

LEGENDS OF THE SAMURAI

CAMPAIGN GUIDE

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CHAPTER ONE: MEDIEVAL JAPAN

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TIMELINE

MYTHICAL PERIOD

The early history of Japan is recorded in a book called the *Kojiki* (The Book of Ancient Matters). The *Kojiki* relates several tales of the gods of Japan, describing their role in the creation of the island, the rulership of newborn Japan, and the creation of sumo, Japan's national sport.

Japan itself was created by Izanagi and his wife Izanami. Izanami gave birth to the islands of Japan and to several gods of the Japanese pantheon before dying in childbirth. A grief-stricken Izanagi traveled to the underworld in an attempt to restore Izanami to life, without success. After his return from the underworld, Izanagi gave birth to Amaterasu (the sun), Tsukiyomi (the moon) and Susanowo (the sea) during a cleansing ritual.

Amaterasu and her brother Susanowo fought after he created a storm that destroyed her crops and temple. Amaterasu was so ashamed by the incident that she hid away in a cave, from which she had to be lured out by her fellow gods and goddesses. Much later, seeing that Japan was in turmoil, Amaterasu sent her grandson Ninigi no Mikoto to conquer the island. Ninigi no Mikoto's great-grandson Jimmu Tenno was the first Emperor of Japan. The Emperors of Japan are thus divine, as they are descended from Amaterasu.

Sumo wrestling is said to have been invented during this period by the brothers Takemikazuchi and Takeminikata, who fought the first sumo match along the coast of the Sea of Japan.

YAYOI PERIOD

(300 BCE to 250 CE)

This period is marked by dramatic cultural advances in Japan's primitive cultures. Among the most important developments are the farming of rice in paddies and the crafting of extremely advanced pottery on potter's wheels. By the 1st century CE the Yayoi are making farm implements and weapons out of iron, living in permanent villages, and constructing buildings of wood and stone.

YAMATO PERIOD

(250 to 710 CE)

This period is named after the Yamato province (the modern-day Nara Prefecture) from which the first Imperial Court rules Japan. (This period is also known as the Kofun period, in reference to the large burial mounds

left by the dominant cultures of the era.) The Imperial Court is formed in the aftermath of a huge influx of Korean tribesman known as the Paekche. The mixing of proto-Japanese and Korean cultures brings about another cultural and technological leap forward, and allows the Yamato clan to lead (after surviving numerous assaults and challenges from rival tribes) the first true Japanese nation-state.

Among the advancements brought to Japan by these Korean immigrants is the written word, which dates to approximately 405 CE. Japanese culture is also greatly impacted at this time by the introduction of Buddhism, so important to the samurai warrior. The Soga clan, responsible for bringing Buddhism to Japan, is the first family since the founding of the Imperial court to rival the power of the original five great families: the Otomo, Kume, Imibe, Mononobe and Nakatomi. The Soga clan's political power increases until its leaders are the *de facto* rulers of Japan, acting as regents for the minor Emperor in a precursor of the political model that will dominate Japan from the 11th century until the Meiji Restoration in 1868.

Although the Soga clan is able to successfully destroy the rival Mononobe clan, Nakatomi Kamatari finally breaks their power in 607, resulting in the death of every male member of the Soga family. Upon the defeat of the Soga, Nakatomi restores the Emperor to nominal power but reserves for himself and his clansmen the most important offices at the Imperial court. Among the honors heaped upon the clan by the Emperor are the title Fujiwara, or "Wisteria Plain," which marks the transformation of the Nakatomi clan into the Fujiwara clan.

This period also sees the adoption of the Chinese calendar in 604 and the first diplomatic contact between China and Japan in 607.

NARA PERIOD

(710 to 794 CE)

This era derives its name from the Japanese capital of Nara, founded by Empress Gemmei. Nara becomes the first permanent Japanese court and the first great urban center of Japan. By the end of this period, Nara boasts a population of 200,000—almost 4% of the entire Japanese population.






This period sees a heavy Chinese influence on Japanese society. The new Japanese court models itself after the courts of the Tang Dynasty, and Kanji (Chinese characters) are adopted for writing. Buddhism becomes the dominant religion of the upper classes in imitation of Chinese royalty (although the nature-oriented Shinto

JAPAN

IN THE 16TH CENTURY

- | | |
|---------------|--------------------|
| 1. YAMAGATA | 16. ICHIJO NO DANI |
| 2. SENDAI | 17. Gifu |
| 3. KUROKAWA | 18. RIYOSU |
| 4. KASUGAYAMA | 19. NAGASHINO |
| 5. TOYAMA | 20. OKAZAKI |
| 6. KANAZAWA | 21. HAMAMATSU |
| 7. TAKAYAMA | 22. TAKATEN JIN |
| 8. KAIZU | 23. SUMPu |
| 9. UEDA | 24. ODAWARA |
| 10. TOTTORI | 25. GASSAN - TODA |
| 11. ROFU | 26. TOTTORI |
| 12. MINOWA | 27. MIKI |
| 13. KAWAGOE | 28. YAKIMI |
| 14. EDO | 29. ODANI |
| 15. KONODAI | 30. SAKAI |

- | | |
|--------------------------|---------------|
| 31. KYOTO | 44. KAGOSHIMA |
| 32. ANOTSU | 45. OBI |
| 33. ISHIYAMA
HONGANJI | 46. NAKAMURA |
| 34. YAMAGUCHI | 47. KOCHI |
| 35. KORIYAMA | |
| 36. TAKAMATSU | |
| 37. OKAYAMA | |
| 38. NAGASAKI | |
| 39. SAGA | |
| 40. HAKATA | |
| 41. MOJI | |
| 42. MINAMATA | |
| 43. FUNAI | |

-  CASTLE TOWNS
-  CASTLES
-  TRADE CENTERS
-  RELIGIOUS CENTERS
-  GOLD MINES
-  SILVER MINES

200 MILES

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religion, with its nature and ancestral kami, remains the dominant religion of the peasant classes).

One of the principal undertakings of this new, Chinese-style court is the consolidation of records of Japan's pre-history (a history written in part to justify the rule of the Emperor), and sometime between 712 and 720 appear the first great works of Japanese history: the *Kojiki*, *Fudoki* and *Nihongi*. Early Japanese poetry, called waka, is also written during this time; in 759, many large private collections of poetry are combined to form the *Man'yōshū* (Collection of Ten Thousand Leaves), the first truly great work of literature in Japan. This period also sees the first collection of poetry written by Japanese Emperors and Empresses, the *Kaifuso* (Fond Recollections).

This era witnesses the development of Japan's feudal system with the rise of the shoen (landed estates). This new system evolves around lucky or far-sighted landholders who are able to consolidate their power and become self-sufficient. Rising taxes force many of the smaller and poorer landholders to give up their property, which is promptly incorporated into the holdings of the larger shoen estates. The shoen absorb these lands not only to expand their territories, but also to take into service the destitute "wave men" (ronin) who would serve the shoen as military retainers.

Alarmed by the Buddhist monk Gembo's increasing influence over the Empress Koken, Fujiwara revolts in 740. His defeat in 764 is followed by the re-installation of Empress Koken (now called Empress Shotoku) and the relocation of the capital—to Nagaoka in 784, and then to Heiankyo in 794.

HEIAN PERIOD

(794 to 1156)

The Heian period marks the peak of the Imperial Court of Japan. This period begins when the capital is moved to Heiankyo (later called Kyoto, a name the city bears to this day) by Emperor Kammu. As a capital city, Kyoto has important advantages over the previous capitals, including good river access to the sea and better land access to the Eastern provinces.

The Heian period is known as a high-water mark for Japanese culture; poetry and literature produced during the era are admired to this day. The Heian period also sees the decline of the Emperor in favor of the military class.

The rise of the military class is preceded in 792 by the abolition of conscription into the Imperial army. The Emperor now lacks an army of his own, but needs some way to defeat the Ainu barbarians in the north. Faced with this challenge, the Emperor appoints a military commander, given the title Seii Taishogun ("barbarian-subduing general"), to coordinate the campaign against the Ainu. Over time the title of Seii Taishogun will be shortened to simply *Shogun*.

When Emperor Kammu dies in 806, a struggle for succession among his sons allows the Fujiwara to take

control through a regency over a succession of minor Emperors. Although their direct power is suspended from 897 to 930, during which period Emperor Daigo rules directly, the Fujiwara continue to grow in power and influence through their extensive infiltration of the offices at court. When Emperor Daigo dies, the Fujiwara assume complete control over the central government and within a decade are able to enthrone or dethrone Emperors at will.

However, while the Fujiwara have taken control, they and the other ancient clans have become completely tied to the capital city of Kyoto, removing them from the real source of wealth and power in Japan: the land. The major clans' focus on the city allows the provincial landholders to gain power outside Kyoto. In addition to the wealth they've gained from controlling increasingly large shoen landholdings, this new class is also permitted to employ vast numbers of armed men to fight barbarian tribes and enlarge the borders of the kingdom. This combination of wealth and a large, well-trained military force signals the rise of a new and powerful social class: the daimyo. Thus, Japanese society is unwittingly divided into two great sources of power: the Buke (military clans) who reside in the provinces and the Kuge (court clans) who reside in Kyoto.

Although a small contingent of troops is still assigned to Kyoto to serve as police and guards for the Kuge, these forces are more adept at the pomp and pageantry of court life than at the practice of warfare. In contrast, the soldiers of the provincial lords, whose troops are constantly at war with the barbarians, are much more capable on the field of battle.

Of these provincial clans, two rise to prominence above the others: the Minamoto and the Taira clans. These two clans become so powerful that they are soon ignoring Imperial decrees, oppressing farmers and generally running things to suit themselves.

ROKUHARA PERIOD

(1156 to 1185 CE)

These two provincial clans—the Minamoto and the Taira—clash during the Hogen War, which begins in 1156. When the Emperor Toba dies, the Imperial throne is contested by two rivals, Go-Shirakawa and Sotuko. The two men (both Fujiwara regents) call on the military might of the Taira and the Minamoto to fight for them. On the one side, regent Fujiwara no Tadamichi summons Taira no Kiyomori to fight for Go-Shirakawa. On the other, regent Fujiwara no Yorinaga summons Moritomo no Yoshitomo to fight for Sotuko. In the end the forces of Go-Shirakawa are victorious, and both the Minamoto and Taira clans have gained substantial prominence and power in Kyoto.

The two families, having fought a war (nominally) on behalf of the Imperial heirs, now turn directly against each another. This war ends with the crushing defeat

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of the Minamoto by the Taira. With his samurai rival defeated, Taira Kiyomori is able to manipulate events and arrange marriages to place one of his heirs, Antoku, on the throne as Emperor at the age of two.

From 1159 to 1160, the Taira further expand their power by making open war on monasteries that have become feudal lords in their own right, controlling tax-exempt lands and employing large numbers of well-trained warrior monks. After defeating these forces of armed monks, the Taira sack numerous monasteries in Nara.

The victory of the Taira clan proves to be short-lived, however. In 1180 the heir to the Minamoto clan, Minamoto Yoritomo, who had been spared by the Taira in an uncharacteristic show of mercy, organizes provincial clans antagonistic to the Taira and starts the Gempei War (1180-1185). Chief among Yoritomo's allies are the Hojo, the Taira retainers who had raised him.

After defeating the Taira at Ichinotani in 1184 and Yashima and Dannoura in 1185, Yoritomo finally seizes control and assumes the title of Shogun—supreme military leader of Japan. Whereas in the past this title had been bestowed by the Emperor on a military leader of great renown to fight against the barbarians, and then promptly returned to the Emperor when the campaign was over, Yoritomo gives himself the title and takes it as the hereditary lineage of his clan. The transfer of power from the Emperors to the new warrior class, the samurai, is complete. One of Yoritomo's first acts as Shogun is to raise the Hojo clan to great prominence as a reward for sheltering and fighting alongside him against the hated Taira.

KAMAKURA PERIOD

(1185 to 1333 CE)

Having assumed control as the first true Shogun, Yoritomo establishes a system allowing for complete control of Japan by his military. The name of his Shogunate comes from the location of his military headquarters, or bakufu, which he places at his ancestral home in Kamakura (in the process completely relegating the Imperial court and its nobles to ceremonial functions). Yoritomo stations loyal guards (called shugo) in each province of Japan and district leaders (called jito) in taxable areas. This allows him to head off any organization of the clans against him and to keep most of the country under military observation and control.

Despite his success, Yoritomo is never able to bring all of Japan under his control; fighting with Fujiwara elements continues throughout his reign both in the northern and western areas of the country. The region around Kyoto is likewise not controlled by Yoritomo but remains under the sway of the Imperial court and the Emperor's regents.

Yoritomo dies unexpectedly in 1199 before he is able to fully consolidate his power. The Hojo clan, so

instrumental in bringing Yoritomo to the peak of power, becomes the steward of his young son Yoriie. The Hojo clan is a formidable force: not only have the great rewards heaped on this clan by Yoritomo allowed them to attain substantial military might, but Hojo clansmen also prove to be exceptional statesmen and diplomats capable of forging strong alliances with other clans. For the rest of the Kamakura period, the Shogun is merely a figurehead; Minamoto Yoriie, members of the Fujiwara clan, and even Imperial princes hold the title of Shogun while the Hojo rule from behind the scenes.

This environment fuels resentment among the nobles in Kyoto who act as regents to the Emperor, since they had in the past been the true wielders of power. In 1221 the tension between Kyoto and the Kamakura bakufu erupts into open war during the Jokyū incident. Using their diplomatic skill, the Hojo are able to rally enough clans to their side to put down this revolt, and Kyoto and the Imperial court are brought under direct Hojo control. Although estates are set aside to allow the nobles to maintain the Emperor in splendor, all decisions of state must now be approved by the Kamakura bakufu.

To ease rivalries among local lords, the Hojo establishes the Council of State in 1225, allowing other daimyo direct influence in judicial and legislative affairs of state. In 1232 the Hojo creates the first code of law, the Jōei Code, which establishes the duties of the district headmen (the jito) and sets forth a system for settling land disputes and arbitrating inheritances. The Jōei Code is an extremely significant document, since Japanese law up to this point has followed almost without change the 500-year-old codes of Confucius. The Jōei Code will remain in use for over 635 years.

Contact with China resumes in a most unexpected (and unwelcome) manner when a Chinese emissary arrives in Japan in 1268. The emissary brings news that the Mongol lord Khubilai Khan now rules China and demands tribute from Japan. Although Japan has cultivated some economic ties with China, these are difficult to maintain because of the persistent threat of Japanese pirates. The Japanese reply with a message stressing the divine nature of the Emperor, which they conclude makes it impossible for Japan to pay homage to any Earthly agency, and dismiss all foreign ambassadors. Despite the heavenly rationale for not paying tribute, the Hojo begin to strengthen Japan's defenses in preparation for an invasion.

In 1274 a fleet of 600 ships carrying Mongol, Korean and Chinese soldiers, equipped with catapults and combustible missiles, lays siege to Japan. The cavalry formations of the Mongol warriors prove devastatingly effective against the samurai, who are accustomed to one-on-one combat against their peers.

The situation is grim; it appears that the Japanese forces will be as outmatched by the Mongols as the armies of China and Korea had been. Then the miraculous happens: after only one day of fighting, a typhoon

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completely destroys the Mongol fleet. The invasion is over. Attributing his defeat to bad luck, Khubilai Khan organizes another invasion in 1281. The second Mongol fleet launches at a different time and assaults a different side of the island to eliminate (it is hoped) any chance of a second typhoon disaster. Unfortunately for the Mongols, luck—or divine providence—is once again with the Japanese, and the second invasion fleet is destroyed by a typhoon just as the first had been. Shinto priests declare these storms a “divine wind” (kamikaze), proof of the gods’ protection of Japan.

Despite this good fortune in avoiding the Mongol invasions, the defense of the country and the battles (however brief) are a serious drain on the Japanese economy. Samurai families who had rallied to the Hojo banner expect compensation, only to be informed that there are no more lands to be given out as rewards. The samurai families respond by refusing to repay loans taken out from merchants in their own preparations for the war. Lower-ranking samurai are so hard-pressed financially that many leave the service of their daimyo and turn to banditry. These roving bands of ronin put a further strain on the Kamakura bakufu and make the Hojo appear weak.

The Hojo respond by granting local lords more authority to deal ruthlessly with any threat that rises within their jurisdiction. All debts to the merchant class by the samurai are also forgiven—a heavy blow to the merchant class, but one that shores up for the Hojo the vital support of the samurai families. To weaken any threat from the Imperial court in Kyoto, the Hojo clan establishes a southern court in Yoshino and proclaims that heirs from these two branches of the Imperial family will alternate as Emperor. It is hoped that this will distract the Imperial court into a rivalry with its southern neighbor and divide the nobles.

The two-court system helps the Hojo maintain control through several more Imperial successions, but in 1331 Emperor Go-Daigo (from the southern court) proclaims that he will rule Japan directly and that his son will succeed him as Emperor. The Hojo move against him and order Go-Daigo into exile. This causes loyalist sympathies to rally in support of the Emperor, and Ashikaga Takauji rallies samurai to the Emperor’s cause. When the daimyo of an important eastern province also rebel against the Hojo, their Shogunate crumbles and their control over Japan is broken.

The literature of the Kamakura period is mostly epic and martial, reflecting the military maneuverings and turmoil of the age. The *Hojoki* describes the age through the lens of Buddhist philosophy, stressing the vanity of man and the impermanence of his works. The *Heiki monogatari* details the rise and fall of the Taira clan and is full of questing samurai performing heroic deeds during the wars of the era. Poetry continues to develop as well, with the twenty-volume *Shin kokinshu wakashu* (New Collection of Ancient and Modern Times) produced

between 1201 and 1205.

The Kamakura period is frequently referred to as the beginning of Japan’s Middle Ages since Japan—like Europe during its Middle Ages—features a land-based economy ruled by an elite warrior class that possesses both specialized training and equipment (the samurai, a rough analog to the European knight).

KEMMU RESTORATION (1333 to 1336 CE)

Having reassumed direct control of Japan, Emperor Go-Daigo attempts to institute a sweeping series of reforms repealing the martial Joei Code and restoring Confucian law to Japan. These efforts prove too ambitious, and the northern court at Kyoto rebels against the new Emperor. When Ashikaga Takauji is ordered against the northern Emperor, he defects to the northern court and Emperor Go-Daigo is quickly deposed. The reforms he had attempted to impose are just as quickly reversed. Takauji, after securing the northern Emperor safely away, assumes the title of Shogun—placing the samurai once again in command.

ASHIKAGA PERIOD (also known as the Muromachi Period) (1336-1568 CE)

Early in this period a state of open warfare exists between the two rival courts of Kyoto and Yoshino that lasts until 1392, when the courts are finally reunited. The period of the Warring Courts is a chaotic time, as samurai ally themselves with one court or the other in an attempt to seat a new Emperor and gain control as Shogun.

Unlike the previous Shogunate, which had attempted to distance itself from Kyoto and the scheming nobles of the Imperial court, Ashikaga Takauji establishes his court in the Muromachi region of Kyoto in an effort to protect the northern Emperor he had installed. This proves to be a mistake: the provinces (the true source of wealth and power in Japan) once again drift out of the hands of their nominal leaders and into the control of a younger generation.

While the Ashikaga deal with court maneuverings, the daimyo, who were very closely scrutinized by the district headmen in the Kamakura Shogunate, are given sweeping new powers that allow them virtually complete control over the areas outside Kyoto.

The Ashikaga, however, have more pressing matters to attend to—namely the civil war between the courts. Not until 1368, when Ashikaga Yoshimitsu is named as the third Ashikaga Shogun, is there even a semblance of order. With the courts finally reunited, Yoshimitsu finds that he has lost control over the country. The most powerful daimyo families are by now running the countryside to suit themselves, while an appointed “advisor” to the Shogun keeps the courts in line.

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Eventually the Ashikaga attempt to reassert their authority, sparking the Onin War from 1467 to 1477. This is a period of tremendous chaos as the daimyo turn on Kyoto and sack it, leaving the capital in ruins. Deprived of any central authority, the country spins out of control. In 1485, chaos breaks out as peasants revolt in Yamashino province, samurai rebel against their daimyo, and the daimyo turn on one another.

Samurai revolts break the country into smaller, regional power bases, while the minor daimyo fortify their domains with hilltop castles and fortifications. The older shoen landlords are completely deposed as the daimyo take direct control over every valuable piece of land; peasants are forced into serfdom to serve these lords in exchange for protection against the chaos of the age.

Although widespread warfare is uncommon, conflict between daimyo is a regular occurrence. The constant movement of troops across the country stimulates growth in transportation, communications and roads. To avoid tolls on transported goods, trade shifts to the central regions of the country. The need to protect merchants and craftsmen causes strong guilds to form.

By the end of this period, the first Europeans have made contact with Japan, beginning with the arrival of the Portuguese in 1543. Soon Portuguese ships are making regular stops at ports in Kyushu, leading many merchants and samurai living there to become extremely wealthy. European-introduced innovations like glassware, clocks, tobacco, and fabrics further stimulate the already growing economy. The state of warfare begins to change as well with the introduction of firearms.

Trade is further enhanced by a resumption of contact and trade with China's Ming Dynasty. China and Japan cooperate to battle the growing problem of Japanese pirates (the Wako) who have long raided ships from Japan, China and Korea—the pirates have occasionally even been bold enough to sack and raid coastal villages in all three countries. Soon Chinese silk, porcelain, books and coins are being traded for Japanese wood, sulfur, ore, swords and folding fans. (It is interesting to note when reading the chronicles of this age that while the Japanese saw these transactions as trade, the Chinese saw it as tribute.)

The influence of renewed contact with China sparks a cultural renaissance during this period, beginning in Kyoto and eventually spreading throughout the entire country. Unlike in previous cultural revolutions, the proximity of Kyoto's nobles and merchants to the Muromachi Shogunate bakufu causes this cultural change to sweep through the samurai ranks as well. Art, architecture, literature, No drama, comedy, poetry, the tea ceremony, landscape gardening and flower arranging all flourish during this period.

PERIOD OF THE COUNTRY AT WAR (SENGOKU JIDAI) (1568 to 1615 CE)

The Sengoku Jidai is a period of almost complete chaos. The central conflict of the era takes place between three powerful daimyo, each vying for control over Japan. (Although technically this period of conflict began earlier with the Onin War in 1467, the chaotic power struggle reaches its peak during the Sengoku Jidai.) Peasant revolts continue during this period and become even more frequent, as peasants unite with priests and monks of Jodo Buddhism (Pure Land Buddhism) to establish large autonomous regions. One of these independent peasant kingdoms in Kaga province is destined to survive over one hundred years.

Worse than the breakdown of central authority is the breakdown in clan loyalty, so important in other ages of Japanese history. Samurai betray their daimyo, then pledge to serve other daimyo... only to betray them and return to their previous masters. Duplicity is everywhere and wise samurai keep their weapons ready to draw against surprise attacks even while they eat, bathe and sleep. The threat of unexpected attack causes Iai (the lightning draw) to become the most popular form of Kenjutsu, since a samurai never knows when he may face an attack from a foe... or a supposed friend.

In 1568, when it seems the chaos will never end, three powerful leaders emerge on the scene: Oda Nobunaga, Hideyoshi (a peasant without a surname who has risen to become Nobunaga's right-hand man and most trusted general), and Tokugawa Ieyasu.

Oda Nobunaga, the son of a modest daimyo, is the first of the three to rise to power. Observing that the daimyo all around him are exhausted from constant warfare with one another, he swiftly conquers them one by one, bringing a large area under his personal control.

He then conquers Kyoto and places Ashikaga Yoshiaki in command as the nominal Shogun, while Nobunaga rules from behind the scenes. Nobunaga immediately moves to reduce the power of the monks, who have been supporting and even leading peasant revolts against the samurai. He assaults the ancient monastery on Mount Hiei overlooking the Imperial city of Kyoto in 1571, killing thousands of monks. In 1573 he defeats all the daimyo around Kyoto, bringing that area under his complete command. He then builds a seven-story castle at Azuchi on the shores of Lake Biwa—one of the few castles mighty enough to withstand the barrage of siege cannons. Powerful and imposing, the fortress becomes a symbol of Nobunaga's brief reign. Nobunaga then makes overtures to the humbled monks, bringing them along with the merchants into his organization—further increasing his power and control.

Meanwhile Hideyoshi, Nobunaga's most able warrior and general, is sent to conquer the twelve western provinces of Honshu and bring them under the

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triumvirate's control. This war lasts from 1577 until 1582 when Nobunaga dispatches a large force under Akechi Mitsuhide to relieve and aid Hideyoshi.

As is common during this age of chaos and strife, Mitsuhide takes these troops and turns them on Nobunaga rather than leading them to aid Hideyoshi. Although surrounded by enemy soldiers and wounded by an arrow to the shoulder, Nobunaga fights valiantly, killing many of his would-be assassins with a naginata. In the end, he retreats to his bedroom, where he commits ritual suicide to preserve his honor from the indignity of being captured.

Hideyoshi returns from the Western provinces when he learns of his lord's assassination. He defeats Mitsuhide's forces at Yamazaki; Mitsuhide himself tries to flee, but is caught by a crowd of peasants who tear him limb from limb. Hideyoshi is then granted joint guardianship over Nobunaga's son along with three other guardians. By 1584—just two years later—Hideyoshi has killed the other three guardians. He is then adopted by the Fujiwara family and given the surname Toyotomi.

By the following year, he has forged an alliance with three of the nine major daimyo (including Tokugawa Ieyasu) and assembled a force of over 250,000 men. He goes on to unite all of Japan under his rule with military victories at Shikoku in 1585 and Kyushu in 1587. His last major rival falls in 1590 with the conquest of the Kanto region of eastern Honshu; the remaining daimyo swears allegiance to him. The peasant had now risen to the title of Shogun and united all of Japan under his control.

Toyotomi Hideyoshi then begins the next step necessary to cement his control over Japan: the disarming of the country's peasant population in what the peasants derisively refer to as "Taiko's Sword Hunt." The decree extends beyond swords alone; the specific mention in the decree of spears and firearms as well indicates the degree to which the peasantry is armed for battle.

Despite his own meteoric rise from humble beginnings, Hideyoshi then declares an end to any class mobility. A man would now die in the class to which he had been born.

A new unit of land and wealth is adopted as well: the koku (equivalent to about 180 liters of rice). A daimyo is now formally defined as a lord whose holdings can produce 10,000 koku or more in a given year. Hideyoshi's holdings produce 2 million koku yearly (his supporter-turned-rival Tokugawa Ieyasu's holdings produce 2.5 million koku yearly—the only lord to exceed the Shogun).

Hideyoshi then takes steps to ensure the loyalty of the other daimyo, in some cases by weakening them. The potentially dangerous Tokugawa holdings, for instance, are surrounded with samurai especially loyal to Hideyoshi, making treachery from his most powerful rival much harder. Some of Hideyoshi's actions actually increase the influence of certain daimyo, most notably with the formation of a five-member Board of Regents,

which gives the most powerful daimyo a say in state affairs (Tokugawa is a member of the Board).

Hideyoshi uses marriage alliances to tie powerful clans more closely to his own, and institutes a system of hostage-taking whereby powerful daimyo must place their wives in separate residences close to Kyoto for half the year, where they are at the Shogun's mercy in the event that the daimyo rebels against the Shogun.

Hideyoshi increases foreign trade, and Japanese vessels regularly visit modern-day Malaysia, Thailand and the Philippines on trading voyages.

It is also during Hideyoshi's reign that the persecution of Christianity increases. The European-introduced religion, already illegal, is practiced in secret. In a cruelly ironic twist, the Shogun orders Christian missionaries caught illegally entering Japan crucified.

By 1592 Japan is completely under Hideyoshi's control. Rather than stopping to enjoy the fruits of his hard-won victory, he sets his sights even higher: on China. Japan had never forgotten that Korea and China aided the Mongol invaders, and now Hideyoshi sought to neutralize the threat of the "arrow pointed directly at the heart of Japan," China's client state Korea. Hideyoshi's force of 200,000 men quickly overruns southern Korea before stalling in the face of a superior Chinese-Korean response. During peace talks, Hideyoshi demands South Korea, free trade status with China, and a Chinese princess as a consort; all three demands are refused. In 1597 a second invasion is launched, but this ends, along with Hideyoshi's reign, when he dies during the sea voyage from Japan to Korea.

Following Hideyoshi's death, Tokugawa Ieyasu quickly moves to assume control by eliminating any possible opposition to his installation as Shogun. This includes Hideyoshi's son Hideyori, whom Ieyasu had promised to protect. The Tokugawa win battle after battle until the struggle culminates with the slaughter at Sekigahara in 1600. When the siege at Osaka ends in 1615, the Warring States period is officially closed and the age of the Tokugawa Shogunate has begun, with the Shogun's bakufu now placed at Edo (modern-day Tokyo).

TOKUGAWA PERIOD

(1615 to 1867 CE)

Also known as the Edo period, this is a time of relative peace and isolation for Japan. Ieyasu continues Hideyoshi's policies fixing social position and disarming the peasantry, and goes even further with a new policy that restricts all foreign trade to Japan. Only China and the Dutch East India Company are allowed to visit the island, and even they are closely scrutinized and restricted to certain areas of port cities. All other foreigners who land on Japanese shores during this time are put to death.

This period also sees Japan transform into a modern nation with increasing urbanization; Edo's population exceeds one million and the populations of Osaka and

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Kyoto each exceed 400,000. Despite the extremely limited levels of foreign trade, internal trade continues to increase as merchants and guilds prosper, large and stable banking institutions are developed and agriculture flourishes. Osaka and Kyoto become busy trading centers for agricultural and handicraft products.

The Tokugawa period witnesses an important cultural shift as a secularized form of Confucian philosophy takes root in Japan. The new philosophy will become the heart and soul of Japan's strong national universities. It has a major impact on the government with its idea that each member of society has a specific role (according to his social class) and should fill that role to the best of his ability without trying to rise above it or upset the social order. The government should be all-powerful but humane and should work for the good of the governed.

During this period of peace the samurai, while still ostensibly the warrior class, begin to increasingly resemble Confucian administrators; they devote more and more time to learning, tea ceremonies, calligraphy and flower arranging. The study of Zen Buddhism is also encouraged as a way for the soldier to explore his martial side even when at rest.

Despite its relative peace however, there is one element in which the Tokugawa period sees both danger and a return to the martial past of the samurai: the ronin. Although ronin have always existed, created when samurai become masterless (usually through the fortunes of war), during the Tokugawa period an estimated 40,000 ronin are created as various families are dissolved at the start of the Shogunate. These warriors must support themselves by their wits and their arms (which are still rightfully theirs to bear by birth) and often become bandits, guardians of local villages, assassins or bodyguards (yojimbo).



PROVINCES OF JAPAN

Although a complete history of each province of Japan is impossible, a brief listing of important and/or interesting facts is included below to aid the Gamemaster in capturing the feel of different locales throughout medieval Japan.

EZO HONSHU

The northernmost province of medieval Japan, this province—the island today known as Hokkaido—was the ancestral home and last bastion of the Emishi and Ainu barbarians. Many place names in Ezo Honshu are drawn from the Ainu language, including the name of the capital, Sapporo. Wars with these indigenous peoples for control of the island are a major preoccupation of the governments of the 8th century CE, who appoint military

leaders called Shogun to combat the barbarian threat. These leaders eventually become so powerful they will wrest control from the Emperors and determine the fate of the nation, but in the 8th century they are temporary appointments to lead armies against the barbarians.

The climate of Ezo Honshu is cool in the summer (averaging 72 degrees Fahrenheit) and cold in the winter (between 10 and 25 degrees).

MUTSU

Like Ezo Honshu, Mutsu is a bastion of the Emishi and Ainu peoples and is one of the last areas of Japan taken from these indigenous barbarians.

This large province has been ruled by many different parties, and during the Sengoku Jidai various daimyo hold sway over different parts of Mutsu, struggling with one another for control. The Uesegi clan holds an important castle town, Wakamatsu, in southern Mutsu; the Nambu clan controls the castle town of Morioka in the north; and Date Masamune, an important ally of Tokugawa, founds the castle town of Sendai in 1600.

One of the important features of Mutsu is the large temple in Sendai, which contains 1,000 statues of Buddha. The town's name is derived from the temple; the word *sendai* means "1,000 generations."

DEWA

Like Mutsu and Ezo Honshu, Dewa is conquered by the Japanese as they drive the indigenous Emishi and Ainu peoples ever northward.

During the Sengoku Jidai, two clans rule this prefecture—the Mogami clan in the south and the Akita clan in the north.

ECHIGO

This province is located in northern Japan on the Sea of Japan. During the Sengoku Jidai this prefecture is ruled by Uesugi Kenshin.

SHIMOTSUKE

In ancient times, this province's capital was the city of Tochigi, but in medieval Japan Shimotsuke is ruled from Utsunomiya. During the Sengoku Jidai this province is governed by numerous minor daimyo. The tomb of the legendary Tokugawa Ieyasu is located here, along with a shrine to venerate him.

HITACHI

This province was ruled from Ishioka during ancient times. During the Sengoku Jidai this province is controlled by numerous minor daimyo. The most important castle in Hitachi, Mito, has changed hands several times during the province's colorful history. Satake Yoshinobu rules this castle during the Sengoku Jidai but is forced to surrender it to Tokugawa Ieyasu after

JAPAN

IN THE 16TH CENTURY

1. EZO HONSHU
2. MUTSU
3. DEWA
4. ECHIGO
5. SHIMOTSUKE
6. HITACHI
7. NOTO
8. ETCHU
9. SHINANO
10. KOZUKE
11. MUSASHI
12. KAZUSA
13. SHIMOSA
14. AWA
15. KAGA
16. ECHIZEN
17. HIDA

18. MINO
19. OWARI
20. MIKAWA
21. TOTOMI
22. KAI
23. SURUGA
24. SAGAMI
25. IZU
26. NAGATO
SHIKOKU
27. SUO
28. IWAMI
29. AKI
30. IZUMO
31. BINGO
32. HOKI
33. BITCHU

34. INABA
35. MIMASAKA
36. BIZEN
37. TAJIMA
38. HARIMA
39. TANGO
40. WAKASA
41. TAMBA
42. OMI

43. SETTUSU
44. YAMASHIRO
45. KWATCHI
46. IZUMI
47. KII
48. YAMATO
49. IGA
50. ISE
51. SHIMA
52. IYO KYUSHU
53. TOSA
54. SANUKI

55. AWA
56. AWAJI
57. TSUSHIMA
58. HIZEN
59. CHIKUZEN
60. BUZEN
61. CHIRUGO
62. BUNGO
63. HIGO
64. HYUGA
65. SATSUMA
66. OSUMI

200 MILES

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the Battle of Sekigahara. Ieyasu gives control of the castle to his son Tokugawa Yorifusa, and the castle remains under Tokugawa control until the mid-1800s when the rule of the Shogun is finally ended.

NOTO

The main castle town in Noto during feudal times is Nanao. Throughout most of the Sengoku Jidai this province is ruled by the Maeda clan.

ETCHU

This province was ruled in ancient times from Takaoka, but during the Sengoku Jidai it is held by daimyo of the neighboring Echigo and Kaga prefectures.

SHINANO

This large, centrally located province is the source of much contention during the Sengoku Jidai; several daimyo could claim a piece of this ever-shifting landscape during the struggle for control of Japan. This province is also the home of several important castle towns including Ina, Komoro, and Ueda. One of the few daimyo to control all of Shinano for any length of time is Takeda Shingen, one of the most formidable daimyo of the Sengoku Jidai.

KOZUKE

This centrally located province changes hands several times during the tumultuous Sengoku Jidai, when it is ruled by Takeda Shingen, Uesegi Kenshin, the Hojo clan and finally Tokugawa Ieyasu.

MUSASHI

This central province on Japan's eastern shore serves as Tokugawa Ieyasu's main military headquarters during his subjugation of Japan. Tokugawa's fortress, Edo Castle, stands in what is now the Chiyoda ward of Tokyo. This castle, and eventually the city that grows up around it, serves as the ruling center of Japan during the centuries-long Tokugawa Shogunate.

An area rich with history, Edo Castle and its environs provide numerous possibilities for adventure, especially for the Gamemaster willing to take some liberties with history. For example, although Edo Castle possessed no dungeon in reality, this has not stopped numerous Japanese chambara films and television series from giving it a very imposing dungeon from which villains can escape and in which heroes are wrongfully imprisoned.

RAZUSA

This tiny province located on a peninsula on Japan's Eastern seaboard is controlled from a castle town at Otaki.

SHIMOSA

During the feudal struggles, the most important settlement in this small coastal province is Sakura. During the

Sengoku Jidai this province passes through many different hands, with control shifting between the daimyo of various border provinces.

AWA (KANTO)

This tiny province makes up the very small tip of the Boso Peninsula (which it shares with Shimosa).

KAGA

In feudal times this province is ruled by the Maeda family from the strategically important city of Kanazawa, which is located between the Japanese Alps and the Sea of Japan. Kanazawa also sits on the Sai and Asano rivers. The city's name means "marsh of gold," and while the precious metal cannot be mined in the marshy ground, it literally flecks the food grown here. Golden potatoes and tea from Kanazawa are sold all over Japan, since it is thought that ingesting the gold brings good health.

Although large-scale mining is not practical, enough pure gold is harvested to make the city notable for the use of gold leaf in its art and architecture.

The city itself is beautiful but notorious for its nighttime residents: at night, Kanazawa is virtually ruled by the ninja. No one knows why the usually secretive ninja have come down from the mountains to inhabit this city so boldly, but come they have and the local rulers seem content to leave them to their nocturnal activities. For their part, the ninja have not interfered with any of the daimyo's plans or schemes and seem to be following their own agenda.

The castle from which this city is ruled is famous all over Japan for its beautiful gardens, which will only be enjoyed by the elite until 1875.

ECHIZEN

Echizen is an important trade town inhabited by a great many busy and productive members of the artisan class. As early as 774 this city becomes noted for its high-quality paper (washi), and is also one of the six "kiln provinces" renowned throughout the land for the quality and beauty of its ceramic wares. During the Sengoku Jidai many daimyo seek to control these profitable trades, and this province is divided into an ever-shifting patchwork of small fiefdoms.

During the Tokugawa regime the province is ruled for the Shogun from the city of Fukui.

HIDA

This province is critically important to anyone hoping to control Japan during the medieval period. Covered with rich forests, Hida produces a fortune in timber each year. The province also contains extensive mineral deposits. Finally, Hida is a great hub in a river trading network that extends south through Mino and Owari provinces.

During the Sengoku Jidai, Oda Nobunaga sends one

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of his generals, Kanamori Nagachika, to occupy Hida and administer it for him. This able general and wise administrator rules the province through the tumultuous end of the Sengoku period, serving Nobunaga, then Shogun Toyotomi Hideyoshi and finally Tokugawa Ieyasu. Following Tokugawa's victory at the Battle of Sekigahara, Nagachika's descendants successfully control Hida province until the end of the Tokugawa (or Edo) Period.

MINO

This province, part of the trade network between Hida and Owari, is one of the original provinces controlled by Oda Nobunaga during his rise to power. In fact the Oda clan manages to rule this province for some time after Nobunaga's death, successfully controlling it through the reigns of Toyotomi Hideyoshi and Tokugawa Ieyasu.

This province is ruled from the castle town of Gifu.

OWARI

Owari is the birthplace of two of Japan's most famous generals: Oda Nobunaga and Toyotomi Hideyoshi. Nobunaga controls the formidable castle town of Kiyosu. After his victory at the Battle of Sekigahara, Tokugawa makes one of his first priorities the establishment of a castle town from which to rule Owari; he occupies the castle in Nagoya, fortifies it heavily, and places his son in command there. This vital military resource is the largest outside of Tokugawa's direct command.

MIKAWA

Mikawa is the original fiefdom of Tokugawa Ieyasu, and it is from here that he begins his ultimately successful quest to unite all of Japan under his rule. Mikawa has two principal castle towns, Okazaki and Yoshida. Under Tokugawa's rule, gunpowder production is restricted to this province so as to remain under the watchful scrutiny of those most loyal to the Shogun. This has the unintended effect of making Mikawa the fireworks center of all medieval Japan, with an enormous festival held every year.

TOTOMI

Totomi is ruled from the castle town of Hamamatsu by the Imagawa clan. During the Sengoku Jidai, this province falls under the control of Tokugawa.

RAI

This landlocked province includes the famous Mount Fuji. During the Sengoku Jidai, this province is ruled by Takeda Shingen from the castle town of Kofu.

SURUGA

This province is ruled from Shizuoka, a city that has remained an important urban center from ancient times,

through the feudal period and even up to the modern day. This province is ruled by the Imagawa clan for much of the Sengoku Jidai until the Imagawa are defeated by Oda Nobunaga during his rise to power. Suruga is then taken over by Takeda Shingen, who rules it until Tokugawa Ieyasu comes to power and grants control of this province to one of his supporters.

SAGAMI

Sagami's most important castle town during the Sengoku Jidai is Odawara, though the province is usually ruled from Musashi.

Odawara has been important throughout Japanese history because it lies on the Tokaido, the medieval road connecting Edo (modern-day Tokyo) to Kyoto. From its position on the Tokaido, Odawara can also control travel to the key castle towns of Shizuoka, Hamamatsu and Nagoya.

For many generations, this castle is one of the key sources of power for the influential Hojo clan.

IZU

This small province includes the Izu peninsula and the seven small volcanic Izu islands. During the Sengoku Jidai this province is ruled by the Hojo, until they are defeated and the province conquered by Tokugawa.

NAGATO SHIKOKU

This province is ruled by the Mori clan from the castle town of Hagi. The Mori grow in power greatly during the reign of Toyotomi Hideyoshi, when they conquer many of the surrounding provinces. Following Hideyoshi's death, however, they side against Tokugawa and end up losing all they have gained, their holdings reduced to this province alone.

SUO

This province is ruled by the Ouchi clan for most of the Muromachi period. During the Sengoku Jidai, however, it is conquered by the Mori clan, who hold power until the triumph of Tokugawa at the Battle of Sekigahara.

IWAMI

Like many of Japan's southern provinces, Iwami is ruled by the influential Mori clan for most of the Sengoku Jidai until the triumph of Tokugawa at the Battle of Sekigahara.

ARI

This province is the original home of the Mori clan, which acquires great power during the Sengoku Jidai—enough to be represented in the ruling council of Toyotomi Hideyoshi, along with Tokugawa Ieyasu. After Hideyoshi's death, both the Mori and the Tokugawa clash in a vast power struggle that is ultimately decided at the Battle of Sekigahara. Defeated, the Mori lose their

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home province along with all that they have gained, their territory reduced to the Nagato province alone.

IZUMO

Izumo was a powerful province in ancient Japan, and was an independent political entity in the 4th century BCE, before being conquered by the Yamato state. This province is home to the Izumo Shrine, one of the holiest shrines in the Shinto religion, devoted to the god Susanowo. Legend holds that Susanowo once fought for control of Japan with Amaterasu. Amaterasu was eventually victorious, and went on to found the Yamato Dynasty and the Imperial line.

BINGO

During the Sengoku Jidai, this province is conquered by the Mori and added to their large list of southern provinces. Following the Battle of Sekigahara, Tokugawa assigns control of this province to one of his allies.

HOKI

This province is governed in feudal times from the castle town of Yonago, a coastal city and an important trading port on the Sea of Japan. During the Sengoku Jidai this province is ruled by the Amago clan.

BITCHU

This province on the Inland Sea is ruled by the Hosokawa clan during the Muromachi period. The Hosokawa reside on the island of Shikoku (the large island just across the Inland Sea), and allow local rulers significant latitude in how they run the province.

During the Sengoku Jidai, many battles are fought here as various power brokers attempt to gain control of Bitchu and its prosperous port city, Kurashiki. In fact, the Mori clan is fighting Oda Nobunaga for control of Bitchu when Nobunaga dies, leading the two clans to split control of the province.

When Tokugawa assumes control, he assigns portions of the province to numerous daimyo who had aided him in his quest for power.

INABA

This province is governed from the ancient castle town of Tottori, ruled by the Ikeda clan. The area around this castle is best known for its large sand dunes.

MIMASAKA

This landlocked province is ruled in feudal times from the castle town of Tsuyama. It is often governed by the daimyo of a neighboring province (usually Bizen).

BIZEN

This province is one of Japan's principal centers of sword production. Because of this, Bizen is a perpetually

contested province, and has been ruled by many different daimyo through the centuries. Bizen is governed from the castle town of Okayama.

Bizen is controlled by the Akamatsu clan in the Muromachi period, then by the Urakami clan during the Sengoku Jidai. The Urakami are later uprooted by the Ukita clan, one of the powerful five clans appointed as co-regents over the late Toyotomi Hideyoshi's son.

When these regents inevitably begin fighting for power amongst themselves, the Ukita ally with other families (such as the Mori) against a coalition of clans led by Tokugawa Ieyasu. The victorious Tokugawa grants control of this province to the Kobayakawa clan.

TAJIMA

Tajima province is governed from the castle town of Izushi. During the Sengoku Jidai, the province is ruled by the Yamana clan until its defeat by Oda Nobunaga.

HARIMA

This province is ruled from Himeji. It is interesting to note that the illustrious 47 Ronin originally served the daimyo of this province.

TANGO

This tiny prefecture sits on the shore of the Sea of Japan. Both Maizuru and Miyazu are important trading towns; each serves as the province's capital at varying points in its history.

WAKASA

This tiny province is ruled from the castle town of Obama.

TAMBA

This landlocked province is ruled from the castle town of Kameoka by a number of minor daimyo until it is conquered by Oda Nobunaga in the Sengoku Jidai. Nobunaga grants control of the province to his general, the former ronin Akechi Mitsuhide, who later betrays and assassinates him.

OMI

A key province on the Tokaido road, Omi is ruled from the castle town of Otsu. During the Sengoku Jidai the province is controlled by Ishida Mitsunari, who is ultimately defeated by Tokugawa at the Battle of Sekigahara. After his victory, Tokugawa gives this province to his ally the Li clan, who build the castle town Hikone and rule the province from there.

SETTUSU

The heart of Settsu is the important city of Osaka, site of the impressive Osaka Castle. During the Sengoku Jidai, the Miyoshi clan rules the province until their defeat

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by Oda Nobunaga, at which point control of Settsu is given to Toyotomi Hideyoshi (who later becomes Shogun himself). After Toyotomi's death, the province is ruled by one of the regents charged with protecting his young son. When Tokugawa emerges victorious from his epic power struggle, control of Settsu is given to one of his sons.

YAMASHIRO

The most important city in Yamashiro province is Kyoto, which for much of Japan's history serves as the nation's capital city and home of the Emperor until it is eventually supplanted by Edo (later renamed Tokyo). Kyoto, with its politics and scheming noble bureaucracies, is generally avoided by the Shogun, who see no profit in becoming embroiled in such political machinations. During the Muromachi period, however, the Ashikaga Shogunate rules directly from Kyoto.

KWATCHI

This tiny province is almost always overshadowed by Osaka and ruled by whoever controls that impressive fortress.

IZUMI

This tiny province contains the large and valuable seaport of Sakai, and is usually controlled by the ruler of Osaka in Settsu province.

KII

This peninsular province is ruled from the castle town of Wakayama by the Kii branch of the Tokugawa clan.

YAMATO

As the province where the Imperial line originated, Yamato is immensely important to the Japanese cultural psyche. The entire land of Japan is sometimes called the "Great Yamato;" the Yamato Damashi, or Spirit of Yamato, is a term often used to refer to a golden age when everyone in Japan was brave, honest and hardworking.

IGA

Iga is notorious as the birthplace of ninjutsu; not coincidentally, it is also the birthplace of Hattori Hanzo, one of the most infamous ninja of all time. Most of the province consists of a small ring of mountains encircling the Ueno basin, where the majority of the townsfolk live. Iga's geography and lack of roads render it largely inaccessible, especially to large forces of troops.

Despite (or perhaps because of) its poor accessibility to conventional military forces, Iga is a natural base of operations for ninja. Its proximity to the great commercial centers of Nara, Kyoto, Edo, Nagoya and Osaka makes Iga a perfect place from which ninja can launch their missions.

ISE

This province is usually ruled from the castle town of Tsu, but during the Sengoku Jidai important castles are also constructed at Kuwana and Matsusaka.

SHIMA

One of the smallest provinces in all of medieval Japan, Shima stands on the heavily-traveled Tokaido road. This region's excellent fishing access makes it extremely prosperous; its citizens offer an annual gift of fish to the Emperor and the Imperial Court. The most important town in Shima is Toba, although at many points in Shima's history it is ruled from a larger nearby province such as Ise.

IYO KYUSHU

This large province, one of four on the island of Shikoku, often finds itself divided into smaller fiefs by a number of squabbling daimyo who constantly scheme and plot against one another. It is briefly united by the Chosokabe clan, who succeed in bringing the entire island under their rule before it is conquered by Toyotomi Hideyoshi and divided between several of his allies.

TOSA

This province is the original home of the Chosokabe clan, which manages to (briefly) unify the island under their rule. After Hideyoshi's invasion, Chosokabe holdings are reduced to this one province until Tokugawa displaces it entirely.

SANUKI

The smallest province on the island of Shikoku, Sanuki is ruled from the castle town of Takamatsu.

AWA (SHIKOKU)

This is the fourth province on the island of Shikoku.

AWAJI

This tiny province is actually an island that lies between Shikoku and the Japanese mainland of Honshu.

TSUSHIMA

This province, which covers the whole of the tiny Tsushima island, is of great strategic importance in medieval Japan. Tsushima is always the first target of any invading force from the Koryo Empire, and after the island is conquered in 663 a new, formidable stronghold is built there—Kameda Castle.

From the 13th century on, the island is ruled by the So clan, which completely monopolizes trade with Korea and maintains a formidable naval force to keep the Wako (partially) in check.

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HIZEN

This province was ruled in ancient times from Yamato City. Following his subjugation of Japan, Toyotomi Hideyoshi leads the invasion of the Koryo Empire from the city of Nagoya. Hizen also contains a number of castle towns maintained by daimyo who hold claim to parts of the province; the most important of these is the castle town of Saga.

This province is also notable because it witnesses the Shimabara Rebellion, the largest peasant revolt in Japanese history. This rebellion is motivated by two things: religion and taxes. While the heavy tax burden placed on the peasants by their daimyo is probably the main reason, the area also had a long history as a home for Jesuit missionaries when Christianity was legal, and had even been ruled by a Christian daimyo—facts which undoubtedly also factored into the peasants' decision to take up arms against their rulers.

CHIKUZEN

This province is ruled from the castle town of Fukuoka.

BUZEN

This province is ruled from the castle town of Kokuren.

CHIKUGO

Throughout most of the Edo Period, this small province is divided into two fiefs—one ruled by the Tachibana clan and the other by the Arima clan.

BUNGO

During the Sengoku Jidai, this province is ruled by the Otomo clan.

HIGO

Higo is governed from the castle town of Kumamoto. During the Muromachi period, the Kikuchi clan holds sway here, but the Sengoku Jidai sees the Kikuchi deposed and the province ruled by a succession of daimyo. When Kyushu is invaded by Toyotomi Hideyoshi, control of Higo is given to the Sasa clan, and later to the Kato clan.

HYUGA

During the Sengoku Jidai, this province is divided into two fiefs, one in the north (controlled from the castle town of Agata) and the other in the south (controlled from the castle town of Obi).

SATSUMA

During the Sengoku Jidai, this province is led by the Shimazu clan, who rule it and much of southern Kyushu from the castle town of Kagoshima.

OSUMI

This province is so thoroughly controlled by the Shimazu clan during the Sengoku and Edo periods that it never develops its own administrative centers, relying on Satsuma for those functions.

CHAPTER TWO: GAMEMASTERING

CHAPTER TWO: GAMEMASTERING

Running *Legends of the Samurai* presents the Gamemaster with unique challenges and opportunities. This section is intended to help the Gamemaster determine what sort of campaign will work best for her and her group.

The first step in constructing a *Legends of the Samurai* campaign is to determine the general flavor of the campaign.



HISTORICAL

The historical campaign attempts to preserve a sense that the players are a part of living history. The characters' attitudes might be very different from the players', and the entire environment is constructed to make the players feel that their characters are participating in real historical events.

CHARACTER CLASSES

All character classes from *The Bushido Handbook* (the martial classes) are suitable for inclusion in a historical campaign. The mystic classes presented in *The Mystic Arts* should only be included in a campaign willing to deviate from historical events.

There are two ways the Gamemaster could explain the inclusion of mystic classes in a historical campaign. The first is to say that what the Japanese *believed* during that time actually happened—peasants' stories about magicians and magical swords and oni swooping down from the night are historical depictions, not flights of fancy. The second is to say that the campaign takes place in an alternate past almost identical to our own, except for the inclusion of supernatural forces.

RACES

The only race that should be used as a player character race in a historical campaign is human.

PRESTIGE CLASSES

As with mystical classes, the inclusion of prestige classes depends on how close to history the Gamemaster wishes her campaign to be. For the truly gritty "you are there" campaign, these classes should probably be disallowed. For a campaign in which the PCs and their opponents are larger-than-life figures set against a historical backdrop, prestige classes are perfectly appropriate.

TIME PERIODS

The most favorable time periods for a historical campaign are the Kamakura Period, Ashikaga Period and Sengoku Jidai. These periods most closely fit the rules as written, and require the least amount of independent research and class changes to represent them accurately in *Legends of the Samurai*. Earlier or later historical periods would require a bit of research and some small mechanical changes (some classes might be rare or nonexistent; some time periods restrict the advancement of characters between social classes; and so forth).



MYTHIC

The mythic campaign places the enjoyment of the game ahead of concerns of history and realism. Since the line for suspension of disbelief varies even within gaming groups, each group of players should discuss what is and is not allowable with the Gamemaster.

CHARACTER CLASSES

All of the core classes in *Legends of the Samurai* are allowable in a mythic campaign. Certain historical considerations with regard to those classes may also be ignored at the Gamemaster's discretion—a female PC might take levels in the samurai class, the samurai class might exist in Japan's mythic period (far earlier than in real history), and so forth.

RACES

Not all player characters need be human. The monster races hengeyokai and koro-pok-guru are also available for player character races. These characters designate their race in place of their social class, as non-humans are inherently outside the "normal" social order. In a truly mythic campaign, however, these races should be allowed to take levels in any class for which they meet the Honor requirement (including the samurai class).

PRESTIGE CLASSES

All of the prestige classes presented in *Legends of the Samurai* are permissible in a mythic campaign.

TIME PERIODS

Mythic campaigns can be set in virtually any time period. In fact, fictional works (movies, novels, etc.) place these campaigns during all of Japan's historical

CHAPTER TWO: GAMEMASTERING

periods, including the Tokugawa period (where many of Kurosawa's films are set). The fact that classes and equipment would, historically speaking, need to be changed to match these time periods can be conveniently ignored by the Gamemaster.



ADVENTURE LOCATIONS

Another concern in constructing adventures is the choice of where those adventures will take place. While *Legends of the Samurai* adventures take place in all the same locations as typical fantasy adventures (dungeons, wilderness, cities), these familiar settings are treated differently. Some typical adventure locations are presented below.

CASTLES

Generally speaking, castles come in two varieties: abandoned and inhabited.

ABANDONED CASTLES

Abandoned castles are the most typical form of dungeon found in *Legends of the Samurai* campaigns. In constructing a dungeon based around an abandoned castle, the primary concern is the reason the castle was abandoned in the first place.

Did the castle fall to treachery, or did it merely fall quietly out of use during a time of peace? In the former case, the castle might be filled with uneasy spirits or undead eagerly seeking revenge for the misdeeds committed against them. Anyone entering the castle might give the inhabitants a chance to avenge the castle's fall. If the castle simply fell into disuse, it might have new tenants—perhaps a band of humanoids, a group of marauding ronin, or even a ninja clan has taken up residence, using the castle as a base of operations, perhaps to control or terrorize the surrounding peasantry.

INHABITED CASTLES

Inhabited castles set the stage for military adventures. Medieval Japan is a place of constant warfare, as clans attempt to expand their control over new territories and maintain their existing domains. Adventures involving inhabited castles might involve full-blown assaults, with brave warriors boldly attacking the castle to defeat the enemies inside. Castles in medieval Japan are very well constructed, making an open assault a very difficult undertaking. Like an onion, the castle contains one compound within another; if the outer walls are penetrated, the defenders can fall back to an interior defensive position and force the attackers to repeat the entire process from scratch. Worse, defenders can use secret tunnels to slip into walls already penetrated by

attacking forces, then catch invading enemies in a deadly crossfire.

Because of the difficulty in assaulting a well-prepared castle, an attacking force might prefer less direct methods. Ninja might be dispatched to perform reconnaissance in preparation for the main assault, searching for and destroying hidden tunnels that defenders could exploit during the battle. A stealthy strike team might try to eliminate someone within the castle, possibly to avoid the need for an assault in the first place. While not honorable in the strictest sense of the word, military campaigns in medieval Japan are affairs of pragmatism first, since nothing is more honorable than victory.

WILDERNESS

Japan is home to a dizzying array of terrain; swamplands, rolling plains, deep valleys, towering mountains, roaring rivers and even arctic terrain can all be found on this island nation. Making use of Japan's natural geographic variety can greatly enhance almost any adventure. Terrain types that differ notably from their Western counterparts are discussed below.

MOUNTAIN TERRAIN

Mountain terrain contains a diversity of potential challenges for adventurous characters: treacherous climbs, avalanches, severe cold, restricted oxygen, and even the occasional volcanic eruption could all plague those adventuring in Japan's ubiquitous mountainous regions. Mountains are also places of mystery—yamabushi traverse them to learn wisdom; magicians live there to perfect their arcane craft in solitude; priests construct isolated mountain temples to be closer to the gods; ninja build lairs in areas inaccessible to enemy armies.

For these reasons, adventures in Japan's mountainous regions have a different feel than they would in Western-style campaigns. Characters might arrive at the mountain in search of special wisdom or training. A yamabushi, ninja or spellcaster might be seeking a master who lives as a hermit high on a remote mountain peak. To test prospective students, the mountain itself is used as a first challenge. Often a master secretly watches potential students as they ascend the mountain, observing their interactions and learning their character. Characters might also be asked to locate a reclusive ninja in order to employ (or kill) him. Finding these mountain men, who know their homes so much better than the PCs do, could well be the most difficult and dangerous part of the adventure.

RIVERS

Rivers often form the backdrop for interesting adventures. An assault that would otherwise be simple and straightforward becomes treacherous when the opposing forces are separated by a dangerous river. The sheer number of rivers, and the battles that were inevitably

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fought near and in them, inspired the development of the martial art of suiejutsu, since the river itself served as an added adversary in these conditions.

CITIES

Always popular adventure settings, cities in medieval Japan offer the same wealth of adventure possibilities that their Western counterparts do. Japanese cities are rigidly controlled and divided into wards, which are separated by walls and guarded by samurai. These walls are sealed at night; special permission is required to move between wards. Even if permission is granted, bells attached to the gate announce to anyone nearby that visitors are moving through the ward gate. These restrictions serve to inhibit illegal activity, as well as to keep a fire or civil disturbance that breaks out in one ward from spreading throughout the entire city.

Even in medieval times Japanese cities are extremely organized, allowing for types of adventures not normally found in fantasy games. For example, Japanese cities have well-organized police forces; an entire campaign could revolve around characters serving in one of these police forces, solving murders, returning stolen goods, and dealing with yakuza plots.

Not only are Japanese police forces organized in much the same manner (and degree of sophistication) as modern police, these cities often contain two separate police forces, with the second force made up of nobles and samurai charged with handling crimes committed by the warrior caste.

Most police are commoners and are forbidden to arrest or even question a samurai. This could lead to tension, intrigue and strife as the PCs learn that their chief suspect is an influential samurai. They would then need to deal with a rival police agency, with each group expressing disdain for the other (similar to the way local police forces feel about “feds” moving in on a case today). Worse, corrupt noble police might decide to let an influential samurai or noble go free, putting the PCs in an awkward position between their superiors and the commoners crying out for justice... or seeking to take the law into their own hands.

Even in medieval Japan, Edo (modern-day Tokyo) is a city of a million residents. Japanese police, called okappiki, are stationed in barracks-style ban`ya, or watch houses. These police are skilled martial artists and armed with the jitte, a weapon that can disarm or grapple an opponent for capture.

Japanese cities also feature well-organized fire departments. Fires in any medieval city would be deadly, but this is especially true in Japanese cities (as recently as World War II, the devastating potential of fires in the densely packed Japanese cities encouraged the Allied tactic of firebombing). This could even allow a campaign constructed around a fire department—something not usually seen in fantasy games.



PRESTIGE CLASSES

The following prestige classes are appropriate for inclusion in *Legends of the Samurai* games. As these prestige classes draw heavily upon legendary Japan, Gamemasters seeking to run strictly historical campaigns might prefer to exclude these prestige classes, using only the core classes presented earlier.

Multi-class characters and ki abilities: Characters who multi-class, especially those who also belong to a prestige class, will frequently have ki abilities from multiple sources. It is recommended that in these cases, the character’s available ki uses stack. For example, if a 10th-level ronin takes levels in the yojimbo prestige class, he can use the ki abilities of both classes a total of three times per day (twice from his ronin levels and once from his yojimbo levels).

CENSOR

Censors are spies in service to the Emperor or (more commonly) the military elite of Japan—powerful daimyo and the Shogun himself.

Hit Die: 1d8

REQUIREMENTS

To qualify to become a censor, a character must meet the following criteria.

Base Attack Bonus: 5+

Skills: Knowledge (history) 3 ranks, Knowledge (politics) 3 ranks, Gather Information 10 ranks.

Bloodline: Noble or warrior.

CLASS SKILLS

The censor’s class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Disable Device (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (history, local, nature, nobility and royalty, tactics) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex).

Skill Points per Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the censor.

Ki: Beginning at 1st level, the censor gains the ability to harness his ki to sharpen his senses and gain information. At 1st level, the censor can use his ki to add his censor class level to any Listen skill check.

At 5th level, the censor can use his ki twice per day and

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TABLE 2-1: THE CENSOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Ki 1/day (The Land Has Ears)
2 nd	+1	+0	+3	+0	August Personage +2
3 rd	+2	+1	+3	+1	Information Network 1/day
4 th	+3	+1	+4	+1	Persona; August Personage +4
5 th	+3	+1	+4	+1	Ki 2/day (The Land Has Eyes)
6 th	+4	+2	+5	+2	Information Network 2/day; August Personage +6
7 th	+5	+2	+5	+2	Quick Change
8 th	+6	+2	+6	+2	Persona; August Personage +8
9 th	+6	+3	+6	+3	Information Network 3/day
10 th	+7	+3	+7	+3	Ki 3/day (The Land Whispers); August Personage +10

can use his ki to aid Spot skill checks.

At 10th level, the censor can use his ki three times per day and can use his ki to aid Sense Motive and all Knowledge skill checks. This ability can even allow the censor to make a Knowledge skill check untrained.

August Personage: The censor learns to project an image of power and majesty appropriate to an officer of the Imperial Court. This ability grants the censor the listed bonus to all Diplomacy, Gather Information and Intimidate skill checks when interacting with a character that has a lower Honor score.

Information Network: All censors develop networks of informants throughout Japan. These informants are numerous and provide information to the censor in return for certain leniencies (such as latitude when reporting the informants' crimes). The listed number of times each day, the censor may make a Gather Information check with a bonus equal to his censor class level. The censor does not need to pay for this check and can make the attempt in one hour (Gather Information checks normally take 2-5 hours).

Persona: The censor is a master of disguise, gaining the ability to adopt a persona to go unnoticed during his investigations. The censor can pick a single persona to serve as his disguise at 4th level (and a second at 8th level), and must clear any disguise with the Gamemaster (a humble pilgrim would be an acceptable persona; the Shogun would not).

When using this disguise, the censor gains a bonus on Disguise checks equal to his class level. He can assume his persona in half the time it would take to adopt a normal disguise (disguises normally take 10-30 minutes to assume).

Quick Change: At 7th level, the censor can assume one of his personae in minimum time (10 minutes).

KENSAI

The kensai is a master of the blade, a legendary "sword saint" who has bonded with his blade so completely that it has become a part of his soul. Heroes of the people, kensai have such pure spirits that they are above the petty considerations of land and title. They are even exempted from the master-samurai relationship, instead serving their

own conscience, their own honor.

Hit Die: 1d10

REQUIREMENTS

To qualify to become a kensai, a character must meet the following criteria.

Allegiances: Code of Bushido, Ascetic Code

Base Attack Bonus: 7+

Feats: Ancestral Weaponry, Weapon Focus (katana).

Class Abilities: Weapon Specialization (katana).

Honor: 70+

CLASS SKILLS

The kensai's class skills (and the key ability for each skill) are: Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (calligraphy, history, nobility and royalty, religion, tactics) (Int), Ride (Dex), and Survival (Wis). A character may receive additional skills from martial arts known.

Skill Points per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the kensai.

Poise: The kensai gains this feat as a bonus feat for which he does not have to meet the prerequisites. However, this feat only functions while the kensai is in light armor or no armor.

At 4th and 8th level, the kensai's Armor Class bonus from this ability increases.

Ki: Beginning at 1st level, the kensai can use the power of his ki to increase the enhancement bonus of a katana with which he has bonded (via the Ancestral Weapon feat) by +1, or grant his weapon an ability with an equivalent bonus of +1 for one minute per kensai level. This bonus stacks with the weapon's innate enhancement bonus (if any), to a maximum of +6 (or a total enhancement bonus of +11, if the kensai has activated an ability rather than increased the weapon's attack and damage bonus).

At 2nd level, the kensai can pick any one 1st-level kenza, mahoutsukai or shukke spell and use his ki to cast that spell through his bonded weapon (via the Ancestral Weapon feat). This counts against the kensai's ki uses for the day, meaning that a 10th-level kensai can use this

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TABLE 2-2: THE KENSAI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+2	Poise; Ki 1/day
2 nd	+2	+3	+3	+3	Ki (1st-level)
3 rd	+3	+3	+3	+3	Ki (1st-level)
4 th	+4	+4	+4	+4	+1 Armor Class
5 th	+5	+4	+4	+4	Ki 2/day
6 th	+6	+5	+5	+5	Ki (2nd-level)
7 th	+7	+5	+5	+5	Ki (3rd-level)
8 th	+8	+6	+6	+6	+2 Armor Class
9 th	+9	+6	+6	+6	Special Purpose
10 th	+10	+7	+7	+7	Ki 3/day

ability a maximum of three times per day. Regardless of the number of spells with which a kensai empowers his weapon, he can still only use those abilities a total number of times each day equal to his maximum ki.

The caster level for any spell the kensai casts from a bonded weapon is equal to his kensai level.

At 3rd level, the kensai can add

a second 1st-level spell that he can cast from his bonded weapon with his ki.

At 5th level, the kensai can use his ki twice per day.

At 6th level, the kensai can add a 2nd-level spell to his bonded weapon.

At 7th level, the kensai can add a 3rd-level spell to his bonded weapon.

At 10th level, the kensai can use his ki three times per day.

Special Purpose: At 9th level, the kensai can empower his bonded weapon with a special purpose, such as slaying a particular foe or race of foes. The nature of the special purpose is subject to approval by the Gamemaster, but the special purposes listed for intelligent items in the *Dungeon Master's Guide* are good examples. When in pursuit of the item's special purpose, the kensai gains a +2 luck bonus to all attack and damage rolls, saving throws, and skill checks.

MARTIAL ARTS MASTER

The martial arts master has elevated his study of the martial arts beyond simple combat maneuvers. He attempts to mold his mind and body together so as to attain perfect harmony—both within himself and with his surroundings.

Hit Die: 1d8

REQUIREMENTS

To qualify to become a martial arts master, a character must meet the following criteria.

Base Attack Bonus: 7+

Skills: Concentration 5 ranks.

Feats: One martial arts style and one martial arts maneuver.

CLASS SKILLS

The martial arts master's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (history,



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TABLE 2-3: THE MARTIAL ARTS MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Ki 1/day (Skill Focus)
2 nd	+2	+0	+0	+3	Martial Arts Mastery
3 rd	+3	+1	+1	+3	Secret Technique +1
4 th	+4	+1	+1	+4	Martial Arts Mastery
5 th	+5	+1	+1	+4	Ki 2/day (Attack Focus)
6 th	+6	+2	+2	+5	Martial Arts Mastery; Secret Technique +2
7 th	+7	+2	+2	+5	Mind Protects the Body
8 th	+8	+2	+2	+6	Martial Arts Mastery
9 th	+9	+3	+3	+6	Secret Technique +3
10 th	+10	+3	+3	+7	Martial Arts Mastery; Ki 3/day (Superior Focus)

nature, religion) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str) and Tumble (Dex).

Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the martial arts master.

Ki: Beginning at 1st level, the martial arts master learns to harness the power of his ki to focus all his concentration on a single task. At 1st level, he may use his ki to add ½ his ranks in the Concentration skill to any other skill check.

At 5th level, the martial arts master may add ½ his ranks in the Concentration skill to a single attack roll.

At 10th level, the martial arts master may add ½ his ranks in the Concentration skill to a single attack roll, and if that attack hits, to the damage roll as well.

This use of ki is a free action that the martial arts master may perform once per round on his action; it does not provoke attacks of opportunity.

Martial Arts Mastery: At the levels indicated, the martial arts master may either select a martial arts style or maneuver as a bonus feat, or he may increase his unarmed damage to the next larger die.

Secret Technique: At the levels indicated, the martial arts master can learn a secret technique from a sensei (see the sensei class for more information on secret techniques). This grants the martial arts master the listed competence bonus to attack and damage rolls made with that technique. Since the martial arts master must first find a sensei willing to teach the technique, it might take him some time to acquire this ability. Convincing the sensei to teach it might require the martial arts master to perform a service or pay the sensei for his instruction.

At 6th level, the martial arts master may select a second maneuver as a secret technique, and his competence bonus with secret techniques improves to +2. Note that this ability may only be learned from a sensei of 6th level who knows the maneuver in question as a secret technique. This may require the martial arts master to seek out a new teacher.

At 9th level, the martial arts master may select a third

maneuver as a secret technique, and his competence bonus with secret techniques improves to +3. Note that this ability may only be learned from a sensei of 9th level who knows the maneuver in question as a secret technique. This may require the martial arts master to seek out a new teacher.

Mind Protects the Body: At 7th level, the martial arts master's mind and body have become one. He may use his Will save in place of any Fortitude or Reflex saving throw he is required to make.

OTOKODATE

The otokodate, whose name means “plucky men” or “man among men,” are a greatly renowned group of warriors of commoner ancestry. These warriors are honor-bound to protect the weak and to stand together to the death against all foes. Of common birth, these warriors have a custom of never asking one of their fellows about his birth or ancestry. He is otokodate, he will fight to the death to defend the weak and his brother warriors, and that is all these egalitarian soldiers need to know.

Although the otokodate work for pay, they are not mercenaries. If a rich client wishes to be defended from the yakuza or a greedy ward-boss, the otokodate will serve as protectors and bodyguards in return for pay. Just as frequently, the otokodate will help a farming village guard their crop from rapacious ronin bandits and ask nothing in return. Missions are based on the client's need, and payment is based on the client's ability to pay.

Since their bloodline makes combating warriors illegal, the otokodate arm themselves with a number of seemingly innocuous items so that they can defend themselves and their townsfolk without drawing undue attention. After a battle, they can slip into the crowds of a city or large town and melt away. The two most common items wielded by otokodate are the war fan and the large pipe. These items become so identified with these peasant warriors, and prove so vexing to the samurai, that they are outlawed in later times.

Toward the end of the Tokugawa Shogunate, as the power of the samurai continues to decline and the common classes continue to chafe under the totalitarian regime, the Shogun himself is forced to turn to the

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otokodate for protection, since peasants have become the true rulers of the city wards and country villages in which they were once imprisoned.

Hit Die: 1d8

REQUIREMENTS

To qualify to become an otokodate, a character must meet the following criteria.

Base Attack Bonus: 5+

Skills: Diplomacy 5 ranks, Intimidate 5 ranks.

Feat: Exotic Weapon proficiency (war fan), Tessenjutsu.

Honor: 40+

Allegiance: Kikotsu.

Bloodline: Merchant, artisan or farmer.

CLASS SKILLS

The otokodate's class skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Pressure Points (Wis), Sense Motive (Wis), Spot (Wis) and Swim (Str).

Skill Points per Level: 4+ Int modifier.

CLASS FEATURES

All of the following are class features of the otokodate.

Ki: Beginning at 1st level, the otokodate can use the power of his ki to sense focal points of energy in his target. This allows the otokodate to use his Pressure Points skill more than once per combat. Each time beyond the first that he uses his Pressure Points skill to increase the damage from an attack counts against the otokodate's ki (unless some other circumstance, such as attacking a flanked target, allows him to use Pressure Points).

At 5th level, the otokodate can use his ki twice per day. He can also use his ki to blind his target with a successful Pressure Points attack. On a successful attack during which the otokodate successfully increases damage with his Pressure Points skill, the target must make a Fortitude saving throw (DC 10 + $\frac{1}{2}$ the attacker's ranks in Pressure Points) or be blinded for 1-4 rounds.

At 10th level, the otokodate can use his ki three times per day. He can also use his ki to disrupt the energy flow of his target, short-circuiting it and rendering the target unconscious for 1-4 minutes. The circumstances required to use this ability and the DC of the saving throw to resist it are exactly as described in the 5th-level Blinding Strike ability above. Attacking a target rendered unconscious



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TABLE 2-4: THE OTOKODATE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Ki 1/day (Pressure Point Strike); Weapon Focus (war fan)
2 nd	+2	+0	+3	+0	Weapon Specialization (war fan)
3 rd	+3	+1	+3	+1	Machi-yokko; Block
4 th	+4	+1	+4	+1	Tessen Shield +1; Weapon Focus (pipe)
5 th	+5	+1	+4	+1	Ki 2/day (Blinding Strike); Block, Improved
6 th	+6	+2	+5	+2	Machi-yokko; Weapon Specialization (pipe)
7 th	+7	+2	+5	+2	Block, Disarm
8 th	+8	+2	+6	+2	Tessen Shield +2
9 th	+9	+3	+6	+3	Machi-yokko
10 th	+10	+3	+7	+3	Ki 3/day (energy strike)

in this manner is a Severe cowardice transgression. The otokodate is expected to use this ability to escape without unnecessary bloodshed, not as a means to kill a helpless opponent.

Weapon Focus (war fan): At 1st level, the otokodate gains Weapon Focus with the tessen. Should the otokodate already possess this ability from another character class, he gains a feat of his choice instead.

Weapon Specialization (war fan): At 2nd level, the otokodate gains Weapon Specialization with the tessen.

Machi-yokko: At the levels indicated, the otokodate gains a +1 morale bonus to attack and damage rolls when defending someone with a lower Honor score than his own, or when defending someone who belongs to the outcast, merchant, artisan, or farmer bloodlines. Gaining this ability also increases the otokodate's Reputation by +1.

Block: At 3rd level, the otokodate gains this feat as a bonus feat.

Weapon Focus (pipe): At 4th level, the otokodate gains Weapon Focus with the heavy pipe. This large smoking pipe is treated as a Jo staff in every respect (including price) except that it is not obviously a weapon.

Tessen Shield: At 4th level, the otokodate is so skilled with the war fan that it acts like an actual shield, granting an armor bonus equal to the amount listed on the class table. A magic war fan increases the amount of this bonus by its enhancement bonus.

This bonus also applies to any block or disarm attempt the otokodate makes with the war fan.

Block, Improved: At 5th level, the otokodate gains this feat as a bonus feat.

Weapon Specialization (pipe): At 6th level, the otokodate gains Weapon Specialization with the heavy pipe.

Block, Disarm: At 7th level, the otokodate gains this feat as a bonus feat.

SENSEI

The sensei is an instructor in a martial art, either armed or unarmed. As a young member of this profession, the character might travel in order to spread his reputation, demonstrating his skill and fighting duels with other specialists of his art. Some sensei establish private schools supported by their students, but most seek a patron, such as a daimyo or other great lord, who supports the sensei in return for instruction of the warriors under his command.

Hit Die: 1d8

REQUIREMENTS

Base Attack Bonus: +5

Skills: Concentration 10 ranks.

Feats: One martial arts style and one martial arts maneuver.

CLASS SKILLS

The sensei's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (history, nature, religion) (Int), Listen

TABLE 2-5: THE SENSEI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+2	Ki 1/day (Master's Will)
2 nd	+1	+3	+3	+3	Damage Increase
3 rd	+2	+3	+3	+3	Secret Technique +1
4 th	+3	+4	+4	+4	Master Instruction (skills)
5 th	+3	+4	+4	+4	Ki 2/day (Master's Speed)
6 th	+4	+5	+5	+5	Secret Technique +2
7 th	+5	+5	+5	+5	Damage Increase
8 th	+6	+6	+6	+6	Master Instruction (combat techniques)
9 th	+6	+6	+6	+6	Secret Technique +3
10 th	+7	+7	+7	+7	Ki 3/day (Master's Endurance)

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(Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str) and Tumble (Dex).

Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the sensei.

Ki: Beginning at 1st level, the sensei starts to master the power of his ki, learning to use his spiritual energy to protect his body and mind as he seeks a unity of all three forces. At 1st level, the sensei may expend one use of his ki to reroll any failed Will saving throw, with a bonus equal to his sensei class level.

At 5th level, the sensei can use his ki twice per day, and can use his ki to reroll a failed Reflex save with a bonus equal to his sensei class level.

At 10th level, the sensei can use his ki three times per day, and can use his ki to reroll a failed Fortitude save with a bonus equal to his sensei class level.

Damage Increase: At the levels indicated, the sensei's unarmed damage is increased to the next larger die (from 1d3 to 1d4, from 1d4 to 1d6, and so on). Even masters of armed styles learn to fight unarmed at higher levels, so all sensei gain this ability even if they are not masters of an unarmed art.

Secret Technique: Beginning at 3rd level, the sensei receives his most coveted ability: mastery of secret techniques within his style.

At 3rd level, the sensei may select any one martial arts maneuver that he knows and improve that maneuver through the application of a secret technique—essentially, he learns a new way to execute the maneuver.

This has two benefits: first, the sensei receives the listed competence bonus to attack and damage rolls with all secret maneuvers; secondly, the form of the maneuver is so surprising to opponents that targets are considered flat-footed the first time the sensei uses the technique against them (should the sensei fight the same target again, he still receives the attack and damage bonuses but the target is not flat-footed against the maneuver).

At 6th level, the sensei may select a second maneuver as a secret technique and his competence bonus with secret techniques improves to +2.

At 9th level, the sensei may select a third maneuver as a secret technique and his competence bonus with secret techniques improves to +3.

This ability not only makes the sensei a formidable combatant in his own right, but can also serve as a source of income and followers for the character. Members of the weapon master and martial arts master prestige classes can only receive their instruction in secret techniques from a sensei with this ability (see those classes and the Master Instruction ability below for more information).

Each secret technique mastered by the sensei also increases his Reputation by +1 (so a 9th-level sensei with three secret techniques receives a maximum bonus of +3 to his Reputation).

Master Instruction: Beginning at 4th level, the sensei becomes skilled in passing on what he has learned. This ability allows the sensei to impart his secret techniques to others (provided they are eligible to learn these techniques—see the weapon master and martial arts master classes for more information).

This ability also allows a student of the sensei to learn any skill the sensei knows as if it were a class skill. While studying with the sensei, any skill on the sensei's class skill list may be purchased by his students as if it were a class skill for them. This ability must follow two restrictions: first, the student must have skill points to spend from gaining a level in a character class; second, the sensei must agree to impart his knowledge of the skill to the student.

At 8th level, the sensei can impart any feat he knows to his students. The sensei's powers of instruction are so great that he can allow a student to learn the feat more easily than he could from a teacher with less skill. The student may remove any one prerequisite from a feat learned from his sensei in this manner (so the Mobility feat could be learned with a prerequisite of only a Dexterity of 13+, or with only the Dodge feat).

WAKO

The wako are the terror of the sea in medieval Japan. Roaming from the shores of Japan to the Philippines, these pirates make trade with China almost impossible at several points in Japan's history.

Hit Die: 1d8

REQUIREMENTS

To qualify to become a wako, a character must meet the following criteria.

Base Attack Bonus: 5+

Skills: Swim 10 ranks.

Feats: Suieijutsu.

CLASS SKILLS

The wako's class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex).

Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the wako.

Ki: Beginning at 1st level, the wako learns to harness the power of his ki to engage in bloody slaughter. This adds the listed amount of damage to one of the wako's attacks in the current round. This damage is not multiplied

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TABLE 2-6: THE WAKO

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+0	Ki 1/day (Bloody Slaughter +2d6); Sea Legs
2 nd	+1	+3	+3	+0	Weapon Focus (Ken); Sea Legs +1
3 rd	+2	+3	+3	+1	Bite Blade; Cheap Shot +1d6
4 th	+3	+4	+4	+1	Weapon Specialization (Ken); Sea Legs +2
5 th	+3	+4	+4	+1	Ki 2/day (Bloody Slaughter +4d6)
6 th	+4	+5	+5	+2	Sea Legs +3; Cheap Shot +2d6
7 th	+5	+5	+5	+2	Terror of the Waves
8 th	+6	+6	+6	+2	Sea Legs +4
9 th	+6	+6	+6	+3	Cheap Shot +3d6
10 th	+7	+7	+7	+3	Ki 3/day (Bloody Slaughter +4d6); Sea Legs +5

in the case of a critical hit, and does not stack with any Sneak Attack, Silent Kill or Cheap Shot ability the wako possesses.

At 5th level, the wako can use his ki twice per day, and the damage of his Bloody Slaughter ki ability increases.

At 10th level, the wako can use his ki three times per day, and the damage of his Bloody Slaughter ki ability increases.

Sea Legs: The wako ignores any Armor Class penalty, or any increase in Balance or Climb skill check DCs, for the bucking and rolling of a ship—even during a pitched storm. This ability often allows the wako to keep his Dexterity bonus when another character would be flat-footed.

Beginning at 2nd level, the wako's Armor Class is actually increased when fighting aboard ship, as he has learned to use the bucking and rolling movements of the vessel to his advantage, anticipating the ship's motion and moving accordingly. When onboard a ship and wearing light or no armor, add the listed bonus to the wako's Armor Class.

Weapon Focus (Ken): At 2nd level, the wako gains Weapon Focus with the plain short sword preferred by his kind. At 4th level, he gains Weapon Specialization with this weapon as well.

Bite Blade: At 3rd level, the wako can hold his blade securely in his teeth (requiring a move action), allowing him to use both hands for climbing, swinging by rope to an opposing ship, or swimming. The wako can "draw" this weapon as a free action.

Cheap Shot: Once per combat, the wako can make an unexpected combat maneuver and strike his foe in a vulnerable area for extra damage. This damage does not increase on a critical hit, and does not stack with any increased damage due to the Bloody Slaughter ki ability or any Sneak Attack or Silent Kill damage. This damage increases at 6th and 9th level.

Terror of the Waves: The wako's reputation for savagery strikes fear into the hearts of his enemies. Any foe witnessing the wako's Bloody Slaughter or Cheap Shot abilities must make a Will save (DC 15 + the wako's Charisma modifier + the wako's Reputation) or be shaken for one hour. This ability only works on

opponents of ½ the wako's total character level, but since all foes witnessing the special attacks must save, ordinary crewman are quickly overwhelmed by the brutality of a horde of attacking wako and almost always surrender upon failing their saving throws.

WEAPON MASTER

The weapon master has devoted himself to becoming the unequaled master of one particular weapon. Medieval Japan sees warriors rise to fame by mastering all sorts of weapons, from the legendary katana to much more obscure weapons.

Hit Die: 1d10

REQUIREMENTS

To qualify to become a weapon master, a character must meet the following criteria.

Base Attack Bonus: 7+

Feats: Weapon Focus (any).

CLASS SKILLS

The weapon master's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Pressure Points (Wis), Sense Motive (Wis), Survival (Wis), Swim (Str).

Skill Points per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the weapon master.

Ki: Beginning at 1st level, the weapon master can use the power of his ki to automatically inflict maximum damage on any successful attack with his chosen weapon.

At 3rd level, the weapon master can use his ki to add his weapon master class level to any one attack roll with his chosen weapon.

At 5th level, the weapon master can use his ki twice per day.

At 8th level, the weapon master can use his ki to add his weapon master class level to any one damage roll with his chosen weapon.

At 9th level, the weapon master can use his ki to

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TABLE 2-7: THE WEAPON MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Ki 1/day (maximum damage)
2 nd	+2	+3	+0	+0	Weapon Specialization
3 rd	+3	+3	+1	+1	Ki (attack rolls); Secret Technique +1
4 th	+4	+4	+1	+1	Greater Weapon Focus
5 th	+5	+4	+1	+1	Ki 2/day
6 th	+6	+5	+2	+2	Greater Weapon Specialization; Secret Technique +2
7 th	+7	+5	+2	+2	Improved Critical
8 th	+8	+6	+2	+2	Ki (damage rolls)
9 th	+9	+6	+3	+3	Ki (confirm critical); Secret Technique +3
10 th	+10	+7	+3	+3	Ki 3/day

automatically confirm a critical with his chosen weapon.

At 10th level, the weapon master can use his ki three times per day.

Weapon Specialization: At 2nd level, the weapon master gains Weapon Specialization with his chosen weapon. Should the weapon master already possess this ability from another character class, he gains a feat of his choice instead.

Secret Technique: At the levels indicated, the weapon master can learn a secret technique from a sensei (see the sensei class for more information on secret techniques). This grants the weapon master the listed competence bonus to attack and damage rolls made with that technique. Since the weapon master must find a sensei willing to teach the technique, it might take him some time to acquire this ability. Convincing the sensei to teach it might require the weapon master to perform a service or pay the sensei for his instruction.

At 6th level, the weapon master may select a second maneuver as a secret technique, and his bonus with secret techniques improves to +2. Note that this ability may only be learned from a sensei of 6th level who knows the maneuver in question as a secret technique. This may require the weapon master to seek out a new teacher.

At 9th level, the weapon master may select a third maneuver as a secret technique, and his bonus with secret techniques improves to +3. Note that this ability may only be learned from a sensei of 9th level who knows the maneuver in question as a secret technique. This may require the weapon master to seek out a new teacher.

Greater Weapon Focus: At 4th level, the weapon master gains Greater Weapon Focus with his chosen weapon. Should the weapon master already possess this ability from another character class, he gains a feat of his choice instead.

Greater Weapon Specialization: At 6th level, the weapon master gains Greater Weapon Specialization with his chosen weapon. Should the weapon master already possess this ability from another character class, he gains a feat of his choice instead.

Improved Critical: At 7th level, the weapon master gains Improved Critical with his chosen weapon. Should the weapon master already possess this ability from

another character class, he gains a feat of his choice instead.

YAKUZA

The yakuza are the deadly organized crime groups of Japan. These groups appear very late in Japan's history and are not appropriate in all historical campaigns.

Hit Die: 1d8

REQUIREMENTS

To qualify to become a yakuza, a character must meet the following criteria.

Base Attack Bonus: 5+

Skills: Gather Information 10 ranks, Intimidate 10 ranks.

CLASS SKILLS

The yakuza's class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex) and Use Rope (Dex).

Skill Points per Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the yakuza.

Ki: Beginning at 1st level, the yakuza learns to harness his ki to enhance his stealth abilities. The yakuza can use his ki to gain a bonus on all Hide and Move Silently skill checks equal to his class level.

At 5th level, the yakuza can use his ki twice per day and can make a Reflex saving throw to take ½ damage from a successful melee attack. The DC of this save is equal to 10 plus the attack roll of the successful attack.

At 10th level, the yakuza can attack with utmost precision, adding his class level to the damage of a successful attack. This ability may not be used in combination with the Sneak Attack, Silent Kill or Cheap

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TABLE 2-8: THE YAKUZA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Ki 1/day (Ghost); Yakuza Tattoo; Kuroi Kiri
2 nd	+1	+0	+3	+0	Sneak Attack +1d6
3 rd	+2	+1	+3	+1	Yakuza Tattoo; Contraband +2
4 th	+3	+1	+4	+1	Sneak Attack +2d6
5 th	+3	+1	+4	+1	Yakuza Tattoo; Ki 2/day (Sidestep)
6 th	+4	+2	+5	+2	Sneak Attack +3d6; Contraband +4
7 th	+5	+2	+5	+2	Yakuza Tattoo; Teppodama
8 th	+6	+2	+6	+2	Sneak Attack +4d6
9 th	+6	+3	+6	+3	Yakuza Tattoo; Contraband +6
10 th	+7	+3	+7	+3	Ki 3/day (Savage Strike); Sneak Attack +5d6

Shot abilities.

Kuroi Kiri: Yakuza are infamous for their ability to conduct “dirty deeds” or “black rain” (*kuroi kiri* in Japanese). The yakuza gains a bonus to all Bluff, Diplomacy, Gather Information and Intimidate checks equal to his Reputation.

Yakuza Tattoo: The yakuza receives specialized tattoo to mark his rise in the ranks of organized crime. Each time the yakuza receives this class ability, more of his body is covered in tattoos (approximately 10-20% each time this ability is gained—eventually, the yakuza’s entire body except for his face will be covered). The yakuza’s Reputation increases by +1 each time he receives this ability.

Sneak Attack: Any time a target is denied his Dexterity modifier due to being flat-footed, surprised or flanked, the yakuza may gain the listed bonus to damage. The yakuza does not gain this damage bonus against creatures with no discernable anatomies or creatures immune to critical hits, including many constructs and undead.

Contraband: The yakuza is a master of buying and selling stolen items or items forbidden by the local government (weapons in particular are a very popular commodity throughout most of Japan’s history, especially when commoners are forbidden to buy them). Any time the yakuza is seeking to buy or sell an illicit item, he gains the listed bonus to Gather Information checks made for that purpose (looking for a buyer or seller), and gains the bonus on Appraise checks when determining the item’s worth and value.

Teppodama: Yakuza are assassins, greatly feared for their ability to bring down targets with quiet, ruthless efficiency. Yakuza with this ability are skilled in the way of the assassin and automatically confirm any threatened critical.



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YOJIMBO

Like the kensai and the otokodate, the yojimbo is a warrior who has taken up arms in service to the people. While yojimbo are largely a figure of myth, legend tells of many warriors (usually disenfranchised ronin) willing to protect exploited peasants from the warriors and nobles at the top of the Japanese feudal system.

Hit Die: 1d8

REQUIREMENTS

To qualify to become a yojimbo, a character must meet the following criteria.

Base Attack Bonus: 5+

Skills: Spot 5 ranks, Listen 5 ranks.

Feat: Kenjutsu.

Honor: 60+

CLASS SKILLS

The yojimbo's class skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis) and Swim (Str).

Skill Points per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the yojimbo.

Ki: Beginning at 1st level, the yojimbo can use the power of his ki to execute an Honor Strike on his opponent. This ability inflicts +1d6 on a successful attack against a foe whose Honor score is lower than the yojimbo's. This damage increases to +2d6 at 5th level and to +3d6 at 10th level. The damage from this ability stacks with that granted by the ronin ability of the same name.

At 5th level, the yojimbo can use his ki twice per day and can reduce the damage from a single attack by an amount equal to one-tenth his Honor score. The yojimbo can execute this ability as a free action, but only once per round. The yojimbo must be conscious in order to use this ability.

At 10th level, the yojimbo can use his ki three times per day.

Yojimbo: In addition to being a champion of the common man, the yojimbo is also a skilled bodyguard. This ability allows the yojimbo to designate an ally within one move action as someone he will defend. The defended target gains the listed cover bonus to Armor Class and saving throws as the yojimbo moves to defend him from attacks.



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TABLE 2-9: THE YOJIMBO

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Ki 1/day (Honor Strike)
2 nd	+2	+3	+0	+3	Yojimbo (1/4 Cover)
3 rd	+3	+3	+1	+3	Machi-yokko
4 th	+4	+4	+1	+4	Yojimbo (1/2 Cover)
5 th	+5	+4	+1	+4	Ki 2/day (Honor Shield)
6 th	+6	+5	+2	+5	Machi-yokko
7 th	+7	+5	+2	+5	Man of the People
8 th	+8	+6	+2	+6	Yojimbo (3/4 Cover)
9 th	+9	+6	+3	+6	Machi-yokko
10 th	+10	+7	+3	+7	Ki 3/day

Machi-yokko: At the levels indicated, the yojimbo gains a +1 morale bonus to attack and damage rolls when defending someone with a lower Honor score than his own, or when defending someone who belongs to the outcast, merchant, artisan, or farmer bloodlines. This ability also increases the yojimbo's Reputation by +1.

Man of the People: The yojimbo is a hero of the common man and gains a bonus to all Diplomacy and Gather Information skill checks equal to his Reputation bonus when interacting with characters of outcast, merchant, artisan, or farmer bloodlines.

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The following are creatures typically found in fantasy games set in medieval Japan. Some of these creature types may be acceptable as player character races for Gamemasters who wish to run fantastic campaigns. For GMs running more historical games, these creatures should serve only as adversaries, if they exist at all.

MONSTERS FROM THE MONSTER MANUAL

Many monsters from the *Monster Manual* are suitable for use in *Legends of the Samurai* campaigns. Acceptable monsters are listed below, along with notes for adjusting them to better fit the medieval Japanese setting.

If a monster is listed as having a favored class, it may take levels in that class even if it does not meet the class and Honor requirements. (Class and Honor are “human” considerations.)

ALLIP

Allips are the souls of creatures driven to madness and suicide from the loss of honor. These creatures lash out in rage at the world around them, attempting to punish the living for their own failures in life.

CLOAKER

Japanese mythology describes a bizarre version of the cloaker called the ittan-momen. This creature differs from the standard cloaker in that it is white in color. This means the creature can only hide when indoors, where it can successfully pass itself off as a discarded sheet with a Hide skill check. Ittan-momen attempt to slip into homes and strangle unfortunate souls while they sleep.

DIRE ANIMAL

The following types of dire animal can be encountered in medieval Japan: ape, bat, bear, rat, shark, and weasel.

DOPPELGANGER

The doppelganger delights in performing dishonorable deeds in another’s name, leaving the unfortunate victim to face the consequences of the doppelganger’s actions. These creatures enjoy targeting the most righteous and

honorable men, then watching (in disguise) as their victims are driven to seppuku. Doppelgangers frequently take levels in the ninja, ronin and touzoku classes.

DRAGON TURTLE

This creature appears in *Legends of the Samurai* without change. Together with the dreaded wako, they make sea travel and foreign trade extremely dangerous.

DRYAD

Dryads are nature spirits that inhabit the forests and bamboo groves of medieval Japan. These creatures may be bound to single trees or to small, secluded stands of bamboo. These beautiful spirits have an Honor score of 5-50.

DWARF

These creatures, called koro-pok-guru, are small underground dwellers that appear in the mythology of the northern barbarian cultures that are the source of much friction in medieval Japan (especially the early periods). They possess a starting Honor score equal to 20 plus ten times the character’s Charisma modifier. Their favored class is ashigaru. They are otherwise identical to their Western counterparts. In a mythic campaign, dwarves are suitable as player characters.

ELEMENTAL (ALL)

These creatures do not come from another plane of existence, but are instead concentrations of elemental energy so powerful that they have gained a rudimentary form of life.

ETTERCAP

This creature appears in *Legends of the Samurai* without change.

GHOST

Ghosts are creatures who died with unfinished business—typically a loss of honor or an unresolved family crisis. Helping a ghost resolve whatever trauma is keeping it from rest is a Grand Benevolence virtue.

Gaki: Commonly referred to as “hungry ghosts,” gaki are the unfortunate souls of those who died of starvation. If they are in the area when food is served, they attack anyone eating unless food has been laid out for them as well. Since one never knows when or where a gaki might

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be lurking, many travelers make a practice of setting aside a portion of their food when in unfamiliar surroundings, just in case a gaki is nearby.

GHOUL

In medieval Japan, these creatures are known as jikininki. They remember bits and pieces of their former lives and advance by character class rather than size, and can take levels in any non-spellcasting class. Those with levels usually use weapons rather than their natural attacks.

GOBLIN

Goblins (commonly referred to as bakemono) possess Honor scores of 1-10 and are capable of taking levels in the ashigaru and touzoku classes. Slightly less common than standard goblins are the river goblins, which possess the aquatic subtype, the amphibious special quality and a swim speed of 30 feet.

HAG, ANNIS

These dreaded mountain witches, called yamanba or yama-ubu, are identical to their Western counterparts except for a change in their preferred terrain to any mountainous. These creatures have an Honor score of 0.

OGRE

Ogres are often encountered in the service of oni, of whom they are lesser variants (or perhaps offspring). They have an Honor score of 1-10 and their favored class is ashigaru.

OGRE MAGE

These creatures are also related to the oni, but usually serve as the leaders in any mixed group due to their intelligence and magical abilities. They are frequently encountered with ogres. They possess Honor scores of 5-50 and can take levels in the kenza and mahoutsukai character classes to further augment their magical abilities.

SHADOW

These creatures are ninja who were killed yet somehow refused to die. They advance by taking levels in the ninja class rather than increasing in size, but are otherwise similar to their Western counterparts.

SKELETON

Skeletons appear without change in *Legends of the Samurai*.

SPECTRE

These malign spirits appear without change in *Legends of the Samurai*. They have Honor scores of 1-10. They are typically found in defiled temples or at the gravesite of a murdered priest.

UNICORN

These creatures are called ki-rin and are rarely encountered. They are covered in dragon-like scales. Each ki-rin has an Honor score of 55-100 (50+5d10), and occasionally agrees to serve as a mount for a character with an Honor score higher than its own.

WRAITH

Wraiths typically appear in the same locations that spectres do.



AWABI

Medium Outsider (Aquatic)

Hit Dice: 5d8+10 (32 hp)

Initiative: +2 (+2 Dex)

Speed: Swim 40 ft. (8 squares)

Armor Class: 17 (+6 natural, +1 Dex), touch 11, flat-footed 16

Base Attack/Grapple: +5/+7

Attack: Claw +7 melee (2d6+2)

Full Attack: 2 Claws +7 melee (2d6+2)

Space/Reach: 5 ft./5ft.

Special Attacks: -

Special Qualities: Darkvision 60 ft, underwater chameleon

Saves: Fort +6, Ref +5, Will +5

Abilities: Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 8

Skills: Hide +11*, Listen +9, Spot +9, Survival +9, Swim +19

Feats: Stealthy, Improved Natural Attack

Environment: Any temperate aquatic

Organization: Pack (2-8)

Challenge Rating: 4

Treasure: Gems only (see below)

Honor: 0

Advancement: 6-8 HD (Medium), 9-12 HD (Large)

Level Adjustment: +2

Awabi are fowl aquatic demons that cannot breathe air and are only encountered underwater. If a sailor falls overboard, any nearby group of awabi attempts to grapple him and drag him down to drown, so they can feed on the corpse.

Freshwater varieties of this fiend exist, preying on those who travel along rivers and lakes.

Awabi covet gems and horde these treasures in their underwater lairs. This has inspired intrepid divers to seek out the awabi in search of their fabled treasure. Roll twice on the gems table for each awabi that shares the lair. The minimum value of the gems in any awabi lair will not be less than 2,000 tn.

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COMBAT

Awabi possess razor-sharp claws capable of quickly shredding a human opponent. Quite intelligent, awabi know how to take advantage of their aquatic environment during combat, and use grappling attacks against air-breathers whenever possible.

Underwater Chameleon (Ex): Awabi can adjust their coloring to match underwater environments, gaining a +4 bonus on Hide skill checks. They can always take 10 on Hide checks underwater, even if rushed or threatened.

Water Adaptation (Ex): Awabi can only breathe water; they suffocate on the surface. The freshwater and saltwater awabi variants cannot leave their native aquatic environments (saltwater awabi cannot move into a river, and freshwater awabi cannot move to the open ocean).

Skills: +8 racial bonus to Swim skill checks.

Advanced Awabi CR 7; Large outsider; HD 9d8+36; HP 76; Init +0; Spd Swim 40 ft; AC 19, touch 9, flatfooted 19 (-1 size, +0 Dex, +10 natural); BAB +9; Grap +19; Atk +15 melee (3d6+6 claw); Full Atk +15 melee/+15 melee (3d6+6 claws); Space/Reach 10 ft/10 ft; SQ Darkvision 60', Underwater Chameleon; Honor 0; SV Fort +10, Ref +6, Will +7; Str 22, Dex 11, Con 19, Int 10, Wis 12, Cha 8.

Skills: Hide +14*, Knowledge (nature) +5, Listen +12, Move Silently +14, Spot +12, Survival +12, Swim +26

Feats: Stealthy, Improved Natural Attack, Improved Natural Armor (x2)



BAKENEKO

BAKENEKO, NATURAL FORM

Small Fey (Spirit)

Hit Dice: 3d6+0 (10 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft. (8 squares)

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +1/-2

Attack: Bite +3 melee (1d4+1)

Full Attack: Bite +3 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Alternate form, damage reduction 5/magic and crystal, low-light vision, spirit subtype

Saves: Fort +3, Ref +6, Will +4

Abilities: Str 13, Dex 17, Con 15, Int 10, Wis 12, Cha 12

Skills: Bluff +13*, Hide +13*, Intimidate +13*, Listen +7, Move Silently +9, Spot +7

Feats: Persuasive, Improved Initiative, Weapon Focus (bastard sword)

Environment: Any forest

Organization: Solitary

Challenge Rating: 1

Treasure: None

Honor: 21-40 (20+2d10)

Advancement: By character class

Level Adjustment: +1

BAKENEKO, HUMAN FORM

Medium-Size Fey (Spirit)

Hit Dice: 3d6+0 (10 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 30 ft. (6 squares)

Armor Class: 13 (+3 natural), touch 10, flat-footed 13

Base Attack/Grapple: +1/+1

Attack: Bastard sword +2 melee (1d10)

Full Attack: Bastard sword +2 melee (1d10)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Alternate form, damage reduction 5/magic and crystal, low-light vision, spirit subtype

Saves: Fort +1, Ref +3, Will +4

Abilities: Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 12

Skills: Bluff +13*, Hide +6, Intimidate +13*, Listen +7, Move Silently +6, Spot +7

Feats: Persuasive, Improved Initiative, Weapon Focus (bastard sword)

Bakeneko are capricious spirits who can assume many forms and love nothing better than a good duel. The more stern and somber the duelist, the more these creatures delight in testing his skill and potentially embarrassing him.

In a mythic campaign, bakeneko are suitable as player characters.

COMBAT

Bakeneko rarely take anything seriously, and combat is no exception. They attempt to use their abilities to distract and disorient their opponents. If seriously threatened, they escape at the first available opportunity.

Alternate Form (Ex): A bakeneko can, as a standard action, assume the shape of any Small or Medium humanoid. This ability functions as a *polymorph* spell cast on itself (caster level 15th), except that the bakeneko does not regain hit points for changing form. A bakeneko can remain in its alternate form until it chooses to return to its natural form.

A bakeneko can also assume the form of a large, impressive-looking feline with stone skin, a flowing mane, and articulate hands. This form is identical to its normal form, except that it cannot assume humanoid form and can fly at its normal speed with perfect maneuverability.

Spirit Subtype: As spirits, bakeneko gain a +4 racial bonus against all enchantment effects except those of other spirits.

Skills: Bakeneko receive a +4 racial bonus to Bluff and

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Intimidate skill checks. A bakeneko in its natural form receives a +4 size modifier to Hide checks.

BAKENEKO AS CHARACTERS

Bakeneko possess the following racial traits.

--- +2 Dexterity, -2 Intelligence.

--- Medium size.

--- Space/Reach: 5 ft./5ft.

--- Special Qualities: Alternate form (Ex) (see above).

--- Spirit Subtype: As spirits, bakeneko gain a +4 racial bonus against all enchantment effects except those of other spirits.

--- Racial Skills: Bakeneko receive a +4 racial bonus to Bluff and Intimidate skill checks. A bakeneko in its natural form receives a +4 size modifier to Hide checks.

--- Favored Class: Ronin.



BAKU

Large Outsider (Spirit)

Hit Dice: 3d6+6 (19 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 14 (+5 natural, -1 size), touch 9, flat-footed 9

Base Attack/Grapple: +3/+12

Attack: Bite +5* melee (1d8+8*)

Full Attack: Bite +5* melee (1d8+8*) and 2 claws +0 melee (1d8+5*)

Space/Reach: 10 ft./5 ft.

Special Attacks: Powerful charge

Special Qualities: Change shape, darkvision 60 ft., dream eating, *dream shift*, fey traits, spirit subtype

Saves: Fort +5, Ref +3, Will +3

Abilities: Str 20, Dex 10, Con 15, Int 8, Wis 10, Cha 12

Skills: Hide +6, Knowledge (nature) +5, Knowledge (the planes) +5, Listen +8, Move Silently +6, Search +6, Spot +8

Feats: Alertness, Power Attack, Weapon Focus (Bite)

* These figures assume that the baku is using the Power Attack feat for 3 points.

Environment: Any

Organization: Solitary

Challenge Rating: 3

Treasure: None

Honor: 55-100 (50+5d10)

Advancement: none

Level Adjustment: -

The baku is a strange spirit that seeks to aid humanity by devouring evil nightmare spirits that prey on humans in the night.

COMBAT

The benevolent baku avoid combat, preferring to quietly approach sleeping humans and devour their nightmares. If discovered, a baku flees, often transforming into one of five animals: a lion, horse, tiger, ox, or rhinoceros. If its ruse is uncovered, it reverts to its natural form and fights to the death.

Change Shape (Su): A baku can assume the shape of any one of its five animal forms: lion, horse, tiger, ox, or rhinoceros. In animal form, the baku loses its natural attacks but gains those of the assumed form. A baku can remain in an animal form until it chooses to assume a new one or revert to its natural form. A change in form cannot be dispelled, but a baku reverts to its natural form when killed. A *true seeing* spell or similar ability reveals its natural form.

Dream Eating (Ex): Baku are attracted to human dreamers having nightmares. They feed on the negative energy generated during such an experience, ending the dreams and calming the sleeper. Any generally honorable person visited thus by a baku will awaken under the effect of a *bleed* spell (caster level 16th). Dishonorable individuals who are visited by a baku experience a very different effect; the baku, disapproving of their dishonorable natures, devours their hopeful dreams instead and leaves the nightmares behind. Such persons are affected by a *bane* spell (caster level 16th). In either case, the effect lasts for twenty-four hours.

Powerful Charge (Ex): If a baku strikes successfully with a charge, its attack deals double normal damage.

Spirit Subtype: As spirits, baku gain a +4 racial bonus against all enchantment effects except those of other spirits.



GUARDIAN STATUE

Medium Construct

Hit Dice: 4d10+23 (45 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 20 (+10 natural), touch 10, flat-footed 20

Base Attack/Grapple: +3/+2

Attack: Katana +6 melee (1d10+3) or slam +5 melee (1d6+1)

Full Attack: Katana +6 melee (1d10+3) and slam +0 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Construct traits, darkvision 60 ft.

Saves: Fort +1, Ref +1, Will +1

Abilities: Str 14, Dex 10, Con -, Int 10, Wis 11, Cha 1

Skills: Intimidate +1, Listen +4, Spot +4

Feats: Martial Weapon Proficiency (all) (B), Toughness,

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Weapon Focus (bastard sword)

Environment: Any

Organization: Solitary or set (1-3)

Challenge Rating: 2

Treasure: None

Honor: 0

Advancement: By character class

Level Adjustment: +1

The guardian statue is constructed for a variety of reasons, usually to guard the tomb of an important daimyo or shogun. These creatures often resemble the entombed daimyo's most trusted and valued servants.

COMBAT

In combat, a guardian statue attacks without thought for its own safety—its only concern is the safety of that which it has been created to protect. It is important to keep in mind, however, that unlike most constructs, guardian statues are quite intelligent. They will not foolishly risk themselves if doing so would jeopardize their greater mission.



HENGEYOKAI

**Medium Monstrous Humanoid
(Shapechanger)**

Hit Dice: 1d8 (5 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft.

Armor Class: 13 (+1 Natural, +2 Dexterity), touch 12, flat-footed 11

Base Attack/Grapple: +1/-1

Attack: +3 ranged (1d8/x3 O-Yumi)

Full Attack: +3 ranged (1d8/x3 O-Yumi)

Space/Reach: 5 ft./5ft.

Special Attacks: None

Special Qualities: Alternate form, darkvision 60 ft.

Saves: Fort +1 Ref +4 Will +5

Abilities: Str 6, Dex 14, Con 12, Int 13, Wis 17, Cha 10

Skills: Disguise +8, Hide +4, Move Silently +4, Sleight of Hand +6

Feats: Deceitful

Environment: Temperate (any)

Organization: Solitary, gang (3-4) or band (5-8)

Challenge Rating: 1

Treasure: Standard

Honor: 1-10

Advancement: by character class (touzoku preferred)

Level Adjustment: +0

Hengeyokai are creatures able to assume two different forms: one humanoid shape and one animal shape. Depending on the legend in which it appears, whether the humanoid or the animal form is the hengeyokai's "real"

form varies. Some are depicted as men with such strong animalistic tendencies that they can assume bestial shape, while others are portrayed as hunted animals who assume humanoid form to escape their tormentors.

Hengeyokai are cunning, and some varieties tend toward violence if the situation favors them. Most hengeyokai are simply tricksters and will attempt to con, steal, and deceive rather than seek open conflict.

Hengeyokai always bear a striking resemblance to their animal form, and can be recognized as non-human with a Spot check (DC 15). To counter this, all hengeyokai are skilled in disguise.

In a mythic campaign, hengeyokai are suitable as player characters.

COMBAT

Hengeyokai attempt to use their alternate form to steal or deceive, engaging in open combat only as a last resort (unless they possess a clear tactical advantage—outnumbering an opponent two to one, or coming upon a sleeping, unarmored foe).

Alternate Form (Su): Each hengeyokai can assume the form of a single animal. These animals tend to be size Small or smaller and aren't usually powerful combatants. When in animal form, a hengeyokai uses the animal's physical ability scores and movement rate but retains the hengeyokai's hit points, base attack bonus and mental ability scores. Some typical examples are listed below, but more unusual alternate forms are possible, including carp, crab, and even flowers and trees.

Dog: Small animal; HD 1d8+2; hp 6; Init +3; Spd 40 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp -3; Atk Bite +2 melee (1d4+1); Full Atk (same); Space/Reach 5 ft./5 ft.; SA —; SQ low-light vision, scent; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 13, Wis 15, Cha 10.

Skills and Feats: As the base hengeyokai, but with a +4 racial bonus on Jump checks and a +4 racial bonus on Survival checks when tracking by scent.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Monkey: Tiny animal; HD 1d8; hp 4; Init +2; Spd 30 ft., climb 30 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; Base Atk +1; Grp -11; Atk Bite -3 melee (1d3-4); Full Atk (same); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ low-light vision; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 13, Wis 15, Cha 10.

Skills and Feats: As the base hengeyokai, but with a +8 racial bonus on Balance and Climb skill checks. In monkey form, the character's Climb skill is modified by Dexterity rather than Strength.

Rat: Tiny animal; HD 1d8; hp 4; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; Base Atk +0; Grp -12; Atk Bite +4 melee (1d3-4); Full Atk (same); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ low-light vision, scent; SV Fort +2, Ref +4,

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Will +1; Str 2, Dex 15, Con 10, Int 13, Wis 15, Cha 10.

Skills and Feats: As the base hengeyokai, but with a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Balance, Climb and Swim checks. A character in rat form can always choose to take 10 on Climb and Swim checks even if rushed or threatened, and uses its Dexterity modifier for Climb and Swim checks rather than its Strength. In rat form, the character can use the run action while swimming, provided it swims in a straight line.

Skills: Hengeyokai have a +4 racial bonus to Disguise skill checks and can always take 10 on Disguise checks, even if rushed or threatened.

HENGEYOKAI AS CHARACTERS

Hengeyokai possess the following racial traits.

--- +2 Wisdom, -2 Strength.

--- Medium size.

--- Space/Reach: 5 ft./5 ft.

--- Darkvision: 60 ft.

--- **Special Qualities:** Alternate form (see above): A hengeyokai can change shape at will between its humanoid form and one animal form. If a hengeyokai is wearing armor when it changes shape, it suffers 1 hit point of damage per armor bonus granted by the armor. All armor and equipment is left behind when a hengeyokai changes shape.

--- **Racial Skills:** +4 racial bonus to Disguise skill checks.

--- **Favored Class:** Touzoku.

HYAKUHEI

Medium Undead

Hit Dice: 3d12+3 (22 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft. (6 squares)

Armor Class: 18 (+1 Dex, +4 natural, +3 ashigaru armor), touch 11, flat-footed 17

Base Attack/Grapple: +1/+2

Attack: Katana +2 melee (1d10+1) or tetsubo +2 melee (1d8+1) or yari +2 melee (1d8+1)

Full Attack: Katana +2 melee (1d10+1) or tetsubo +2

melee (1d8+1) or yari +2 melee (1d8+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fear aura

Special Qualities: Darkvision 60 ft., resistance to cold and fire 10, undead traits

Saves: Fort +1, Ref +1, Will +3

Abilities: Str 13, Dex 12, Con -, Int 10, Wis 10, Cha 11

Skills: Climb +7, Hide +7, Jump +7, Listen +6, Ride +7, Spot +6

Feats: Martial Weapon Proficiency (all) (B), Improved Initiative, Toughness

Environment: Any

Organization: Platoon (6-20), company (21-40), regiment (41-60), or horde (61+)



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Challenge Rating: 2

Treasure: None

Honor: 0

Advancement: 4-6 HD (Medium)

Level Adjustment: -

Soldiers who fight on beyond death, hyakuhei are often encountered on the field of a great battle which their side lost due to treachery or the incompetence of their leaders. Unable to accept the manner in which they were defeated, these horrors look for a chance to redeem themselves from beyond the grave.

COMBAT

Hyakuhei are never encountered as individuals. They fight in highly organized fashion, forming ranks when possible; troops in the first rank use swords or tetsubo, while those in the second rank wield yari to attack past the first rank.

Fear Aura (Su): Anyone within 5 feet of a hyakuhei is affected by the aura of fear that surrounds it. Those within the area of effect must make a Will save or be paralyzed with fear for one round. The DC of this save is 15, plus 1 per 5 hyakuhei within 50 feet, to a maximum of 25. For example, a unit of 10 hyakuhei has a DC of 17, while a unit of 20 has a DC of 19.

Advanced Hyakuhei CR 3; Medium-size undead; HD 6d12+3; HP 42; Init +0; Spd swim 40 ft; AC 18, touch 11, flat-footed 17 (+1 Dex, +4 natural, +3 ashigaru armor); BAB +3; Grap +4; Atk Katana +5 melee (1d10+1) or tetsubo +5 melee (1d8+1) or yari +5 melee (1d8+1); Full Atk Katana +5 melee (1d10+1) or tetsubo +5 melee (1d8+1) or yari +5 melee (1d8+1); Space/Reach 5 ft./5ft.; SQ Darkvision 60 ft., resistance to cold and fire 10, undead traits; Honor 0; SV Fort +2, Ref +3, Will +5; Str 13, Dex 12, Con -, Int 10, Wis 10, Cha 11.

Skills: Climb +9, Hide +9, Jump +9, Listen +8, Ride +9, Spot +8

Feats: Martial Weapon Proficiency (all) (B), Improved Initiative, Toughness, Weapon Focus (primary weapon)



Large Dragon (Earth)

Hit Dice: 8d12+24 (76 hp)

Initiative: +0

Speed: 40 ft. (8 squares), fly 90 ft. (average)

Armor Class: 24 (+15 natural, -1 size), touch 9, flat-footed 24

Base Attack/Grapple: +8/+16

Attack: Bite +11 melee (2d6+4)

Full Attack: Bite +11 melee (2d6+4) and 2 claws +9

melee (1d8+2) and 2 wings +9 melee (1d6+2) and tail +9 melee (1d8+6)

Space/Reach: 10 ft./5 ft. (10 ft. with bite)

Special Attacks: Breath weapon, *spell-like abilities*

Special Qualities: Darkvision 60 ft., immunity to fire, *sleep*, and paralysis, low-light vision, purity

Saves: Fort +6, Will +6, Ref +6

Abilities: Str 19, Dex 11, Con 17, Int 10, Wis 10, Cha 12

Skills: Intimidate +12, Jump +15, Knowledge (the planes) +11, Listen +13, Sense Motive +11, Spot +13

Feats: Alertness, Flyby Attack, Multiattack

Environment: Any

Organization: Solitary

Challenge Rating: 8

Treasure: None

Honor: 73-100 (70+3d10)

Advancement: 9-16 HD (Large), 17-24 HD (Huge)

Level Adjustment: -

Jade dragons are creatures of legend. Residing in the highest mountains, they prefer their solitude, but will venture forth at the behest of the gods or during times of great unrest to protect the honorable sons and daughters of Japan. Tales abound about these creatures, who are said to descend to the aid of armies fighting to protect the Japanese homeland—but they're also said to occasionally perform smaller acts of kindness, such as delivering an abandoned child to an honorable couple incapable of having children.

COMBAT

Jade dragons prefer not to enter combat with honorable opponents. Unless sorely pressed, they try to subdue such attackers alive and flee rather than slay them. Against dishonorable opponents (or those who stand with them) they show no mercy whatsoever, attacking from long range with their spells and breath weapons, then closing in to finish off their prey.

Breath Weapon (Su): Cone of holy energy, bright green in color, 30 feet, every 1d6 rounds; damage 10d8; Reflex half DC 20. This breath weapon does not harm creatures and objects that have no taint of evil, nor is it impeded by obstacles that are not in some way corrupted. Creatures slain by this breath weapon are transformed into jade, which crumbles into dust in 24 hours. The save DC is Con-based, and is innately increased by 3 (this is already factored in).

Purity (Ex): A jade dragon has damage reduction 20/magic against any attack from a creature with an Honor score lower than its own, and has spell resistance 40 against any spell cast by a creature with an Honor score lower than its own. It gains a +4 luck bonus on any saving throw to resist an effect generated by an opponent with an Honor score lower than its own.

Spell-like Abilities (Sp): 3/day—*hold person*; 1/day—*teleport without error*. Caster level 18th (save DCs 11 +

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spell level).

Advanced Jade Dragon CR 12; Large Dragon (Earth); HD 12d12+36; HP 114; Init +0; Spd 40 ft. (8 squares), fly 90 ft. (average); AC 26 (+17 natural, -1 size), touch 9, flat-footed 26; BAB +12; Grap +20; Atk Bite +16 melee (2d6+4); Full Atk Bite +16 melee (2d6+4) and 2 claws +12 melee (1d8+2) and 2 wings +12 melee (1d6+2) and tail +12 melee (1d8+6); Space/Reach 10 ft./5 ft. (10 ft. with bite); SQ Darkvision 60 ft., immunity to fire, *sleep*, and paralysis, low-light vision, purity; Honor 85; SV Fort, Ref, Will; Str 19, Dex 11, Con 17, Int 10, Wis 10, Cha 12.

Skills: Intimidate +16, Jump +19, Knowledge (the planes) +15, Listen +17, Sense Motive +15, Spot +17

Feats: Alertness, Flyby Attack, Multiattack, Improved Natural Armor x2



KAMAITACHI

Medium Animal

Hit Dice: 3d8+3 (17 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 60 ft.

Armor Class: 15 (+1 natural, +4 Dexterity), touch 14, flat-footed 11

Base Attack/Grapple: +2/+2

Attack: Bite +6 melee 1d6

Full Attack: Bite +6 melee 1d6

Space/Reach: 5 ft./5 ft.

Special Attacks: Attach

Special Qualities: Low-light vision, scent

Saves: Fort +4, Ref +7, Will +1

Abilities: Str 11, Dex 19, Con 12, Int 2, Wis 12, Cha 5

Skills: Balance +13, Climb +13, Hide +9, Move Silently +9, Spot +3

Feats: Weapon Finesse (bite), Improved Initiative

Environment: Any temperate

Organization: Pack (2-8)

Challenge Rating: 1

Treasure: None

Honor: 0

Advancement: None

Level Adjustment: ---

Kamaitachi are weasels that have lived long enough to grow to a truly enormous size. While the kamaitachi is much larger than a normal weasel, it is also faster and extremely stealthy. Few people, even its victims, ever get a good look at a kamaitachi until it is too late. (Because the kamaitachi is the pinnacle of its species, it has no listed advancement.)

COMBAT

Kamaitachi hunt in packs, swarming lone targets, latching onto and ripping at their victims until they're brought

down. Once the pack makes a kill, the kamaitachi usually attempt to disengage from combat, dragging their meal with them. If they are pursued or if the remaining targets seem especially weak, they may continue the attack.

Attach (Ex): If a kamaitachi hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached kamaitachi loses its Dexterity bonus to Armor Class and has an AC of 11. An attached kamaitachi can be struck with a weapon or grappled; to remove an attached kamaitachi through grappling, the opponent must achieve a pin against the creature.

Skills: Kamaitachi have a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A kamaitachi can always choose to take 10 on a Climb check, even if rushed or threatened.



KENKU

Medium Fey

Hit Dice: 2d8+2 (11 hp)

Initiative: +2 (+2 Dex)

Speed: 20 ft. (4 squares), fly 50 ft. (poor)

Armor Class: 15 (+2 Dex, +1 natural, +2 leather armor), touch 12, flat-footed 13

Base Attack/Grapple: +1/+2

Attack: Bastard sword +2 melee (1d10+1) or claw +2 melee (1d4+1)

Full Attack: Bastard sword +2 melee (1d10+1) and bite -3 melee (1d4); or 2 claws +2 melee (1d4+1) and bite -3 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: *Spell-like abilities*

Special Qualities: Low-light vision

Saves: Fort +1, Ref +5, Will +3

Abilities: Str 12, Dex 15, Con 13, Int 10, Wis 10, Cha 10

Skills: Disguise +10*, Escape Artist +5, Hide +6, Listen +3, Move Silently +6, Open Lock +5, Pick Pocket +6, Spot +3

Feats: Flyby Attack

Environment: Deep forest

Organization: Solitary or company (2-3), rarely band (26-40)

Challenge Rating: 2

Treasure: Standard

Honor: 2-20 (2d10)

Advancement: By character class (yamabushi preferred)

Level Adjustment: +1

The kenku are a race of mountain-dwelling avian humanoids. They have an extremely martial culture and are highly territorial, but seem strangely interested in the affairs of humanity. Any warrior passing through their lands is likely to receive a challenge from one of their

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warriors, while a scholar might be invited to a debate or just to discuss philosophy over tea. Any large-scale attempt to colonize a high mountain peak the kenku consider their own (for example, when building a temple or monastery) will be met with much more serious force.

In a mythic campaign, kenku are suitable as player characters.

COMBAT

Kenku prefer to attack with a weapon, typically a katana or a bo staff. If unarmed, a kenku attacks with its claws and beak.

Spell-like Abilities (Sp): 1/day—*Alter self*, *invisibility* (self only). Caster level 16th (save DCs 10 + spell level).

Skills: Kenku receive a +4 racial bonus to Disguise checks.

KENKU AS CHARACTERS

Kenku possess the following racial traits.

--- +2 Dex, -2 Wis.

--- Medium size.

--- Space/Reach: 5 ft./5ft.

--- *Spell-like Abilities* (see above)

--- Racial Skills: Kenku receive a +4 racial bonus to Disguise checks.

--- Favored Class: Yamabushi.



KITSUNE

Medium Fey (Spirit)

Hit Dice: 1d6-1 (2 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft. (8 squares)

Armor Class: 14 (+1 Dex, +3 ashigaru armor), touch 11, flat-footed 13

Base Attack/Grapple: +0/-1

Attack: Yari +1 ranged (1d8-1) or yari -1 melee (1d8-1)

Full Attack: Yari +1 ranged (1d8-1) or yari -1 melee (1d8-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: *Spell-like abilities*

Special Qualities: Alternate form, spirit subtype

Saves: Fort -1, Ref +3, Will +4*

Abilities: Str 8, Dex 12, Con 8, Int 10, Wis 10, Cha 12

Skills: Bluff +8*, Disguise +4, Hide +8*,

Knowledge (nature) +3, Listen +3, Move

Silently +8*, Search +3, Spot +3, Survival +4*

Feats: Alertness

Environment: Any

Organization: Solitary, family (2-6), pack (7-25), or band (26-40)

Challenge Rating: 1

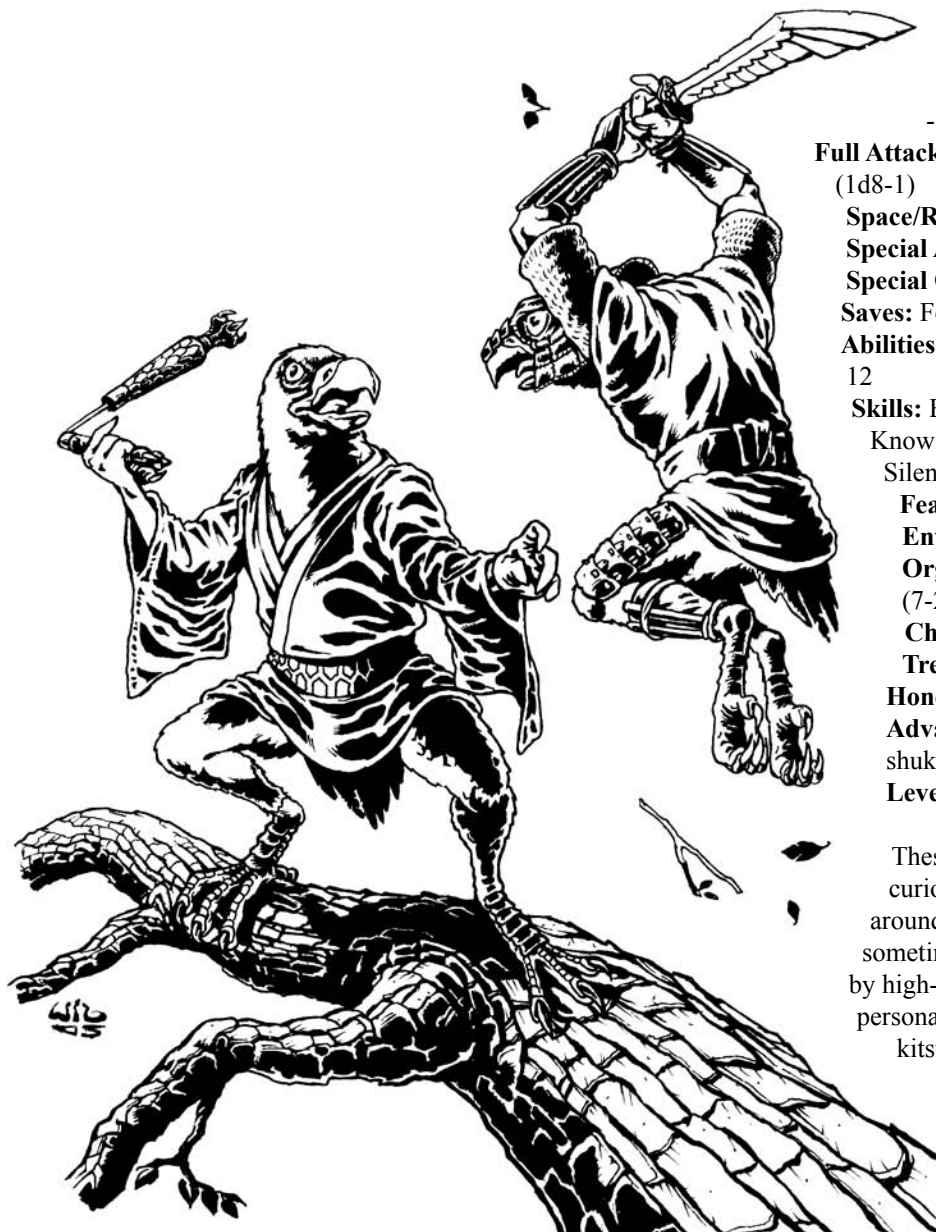
Treasure: Standard

Honor: 32-50 (30+2d10)

Advancement: By character class (kenza and shukke preferred)

Level Adjustment: +0

These fox spirits are benevolent, but extremely curious and mischievous. They love to be around the powerful, and individual kitsune sometimes allow themselves to be kept as pets by high-ranking daimyo or samurai (though the personage's Honor score must be higher than the kitsune's for the creature to remain)—but given their propensity to perform pranks on their host households, they must be carefully watched.



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COMBAT

Kitsune are peaceful creatures, but have been known to strike out violently at those who prove themselves to be without honor. Kitsune are especially defensive of their home forests; they use spell-like abilities to confuse and distract foes when possible, leaving them to perish in the woods.

Saves: Kitsune have a +2 racial modifier on all Will saves.

Alternate Form (Ex): A kitsune can, as a standard action, assume the shape of a fox. This ability functions as a *polymorph* spell cast on itself (caster level 15th), except that the kitsune does not regain hit points for changing form. A kitsune can remain in its alternate form until it chooses to return to its natural form.

A kitsune can also assume the form of a fox with nine tails and brilliantly colored fur (silver, black, white, red, or blue). This form is functionally identical to a normal fox, except that the kitsune can speak and cast spells with somatic components by flicking its tails.

Skills: Kitsune have a +4 racial bonus to Bluff, Hide, Move Silently, and Survival checks. These bonuses increase to +6 in a forest setting.

Spell-like Abilities (Sp): 1/day—*animal friendship*, *dancing lights*, *entangle*, *ghost sound*, *pass without trace*, *silent image*, and *speak with animals* (canines only). These spells are cast as a sorcerer with equal HD to the kitsune (save DC 12).

Spirit Subtype: As spirits, kitsune gain a +4 racial bonus against all enchantment effects except those of other spirits.

KITSUNE AS CHARACTERS

Kitsune possess the following racial traits.

--- Medium size.

--- Space/Reach: 5 ft./5ft.

--- Saves: Kitsune have a +2 racial modifier on all Will saves.

--- Special Abilities (see above): Alternate form, *spell-like abilities*, spirit subtype.

--- Racial skills: Kitsune have a +4 racial bonus to Bluff, Hide, Move Silently, and Survival checks. These bonuses increase to +6 in a forest setting.

--- Favored Class: Kensa or shukke.



MOUNTAIN GOBLIN

Small Humanoid (Goblinoid)

Hit Dice: 3d8+6 (19 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft. (6 squares)

Armor Class: 14 (+1 Dex, +2 natural, +1 size)

Base Attack/Grapple: +2/-2

Attack: Wakizashi +3 melee (1d8) or claw +3 melee (1d4) or bite +3 melee (1d4)

Full Attack: Wakizashi +3 melee (1d8) and claw -2 melee (1d4) and bite -2 melee (1d4); or claw +3 melee (1d4) and bite -2 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Regeneration 5

Saves: Fort +3, Ref +4, Will +0

Abilities: Str 10, Dex 12, Con 14, Wis 8, Int 8, Cha 8

Skills: Hide +5*, Listen +2, Move Silently +5, Spot +2

Feats: Alertness, Stealthy

Environment: Mountains

Organization: Solitary or band (2-5)

Challenge Rating: 1

Treasure: Standard

Honor: 1-10

Advancement: By character class (ronin preferred)

Level Adjustment: +0

Cowards at heart, these loathsome creatures will attack any group they think they can overwhelm. Lone samurai wounded from battle have occasionally fallen prey to groups of mountain goblins, who then use their victims' weapons and scraps of armor in foul imitation of the warrior's ways. Even ninja refuse to associate with these wretched beasts.

COMBAT

In combat, mountain goblins attack with teeth and claws, unless they have managed to scrounge a sword or other weapon from a dead warrior. Some even throw stones. They have little regard for their own safety, since their powerful regenerative abilities protect them from most types of harm.

Regeneration (Ex): Fire and acid deal normal damage to a mountain goblin. If a mountain goblin loses a limb or body part, the lost portion does not regrow. The creature can reattach the severed member by holding it to the stump for 2 rounds.

Skills: Mountain goblins receive a +4 racial bonus to Hide checks made in mountainous terrain.

MOUNTAIN GOBLINS AS CHARACTERS

Mountain goblins possess the following racial traits.

--- +2 Con, -2 Int.

--- Small size.

--- Space/Reach: 5ft./5ft.

--- Special Abilities (see above): Regeneration.

--- Racial Skills: Mountain goblins receive a +4 racial bonus to Hide checks made in mountainous terrain.

--- Favored Class: Ronin.

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NAGA

Naga are reclusive, serpentine humanoids, though some groups have become violent.

They are territorial and will not permit humanoids to remain long in territory they consider theirs.

NAGA, ASP

Medium Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 11 (+1 armor), touch 10, flat-footed 11

Base Attack/Grapple: +2/+2

Attack: Katana +2 melee (1d10) or daikyu +2 ranged (1d8)

Full Attack: Katana +2 melee (1d10) or daikyu +2 ranged (1d8)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spit venom

Special Qualities: Darkvision 60 ft.

Saves: Fort +1, Ref +3, Will +4

Abilities: Str 11, Dex 10, Con 12, Int 10, Wis 12, Cha 8

Skills: Climb +2, Handle Animal -5*, Intimidate +3, Jump +2, Knowledge (history) +2, Ride -4*, Survival +3*

Feats: Point Blank Shot

Environment: Any forest

Organization: Solitary or patrol (6-12)

Challenge Rating: 1

Treasure: Standard

Honor: 32-50 (30+2d10)

Advancement: By character class (ronin preferred)

Level Adjustment: +1

These serpent folk are descended from the poisonous asp and can spit venom at their opponents.

In a mythic campaign, asp naga are suitable as player characters.

COMBAT

Naga have an advanced military, which both employs effective tactics and puts emphasis on the training of individual warriors. Each asp naga develops his own fighting preferences.

Spit Venom (Ex): Asp naga can spit a potent venom at very short range, inflicting 2d4 damage to one target within 10 feet. This can only be done once every hour.

Skills: All naga have a +2 racial bonus to all Survival checks and to Diplomacy checks involving other naga. They also have a -4 racial modifier to Handle Animal and Ride checks.

NAGA, CHAMELEON

Medium Monstrous Humanoid

Hit Dice: 1d8+1 (5 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 40 ft. (8 squares)

Armor Class: 10, touch 10, flat-footed 10

Base Attack/Grapple: +1/+1

Attack: Wakizashi +1 melee (1d8) or hankyu +1 ranged (1d6)

Full Attack: Wakizashi +1 melee (1d6) or hankyu +1 ranged (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Darkvision 60 ft.

Saves: Fort +1, Ref +2, Will +3

Abilities: Str 10, Dex 10, Con 12, Int 10, Wis 12, Cha 8

Skills: Disguise +1, Handle Animal -5*, Hide +6*, Listen +3, Move Silently +6*, Ride -4*, Survival +3*

Feats: Improved Initiative

Environment: Any forest

Organization: Solitary or party (3-6)

Challenge Rating: 1/2

Treasure: Standard

Honor: 32-50 (30+2d10)

Advancement: By character class (ronin preferred)

Level Adjustment: +0

These naga are extremely stealthy, preferring to strike from surprise. Like their namesake, they have a limited ability to blend in with their surroundings (see their skill bonuses below).

In a mythic campaign, chameleon naga are suitable as player characters.

COMBAT

Naga have an advanced military, which both employs effective tactics and puts emphasis on the training of individual warriors. Each chameleon naga develops his own fighting preferences.

Skills: All naga have a +2 racial bonus to all Survival checks and to Diplomacy checks involving other naga. They also have a -4 racial modifier to Handle Animal and Ride checks.

Chameleon naga have a +4 racial modifier to Hide and Move Silently checks.

NAGA, COBRA

Medium Monstrous Humanoid

Hit Dice: 1d8+1 (5 hp)

Initiative: +3 (-1 Dex, +4 Improved Initiative)

Speed: 40 ft. (8 squares)

Armor Class: 9 (-1 Dex), touch 9, flat-footed 9

Base Attack/Grapple: +1/+4

Attack: Dagger +0 ranged (1d4-1) or dagger +0 melee (1d4-1)

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Full Attack: Dagger +0 ranged (1d4-1) or dagger +0 melee (1d4-1)
Space/Reach: 5 ft./5 ft.
Special Attacks: -
Special Qualities: Darkvision 60 ft.
Saves: Fort +1, Ref +1, Will +5
Abilities: Str 8, Dex 8, Con 12, Int 12, Wis 12, Cha 8
Skills: Concentration +4, Handle Animal -5*, Heal +4, Ride -5*, Spellcraft +4, Use Magic Device +2, Survival +3*
Feats: Iron Will
Environment: Any forest
Organization: Solitary or party (3-6)
Challenge Rating: 1/2
Treasure: Standard
Honor: 32-50 (30+2d10)
Advancement: By character class (ronin preferred)
Level Adjustment: +0

These naga are descended from the mighty cobra. Cobra naga possess no poisonous bite; the impressive hood is the only distinctive feature they retain from their progenitor.

In a mythic campaign, cobra naga are suitable as player characters.

COMBAT

Naga have an advanced military, which both employs effective tactics and puts emphasis on the training of individual warriors. Each cobra naga develops his own fighting preferences.

Skills: All naga have a +2 racial bonus to all Survival checks and to Diplomacy and Charisma checks involving other naga. They also have a -4 racial modifier to Handle Animal and Ride checks.

NAGA. CONSTRICTOR

Medium Monstrous Humanoid
Hit Dice: 3d8+9 (22 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 10, touch 10, flat-footed 10
Base Attack/Grapple: +3/+3
Attack: Katana +4 melee (1d10+1) or mighty daikyu (+1) +3 ranged (1d8+1)
Full Attack: Katana +4 melee (1d10+1) or mighty daikyu (+1) +3 ranged (1d8+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Constrict 2d8+1, improved grab
Special Qualities: Darkvision 60 ft.
Saves: Fort +2, Ref +3, Will +4
Abilities: Str 12, Dex 10, Con 12, Int 10, Wis 12, Cha 8
Skills: Concentration +3, Diplomacy +1, Handle Animal -5*, Jump +3, Knowledge (history) +2, Ride -4*, Survival +3*
Feats: Toughness
Environment: Any forest

Organization: Solitary
Challenge Rating: 2
Treasure: None
Honor: 32-50 (30+2d10)
Advancement: By character class
Level Adjustment: +2

The most powerful type of naga, these creatures love to use their grappling abilities to crush their opponents.

Constrictor naga are generally too powerful to be used as player character races, even in a typical mythic campaign.

COMBAT

Naga have an advanced military, which both employs effective tactics and puts emphasis on the training of individual warriors. Each constrictor naga develops his own fighting preferences.

Constrict (Ex): On a successful grapple check, the constrictor naga deals 2d8+1 points of damage.

Improved Grab (Ex): To use this ability, the constrictor naga must hit a Medium or smaller opponent with a melee attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and may constrict the following round.

Skills: All naga have a +2 racial bonus to all Survival checks and to Diplomacy and Charisma checks with other naga. They also have a -4 racial modifier to Handle Animal and Ride checks.

NAGA. GREENSNAKE

Medium Monstrous Humanoid
Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 10, touch 10, flat-footed 10
Base Attack/Grapple: +1/+1
Attack: Wakizashi +1 melee (1d6)
Full Attack: Wakizashi +1 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: -
Special Qualities: Darkvision 60 ft.
Saves: Fort +1, Ref +2, Will +3
Abilities: Str 10, Dex 10, Con 12, Int 10, Wis 12, Cha 9
Skills: Bluff +2, Diplomacy +5, Gather Information +2, Handle Animal -5*, Knowledge (nobility and royalty) +3, Ride -4*, Survival +3*
Feats: Skill Focus (diplomacy)
Environment: Any forest
Organization: Solitary or delegation (4-12)
Challenge Rating: 1/2
Treasure: Standard
Honor: 32-50 (30+2d10)
Advancement: By character class (ronin preferred)
Level Adjustment: +0

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These creatures are the most quiet and least martial of the naga, preferring study over combat—though they are quite dangerous when provoked.

In a mythic campaign, greensnake naga are suitable as player characters.

COMBAT

Naga have an advanced military, which both employs effective tactics and puts emphasis on the training of individual warriors. Each greensnake naga develops his own fighting preferences.

Skills: All naga have a +2 racial bonus to all Survival checks and to Diplomacy and Charisma checks involving other naga. They also have a -4 racial modifier to Handle Animal and Ride checks.

Greensnake naga receive an extra 4 skills points at first level. (These points are not multiplied.)

NAGA AS CHARACTERS

Naga possess the following racial traits.

--- +2 Con, -2 Cha.

--- Medium size.

--- Space/Reach: 5 ft./5ft.

--- Special Abilities: Varies (see individual types above).

--- Racial Skills: All naga have a +2 racial bonus to all Survival checks and to Diplomacy and Charisma checks involving other naga. They also have a -4 racial modifier to Handle Animal and Ride checks.

--- Favored Class: Ronin.



NEZUMI

The rat-like nezumi are divided into several tribes that spend the majority of their time bickering with one another. Occasionally these tribes ally with a samurai clan or peasant village, though this is often more trouble than it is worth for the humans in question—allying with one tribe of these creatures often encourages the nezumi of a rival tribe to ally with one's enemy.

In a mythic campaign, nezumi are suitable as player characters.

NEZUMI, CRIPPLED BONE TRIBE

Medium Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 11 (+1 natural), touch 10, flat-footed 11

Base Attack/Grapple: +2/+3

Attack: Claw +3 melee (1d4+1)

Full Attack: 2 claws +3 melee (1d4+1) and bite -2 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Darkvision 60 ft., immunity to fear, pheromones, resistance to cold and fire 5, saves, scent

Saves: Fort +1, Ref +3, Will +2

Abilities: Str 12, Dex 10, Con 12, Int 8, Wis 8, Cha 10

Skills: Climb +4*, Hide +2*, Jump +2, Knowledge

(nature) +0, Listen +1*, Move Silently +2*, Survival +1

Feats: Dodge

Environment: Any

Organization: Pack (3-6)

Challenge Rating: 1

Treasure: Standard

Honor: 2-20 (2d10)

Advancement: By character class (touzoku preferred)

Level Adjustment: +1

COMBAT

These creatures have claws and a nasty bite, but prefer more “civilized” methods of combat. Their skill with weapons and armor is roughly equivalent to an average human's.

Pheromones (Ex): Nezumi may leave chemical messages using glands located near their tails. Nezumi can leave only simple messages in this manner: “danger,” “food,” “demon,” etc.

Saves: Crippled Bone Tribe nezumi receive a +4 racial bonus to saves versus poison and disease.

Skills: Nezumi receive a +2 racial bonus to Climb, Hide, Listen, and Move Silently checks.

NEZUMI, GRASPING PAW TRIBE

Medium Monstrous Humanoid

Hit Dice: 1d8 (4 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft. (8 squares)

Armor Class: 11 (+1 Dex), touch 11, flat-footed 10

Base Attack/Grapple: +1/+1

Attack: Claw +1 melee (1d4)

Full Attack: 2 claws +1 melee (1d4) and bite -4 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Darkvision 60 ft., pheromones, saves, scent

Saves: Fort +0, Ref +3, Will +2

Abilities: Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 8

Skills: Bluff +1, Climb +4*, Hide +4*, Listen +4*, Move Silently +7*, Search +2

Feats: Skill Focus (move silently)

Environment: Any mountains

Organization: Scavenging party (3-6)

Challenge Rating: 1/2

Treasure: Double goods, double items

Honor: 2-20 (2d10)

Advancement: By character class (touzoku preferred)

Level Adjustment: +0

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COMBAT

These creatures have claws and a nasty bite, but prefer more “civilized” methods of combat. Their skill with weapons and armor is roughly equivalent to an average human’s.

Pheromones (Ex): Nezumi may leave chemical messages using glands located near their tails. Nezumi can leave only simple messages in this manner: “danger,” “food,” “demon,” etc.

Saves: Nezumi receive a +2 racial bonus to saves versus poison and disease.

Skills: Nezumi receive a +2 racial bonus to Climb, Hide, Listen, and Move Silently checks.

NEZUMI, TATTERED EAR TRIBE

Medium Monstrous Humanoid

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 10, touch 10, flat-footed 10

Base Attack/Grapple: +1/+1

Attack: Claw +1 melee (1d4)

Full Attack: 2 claws +1 melee (1d4) and bite -4 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Darkvision 60 ft., pheromones, saves, scent

Saves: Fort +0, Ref +2, Will +1

Abilities: Str 10, Dex 10, Con 10, Int 10, Wis 8, Cha 12

Skills: Climb +3*, Diplomacy +3, Hide +3*, Listen +1*, Move Silently +2*, Survival +3

Feats: Track

Environment: Any forests or plains

Organization: Pack (5-10)

Challenge Rating: 1/2

Treasure: Double items

Honor: 12-30 (10+2d10)

Advancement: By character class (touzoku preferred)

Level Adjustment: +0

COMBAT

These creatures have claws and a nasty bite, but prefer more “civilized” methods of combat. Their skill with weapons and armor is roughly equivalent to an average human’s.

Pheromones (Ex): Nezumi may leave chemical messages using glands located near their tails. Nezumi can leave only simple messages in this manner: “danger,” “food,” “demon,” etc.

Saves: Nezumi receive a +2 racial bonus to saves versus poison and disease.

Skills: Nezumi receive a +2 racial bonus to Climb, Hide, Listen, and Move Silently checks.

NEZUMI, THIRD WHISKER TRIBE

Small Monstrous Humanoid

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 11 (+1 size), touch 11, flat-footed 11

Base Attack/Grapple: +1/-4

Attack: Claw +1 melee (1d4-1)

Full Attack: 2 claws +1 melee (1d4-1) and bite -4 melee (1d4-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Darkvision 60 ft., pheromones, saves, scent

Saves: Fort +0, Ref +2, Will +4

Abilities: Str 8, Dex 10, Con 10, Int 12, Wis 10, Cha 8

Skills: Climb +2*, Gather Information +1, Hide +4*, Knowledge (history) +5, Listen +2*, Move Silently +4*, Search +3

Feats: Iron Will

Environment: Underground

Organization: Pack (3-5)

Challenge Rating: 1/2

Treasure: Standard

Honor: 12-30 (10+2d10)

Advancement: By character class (touzoku preferred)

Level Adjustment: +0

COMBAT

These creatures have claws and a nasty bite, but prefer more “civilized” methods of combat. Their skill with weapons and armor is roughly equivalent to an average human’s.

Pheromones (Ex): Nezumi may leave chemical messages using glands located near their tails. Nezumi can leave only simple messages in this manner: “danger,” “food,” “demon,” etc.

Saves: Nezumi receive a +2 racial bonus to saves versus poison and disease.

Skills: Nezumi receive a +2 racial bonus to Climb, Hide, Listen, and Move Silently checks.

NEZUMI AS CHARACTERS

Nezumi possess the following racial traits.

--- +2 Int, -2 Cha.

--- Medium or small size (varies by type).

--- Space/Reach: 5ft./5ft.

--- Special Abilities (see above): Pheromones.

--- Saves: Nezumi receive a +2 racial bonus to saves versus poison and disease.

--- Racial Skills: Nezumi receive a +2 racial bonus to Climb, Hide, Listen, and Move Silently checks.

--- Favored Class: Touzoku.

CHAPTER THREE: JAPANESE MONSTERS



Large Outsider (Native)

Hit Dice: 8d8+32 (68 hp)

Initiative: +0

Speed: 30 ft. (6 squares) in Do-maru, base speed 40 ft., fly 60 ft. (average)

Armor Class: 18 (+5 Do-maru, +4 Natural, -1 Size), touch 9, flat-footed 18

Base Attack/Grapple: +8/+20

Attack: Claw +15 melee 1d8+8 (-1 Size)

Full Attack: 2 Claws +15 melee (1d8+8 each) (-1 Size)

Space/Reach: 10 ft./10 ft.

Special Attacks: ---

Special Qualities: Darkvision 60 ft.

Saves: Fort +10, Ref +6, Will +6

Abilities: Str 27, Dex 11, Con 18, Int 8, Wis 10, Cha 4

Skills: Intimidate +12, Knowledge (nobility and royalty) +10, Knowledge (religion) +10, Listen +15, Sense

Motive +11, Spot +15, Survival +11

Feats: Improved Natural Armor, Track

Environment: Any

Organization: Solitary

Challenge Rating: 6

Treasure: Standard

Honor: 0

Advancement: By character class (ashigaru preferred)

Level Adjustment: +4

Oni are three-eyed winged demons who prey on humanity. These creatures are capable of extreme cunning, and can learn to use a wide variety of weapons.

Even unarmed, however, oni are extremely dangerous, capable of rending a man to pieces with their razor-sharp claws.

Priests believe that oni are visited on mankind by the gods in retaliation for human sins. Whether or not this is true, there is a great increase in oni activity during times of strife and unrest.

COMBAT

Oni are cunning enough to use their flight and darkvision to good advantage. They typically engage humanoids at night and attempt to swoop down on unsuspecting victims, grappling and carrying away their prey to be killed at leisure.

Optional Abilities: Oni come in almost every shape and size in Japanese mythology. Below is a list of typical oni abilities (and their effect on the monster's CR). Gamemasters are encouraged to add to this list or alter it, using these abilities and character classes to make each oni a unique challenge. Round up any fractional CR results.



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Roll	Ability	CR
1	Invisibility 3/day	+5
2	Damage Breath (fire, cold, or poison gas) 3x/day; damage 1d6/HD of the oni, save DC 10 + HD of the oni	+1
3	Alternate Form (many oni can take the shape of one or more animals, or even a player character race). This ability may be selected multiple times.	+5
4	HD increase (each time this ability is rolled, the size of the oni's HD increases, to a maximum of d12)	+1
5	Size increase (each time this ability is rolled, the oni's size increases by one step)	+2
6	Charm, by gaze 3x/day, save DC 15	+5
7	Sleep, by gaze 3x/day, save DC 15	+5
8	Ability Increase, Physical: increase each of the oni's physical ability scores by +4	+1
9	Ability Increase, Mental: increase each of the oni's mental ability scores by +4	+1
10	Roll twice on this table	

Skills: Oni are notoriously hard to surprise and receive a +4 bonus to Spot and Listen skill checks. Oni are also extremely hideous and have a fierce reputation, granting them a +4 bonus to Intimidate checks.

ONI AS CHARACTERS

Oni possess the following racial traits.

- +4 Str, -2 Wis, -6 Cha.
- Large size.
- Space/Reach: 10 ft./10 ft.
- Darkvision 60 ft.
- Racial Skills: +4 Spot, +4 Listen, +4 Intimidate
- Favored Class: Ashigaru.
- Level Adjustment: +4



OROCHI

Gargantuan Dragon (Aquatic)

Hit Dice: 20d12+120 (250 hp)

Initiative: +3 (-1 Dex, +4 Improved Initiative)

Speed: Swim 90 ft.

Armor Class: 27 (+1 Dex, +20 natural, -4 size), touch 7, flat-footed 27

Base Attack/Grapple: +20/+42

Attack: Bite +26 melee (4d6+10, 19-20/x2)

Full Attack: Bite +26/+21/+16/+11 melee (4d6+10, 19-20/x2)

Space/Reach: 20 ft./10 ft.

Special Attacks: Constrict 2d8+10, improved grab, swallow whole

Special Qualities: Darkvision 60 ft., immunity to fire, sleep, and paralysis, low-light vision, resistance to cold 20, scent

Saves: Fort +18, Ref +13, Will +12

Abilities: Str 31, Dex 12, Con 23, Int 6, Wis 10, Cha 5

Skills: Hide +19*, Listen +18, Move Silently +19, Spot +18, Survival +20

Feats: Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Improved Critical (Bite), Improved Initiative, Power Attack

Environment: Any sea or ocean

Organization: Solitary or mated pair

Challenge Rating: 15

Treasure: Quadruple standard

Honor: 1-10

Advancement: 21-40 HD (Gargantuan), 41-60 HD (Colossal)

Level Adjustment: -

These immense sea serpents attack any vessel they encounter, eating sailors unfortunate enough to fall into the water. Along with the wako, orochi contribute to Japan's isolation from its neighbors. Some shogun have managed, through concerted efforts, to temporarily drive these creatures from the sea lanes in order to foster trade with the mainland empires of China and Koryo.

COMBAT

Orochi are swift and severe. An orochi's first intent is always to sink an offending vessel, usually by grappling the ship (if the ship is small enough) and relying on its weight to sink the trapped boat.

Once all enemies are helpless in the water, an orochi swallows as many as it can, retreats to digest its prey, and then returns to finish off any survivors.

Constrict (Ex): On a successful grapple check, an orochi deals 2d8+10 points of damage.

Improved Grab (Ex): To use this ability, an orochi must hit with its bite or slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or attempt to swallow the opponent in the following round.

Skills: Orochi gain a +8 racial bonus to Hide checks at night when swimming in water deeper than 100 feet.

Swallow Whole (Ex): An orochi can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+10 points of crushing damage plus 2d8 points of acid damage per round from the orochi's digestive juices. A swallowed creature can cut its way out by dealing 40 points of damage to the orochi's digestive tract (AC 30). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The orochi's gullet can hold 1 Huge, 3 Large, 5 Medium, 8 Small, 15 Tiny, 25 Diminutive, or 40 Fine or smaller creatures.

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Advanced Orochi CR 18; Gargantuan Dragon (Aquatic); HD 30d12+180; HP 375; Init +0; Spd Swim 90 ft.; AC 27 (+1 Dex, +20 natural, -4 size), touch 7, flat-footed 27; BAB +30; Grap +52; Atk Bite +36 melee 4d6+10, 19-20/x2; Full Atk Bite +36/+31/+26/+21 melee 4d6+10, 19-20/x2; Space/Reach 20 ft./10 ft.; SQ Darkvision 60 ft., immunity to fire, *sleep*, and paralysis, low-light vision, resistance to cold 20, scent; Honor 1-10; SV Fort +18, Ref +13, Will +12; Str 31, Dex 12, Con 23, Int 6, Wis 10, Cha 5.

Skills: Hide +29*, Listen +28, Move Silently +29, Spot +28, Survival +30

Feats: Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Improved Critical (Bite), Improved Initiative, Power Attack



Small Humanoid (Aquatic, Goblinoid)

Hit Dice: 1d8+1 (5 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft. (6 squares), swim 30 ft.

Armor Class: 12 (+1 Dex, +1 size), touch 12, flat-footed 11

Base Attack/Grapple: +0/-5

Attack: Club +0 melee (1d6-1) or wakizashi +0 melee (1d8-1)

Full Attack: Club +0 melee (1d6-1) or wakizashi +0 melee (1d8-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Amphibious, darkvision 60 ft., moisture sensitivity

Saves: Fort +1, Ref +3, Will -1

Abilities: Str 9, Dex 13, Con 12, Int 10, Wis 9, Cha 5

Skills: Hide +2*, Spot +0, Swim -1*

Feats: Improved Initiative

Environment: Any swamps or marshes

Organization: Pack (3-10), family (11-50), or tribe (50+)

Challenge Rating: 1/2

Treasure: None

Honor: 2-20 (2d10)

Advancement: By character class (touzoku preferred)

Level Adjustment: -

These loathsome creatures attack from the water, but will retreat if they encounter stiff opposition.

COMBAT

If attacked without provocation, swamp goblins attempt to flee into the swamp bogs and hide below the surface. If sufficiently angered, however, they will fight back with makeshift clubs or stolen weapons.

Amphibious (Ex): Swamp goblins can breathe both air and water.

Moisture Sensitivity: A swamp goblin must wet its gills and flesh once per hour. Every hour it does not do so, it suffers 2 points of temporary Constitution damage.

Skills: A swamp goblin has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A swamp goblin receives a +4 racial bonus on Hide checks to hide in a swamp or marsh.

SWAMP GOBLINS AS CHARACTERS

Swamp goblins possess the following racial traits.

--- +2 Dex, -2 Cha.

--- Small size.

--- Space/Reach: 5 ft./5ft.

--- Special Abilities (see above): Amphibious, Moisture Sensitivity

--- Racial Skills: A swamp goblin has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A swamp goblin receives a +4 racial bonus on Hide checks to hide in a swamp or marsh.

--- Favored Class: Touzoku.

APPENDIX I: NPC TABLES

NPC FARMER ASHIGARU (BOW)

Starting Ability Scores: Str 13, Dex 15, Con 16, Int 8, Wis 12, Cha 8

Increased Ability Scores: 4th, Dex 16; 7th, Dex 16 (18); 8th, Str 14; 10th, Dex 16 (20); 12th, Dex 17 (23); 15th, Str 14 (20); 16th, Dex 18 (24), Con 16 (22); 18th, Dex 21 (27); 19th, Str 18 (24), Dex 23 (29); 20th, Str 20 (26), Con 21 (27)

TABLE A-1: NPC FARMER ASHIGARU (BOW)

Lvl	HP	AC	Melee	Ranged	F/R/W	Skill / Feats	Gear
1st	13	17	+2	+4	+5/+2/+1	4 / 1 + Endurance + Weapon Focus (bow)	Daikyu, do-maru, kama-yari and 17 tn
2nd	21	17	+3	+6	+6/+2/+1	5 / 1 + Kyujutsu	As 1st level, except mw daikyu [Str +1] and 272 tn
3rd	30	17	+4	+7	+6/+3/+2	6 / 1 + Ancestral Weapon	As 2nd level, except +1 daikyu [Str +1] and 72 tn
4th	38	19	+6	+9	+7/+4/+2	7 / 1 + Weapon Specialization (bow)	As 3rd level, except +1 do-maru, mw kama-yari and 1322 tn
5th	47	20	+7	+10	+7/+4/+2	8 / 1	As 4th level, except +2 do-maru and 2222 tn
6th	55	20	+8/+3	+11/+6	+8/+5/+3	8 / 2 + Daisan	As 5th level, except +1 daikyu [Str +1] of distance and 222 tn
7th	64	21	+9/+4	+13/+8	+9/+7/+4	10 / 2	As 6th level, except cloak of resistance +1, gloves of dexterity +2 and 1222 tn
8th	72	22	+11/+6	+14/+9	+11/+8/+5	11 / 2	As 7th level, except cloak of resistance +2, +1 daikyu of distance [Str +2], +3 do-maru and 1122 tn
9th	81	22	+12/+7	+16/+11	+11/+9/+6	12 / 3 + Point Blank Shot	As 8th level, except +2 daikyu of distance [Str +2] and 122 tn
10th	89	22	+13/+8	+18/+13	+12/+10/+6	13 / 3	As 9th level, except gloves of dexterity +4 and 1122 tn
11th	98	22	+14/+9/+4	+20/+15/+10	+12/+10/+6	14 / 3	As 10th level, except +3 daikyu of distance [Str +2] and 4122 tn
12th	106	22	+15/+10/+5	+22/+17/+12	+13/+12/+7	15 / 4 + Far Shot	As 11th level, except gloves of dexterity +6 and 6122 tn
13th	115	24	+16/+11/+6	+23/+18/+13	+15/+14/+9	16 / 4	As 12th level, except cloak of resistance +4, +5 do-maru and 122 tn
14th	123	24	+17/+12/+7	+25/+20/+15	+17/+15/+10	17 / 4	As 13th level, except cloak of resistance +5, +4 daikyu of distance [Str +2] and 13122 tn
15th	132	24	+21/+16/+11	+27/+22/+17	+17/+16/+11	18 / 5 + Dojukiri	As 14th level, except belt of giant strength +6, +5 daikyu of distance [Str +5] and 5122 tn
16th	188	24	+22/+17/+12/+7	+29/+24/+19/+14	+21/+17/+11	19 / 5	As 15th level, except amulet of health +6, +5 seeking daikyu of distance [Str +5] and 2822 tn
17th	200	29	+23/+18/+13/+8	+32/+27/+22/+17	+21/+17/+11	20 / 5	As 16th level, except greater bracers of archery, ring of protection +5 and 7822 tn
18th	211	29	+24/+19/+14/+9	+34/+29/+24/+19	+22/+19/+12	21 / 6 + Zen Archery	As 17th level, except manual of quickness of action +3 and 25322 tn
19th	223	29	+27/+22/+17/+12	+36/+31/+26/+21	+22/+20/+12	22 / 6	As 18th level, except +5 seeking daikyu of distance [Str +7], manual of gainful exercise +4, manual of quickness of action +5 and 122 tn
20th	274	29	+29/+24/+19/+14	+37/+32/+27/+22	+25/+20/+12	23 / 6	As 19th level, except +5 seeking daikyu of distance [Str +8], manual of bodily health +5, manual of gainful exercise +5 and 15322 tn

APPENDIX I: NPC TABLES

NPC NOBLE KENZA (FIRE)

Starting Ability Scores: Str 6, Dex 10, Con 10, Int 16, Wis 13, Cha 17

Increased Ability Scores: 4th, Cha 18; 5th, Cha 18 (20); 8th, Wis 14; 9th, Cha 18 (22); 11th, Cha 18 (24); 12th, Str 6 (8), Cha 19 (25); 16th, Cha 20 (26); 17th, Str 6 (10), Dex 10 (12), Cha 22 (28); 18th, Dex 10 (14), Cha 25 (31); 19th, Dex 10 (16); 20th, Str 7 (11)

TABLE A-2: NPC NOBLE KENZA (FIRE)

Lvl	HP	AC	Melee	Ranged	F/R/W	Skill / Feats	Spell Points	Gear
1st	6	10	-2	+0	+0/+0/+3	28 / 1 + Noble	4	Bo staff and 495 tn
2nd	9	10	+0	+1	+0/+0/+4	35 / 1	5	As 1st level, except mw bo staff and 300 tn
3rd	13	11	+0	+1	+1/+1/+4	42 / 2	7	As 2nd level, except bracers of armor +1 and 1100 tn
4th	16	12	+1	+2	+1/+1/+5	49 / 2	11	As 3rd level, except ring of protection +1 and 1800 tn
5th	20	12	+1	+2	+1/+1/+5	56 / 2	15	As 4th level, except cloak of charisma +1 and 1400 tn
6th	24	14	+2	+3	+2/+2/+6	63 / 3 + 1 Kenza	20	As 5th level, except amulet of natural armor +1, bracers of armor +2 and 400 tn
7th	27	15	+2	+3	+2/+2/+6	70 / 3	25	As 6th level, except ring of protection +2 and 400 tn
8th	31	16	+3	+4	+2/+2/+8	77 / 3	32	As 7th level, except bracers of armor +3 and 3400 tn
9th	34	16	+3	+4	+3/+3/+8	84 / 4	40	As 8th level, except cloak of charisma +4 and 400 tn
10th	37	17	+4	+5	+3/+3/+9	91 / 4	49	As 9th level, except ring of protection +3 and 3400 tn
11th	41	17	+4	+5	+3/+3/+9	98 / 4	59	As 10th level, except cloak of charisma +6 and 400 tn
12th	44	19	+6/+1	+6/+1	+4/+4/+10	105 / 5	70	As 11th level, except bracers of armor +5, gauntlets of ogre power and 2400 tn
13th	48	19	+6/+1	+6/+1	+4/+4/+10	112 / 5	81	As 12th level, except wand of fireball (8th level caster) and 6400 tn
14th	51	19	+7/+2	+7/+2	+4/+4/+11	119 / 5	94	As 13th level, except empower metamagic rod, wand of fireball (10th level caster) and 9400 tn
15th	55	24	+7/+2	+7/+2	+5/+5/+11	126 / 6	107	As 14th level, except amulet of natural armor +5, bracers of armor +6 and 400 tn
16th	58	28	+8/+3	+8/+3	+5/+5/+12	133 / 6	123	As 15th level, except bracers of armor +8, ring of protection +5 and 400 tn
17th	62	29	+9/+4	+9/+4	+5/+5/+12	140 / 6	140	As 16th level, except belt of giant strength +4, gloves of dexterity +2, tome of leadership and influence +2 and 13400 tn
18th	65	30	+10/+5	+11/+6	+6/+6/+13	147 / 7	158	As 17th level, except gloves of dexterity +4, tome of leadership and influence +5 and 14900 tn
19th	69	31	+10/+5	+12/+7	+6/+6/+13	154 / 7 + 2 Kenza	175	As 18th level, except empower metamagic rod (greater), gloves of dexterity +6, ring of regeneration and 4400 tn
20th	72	31	+11/+6	+13/+8	+6/+6/+14	161 / 7	194	As 19th level, except staff of meteor swarm, wand of fireball (empowered/maximized/11th level caster) 2150 tn

APPENDIX I: NPC TABLES

NPC NOBLE RUGE (CROSSBOW)

Starting Ability Scores: Str 6, Dex 14, Con 8, Int 15, Wis 12, Cha 17

Increased Ability Scores: 4th, Cha 18; 7th, Cha 18 (20); 8th, Dex 14 (16), Int 16; 9th, Con 8 (10); 10th, Cha 18 (22); 12th, Str 7, Dex 14 (18), Con 8 (12); 14th, Str 7 (11), Cha 18 (22); 15th, Dex 14 (20); 16th, Str 8 (14), Con 8 (14); 18th, Cha 21 (27); 19th, Dex 17 (23), Cha 23 (29); 20th, Str 10 (16), Dex 20 (26)

TABLE A-3: NPC NOBLE RUGE (CROSSBOW)

Lvl	HP	AC	Melee	Ranged	F/R/W	Skill / Feats	Gear
1st	7	17	-2	+2	+1/+2/+3	24 / 1 + Mounted Combat + 1 Noble	Dokyu, do-maru and 70 tn
2nd	10	17	+0	+4	+2/+2/+4	26 / 1 + Weapon Focus (crossbow)	As 1st level, except katana and 175 tn
3rd	14	18	+1	+6	+2/+3/+4	32 / 2 + Mounted Archery	As 2nd level, except mw dokyu, +1 do-maru and 525 tn
4th	17	19	+2	+7	+3/+3/+5	38 / 2 + Weapon Specialization (crossbow)	As 3rd level, except +2 do-maru 225 tn
5th	21	19	+2	+7	+3/+3/+5	44 / 2	As 4th level, except ring of sustenance and 1325 tn
6th	24	20	+3	+8	+4/+4/+6	50 / 2 + Point Blank Shot + Ancestral Weapon	As 5th level, except +1 dokyu, ring of protection +1 and 1325 tn
7th	28	20	+4	+9	+4/+4/+6	56 / 2 + Rapid Shot	As 6th level, except cloak of charisma +2 and 3325 tn
8th	31	21	+5/+0	+13/+8	+5/+5/+7	63 / 2 + Greater Weapon Focus (crossbow)	As 7th level, except +2 dokyu, gloves of dexterity +2 and 1325 tn
9th	44	22	+5/+0	+13/+8	+6/+6/+7	70 / 3 + Far Shot	As 8th level, except amulet of health +2, +3 do-maru and 1325 tn
10th	48	22	+6/+1	+14/+9	+7/+6/+8	77 / 3	As 9th level, except cloak of charisma +4 and 2325 tn
11th	53	24	+7/+2	+15/+10	+7/+6/+8	84 / 3	As 10th level, except ring of protection +3 and 3325 tn
12th	69	25	+8/+3	+17/+12	+9/+8/+9	91 / 4 + Greater Weapon Specialization (crossbow)	As 11th level, except amulet of health +4, gloves of dexterity +4 and 1325 tn
13th	75	26	+8/+3	+18/+13	+9/+8/+9	98 / 4	As 12th level, except +3 dokyu, +4 do-maru and 6325 tn
14th	80	27	+11/+6	+19/+14	+10/+8/+10	105 / 4	As 13th level, except belt of giant strength +4, cloak of charisma +6, +5 do-maru and 1325 tn
15th	86	28	+12/+7/+2	+22/+17/+12	+10/+10/+10	112 / 5	As 14th level, except +4 dokyu, gloves of dexterity +6, ring of protection +4 and 3325 tn
16th	107	28	+15/+10/+5	+24/+19/+14	+12/+10/+11	119 / 5	As 15th level, except amulet of health +6, belt of giant strength +6, +5 dokyu of distance and 3325 tn
17th	114	29	+15/+10/+5	+24/+19/+14	+12/+10/+11	126 / 5	As 16th level, except eyes of charming, ring of protection +5 and 9325 tn
18th	120	29	+16/+11/+6	+25/+20/+15	+13/+11/+12	133 / 6	As 17th level, except portable hole, tome of leadership and influence +3 and 6825 tn
19th	127	29	+17/+12/+7	+27/+22/+17	+13/+12/+12	140 / 6	As 18th level, except manual of quickness in action +3, tome of leadership and influence +5 and 9325 tn
20th	133	29	+19/+14/+9	+30/+25/+20	+14/+14/+13	147 / 6	As 19th level, except manual of gainful exercise +2, manual of quickness in action +5, rod of rulership and 19325 tn

APPENDIX I: NPC TABLES

NPC OUTCAST MAHOUTSUKAI

Starting Ability Scores: Str 8, Dex 15, Con 10, Int 14, Wis 12, Cha 13

Increased Ability Scores: 4th, Cha 14; 5th, Cha 14 (16); 6th, Dex 15 (17); 8th, Dex 16 (18); 10th, Cha 14 (18); 12th, Cha 15 (21); 14th, Dex 16 (22), Wis 12 (14); 16th, Cha 16 (22); 17th, Cha 17 (23); 18th, Str 8 (12), Cha 20 (26); 19th, Str 8 (14), Wis 12 (18), Cha 21 (27); 20th, Cha 22 (28)

TABLE A-4: NPC OUTCAST MAHOUTSUKAI

Lvl	HP	AC	Melee	Ranged	F/R/W	Skill / Feats	Spell Points	Gear
1st	6	12	-1	+2	+0/+2/+3	32 / 1 + 1 Outcast	2	Aikuchi, sakujo-yari, shinobi-shozoku and 27 tn
2nd	9	12	+0	+3	+0/+2/+4	40 / 1	3	As 1st level, except mw thieves' toolkit, wand of magic missile (1st level caster) and 15 tn
3rd	13	14	+1	+4	+1/+3/+4	48 / 2 + Banter	5	As 2nd level, except mw aikuchi, bracers of armor +1, mw sakujo-yari and 215 tn
4th	16	16	+2	+5	+1/+3/+5	56 / 2	9	As 3rd level, except amulet of natural armor +1 and 915 tn
5th	20	17	+2	+5	+1/+3/+5	64 / 2	13	As 4th level, except cloak of charisma +2 and 515 tn
6th	24	18	+3	+7	+2/+5/+6	72 / 3	18	As 5th level, except gloves of dexterity +2 and 515 tn
7th	27	20	+3	+7	+2/+5/+6	80 / 3	23	As 6th level, except amulet of natural armor +2 and 515 tn
8th	31	22	+4	+9	+2/+6/+7	88 / 3	30	As 7th level, except bracers of armor +3 and 515 tn
9th	34	23	+4	+9	+3/+7/+7	96 / 4	37	As 8th level, except ring of protection +1, wand of magic missile (9th caster level) and 1515 tn
10th	37	24	+5	+10	+3/+7/+8	104 / 4	47	As 9th level, except cloak of charisma +4 and 2515 tn
11th	41	26	+5	+10	+3/+7/+8	112 / 4	56	As 10th level, except bracers of armor +5 and 3515 tn
12th	44	27	+6/+1	+11/+6	+4/+8/+9	120 / 5	68	As 11th level, except cloak of charisma +6 and 5515 tn
13th	48	29	+6/+1	+11/+6	+4/+8/+9	128 / 5	79	As 12th level, except amulet of natural armor +4 and 3515 tn
14th	51	31	+7/+2	+14/+9	+4/+10/+11	136 / 5	92	As 13th level, except gloves of dexterity +6, periapt of wisdom +2 and 7515 tn
15th	55	35	+7/+2	+14/+9	+5/+11/+11	144 / 6	105	As 14th level, except ring of protection +5 and 9515 tn
16th	58	36	+8/+3	+15/+10	+5/+11/+12	152 / 6	121	As 15th level, except staff of enchantment and 4515 tn
17th	62	40	+8/+3	+15/+10	+5/+11/+12	160 / 6	136	As 16th level, except amulet of natural armor +5, bracers of armor +8, tome of leadership and influence +1 and 15 tn
18th	65	42	+11/+6	+16/+11	+6/+12/+13	168 / 7	155	As 17th level, except belt of giant strength +4, tome of leadership and influence +4 and 17515 tn
19th	69	42	+12/+7	+16/+11	+6/+12/+15	176 / 7	172	As 18th level, except belt of giant strength +6, periapt of wisdom +6, robe of blending, tome of leadership and influence +5 and 32015 tn
20th	72	43	+13/+8	+17/+12	+6/+12/+16	184 / 7	192	As 19th level, except ring of spell storing (major) and 12015 tn

APPENDIX I: NPC TABLES

NPC OUTCAST NINJA

Starting Ability Scores: Str 12, Dex 17, Con 10, Int 14, Wis 8, Cha 11

Increased Ability Scores: 4th, Dex 18 (20); 8th, Cha 12; 9th, Dex 18 (22); 12th, Dex 19 (25); 16th, Str 12 (16), Dex 20 (26), Con 10 (12); 17th, Str 12 (18), Dex 21 (27); 18th, Dex 23 (29); 19th, Dex 25 (31); 20th, Str, 16 (22), Dex 26 (32), Con 14 (16)

TABLE A-5: NPC OUTCAST NINJA

Lvl	HP	AC	Melee	Ranged	F/R/W	Skill / Feats	Gear
1st	6	13	+1	+3	+2/+5/-1	40 / 1 + Ninjutsu + 1 Outcast	Blowgun, ninja-to, shinobi shozoku, thieves' toolkit and 1 tn
2nd	9	15	+2	+4	+3/+6/-1	50 / 1	As 1st level, except ashiko, mw sharkskin, shuriken, tekko, mw thieves' toolkit and 566 tn
3rd	13	16	+4	+6	+3/+6/+0	60 / 2	As 2nd level, except mw blowgun, mw ninja-to, +1 sharkskin, mw shuriken and 466 tn
4th	16	18	+5	+9	+4/+9/+0	70 / 2	As 3rd level, except handy haversack and 1166 tn
5th	20	18	+5	+9	+4/+9/+0	80 / 2	As 4th level, except gloves of dexterity +2 and 766 tn
6th	23	18	+6	+10	+6/+11/+2	90 / 3	As 5th level, except cloak of resistance +1, +1 sharkskin of silent moves and 2016 tn
7th	27	19	+7	+11	+7/+12/+3	100 / 3	As 6th level, except cloak of resistance +2, +2 sharkskin of silent moves 2016 tn
8th	30	19	+8/+3	+12/+7	+8/+13/+3	110 / 3	As 7th level, except boots of striding and springing and 4516 tn
9th	34	20	+8/+3	+13/+8	+8/+14/+4	120 / 4	As 8th level, except gloves of dexterity +4 and 1516 tn
10th	37	22	+9/+4	+14/+9	+10/+16/+5	130 / 4	As 9th level, except cloak of resistance +3, hat of disguise, ring of protection +1, +3 sharkskin of silent moves and 716 tn
11th	41	24	+10/+5	+15/+10	+10/+16/+5	140 / 4	As 10th level, except ring of protection +3 and 1716 tn
12th	44	25	+11/+6	+17/+12	+11/+18/+6	150 / 5	As 11th level, except gloves of dexterity +6 and 3716 tn
13th	48	27	+11/+6	+17/+12	+13/+20/+8	160 / 5	As 12th level, except amulet of natural armor +2, cloak of resistance +5 and 1316 tn
14th	51	28	+12/+7	+18/+13	+14/+21/+8	170 / 5	As 13th level, except +4 sharkskin of greater silent moves and 4316 tn
15th	55	32	+13/+8/+3	+19/+14/+9	+14/+21/+9	180 / 6	As 14th level, except amulet of natural armor +5, +5 sharkskin of greater silent moves and 3316 tn
16th	74	35	+16/+11/+6	+21/+16/+11	+16/+23/+9	190 / 6	As 15th level, except belt of giant strength +4, pink ioun stone, ring of protection +5 and 7316 tn
17th	79	35	+17/+12/+7	+21/+16/+11	+16/+23/+9	200 / 6	As 16th level, except belt of giant strength +6, manual of quickness in action +1, ring of freedom of movement and 216 tn
18th	83	35	+18/+13/+8	+23/+18/+13	+17/+25/+10	210 / 7	As 17th level, except goggles of night, manual of quickness in action +3, vest of escape and 28016 tn
19th	88	35	+19/+14/+9	+25/+20/+15	+17/+26/+10	220 / 7	As 18th level, except manual of quickness in action +5, +5 sharkskin of greater shadow/slick/silent moves and 45516 tn
20th	132	35	+22/+17/+12	+27/+22/+17	+20/+28/+10	230 / 7	As 19th level, except manual of bodily health +4, manual of gainful exercise +4 and 5516 tn

APPENDIX I: NPC TABLES

NPC WARRIOR RONIN (IAIJUTSU)

Starting Ability Scores: Str 14, Dex 15, Con 13, Int 10, Wis 8, Cha 12

Increased Ability Scores: 4th, Dex 16; 5th, Dex 16 (18); 7th, Cha 12 (14); 8th, Con 14; 10th, Dex 16 (20); 11th, Str 14 (18); 12th, Dex 17 (23); 13th, Cha 12 (16); 14th, Cha 12 (18); 15th, Str 14 (20); 16th, Dex 18 (24); 17th, Con 14 (20); 19th, Cha 17 (23); 20th, Str 15 (21), Dex 23 (29)

TABLE A-6: NPC WARRIOR RONIN (IAIJUTSU)

Lvl	HP	AC	Melee	Ranged	F/R/W	Skill / Feats	Gear
1st	9	14	+5	+2	+3/+4/-1	16 / 1 + Weapon Focus (katana)	Daikyu, katana, sharkskin, wakizashi and 15 tn
2nd	14	14	+6	+4	+4/+5/-1	20 / 1 + Quick Draw	As 1st level, except mw daikyu [Str +2] and 240 tn
3rd	20	16	+7	+5	+4/+5/+0	24 / 1 + Banter + Ancestral Weapon	As 2nd level, except +1 sharkskin and 890 tn
4th	25	17	+8	+7	+5/+7/+0	28 / 1 + Weapon Specialization (katana)	As 3rd level, except +1 katana and 1590 tn
5th	31	18	+8	+8	+5/+8/+0	32 / 1	As 4th level, except gloves of dexterity +1 and 1190 tn
6th	36	18	+10	+9	+6/+9/+1	36 / 2 + Iaijutsu	As 5th level, except +2 katana and 1190 tn
7th	42	20	+11	+10	+6/+9/+1	40 / 2	As 6th level, except cloak of charisma +2, +2 sharkskin and 190 tn
8th	55	20	+12/+7	+11/+6	+8/+10/+1	44 / 2	As 7th level, except boots of striding and springing and 2690 tn
9th	62	20	+13/+8	+11/+6	+8/+10/+2	48 / 3 + Improved Initiative	As 8th level, except +3 katana and 1690 tn
10th	68	21	+14/+9	+13/+8	+9/+12/+2	52 / 3	As 9th level, except gloves of dexterity +4 and 2690 tn
11th	75	21	+17/+12	+14/+9	+9/+12/+2	56 / 3	As 10th level, except belt of giant strength +4, mw daikyu [Str +4] and 3490 tn
12th	81	22	+18/+13	+16/+11	+10/+14/+3	60 / 4	As 11th level, except gloves of dexterity +6 and 5490 tn
13th	88	25	+18/+13	+16/+11	+10/+14/+3	64 / 4	As 12th level, except cloak of charisma +4, +4 sharkskin and 3490 tn
14th	94	27	+20/+15	+17/+12	+11/+15/+3	68 / 4	As 13th level, except cloak of charisma +6, +4 katana, +5 sharkskin and 490 tn
15th	101	27	+22/+17/+12	+18/+13/+8	+11/+15/+4	72 / 5	As 14th level, except belt of giant strength +6 and 30490 tn
16th	107	28	+23/+23/+18/+13	+20/+15/+10	+12/+17/+4	76 / 5	As 15th level, except +4 katana of speed and 24490 tn
17th	165	28	+24/+24/+19/+14	+20/+15/+10	+15/+17/+4	80 / 5	As 16th level, except amulet of health +6, +5 keen katana of speed and 4490 tn
18th	174	33	+25/+25/+20/+15	+21/+16/+11	+16/+18/+5	84 / 6	As 17th level, except ring of protection +5 and 54490 tn
19th	184	35	+26/+26/+21/+16	+22/+17/+12	+16/+18/+5	88 / 6	As 18th level, except tome of leadership and influence +5 and 56990 tn
20th	193	38	+27/+27/+22/+17	+25/+20/+15	+17/+21/+5	92 / 6	As 19th level, except bracers of armor +8, manual of quickness in action +5 and 60690 tn

APPENDIX I: NPC TABLES

NPC WARRIOR SAMURAI (NITO-RYU KENJUTSU)

Starting Ability Scores: Str 15, Dex 14, Con 13, Int 8, Wis 10, Cha 12

Increased Ability Scores: 4th, Str 16; 6th, Str 16 (18); 8th, Con 14; 10th, Str 16 (20); 12th, Str 17 (21), Dex 14 (18); 15th, Str 17 (23), Dex 14 (20); 16th, Str 18 (24); 17th, Cha 12 (18); 20th, Str 20 (26), Con 18, Cha 13 (19)

TABLE A-7: NPC WARRIOR SAMURAI (NITO-RYU KENJUTSU)

Lvl	HP	AC	Melee	Ranged	F/R/W	Skill / Feats	Gear
1st	13	17	+6	+3	+3/+2/+0	8 / 1 + Weapon Focus (katana)	Do-maru, katana, wakizashi and 40 tn
2nd	20	17	+7	+4	+4/+2/+0	10 / 1 + Kenjutsu	As 1st level, except o-yoroi and 300 tn
3rd	28	19	+8	+6	+4/+3/+1	12 / 1 + Ancestral Weapon	As 2nd level, except mw daikyu [Str +2], tousei-gusoku and 600 tn
4th	35	20	+10	+7	+5/+3/+1	14 / 1 + Weapon Specialization (katana)	As 3rd level, except mw daikyu [Str +3], +1 katana, +1 tousei-gusoku and 50 tn
5th	43	20	+11	+8	+5/+3/+1	16 / 1	As 4th level, except 3650 tn
6th	50	20	+9/+4 and +8	+9/+4	+6/+4/+2	18 / 1 + Two Weapon Fighting + Ancestral Weapon	As 5th level, except mw daikyu [Str +4], gauntlets of ogre power, +1 wakizashi and 1550 tn
7th	58	20	+11/+6 and +9	+11/+6	+6/+4/+2	20 / 1 + Weapon Focus (daikyu)	As 6th level, except +2 katana and 1550 tn
8th	73	21	+13/+8 and +11	+12/+7	+8/+4/+2	22 / 1 + Greater Weapon Focus (katana)	As 7th level, except +2 tousei-gusoku, +2 wakizashi and 550 tn
9th	82	23	+14/+9 and +12	+13/+8	+8/+5/+3	24 / 2 + Two Weapon Defense	As 8th level, except +3 tousei-gusoku and 4550 tn
10th	90	23	+16/+11 and +14	+14/+9	+9/+5/+3	26 / 2	As 9th level, except belt of giant strength +4, mw daikyu [Str +5] and 5450 tn
11th	99	23	+22/+17/+12 and +20	+15/+10/+5	+9/+5/+3	28 / 2 + Nita-ryu Kenjutsu	As 10th level, except +3 katana, +3 wakizashi and 2450 tn
12th	107	25	+23/+18/+13 and +21/+16	+18/+13/+8	+10/+8/+4	30 / 2 + Greater Weapon Specialization (katana) + Improved Two Weapon Fighting	As 11th level, except amulet of natural armor +2, gloves of dexterity and 450 tn
13th	116	25	+25/+20/+15 and +22/+17	+19/+14/+9	+10/+8/+4	32 / 2 + Weapon Specialization (daikyu)	As 12th level, except +4 katana and 8450 tn
14th	124	28	+26/+21/+16 and +24/+19	+20/+15/+10	+11/+8/+4	34 / 2 + Juju Dumai	As 13th level, except amulet of natural armor +3, +5 tousei-gusoku, +4 wakizashi and 8450 tn
15th	133	29	+28/+23/+18 and +26/+21/+16	+22/+17/+12	+11/+10/+5	36 / 2 + Greater Two Weapon Fighting	As 14th level, except amulet of natural armor +4, belt of giant strength +6, mw daikyu [Str +6], gloves of dexterity +6 and 4350 tn
16th	141	30	+30/+25/+20/+15 and +28/+23/+18	+23/+18/+13/+8	+12/+10/+5	38 / 2 + Weapon Focus (yari)	As 15th level, except amulet of natural armor +5, mw daikyu [Str +7], +4 keen katana, +4 keen wakizashi and 10250 tn
17th	150	30	+32/+27/+22/+17 and +30/+25/+20	+24/+19/+14/+9	+12/+10/+5	40 / 2	As 16th level, except cloak of charisma +6, +5 keen katana, +5 keen wakizashi and 250 tn
18th	158	31	+33/+33/+28/+23/+18 and +31/+26/+21	+25/+20/+15/+10	+13/+11/+6	42 / 3	As 17th level, except +5 keen katana of speed and 10250 tn
19th	167	36	+34/+34/+29/+24/+19 and +32/+32/+27/+22	+26/+21/+16/+11	+13/+11/+6	44 / 3 + Weapon Specialization (yari)	As 18th level, except ring of protection +5, +5 keen wakizashi of speed and 10250 tn
20th	215	36	+36/+36/+31/+26/+21 and +34/+34/+29/+24	+27/+22/+17/+12	+16/+11/+6	46 / 3	As 19th level, except mw daikyu [Str +8], manual of bodily health +4, manual of gainful exercise +2 and 25150 tn

APPENDIX I: NPC TABLES

NPC MONASTIC SENKENSHA

Starting Ability Scores: Str 8, Dex 13, Con 10, Int 15, Wis 16, Cha 10

Increased Ability Scores: 4th, Int 16; 5th, Int 16 (18); 8th, Int 17 (19); 9th, Con 10 (12); 10th, Int 17 (21); 12th, Int 18 (24); 16th, Int 21 (27); 17th, Int 23 (29); 18th, Dex 13 (19); 20th, Int 24 (30)

TABLE A-8: NPC MONASTIC SENKENSHA

Lvl	HP	AC	Melee	Ranged	F/R/W	Skill / Feats	Spell Points	Gear
1st	6	11	-1	+1	+0/+1/+5	24 / 1 + Faith	3	Aikuchi, bo staff and 176 tn
2nd	9	11	+0	+2	+0/+1/+6	26 / 1	4	As 1st level, except wand of cure light wounds and 146 tn
3rd	13	12	+1	+3	+1/+2/+6	32 / 2 + Scribe Scroll	6	As 2nd level, except mw aikuchi, mw bo staff, bracers of armor +1 and 46 tn
4th	16	13	+2	+4	+1/+2/+7	39 / 2	10	As 3rd level, except amulet of natural armor +1 and 746 tn
5th	20	13	+2	+4	+1/+2/+7	46 / 2	14	As 4th level, except headband of intellect +2 and 346 tn
6th	24	14	+3	+5	+2/+3/+8	53 / 3	19	As 5th level, except bracers of armor +2 and 1346 tn
7th	27	15	+3	+5	+2/+3/+8	60 / 3	24	As 6th level, except amulet of natural armor +2 and 1346 tn
8th	31	17	+4	+6	+2/+3/+9	67 / 3	31	As 7th level, except ring of protection +2 and 1346 tn
9th	43	17	+4	+6	+4/+4/+9	74 / 4	38	As 8th level, except ioun stone (pink) and 2346 tn
10th	47	17	+5	+7	+4/+4/+10	81 / 4	48	As 9th level, except headband of intellect +4 and 3346 tn
11th	52	19	+5	+7	+4/+4/+10	88 / 4	57	As 10th level, except bracers of armor +4 and 8346 tn
12th	56	20	+6/+1	+8/+3	+5/+5/+11	96 / 5	70	As 11th level, except bracers of armor +5, headband of intellect +6 and 1346 tn
13th	61	22	+6/+1	+8/+3	+5/+5/+11	104 / 5	81	As 12th level, except amulet of natural armor +3, ring of protection +3 and 3346 tn
14th	65	25	+7/+2	+9/+4	+5/+5/+12	112 / 5	94	As 13th level, except bracers of armor +8, wand of cure moderate wounds and 596 tn
15th	70	27	+7/+2	+9/+4	+6/+6/+12	120 / 6	107	As 14th level, except amulet of natural armor +5, wand of cure serious wounds and 11846 tn
16th	74	28	+8/+3	+10/+5	+6/+6/+13	129 / 6	123	As 15th level, except ring of protection +4, tome of clear thought +2 and 2846 tn
17th	79	28	+8/+3	+10/+5	+6/+6/+13	139 / 6	139	As 16th level, except tome of clear thought +4, wand of cure critical wounds and 18096 tn
18th	83	32	+9/+4	+14/+9	+7/+10/+14	149 / 7	156	As 17th level, except gloves of dexterity +6, ring of protection +5 and 64096 tn
19th	88	32	+9/+4	+14/+9	+7/+10/+14	159 / 7	173	As 18th level, except ring of spell storing (major) and 4096 tn
20th	92	32	+10/+5	+15/+10	+7/+10/+15	169 / 7	193	As 19th level, except strand of prayer beads (greater) and 88296 tn

APPENDIX I: NPC TABLES

NPC ARTISAN SHOKUNIN

Starting Ability Scores: Str 8, Dex 13, Con 10, Int 17, Wis 12, Cha 12

Increased Ability Scores: 4th, Int 18; 6th, Int 18 (20); 7th, Str 8 (10), Cha 12 (14); 8th, Dex 14; 9th, Int 18 (22); 10th, Cha 12 (16); 11th, Str 8 (12), Dex 14 (16); 12th, Int 18 (24), Cha 13 (17); 13th, Cha 13 (19); 14th, Str 8 (14); 15th, Dex 14 (20); 16th, Con 10 (16), Cha 14 (20); 17th, Int 20 (26); 18th, Int 22 (28), Cha 16 (22); 19th, Cha 18 (24); 20th, Str 9 (15)

TABLE A-9: NPC ARTISAN SHOKUNIN

Lvl	HP	AC	Melee	Ranged	F/R/W	Skill / Feats	Gear
1st	8	16	-1	+1	+2/+1/+1	36 / 1 + 1 Artisan	Artisan tools (armorsmithing, weaponsmithing), do-maru, ken, o-yumi and 51 tn
2nd	12	16	+1	+3	+3/+1/+1	39 / 1	As 1st level, except mw ken, mw o-yumi and 120 tn
3rd	17	17	+2	+4	+3/+2/+2	48 / 2	As 2nd level, except mw artisan tools (armorsmithing, weaponsmithing), +1 do-maru and 670 tn
4th	21	18	+3	+5	+4/+2/+2	58 / 2	As 3rd level, except +2 do-maru and 370 tn
5th	26	18	+3	+5	+4/+2/+2	68 / 2	As 4th level, except mw artisan tools (blacksmithing, bowmaking, stonemasonry, woodworking) and 3750 tn
6th	30	18	+4	+6	+5/+3/+3	78 / 3	As 5th level, except helm of intellect +2 and 3750 tn
7th	35	18	+6	+7	+5/+3/+3	88 / 3	As 6th level, except cloak of charisma +2, gauntlets of ogre power and 1750 tn
8th	39	20	+7/+2	+9/+4	+6/+4/+3	98 / 3	As 7th level, except +3 do-maru and 4750 tn
9th	44	20	+7/+2	+9/+4	+6/+5/+4	108 / 4	As 8th level, except headband of intellect +4 and 1750 tn
10th	48	20	+8/+3	+10/+5	+7/+5/+4	118 / 4	As 9th level, except cloak of charisma +4 and 2750 tn
11th	53	21	+11/+6	+13/+8	+7/+6/+4	128 / 4	As 10th level, except belt of giant strength +4, gloves of dexterity +2, mw +2 (to-hit) ken, mw
12th	57	21	+12/+7	+14/+9	+8/+7/+5	138 / 5	As 11th level, except headband of intellect +6 and 4550 tn
13th	62	21	+12/+7	+14/+9	+8/+7/+5	148 / 5	As 12th level, except cloak of charisma +6 and 6550 tn
14th	66	23	+14/+9	+15/+10	+9/+7/+5	158 / 5	As 13th level, except belt of giant strength +6, +5 do-maru and 10550 tn
15th	71	27	+16/+11/+6	+19/+14/+9	+9/+10/+6	168 / 6	As 14th level, except gloves of dexterity +6, mw +3 (to-hit) ken, mw +3 (to-hit) o-yumi, ring of protection +3 and 8750 tn
16th	123	29	+17/+12/+7	+20/+15/+10	+13/+10/+6	178 / 6	As 15th level, except amulet of health +6, ring of protection +5 and 750 tn
17th	131	29	+17/+12/+7	+20/+15/+10	+13/+10/+6	189 / 6	As 16th level, except tome of clear thought +2 and 25750 tn
18th	138	29	+18/+13/+8	+21/+16/+11	+14/+11/+7	201 / 7	As 17th level, except tome of clear thought +4, tome of leadership and influence +2 and 15750 tn
19th	146	29	+20/+15/+10	+23/+18/+13	+14/+11/+7	213 / 7	As 18th level, except mw +4 (to-hit) ken, mw +4 (to-hit) o-yumi, ring of regeneration, tome of leadership and influence +4 and 8350 tn
20th	153	29	+21/+16/+11	+24/+19/+14	+15/+11/+7	225 / 7	As 19th level, except 188350 tn

APPENDIX I: NPC TABLES

NPC MONASTIC SHUKKE

Starting Ability Scores: Str 10, Dex 12, Con 8, Int 15, Wis 16, Cha 11

Increased Ability Scores: 4th, Int 16; 5th, Int 16 (18); 6th, Wis 16 (18); 8th, Cha 12; 10th, Dex 12 (14), Int 16 (20); 11th, Wis 16 (20); 12th, Int 17 (23); 13th, Wis 16 (22); 14th, Dex 12 (18), Con 8 (10); 16th, Str 10 (16), Int 18 (24); 18th, Int 22 (26); 19th, Wis 20 (26); 20th, Con 9 (11)

TABLE A~10: NPC MONASTIC SHUKKE

Lvl	HP	AC	Melee	Ranged	F/R/W	Skill / Feats	Spell Points	Gear
1st	7	13	+0	+1	-1/+1/+5	24 / 1 + Faith	3	Healer's kit, holy symbol (silver), kama-yari, o-yumi, sharkskin and 22 tn
2nd	10	13	+2	+3	-1/+1/+6	30 / 1 + Scribe Scroll	4	As 1st level, except mw kama-yari, mw o-yumi and 142 tn
3rd	14	14	+3	+4	+0/+2/+6	36 / 2	6	As 2nd level, except +1 sharkskin, wand of cure light wounds and 42 tn
4th	17	15	+4	+5	+0/+2/+7	43 / 2	10	As 3rd level, except ring of protection +1 and 742 tn
5th	21	15	+4	+5	+0/+2/+7	50 / 2	14	As 4th level, except headband of intellect +2 and 342 tn
6th	24	19	+5	+6	+1/+3/+9	57 / 3 + Poise	19	As 5th level, except periapt of wisdom +2 and 342 tn
7th	28	20	+6	+7	+1/+3/+9	64 / 3	24	As 6th level, except +2 sharkskin and 3342 tn
8th	31	21	+8/+3	+9/+4	+1/+3/+10	71 / 3	31	As 7th level, except mw +2 (to-hit) kama-yari, mw +2 (to-hit) o-yumi, +3 sharkskin, wand of cure moderate wounds and 1392 tn
9th	35	23	+8/+3	+9/+4	+2/+4/+10	78 / 4	38	As 8th level, except ring of protection +2 and 4392 tn
10th	38	24	+9/+4/	+11/+6	+2/+5/+11	85 / 4	48	As 9th level, except gloves of dexterity +2, headband of intellect +4 and 1392 tn
11th	42	25	+10/+5	+12/+7	+2/+5/+12	92 / 4	57	As 10th level, except periapt of wisdom +4 and 6392 tn
12th	45	26	+11/+6	+13/+8	+3/+6/+13	99 / 5	69	As 11th level, except headband of intellect +6 and 8392 tn
13th	49	28	+11/+6	+13/+8	+3/+6/+14	106 / 5	80	As 12th level, except periapt of wisdom +6, +4 sharkskin and 1392 tn
14th	66	30	+12/+7	+16/+11	+4/+8/+15	113 / 5	93	As 13th level, except gloves of dexterity +6, ioun stone (pink) and 3392 tn
15th	71	33	+15/+10/+5	+19/+14/+9	+5/+9/+15	120 / 6	106	As 14th level, except bracers of armor +8, mw +4 (to-hit) kama-yari, mw +4 (to-hit) o-yumi and 1392 tn
16th	75	35	+19/+14/+9	+20/+15/+10	+5/+9/+16	128 / 6	122	As 15th level, except belt of giant strength +6, ring of protection +4 and 1392 tn
17th	80	36	+19/+14/+9	+20/+15/+10	+5/+9/+16	136 / 6	137	As 16th level, except ring of protection +5, wand of cure critical wounds and 46892 tn
18th	84	37	+20/+15/+10	+21/+16/+11	+6/+10/+17	146 / 7	158	As 17th level, except tome of clear thought +4 and 36892 tn
19th	89	39	+21/+16/+11	+22/+17/+12	+6/+10/+19	156 / 7	173	As 18th level, except tome of understanding +4 and 66892 tn
20th	93	39	+22/+17/+12	+23/+18/+13	+6/+10/+20	166 / 7	192	As 19th level, except ring of spell storing (major) and 46892 tn

APPENDIX I: NPC TABLES

NPC OUTCAST TOUZOKU

Starting Ability Scores: Str 8, Dex 17, Con 10, Int 13, Wis 12, Cha 12

Increased Ability Scores: 4th, Dex 18; 5th, Dex 18 (20); 8th, Int 14; 9th, Cha 12 (14); 10th, Dex 18 (22); 11th, Dex 18 (24); 12th, Str 9; 13th, Str 9 (13); 16th, Str 10 (16), Cha 12 (16); 18th, Dex 20 (26); 19th, Dex 22 (28), Cha 16 (22); 20th, Str 14 (20), Con 14

TABLE A~II: NPC OUTCAST TOUZOKU

Lvl	HP	AC	Melee	Ranged	F/R/W	Skill / Feats	Gear
1st	6	14	-1	+3	+0/+5/+1	36 / 1 + 1 Outcast	Aikuchi, jo staff, kote and 21 tn
2nd	9	14	+1	+5	+0/+6/+1	45 / 1	As 1st level, except mw aikuchi, mw jo staff, thieves' tools and 256 tn
3rd	13	17	+2	+6	+1/+6/+2	54 / 2 + Banter	As 2nd level, except +1 sharkskin, mw thieves' tools and 796 tn
4th	16	19	+3	+8	+1/+8/+2	63 / 2	As 3rd level, except +2 sharkskin and 496 tn
5th	20	20	+3	+9	+1/+9/+2	72 / 2	As 4th level, except gloves of dexterity +2 and 96 tn
6th	23	20	+4	+10	+2/+10/+3	81 / 3 + 1 Gurentai	As 5th level, except +2 sharkskin of silent moves and 346 tn
7th	27	20	+5	+11	+2/+10/+3	90 / 3	As 6th level, except +2 sharkskin of shadow silent moves and 2596 tn
8th	30	21	+6/+1	+12/+7	+2/+11/+3	100 / 3	As 7th level, except +3 sharkskin of shadow/silent moves/slick and 1846 tn
9th	34	24	+6/+1	+12/+7	+3/+11/+4	110 / 4	As 8th level, except amulet of natural armor +1, cloak of charisma +2, ring of protection +1 and 2846 tn
10th	37	25	+7/+2	+14/+9	+3/+13/+4	120 / 4	As 9th level, except gloves of dexterity +4 and 3846 tn
11th	41	26	+8/+3	+16/+11	+3/+14/+4	130 / 4	As 10th level, except gloves of dexterity +6 and 846 tn
12th	44	28	+9/+4	+17/+12	+4/+15/+5	140 / 5 + 2 Gurentai	As 11th level, except +5 sharkskin of shadow/silent moves/slick and 6846 tn
13th	48	30	+11/+6	+17/+12	+4/+15/+5	150 / 5	As 12th level, except amulet of natural armor +2, belt of giant strength +4, ring of protection +2 and 846 tn
14th	51	30	+12/+7	+18/+13	+4/+16/+5	160 / 5 + 3 Gurentai	As 13th level, except +5 sharkskin of improved shadow/improved silent moves/improved slick and 7096 tn
15th	55	30	+13/+8/+3	+19/+14/+9	+5/+16/+6	170 / 6	As 14th level, except +5 sharkskin of greater shadow/greater silent moves/greater slick and 846 tn
16th	58	31	+16/+11/+6	+20/+15/+10	+5/+17/+6	180 / 6 + 4 Gurentai	As 15th level, except belt of giant strength +6, cloak of charisma +6 and 8846 tn
17th	62	34	+16/+11/+6	+20/+15/+10	+5/+17/+6	190 / 6	As 16th level, except amulet of natural armor +5, ring of freedom of movement and 6846 tn
18th	65	35	+17/+12/+7	+22/+17/+12	+6/+19/+7	200 / 7 + 5 Gurentai	As 17th level, except manual of quickness in action +2 and 51846 tn
19th	69	39	+18/+13/+8	+24/+19/+14	+6/+20/+7	210 / 7	As 18th level, except manual of quickness in action +4, +5 sharkskin mw +2 (+1 Max Dex) greater shadow/greater silent moves/greater slick, tome of leadership and influence +4 and 26546 tn
20th	112	39	+21/+16/+11	+25/+20/+15	+8/+21/+7	220 / 7	As 19th level, except manual of bodily health +3, manual of gainful exercise +4 and 14046 tn

APPENDIX I: NPC TABLES

NPC MONASTIC YAMABUSHI (BOJUTSU)

Starting Ability Scores: Str 13, Dex 14, Con 12, Int 10, Wis 17, Cha 6

Increased Ability Scores: 4th, Wis 18; 7th, Dex 14 (16), Wis 18 (20); 8th, Str 14; 11th, Dex 14 (18); 12th, Wis 19 (23); 14th, Dex 14 (20), Wis 19 (25); 16th, Str 14 (18), Wis 20 (26); 18th, Str 14 (20); 19th, Wis 24 (30); 20th, Str 16 (22), Dex 18 (24), Cha 7

TABLE A-12: NPC MONASTIC YAMABUSHI (BOJUTSU)

Lvl	HP	AC	Melee	Ranged	F/R/W	Skill / Feats	Gear
1st	9	12	+1	+2	+3/+4/+3	16 / 1 + Bojutsu + Faith	Bo staff, daikyu and 79 tn
2nd	14	12	+3	+3	+4/+5/+5	20 / 1 + Iron Will	As 1st level, except mw bo staff, daikyu [Str +1] and 99 tn
3rd	20	16	+4	+5	+4/+5/+6	24 / 2 + Poise + Staff Parry	As 2nd level, except bracers of armor +1, mw daikyu [Str +1] and 599 tn
4th	25	19	+6	+6	+5/+6/+7	28 / 2 + Endurance	As 3rd level, except bracers of armor +2 and 299 tn
5th	31	19	+6	+6	+6/+7/+8	32 / 2	As 4th level, except cloak of resistance +1 and 2899 tn
6th	36	20	+7	+7	+7/+8/+9	36 / 2 + Staff Throw	As 5th level, except +1 bo staff and 2899 tn
7th	42	21	+8	+9	+7/+9/+10	40 / 2	As 6th level, except gloves of dexterity +2, periapt of wisdom +2 and 899 tn
8th	47	24	+9/+4	+11/+6	+9/+11/+11	44 / 2	As 7th level, except bracers of armor +3, cloak of resistance +2, mw daikyu [Str +2] and 799 tn
9th	53	27	+9/+4	+11/+6	+9/+11/+12	48 / 3	As 8th level, except bracers of armor +4 and 2799 tn
10th	58	27	+11/+6	+12/+7	+10/+13/+12	52 / 3	As 9th level, except +2 bo staff and 3799 tn
11th	64	27	+12/+7	+13/+8	+11/+14/+13	56 / 3	As 10th level, except cloak of resistance +3, gloves of dexterity +4 and 3799 tn
12th	69	31	+13/+8	+14/+9	+12/+15/+15	60 / 4	As 11th level, except bracers of armor +5, periapt of wisdom +4 and 4799 tn
13th	75	33	+13/+8	+14/+9	+12/+15/+15	64 / 4	As 12th level, except bracers of armor +7 and 2799 tn
14th	80	35	+14/+9	+16/+11	+15/+17/+16	68 / 4 + Great Fortitude	As 13th level, except gloves of dexterity +6, periapt of wisdom +6 and 2799 tn
15th	86	37	+16/+11/+6	+17/+12/+7	+17/+19/+19	72 / 5	As 14th level, except +3 bo staff, bracers of armor +8, cloak of resistance +5 and 1799 tn
16th	91	41	+19/+14/+9	+18/+13/+8	+18/+20/+20	76 / 5	As 15th level, except belt of giant strength +4, +4 bo staff, ring of protection +2 and 9799 tn
17th	97	44	+21/+16/+11	+18/+13/+8	+18/+20/+20	80 / 5	As 16th level, except +5 bo staff, ring of protection +5 and 11799 tn
18th	102	45	+23/+18/+13	+19/+14/+9	+19/+21/+21	84 / 6	As 17th level, except belt of giant strength +6, ring of regeneration and 1799 tn
19th	108	47	+24/+19/+14	+20/+15/+10	+19/+23/+23	88 / 6 + Lightning Reflexes	As 18th level, except tome of understanding +4 and 31799 tn
20th	113	50	+26/+21/+16	+23/+18/+13	+20/+26/+23	92 / 6	As 19th level, except manual of gainful exercise +2, manual of quickness of action +4 and 19299 tn

APPENDIX I: NPC TABLES

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