages: Ascetic, Compulsion (Murder), Dark Secret (Disciple of P'an Ku), Driven (Sow Chaos)





is traditionally associated with tanuki spirits. Kincho enjoys food and drink to the point of obsession, play evil tricks on people who cross or offend him, and also make special efforts to help or reward individuals who are kind or assist him.

People who come to the House of the Blue Tanuki are treated very much the same way - if a patron causes problems for Kincho or the House, they may find their saddle breaks when attempting to mount or their rations continually go bad for months on end, Kincho's way of reminding that foolish mortal that respect is an important virtue to learn. For those who are polite or particularly kind to the inn and to Kincho or his guests, they usually find that their fortunes improve in some way, from a bit of useful information Kincho comes across to suddenly coming into great wealth, seemingly out of nowhere.

However, for the few select visitors that are particularly offensive or cause harm to the other guests, Kincho does not cause them misfortune in the form of pranks or tricks. They are usually kicked out from the inn and sent on their way, but most are never heard from again...

KINCHO THE SIXTH

RACE FOR THE THRONE, DESTROYER WAR

For as long as any samurai can remember, there are tales of the House of the Blue Tanuki, a famous sake house and inn that is nestled into a small corner of Kyuden Gotei. Every samurai seems to have a story that somehow involves the inn, for a particularly pleasant night's rest to a rousing party the likes of which they've never seen before, the House of the Blue Tanuki is legendary. The inn has been owned by the same peasant family for generations, and they traditionally take the name of Kincho. Currently the inn is managed and run by the sixth such individual in the family to take the name Kincho, and when the first Kincho opened the inn, Mantis sailors would cry out 'All hail Kincho the First! Emperor of Drunks!' - and the naming convention has stuck around since then.

Kincho the Sixth is an older man who understands very well the balance that samurai seek between a quiet place to contemplate their thoughts and the need to unwind from their duties to their lords. Kincho the Sixth seeks to tend to all the needs of any guests who arrive, whatever their origin or background. He is also particular well known for his temper when people cause problems for the inn, and it is only talked about in hushed whispers what happens when he finds out that the shipments of sake are delayed, as the experiences are usually very unpleasant for all involved. But for the most part, Kincho is usually smiling, seen speaking with his customers, and maintains a well run and very clean establishment.

The truth of the matter is that Kincho the Sixth is not a man at all, nor has there ever been a mortal man by the name of Kincho related to the House of the Blue Tanuki. Kincho the Sixth is in fact a tanuki, a badger spirit native to Chikushudo. The spirit that assumes the form of the men who have borne the name Kincho is everything that

KINCHO THE SIXTH

AIR: 5	EARTH: 3	FIRE: 3	WATER: 2
		INTELLIGENCE: 4	PERCEPTION: 5
Honor: 2.5	Status: 0.5	Glory: 7.9	

School/Rank: Kincho the Sixth is considered Rank 4 for the purposes of any spells or abilities that check Insight Rank, but does not possess any ranks in any known school.

Skills: Acting (Human) 6, Animal Handling 3, Artisan (Gardening, Poetry) 4, Calligraphy 4, Courtier (Manipulation, Gossip) 5, Defense 3, Etiquette (Conversation, Courtesy) 6, Games: Fortunes & Winds 5, Games: Go 4, Investigation 5, Jiu-jitsu 2, Lore: Sake 5, Lore: Samurai 4, Lore: Spirit Realms 5, Medicine 3, Perform: Storytelling 5, Sincerity (Honesty, Deceit) 4, Sleight of Hand 4, Stealth 3

Advantages: Fame, Magic Resistance (Rank Three), Sage, Servant (Various), Touch of the Spirit Realms (Chikushudo), Wealthy (Rank Seven)

Disadvantages: Compulsion (Drinking), Compulsion (Eating), Contrary, Dark Secret (Tanuki spirit)

Shapeshifter Abilities: Humanity, Mimic, Speaker of the Dead, Protection of Tengoku

Shapeshifter Penalties: Cannot cross running water, Cannot bathe, Cannot enter a shrine or temple, Cannot tell anyone your true nature or true name

SEPPUN TASHIME

DESTROYER WAR

The Emerald Magistrates are the most visible extension of Imperial power in Rokugan, and though many samurai serve in their prestigious ranks, few have done so with so much distinction as Seppun Tashime. Trained as a magistrate in the Seppun tradition, Tashime showed one of the keenest minds for investigation they had ever seen. He was also unwavering in his dedication to Imperial law, and often had to be warned that duty must be tempered by compassion.

This was a lesson Tashime would not learn for many years. When he fathered a child just after his gempukku, he refused to even acknowledge the child. He would allow nothing to interfere with his duties. When he was assigned to court in Yasuki lands, he did not allow feelings to interfere with his work, adjudicating a lethal duel between a Crab and Crane without remorse.

The curious events that followed that duel turned out to be his life's great work. When the Crab's brother, who was a Dragon, committed seppuku as a result of the duel, Tashime looked into their ancestry. What he found alarmed him greatly, for he suspected that they were descended from Agasha Kyoso, and that events may have transpired as a result of her machinations.

Tashime traveled the empire to gather more information. He consulted with the Master of Water Asako Bairei and, at Bairei's suggestion, a Sodan-Senzo. During this time, Tashime met Tamori Shaiko, a young Dragon shugenja who took an immediate interest in him. During the course of their travels, the two fell in love. Their love was not to last, however, as they found the information they sought and ventured into the Shadowlands to face Kyoso no Oni.

Fighting an Oni Lord is dangerous work for even the most hardened Crab veterans, and Tashime's group had none of the intense training that would be required to perform flawlessly. Though Kyoso no Oni was defeated, Shaiko and several of their other companions died. Tashime was crushed, and returned to the empire an even more hardened man than he was before.

During an investigation into the mysterious order of sohei that had recently appeared in the empire, the Order of Venom, Tashime's horrors came to life as he discovered that Shaiko had risen as an undead maho-tsukai. Tashime threw himself into the pursuit because he knew he must destroy Shaiko, as it was his failure to dispose of her corpse that allowed her to be raised.

His persistence was fortunate, for while he was searching he learned that Jigoku had a new champion, a gaijin god known as Kali-Ma.

Tashime did eventually catch up to Shaiko. Tashime's second, Kuni Iyedo, impersonated Tashime to draw out Shaiko. Though she wounded Iyedo, Tashime was able to trap and kill her once and for all. After cleansing his shame, he retired from active duty and returned to Kyuden Seppun, where he lived out his days warning younger generations of the price of blindly following duty without concern for the rest of the world.

SEPPUN TASHIME

AIR: 3	EARTH: 3	FIRE: 4	WATER: 3	VOID: 3
AWARENESS: 4		WILLPOWER: 4		PERCEPTION: 5
Honor: 8.8		Status: 5.2		Glory: 8.3

School/Rank: Seppun Guardsmen 3

Skills: Battle 2, Defense 3, Etiquette 4, Horsemanship 3, Iaijutsu 3, Investigation 5, Kenjutsu (Katana) 3, Kyujutsu 2, Lore: Bushido 3, Lore: Law 4, Sincerity 4

Advantages: Clear Thinker, Irreproachable, Paragon (Duty), Sacrosanct, Social Position (Emerald Magistrate), Wary

Disadvantages: Lost Love (Tamori Shaiko), Sworn Enemy (Daigotsu Shaiko)



NON-HUMANS

MAK'IRTCH

RAIN OF BLOOD, AGE OF ENLIGHTENMENT

Mak'irtch was a shaman of the Nezumi race, what the equivalent of a shugenja would be in Rokugani society. She was a member of the Stained Paw tribe and their strongest and oldest shaman. Mak'irtch excelled specifically at magic involving and understanding dreams, and despite the fact that the Stained Paw lived for a long time without their memories, Mak'irtch was able to look into the dreams of Nezumi and mortal alike and glean much about the world and Ningen-do. She was a fierce protector of her tribe and was always cautious when dealing with others outside of the Stained Paw, the loss of their memories always leaving Mak'irtch weary about who might be or had been enemies of her tribe.

When the Stained Paw regain their Name, and their memories, Mak'irtch joins the leader of the One Tribe Kan'ok'ticheck as an elder advisor to the newly unified Ratling tribes. Mak'irtch would also prove vital in eventually saving the Nezumi race from extinction at the hands of Tomorrow, a formless, malign entity that since the dawn of time the creatures have feared.

Due to her powerful magic and ability to see the dreams of others, Mak'irtch was able to look into the restless dreams of Kan'ok'ticheck, who would wake and remember nothing, and see the horrible future that lie ahead of the Nezumi. It was often thought that Tomorrow would attack one day, coming for the Nezumi, and that the One Tribe would have to stand united to even have a chance of saving itself. But the legend was only partially true - Tomorrow would come for the Nezumi, but it would not attack their bodies or their warrens, it would attack their dreams.

The equivalent to ancestors for samurai is the Transcendents for the Nezumi, powerful shamans who shed their mortal form to become spirits of pure Name magic that resided in the Realm of Dreams, Yume-do. They were the guardians of the Ratling race and stood as a shield against the impending doom that Tomorrow would bring. Mak'irtch learned that Tomorrow had come for the Nezumi already, and was slowly destroying and eating away at the Transcendents. If Tomorrow succeeded in killing all of them, the Nezumi would be powerless to stop Tomorrow from erasing them from existence.

Mak'irtch used a strange hourglass artifact, called by the Ratlings 'Tomorrow's Hourglass', to transport nearly the entire race to Yume-do all at once, where they would take the fight to their ancient foe and eventually succeed in saving the Transcendents and the Nezumi from destruction.

Mak'irtch never fully trusts anyone, Ratling or mortal alike, until after the Stained Paw are saved and become part of the One Tribe. The risk to her tribe and those who look to her for guidance is too great, and only those within the Stained Paw are trusted completely. The few times Mak'irtch is forced to fight against foes of her tribe, her potential to wield the Name magic of the Nezumi is devastating to her foes and she is able to even disrupt and change the very nature of a creature native to Ningen-do through this magic. Once Mak'irtch joins the One Tribe trust still comes very slowly to her, but she trusts the judgement and leadership of Kan'ok'ticheck and follows him without question.

MAK'IRTCH

AIR: 3 EARTH: 3 FIRE: 4 WATER: 3 NAME: 4

Niche: 4.0 Status: 0.0 Glory: 2.5

School/Rank: Nezumi Shaman 3

Skills: Athletics 3, Defense 4, Lore: Shadowlands 3, Lore: Spirit Realms (Yume-do) 5, Meditation 4, Perform: Nezumi Dance 3, Stealth 3

Advantages: Fearless, Namebond (Conjure Dream), Sage

Disadvantages: Bad Eyesight, Low Pain Threshold

Name Spells: Bend Name, Bless Name, Conjure Dream, Dream Walk, Importune Transcendent, Mend Name, Conjure Named Weapon, Share Name, Find Name, Shield Name

Note: Mak'irtch is considered to have all of the Nezumi Physical Abilities listed in Enemies of the Empire.



MAT'CHEK

FOUR WINDS, RAIN OF BLOOD

The tale of samurai is one of honor and duty, but not all the inhabitants of Ningen-do are samurai, and not all care for honor or duty. For some, safety and survival are all they can seek. Deep in the Shadowlands, near the desolate region where a proud empire of their own once stood, a tribe of Nezumi lived in the darkness. A terrible plague struck this tribe and every one of their Rememberers died. Faced with the loss of their Names, the tribe looked to anyone for help, and found an unlikely ally, the Dark Lord Daigotsu. Calling themselves the Stained Paw Tribe, they worked with Daigotsu and his Lost in exchange for food and safety.

With no Rememeberers, the tribe was led only by its warriors, and one of the first such leaders was Mat'chek. He was a massive Nezumi scout whose forays throughout the Shadowlands had honed his skills. He could fight with almost anything as a weapon, and was particularly talented at depriving an enemy of their own weapon. He was fanatically loyal to Daigotsu, for he knew that without the Dark Lord his tribe would starve and die.

Mat'chek was the first member of the Stained Paw Tribe to encounter another Nezumi after the tribe had allied with Daigotsu. He met Chin'tch of the Crippled Bone Tribe, nearly killing him before accepting that the other Nezumi was not a threat. Mat'chek and Chin'tch talked about their tribes, and Chin'tch was alarmed that a tribe of Nezumi had allied with the darkness. He wanted to convince the Stained Paw to abandon their ways and leave the depths of the Shadowlands to be closer to the other tribes.

Chin'tch brough Nir'um'tuk, of the Crooked Tail Tribe, to meet with Mat'chek, for Nir'um'tuk knew the story of how the tribes had fought together against the Lying Darkness. Chin'tch hoped the story would convince Mat'chek to go back to the Stained Paw and lead them away from the Dark Lord. Chin'tch was hopeful that the Stained Paw could be redeemed, but his hope was misplaced. Mat'chek gave them a false assurance and then disappeared into the night.

Mat'chek knew that the other tribes were reviled by the clans, and would not allow his people to be an afterthought to the humans. He led many raids against the Crab and Scorpion clans, stealing food and killing many samurai who were foolish enough to underestimate his tribe. Daigotsu was pleased, and the tribe prospered.

One day, Daigotsu brought to Mat'chek a Nezumi he had never met before. His name was Ikm'atch-tek, and he claimed to be a shaman of the fabled One Tribe, from before Fu Leng fell from the heavens. Mat'chek and the rest of the tribe were overjoyed, for Ikm'atch-tek promised to bring the other tribes to heel under his leadership and to



ally all Nezumi with Daigotsu. As time went on, however, Mat'chek began to mistrust the Tomorrow Chieftain. Though Mat'chek trusted Daigotsu, something about Ikm'atch-tek did not smell right.

Ikm'atch-tek sensed that Mat'chek could see through the illusion of his being, and so he sent Mat'chek on many dangerous raids. In spite of the danger, Mat'chek survived. When at last Ikm'atch-tek felt he had to act, he caught Mat'chek alone and cast a terrible spell upon him, unraveling his being with a word. It is unknown what happened to Mat'chek, however. Because Ikm'atch-tek was not a true Ratling, he could not destroy Mat'chek's name. Whether Mat'chek fought beside the Transcendents against Tomorrow, or was trapped in some other realm has never been discovered.

MAT'CHECK

AIR: 3 EARTH: 3 FIRE: 4 WATER: 2 NAME: 3
STRENGTH: 3

Niche: 6.0 Status: 0.0 Glory: 1.5

School/Rank: Nezumi Scrounger 3

Skills: Athletics 4, Battle 3, Defense 3, Hunting (Survival) 4, Jiu-jutsu 4, Kyujutsu 5, Lore: Shadowlands 4, Stealth (Sneaking) 5, Sleight of Hand 3

Advantages: Large, Teeth of Stone

Disadvantages: Kwa'thch, Nameless, Sworn Enemy (Ikm'atch-tek)

Note: Mat'chek is considered to have all of the Nezumi Physical Abilities listed in Enemies of the Empire.





PEP'TRCHEK

RAIN OF BLOOD, AGE OF ENLIGHTENMENT

Pep'trcek was a bushi of the Crippled Bone tribe and a fierce opponent of the Shadowlands. He eventually takes over the leadership of the Crippled Bone after the previous chieftain Te'tik'kir dies, and is able to lead his tribe through some very dark and trouble times for the Nezumi.

As natural opponents of the Shadowlands, the Ratlings have always been hated and hunted by creatures native to Jigoku and the Lost - Daigotsu Manobu in particular hated Ratlings significantly more than others, and took a sick joy in hunting, torturing, and murdering those that were unfortunate enough to be capture by him. He was infamous enough to be referred to by the Nezumi as 'Tomorrow's bushi' - a name that means very little to most samurai, but for the Ratlings, Tomorrow represents death, the future, or the concept of a being that will bring about destruction. Tomorrow was inevitable for all Nezumi, a foe no single Ratling could defeat our outrun. It therefore speaks to the degree that the creatures hated and feared Manobu that they gave him a name synonymous with what they viewed as their eventual Doomsday.

Pep'trcek hated Manobu more than anyone or anything else in the world, offering riches of food, furs, and shiny treasures to any Nezumi that could bring Pep'trcek Manobu's head. As a leader, Pep'trcek is able to protect much of the Crippled Bone tribe from the hunts of the Lost, and comes to the aid of the Crab Clan on more than one occasion. Pep'trcek's ferocity on the battlefield against the Lost leaves even some Crab in awe of the creature, a perfect balance of size, speed, and brutal efficiency. Pep'trcek is fearless and will never leave an injured member of his tribe behind, cursing the name of those who spill Ratling blood and seeking to avenge any of his fallen tribe or those he considers allies such as the Crab.

While some Ratlings spend time in Rokugan, Pep'trcek and the Crippled Bone are isolated from much of the society of the Empire, and therefore interact almost exclusively with the Crab Clan, serving as guides and scouts or even an early warning against encroachment from Shadowlands forces. Pep'trcek respects the strength and duty of the Crab, and in turn they respect his skill on the battlefield and the Crippled Bone's mutual hatred of the Lost. Pep'trcek does not have the luxury of seraching for the shiniest objects in the world or creating a great warren for himself and his tribe, survival and the fight against the Shadowlands being his singular focus.

The only time the Crippled Bone or Pep'trcek leave the Shadowlands and venture further into Rokugan is to meet with or help support Kan'ok'ticheck and the rest of the Ratling tribes under his leadership. While Kan'ok'ticheck is himself a seasoned warrior and excellent leader, Pep'trcek may be seen as the Ratling's greatest fighter on the battlefield during his time, and is in the frontlines of the armies of the One Tribe when they venture into Yume-do in the Race against Tomorrow, an event that saw much of the Ratling race leave Ningen-do to confront their mythic foe and never return.

PEP'TRCHEK

AIR: 3	EARTH: 5	FIRE: 4	WATER: 4	NAME: 3
REFLEXES: 5	STRENGTH: 5			
Niche: 6.5	Status: 0.5	Glory: 4.0		

School/Rank: Nezumi Warriors 3/Nezumi Berserkers 2

Skills: Athletics (Climbing, Running) 5, Battle 4, Defense 5, Heavy Weapons (Ono) 8, Hunting (Survival) 6, Jiu-jutsu 3, Lore: History (Rokugan, Nezumi) 5, Lore: Shadowlands 3, Stealth 4

Advantages: Crab Hands, Fearless, Human Allies (Crab Clan), Language (Rokugani), Large, Leadership, Strength of the Earth

Disadvantages: Brash, Driven (Kill Daigotsu Manobu), Sworn Enemy (Daigotsu Manobu)

Note: Pep'trcek is considered to have all of the Nezumi Physical Abilities listed in Enemies of the Empire.

ZIN'TCH

FOUR WINDS, RAIN OF BLOOD, AGE OF ENLIGHTENMENT

Ratlings are considered by most Rokugani to be benevolent and good creatures in the Empire. Though they are mischievous, they have come to the aid of the Empire, and specifically to the aid of the Crab Clan on a number of occasions in the Empire's history, and their natural immunity to the Taint makes them impressive allies in the battle against the minions of Jigoku. Even so, Ratlings are rarely seen within populated areas of the Empire, and often make their warrens in remote wilderness areas or in places that samurai cannot inhabit due to dangers of other creatures or the Taint. So, seeing one in the Empire can often be a rare sight for a samurai, especially in populated or dense urban areas.

The day that the Ratling Zin'tch appeared in the Imperial Court was indeed a special occasion for all present from that day onward. The Tattered Ear tribe of the Nezumi had come to the aid of the Crab and to honor them, they were given the honor of having a voice within the court, and the tribe elected Zin'tch, their chieftain, to be their representative. For several of the courtiers present when Zin'tch arrived it was one of the strangest things they had ever been a part of, for rare as it is to see a Nezumi in a city, it was unheard of to ever have one in Court, and almost laughably unrealistic for one to be present as a representative and speak on behalf of other Nezumi. Zin'tch had a commanding presence within the court, his cloak infused with the powerful Name magic of the Nezumi, and was articulate, subtle, and respectful to all those in attendance.

Zin'tch was one of the smartest Ratlings in Rokugan during his time, and through his efforts he was able to help unite all of the Ratlings under a single banner of leadership and command. This was an important moment in history because it was the first time since before the Dawn of the Empire that the Ratlings had been unified and acted as a singular entity, and it would not only serve the Ratling tribes well, but prove to be a valuable asset to Rokugan in the coming years. Zin'tch was also the one who informs the Imperial Court of Toturi Naseru's journey towards the Shadowlands while seeking enlightenment, information which spurs Yasuki Hachi and the forces of Rokugan to assemble and support Naseru at the Battle of Shinsei's Tomb.

Zin'tch is the voice of the Ratlings for the samurai of Rokugan, and the tribe's leader Kan'ok'ticheck considers Zin'tch one of his closest and trusted advisors. If Zin'tch's mere presence already did not command respect and attention, the force of his Name draws many to listen who might otherwise blow the Ratling's words off. But Zin'tch does not abuse or treat the respect of the samurai like another treasured object - he realizes that it is a great

honor for him to be allowed to speak with the other assembled representatives of Rokugan, and he studies intently the finer points of etiquette in society so as to never offend or bring shame to himself or another. A bit of his Nezumi accent comes through sometimes when he's speaking, but for the most part, if you couldn't see him many would simply assume Zin'tch to be another samurai speaking to his equals.

ZIN'TCH

AIR: 3	EARTH: 3	FIRE: 3	WATER: 2	NAME: 2
AWARENESS: 4		PERCEPTION: 3		
Niche: 4.5		Status: 0.5	Glory: 6.2	

School/Rank: Nezumi Rememberer 2

Skills: Courtier 4, Etiquette (Rokugani Etiquette) 5, Lore: Nezumi History 4, Lore: Nezumi Culture 4, Lore: Shadowlands 3, Perform: Storytelling 4, Stealth 2

Advantages: Clever Tail, Forever Memory, Human Allies, Language (Rokugani), Precise Memory, Social Position (Nezumi representative in Rokugan)

Disadvantages: Can't Lie, Fascination (Rokugani Culture)
Memory Sticks: Father's Stick, Happy Stick, Mother's Stick, Wanderer's Stick, Friend Stick, Lovers' Stick, Wisdom Stick, Life Stick

Note: Zin'tch is considered to have all of the Nezumi Physical Abilities listed in Enemies of the Empire.





CHUTOBURO

TIME OF ENLIGHTENMENT, RACE FOR THE THRONE

SUBMITTED BY MATTHEW TYLER

Chutoburo had been spending his life as a mindless ogre in the Shadowlands. His cave was abysmal but habitable, with stacks of skulls from the goblins, humans, and beasts he had destroyed. It wasn't until another ogre by the name of Kayomasa came along that things changed for the mindless brute.

Kayomasa was a free ogre who had regained some of his soul and memory back from the clutches of the taint, thanks to his time spent with Daigotsu, and his own will. During the time of Demons, ogres began to flock to various banners, many turning to Daigotsu by way of other free ogres such as Kayomasa. At first, when Kayomasa came across Chutoburo, the mindless ogre attacked, hoping to add Kayomasa's skull to the mound before his cave. His thuggish fighting style lacked form and discipline and Kayomasa was able to defeat him, and in restraints, bring him before Daigotsu.

After the Dark Lord relinquished the control that Jigoku had on the ogres mind, over time his memory started to return. While Daigotsu had performed the act, Chutoburo knew that he had Kayomasa to thank for his freedom, and joined the free ogres band.

During the Battle at the Wall of Bones, Kayomasa was defending the main complex and each of his ogres was assigned a particular section of the wall to defend. Chutoburo was assigned the section they believed would be hit hardest. He didn't see any fault with this, since he was stronger than the other ogres, besides Kayomasa himself, and had a thirst to destroy anything his old master could throw at him.

Wave after wave of tainted monstrosity was tossed at him, and their corpses piled up around him. With a swing of his sword entire throngs of goblins would be hacked into pieces, and oni spawn bloodied the ground at his feet when they met the might of his blows. It was his unit on the wall that first saw the army of the Damned as they approached.

Much has happened since that day, and as Kayomasa left to protect Daigotsu's child, Chutoburo chose to stay in the Shadowlands. It has been believed he was controlled by the Destroyer Kali-Ma and died in the great war she enacted upon the Empire. However Chutoburo left when he saw her strange influence begin to exert itself on the Shadowlands. He took to a life of wandering, staying as close as he dared to the Spider and Kayomasa in the colonies without revealing himself.

He has a debt to pay, and as his memories continue to return, he knows that the time will one day come when he will be able to repay that debt.

CHUTOBURO

AIR: 2	EARTH: 5	FIRE: 3	WATER: 4
REFLEXES: 4	WILLPOWER: 6	AGILITY: 4	STRENGTH: 6
Honor: N/A	Status: 0.0	Glory: 0.0	

Shadowlands Taint: 5.0

School/Rank: Ogre Bushi 3

Skills: Athletics: 5, Battle 4, Defense 5, Jiu-jitsu 5, Heavy Weapons 7, Hunting 5, Intimidation (Bullying) 4, Lore: Shadowlands 5, Stealth 4

Advantages: Allies (Kiyomasa), Crab Hands, Language (Rokugani)

Disadvantages: Driven (Repay debt), Frail Mind, Obligation (Kiyomasa)



RANDY
E. 10/11
22 AUG 06

HITAKA

FOUR WINDS, RAIN OF BLOOD, TIME OF ENLIGHTENMENT, RACE FOR THE THRONE, DESTROYER WAR

Agasha Hitaka was an honorable man who would have been happy to spend his days speaking to the earth kami and serving his lord, Agasha Tamori. The days after the Second Day of Thunder destroyed those dreams for him. When Agasha Gennai betrayed Tamori and led most of Hitaka's family to the Phoenix, Hitaka stayed. He resented Gennai for destroying the family, even if Hitomi had caused so much strife. Hitaka was a loyal Dragon, and did not understand how they could just abandon their oaths to their lords.

After the War Against the Spirits, Hitaka was among the first to swear fealty to Tamori's daughter, Tamori Shaitung, the Daimyo of the new family. His loyalty was a farce, though. Hitaka had been present when Tamori had fallen and become the Dark Oracle of Fire. Hitaka believed that it was his destiny to follow his lord to the end of days, and assisted the Dark Oracle in many of his plots.

Hitaka was secretly an instigator in the war between the Dragon and Phoenix when Tamori caused the volcano Wrath of the Kami to erupt in Dragon lands. Tamori Chosai had gone to Isawa Hochiu and convinced the Master of Fire to unleash the Dark Oracle of Fire on the Dragon Clan, allowing Tamori the power to unleash the volcano. Hochiu was prepared to fight the Dragon refugees fleeing onto the Dragon Heart Plain. Hitaka then goaded Mirumoto Junnosuke to fight back against the Phoenix, causing the Battle of Ki-Rin's Shrine, among the bloodiest engagements of the war.

Hitaka was exposed when Tamori instructed Hitaka to bring Tsuge to his lair, where the Dark Oracle forced Tsuge to reciprocate the permission Hochiu had given, allowing Tamori to rain destruction on both clans. Hitaka remained with Tamori until the end of the war, when Shaitung, Tsuge, and Hochiu worked together to defeat the Dark Oracle. Upon the ascension of Chosai as the new Dark Oracle of Fire, Hitaka fled south into the Shadowlands.

Hitaka was not seen again for many years, though rumor told of a maho-tsukai whose mere presence would corrupt even the finest jade. Hitaka was hiding among the Lost, following whoever controlled the Shadowlands, and avoiding notice, since he had failed one of Jogoku's most powerful servants. It was not until Daigotsu elevated a man who called himself Chuda Mishime that Hitaka took notice of the actions of those in power.

Hitaka knew of Mishime by reputation. He admired the power Mishime wielded, and believed he could find a place in the reborn Chuda family. Hitaka approached Mishime, revealed his past, and swore fealty. Hitaka



performed terrible acts for Mishime and reveled in the misery he caused. Daigotsu, though, did not reward their loyalty. When he made his deal with the Empress Iweko, the brutal and bloodthirsty Chuda felt betrayed. Hitaka knew what it was like to have a lord abandon his people, and he would have none of it. He followed Mishime deep into the Shadowlands to continue their twisted rituals.

HITAKA

AIR: 4 EARTH: 4 FIRE: 3 WATER: 3 VOID: 3

Honor: 0.0 Status: -7.5 Glory: 0.0 Infamy: 6.0

Shadowlands Taint: 5.0

School/Rank: Agasha Shugenja 1/Chuda Shugenja 3
(Chuda Necromancer)

Skills: Calligraphy (Cipher) 2, Craft: Fleshsculpting 5, Defense 1, Etiquette 3, Hunting 5, Knives 7, Lore: Maho 6, Lore: Shadowlands 5, Lore: Theology 3, Spellcraft (Spell Reserach) 6, Stealth 4

Advantages: Allies (Dark Oracle of Fire, Chuda Mishime), Forbidden Knowledge (Maho), Touch of the Spirit Realms (Jigoku)

Disadvantages: Consumed (Knowledge), Disturbing Countenance, Wrath of the Kami (Earth)

Affinity/Deficiency: Maho/Water

Spells: Chuda Hitaka knows a variety of Maho spells, including Summon Undead Champion, and a smaller assortment of offensive elemental spells use to either harm his opponents or to conceal his nature as a necromancer





POKKU

DESTROYER WAR

Goblins are very, very stupid creatures. They pose little threat to the samurai of the Empire because they are generally disorganized, fight amongst themselves, and very rarely fight with anything resembling tactics. Pokku, then, represents something that most samurai of the Crab Clan would fear - a smart goblin. Pokku was strong, tough, resourceful, sneaky, and above all, intelligent. For many years Pokku lead a small but growing band of goblins who looked up to him, admiring his strength and cunning. They were able to kill more than a few samurai, and from their defeated foes Pokku pieced together a set of armor that at first glance looks like it may have actually been made for him.

Pokku realized that for his band of goblins to be strong, they would have to be allies of the Lost. He worked with Chuda Hiroe closely, realizing that having someone who was popular with Daigotsu meant that Pokku and his goblins would be noticed by the Dark Lord, and rewarded for their service. But Pokku's attempts to improve and lead his band of goblins is threatened by the flesh sculptor Omoni, who created his own goblins that were larger and stronger than Pokku and his tribe. But they weren't smart. Not smart like Pokku.

Aside from the things that he acquired for Chuda Hiroe directly, Pokku was very fond of seeking out and taking interesting things for his tribe to call their own. Pokku collects all manner of things, from mundane household items to weapons and even occasionally pieces of art. The most fascinating thing that Pokku ever stole though was an artifact known simply as the Blood-White Stone. Though Pokku and his tribe eventually lose the stone, the mystery

surrounding the artifact and its origins fascinated all of knew of it. Pokku considers the Stone to be his tribe's most precious and glorious treasure, and guard it fiercely for quite some time.

Pokku is not only smart and crafty, but also displays leadership abilities that reflect the ability to learn and adapt, a trait goblins do not usually possess. He is able to craft armor out of pieces of stolen samurai equipment and household items for his tribe, and arm them and organize them far better than any other tribe in Rokugan's history. Pokku doesn't seek the destruction of all things, or even the samurai of the Empire all the time - he likes the things he is able to find, and he wants above all to prove to the world that the mighty Pokku and his followers are fearful and should be respected. Though it is unlikely any ordinary samurai would even think to say anything to Pokku before attacking him or his tribe, Pokku is capable of intelligent speech, and has the ability to learn. His resourcefulness makes him a very useful ally, and the simple nature of goblins and their desires makes them easy to appease. Just don't make this mistake of taking Pokku or his band for ordinary goblins, as more than one foolish samurai has done.

POKKU

AIR: 2	EARTH: 4	FIRE: 3	WATER: 3
REFLEXES: 4		AGILITY: 4	STRENGTH: 5
Honor: N/A	Status: N/A	Glory: 0.0	Infamy: 5.0

Shadowlands Taint: 4.0

Skills: Athletics 4, Battle 3, Defense 2, Engineering (Makeshift Armor) 4, Hunting (Traps) 4, Intimidation 3, Lore: Shadowlands 5, Kenjutsu (Broken Katana) 5, Sleight of Hand 5, Stealth 4

Note: Though Pokku has no technical school ranks, he has the 'Mob Leader' ability that Goblin Warmongers possess, and can make Simple Attacks with his broken katana. The GM should feel free to give him some other qualities that goblins or other native Shadowlands creatures possess as well such as Swift, Reduction, and one or two minor Shadowlands powers.

Advantages: Absolute Direction (includes within and outside the Shadowlands), Allies (Daigotsu Hiroe, Pokku's Goblin Tribe), Crafty, Heart of Vengeance (Omoni's Goblins), Leadership, Silent, Way of the Land (City of the Lost)

Disadvantages: Compulsion (Steal things), Dependant (Pokku's Goblin Tribe), Driven (Prove his tribe is the strongest), Fascination (Shiny objects), Greedy, Infamous, Small

