

ADVENTURES
ORIENTALS



SECRETS OF THE UNICORN™

CONTENTS

Introduction	4	Turo-Kojiri	30	Utaku Shiko	56
Outsiders (1)	4	Shinomen Tower	30	Vassals of the Kaiu Family	58
How to Use This Book	4	Plum Blossom Pass	31	The Hyuga Family	58
Customs of the Unicorn Clan	5	Kawa Sano Fui no Dansei wo Sasu	31	The Naoko Family	59
Gaijin Customs	5	Important Ide NPCs	31	Utaku Mechanics	60
Birth	5	Akasha	31	Ancestors	60
Gempukku	6	Ide Tadaji	32	Utaku Kamoko	60
Courtship	6	Vassals of the Ide Family	33	Utaku Kuriko	60
Superstition	7	The Suio Family	33	The Utaku Infantry School	60
War	7	Ide Mechanics	34	The Shinjo	63
Retirement	8	Ancestors	34	Outsiders (6)	63
Funerals	8	Ide Suari	34	The Shinjo Provinces	64
History of the Unicorn Clan	8	Ide Gokun	35	Major Shinjo Holdings	64
New Mechanics	10	Ide Dalib	35	Shiro Shinjo	64
Complete Unicorn Feat List	11	Calm Heart Dojo	36	Egami Mura	66
New Courtier Abilities	12	Ide Emissary School	36	Oshindoka Toshi	66
The Moto	13	The Iuchi	37	Mizu-Umi Ryo	67
Outsiders (2)	13	Outsiders (4)	37	Minor Shinjo Holdings	68
The Moto Provinces	14	The Iuchi Provinces	38	Exile's Road and Exile's Watchtower ..	68
Major Moto Holdings	14	Major Iuchi Holdings	38	Bugaisha	68
Daikoku Seido	14	Hisatu-Kesu	38	Heigen Yuki	68
Mizu Mura (Laketown)	15	Shiro Iuchi	39	Extraterritorial Holdings	69
Shiro Moto	15	Seikitsu Pass	40	The Ruins of Kalpa	69
Toshi no Aida ni Kawa	16	Minor Iuchi Holdings	41	Ryoko Owari Toshi	70
Minor Moto Holdings	17	Okuyaki	41	Important Shinjo NPCs	70
Mura Nisa Kawa Nemui	17	Important Iuchi NPCs	41	Shinjo Shono	70
Shiro Kishi Mura	17	Iuchi Lixue	41	Shinjo Haruko	72
Watchtower	18	Iuchi Yue	43	Vassals of the Shinjo	72
Extraterritorial Holdings	18	Vassals of the Iuchi Family	44	The Marta Family	72
Important Moto NPCs	18	The Kenshin	44	Shinjo Mechanics	74
Moto Chagatai	18	The Battue	45	Ancestors	74
Moto Chaozhu	19	Iuchi Mechanics	46	Shinjo Inejiro	74
Moto Chen	20	Ancestors	46	Shinjo Ronin	74
Vassals of the Moto Family	21	Iuchi Tsubei	46	The Vigilant	74
The Onshigawa Family	21	Iuchi Morijiro	46	The Horiuchi	77
Moto Mechanics	22	New Spells	47	Outsiders (7)	77
Ancestors	22	Ashim's Rainbow Shield	47	The Horiuchi Provinces	78
Moto Chang	22	Blessing of Mizu-no-Kami	47	Shinden Horiuchi	78
Moto Minghan	23	Eyes of Nature	47	Important Horiuchi NPCs	79
Moto	23	Fury of the River	47	Horiuchi Shen-zhe	79
New Dojo	23	Move as Water	48	Horiuchi Mechanics	80
Dojo of the Center	23	The Seed of Qanon	48	Ancestors	80
Dojo of the Left	23	Sorcerers in Rokugan	49	Horiuchi Junichiro	80
The Moto Bushi School	24	The Baraunghar Shugenja	49	Behind the Veil	81
The Priests of Death	24	The Utaku	51	The Burning Sands	81
Junghar Defender	25	Outsiders (5)	51	Other Important Groups	82
Khol Raider	26	The Utaku Provinces	52	The Lords of Death	84
The Ide	27	Major Utaku Holdings	52	Muchitsujo, Nightmare of the Unicorn ..	87
Outsiders (3)	27	Bikami	52	Outsider Keep	89
The Ide Provinces	28	Akami	53	Typical Inhabitants	90
Major Ide Holdings	28	Shiro Utaku Shojo	53	Outsider Keep Overview	92
Duzaki Toshi	28	Otaku Seido	54	Outsider Keep Map	93
Shiro Ide	29	Minor Utaku Holdings	54	The Unicorn Territory Map	96
Mizu Umi Kiku Hanabira	30	Kibukito	54		
Minor Ide Holdings	30	Yashigi	55		
		Earthquake Shrine	55		
		Kurayami-Ha Mura	56		
		Important Utaku NPCs	56		

OUTSIDERS PART ONE

Otomo Taneji rode in silence. There had been little conversation during the long journey from the Crane lands, and now that the party was approaching the outer edges of the Unicorn provinces, Taneji found himself strangely restless. He had been to every major Unicorn court, of course, and knew their lands nearly as well as he knew his family's own provinces, but this time his concern for his master distracted him.

Miya Hatori had not spoken other than to answer questions in over a week. The tension was obvious in his face and posture. Despite his years of service, Taneji had never seen his lord under so much stress. The Shadowed Tower had kidnapped his wife Kamiko months ago in a plot to blackmail Hatori into spying on the Crane. The Emerald Champion Yasuki Hachi had rescued her and placed her under the care of a man that no one in the Empire dared cross: the Unicorn Clan Khan, Moto Chagatai. Despite Hachi's assurances, Taneji knew that Hatori would not be at ease until he knew for certain that his wife was safe again.

Laughter from elsewhere in the party caused Taneji to frown. Sekkou, as usual, was oblivious. Once he had heard that Kamiko was safe in the Khan's protection, he had returned to his usual, mindlessly jovial self. The conversation Sekkou had been holding with one of Hachi's magistrates for most of the day continued beside Taneji, much to the courtier's chagrin.

"I've always found the Moto courts a bit unorthodox, to tell the truth," the young shugenja said. "They're an intense people. Between angry Moto, grim Shinjo, and rigid Utaku, I think the clan is sorely lacking a sense of humor."

The older magistrate shrugged noncommittally and stared off to the south. "It was not always so," he said after a few moments' consideration.

"Oh?" asked Sekkou innocently. "I assume you mean before the Moto gained control?"

"Yes," said Hatori unexpectedly. "The Unicorn seem much different today than they were in my youth."

"Seem different, Hatori-sama? Are they not truly different?"

"Oh, they are different, yes," the historian confirmed. "But not so much as they would have us believe."

The shugenja frowned. "I do not understand."

Hatori looked north to the plains unfolding before them. "The Shinjo are... or were, I should say, a merry people. They enjoyed the simple things in life despite their vast wealth, and were well regarded by most families throughout the Empire. Though there were those who disdained their gaijin tastes, there were few who would call them enemies."

"Difficult to imagine, given their current demeanor," Taneji observed.

"It's no more than they deserve," one magistrate said coldly. "Filthy Kolat."

"Do not be so hasty," Hatori admonished. "What would have befallen the Crane had the Empire judged you according to the example of Asahina Yajinden and his followers?"

Taneji and Sekkou exchanged a quick glance. The great traitor Yajinden was a sore subject among many Crane, and was not a secret they spoke of freely. His name had, in fact, been wiped from the Imperial Records and now only samurai such as these — magistrates intended to stand against such menaces — knew of him. The magistrate said nothing, although he reddened visibly. He turned away, clearly finished with the conversation.

"The Moto are quite dour," Sekkou said, returning to his previous comments. "I find it difficult to imagine the Unicorn as a 'merry people,' Hatori-sama, especially considering how feared their armies are."

"The Moto know that an excessively cheerful nature is often mistaken for incompetence," Hatori returned, "wouldn't you say, Sekkou?"

The shugenja chuckled. "I seem to recall hearing that before, yes."

"At any rate," the historian continued, "the Moto are not so dour as one might imagine. They prefer to allow the rest of us to believe they are uncouth, gruff barbarians. It is to their advantage for us to believe them so, for it leads one to underestimate them. In truth, they enjoy life to the fullest. Centuries of hardship and suffering in the Burning Sands have conditioned them to celebrate life at every opportunity. A Moto celebration is a thing to behold, indeed." He glanced around at his two aides. "But they prefer that others not be privy to such things."

"How can one family dominate the clan so?" Taneji asked. "They are but one of six. It seems odd that their rise to dominance could bring about such change in the clan."

"The Moto who dwell in Rokugan were once few in number, that is so. But when Shinjo returned, thousands of Moto nomads from the Burning Sands accompanied her. The Ide, Iuchi, and Horiuchi are small families, and the Utaku and Shinjo lost many in the War Against the Shadow. The Moto are slightly more than a third of the clan, presently." He nodded to Taneji. "Perhaps it isn't so surprising after all."

"If so many people underestimate the Moto," Sekkou pondered, "why would Hachi choose Chagatai to be Kamiko's protector?"

For the first time in weeks, Hatori laughed. "There are many who believe Chagatai a fool," he began, "but Yasuki Hachi is not one of them. Only a true fool would not recognize his might. The Unicorn have not suffered a military defeat since early in the War of Spirits. Chagatai has never been defeated in personal combat, and most foolish enough to face him do not live to tell the tale." He shook his head. "No, if an enemy of mine would lay siege to Shiro Moto, then he has made an enemy far more dangerous than me."

"Will we take her from Shiro Moto, then?" inquired Taneji. "Will we be able to defend her properly from Kyuden Miya?"

Miya Hatori was silent for a while then, weighing his words carefully. "The time has come to return home," he said finally. "I will not live in fear."

HOW TO USE THIS BOOK

Secrets of the Unicorn™ is a sourcebook designed for players and GMs alike who are interested in adding more depth and detail to the Unicorn Clan. Unlike *Way of the Unicorn*, which detailed the history and the clan's major institutions, this book gives finer detail to the different families, their organization, holdings, vassal families, and lesser-known schools, among other things.

Secrets of the Unicorn™ is broken down into chapters as follows:

The Introduction deals with the Unicorn Clan's history, some general customs that the clan as a whole embraces, and several new mechanical options appropriate for Unicorn characters.

Chapters One through Six each deal with an individual family: the Moto, Ide, Iuchi, Utaku, Shinjo, and Horiuchi. Each chapter presents information on the family's holdings, including several points of interest for each holding and some adventure hooks for GMs, major NPCs within that family,

descriptions of vassal families that serve them (explained later in this chapter), and new mechanical options for characters from that family.

Chapter Seven: Outsider Keep details Bugaisha, a unique Unicorn holding. All the information needed for a GM to use Outsider Keep as the centerpiece of an adventure, or for a player to have a background involving Outsider Keep, is presented.

Chapter Eight: Behind the Veil details the darkest, most unpleasant truths about the Unicorn. Every clan has some shame that they bury deep within their histories, and this chapter explores what tragedies or secrets that the Unicorn hide from everyone, even themselves.

CUSTOMS OF THE UNICORN

GAIJIN CUSTOMS

The Unicorn are not like any other clan in Rokugan. While most clans follow the general cultural guidelines described in Rokugan and the Legend of the Five Rings Player's Guide, the Unicorn diverge significantly in several areas. They practice a strange blend of Rokugani tradition and gaijin customs picked up during their centuries of travel beyond the Empire.

It is a common misconception that the Unicorn maintain their "barbaric" ways out of some inability to adapt to or understand Rokugani culture. This is untrue. It has been over three centuries since the Unicorn's return, and the majority of the Unicorn alive today were born in the Empire. The Unicorn understand the culture of their homeland quite well; they consciously choose to maintain their strange customs. Their "barbarian" ways are a part of their history, the same customs that allowed them to survive in a hostile world. The Unicorn practice their ways not because they disdain tradition — they honor tradition as much as any other Great Clan. Their different experiences have simply given them different traditions.

Some of the differences between the Unicorn and other clans are essentially cosmetic. For example, since the Moto assumed control, they refer to their clan daimyo as "Khan" and "Champion" interchangeably. Unicorn carry a variety of exotic weapons, but all Unicorn samurai still own and maintain a daisho. The Unicorn have a more friendly relationship with lower classes, but the superiority of the samurai caste is still rigidly enforced. Other differences are more pronounced.

The most notable way Unicorn differ from other samurai is that the Unicorn are mostly nomadic. Unicorn settlements are camps rather than villages. The few large Unicorn cities serve mostly as trading posts and places to meet with visitors from other clans. Many Unicorn cities are remnants from the time when the Fox Clan (and later the Lion) ruled the Unicorn lands. Since the Unicorn's return, these cities have been largely rebuilt and show a definite gaijin influence.

For nomadic Unicorn, the favored housing structure is a special tent called a *ger*. This is a domed, circular tent made of felt reinforced by wooden rods called *khana*. These tents are designed with one door, windows, and a skylight called a *toono* (which doubles as a smoke escape). Important nobles, including the Khan, live in larger *ger* called a *chomchog*. The *chomchog* used as the Khan's dwelling is so grand that it requires a team of two dozen oxen to carry it.

Another notable difference between the Unicorn and other clans is that the Unicorn do not share their Rokugani brethren's aversion for touching flesh. Close friends will greet one another with a friendly handshake. Married couples embrace publicly. Unicorn enjoy eating red meat, and are particularly fond of beef, mutton, and venison. The only remnant of Rokugani distaste for flesh has to do with dead humans. Unicorn samurai and peasants avoid touching corpses with the same vehemence as any other Rokugani. Such tasks are suitable only for *eta*. A Unicorn who touches a corpse or is stained by an enemy's blood will visit a priest for proper purification as soon as it is practical to do so.

BIRTH

The Unicorn place a great deal of value on family bonds, so any addition to the family is greeted with joy and a celebration. As soon as the birth is complete and the health of both mother and child are certain, it is the father's duty to spread word of his child's birth. Most samurai do so by leaping onto their fastest horse and riding about the city or camp where they dwell, shouting the newborn child's name with great excitement. Any children old enough to ride will accompany the father in his task. Thus, any addition to a large family seldom goes unnoticed as father and child cause a great ruckus in their urge to spread the news.

Though in other clans such an outward display of emotion is frowned upon, among the Unicorn this is an honored tradition. Unicorn ambassadors to the lands of other clans realize that this tradition is frowned upon beyond their own borders, and are thus more restrained in expressing their joy should a Unicorn child be born far from home.

VASSAL FAMILIES

This book introduces a number of vassal families, lesser samurai who serve the great families. Though described in previous sourcebooks (such as *Winter Court: Kyuden Seppun* and *Rokugan*) these vassal families have never detailed specifically before.

Vassal families occupy a rather unique social position within the samurai class. Within the family and clan that they serve, they are recognized by their unique family name as a means of recognizing their distinctive service to the clan. Outside the clan, however, they are identified by the name of the family they serve. Favoring one's vassal name above the samurai family that one serves when speaking to an outsider is a presumptuous and arrogant act, one that implies that the individual presenting himself is so well known that the listener would be more familiar with his own lineage than that of his parent family.

For example: Onshigawa Sukhe is a member of the Onshigawa vassal family that serves the Moto. To all Moto and other Unicorn samurai, he is known as Onshigawa Sukhe. In the Ikoma histories and to outsiders, however, he is known as Moto Sukhe. When presenting himself to others outside the clan, Sukhe may introduce himself as "Moto Sukhe of House Onshigawa" or "Moto Sukhe of Onshigawa." If a member of any other clan should visit Sukhe in the Onshigawa family's territory, then he would be entitled to refer to himself by his vassal family name, for it is assumed the visitor realizes that he is in Moto lands.

Through out their time wandering the lands beyond Roku-gan, it was important that the Unicorn remain strong and unified. For this reason Shinjo and the Champions that succeeded her, rewarded samurai couples who bore large families. The more children born to take up the mantle, the better chance they had to survive in a strange and often hostile world. After several generations, the Unicorn came to view those who had many children as extraordinarily lucky. In modern times, with the Unicorn maintaining a more secure position back home in the Empire, Unicorn samurai are no longer granted instant promotions for bearing large families. Nonetheless, the Unicorn believe that those who have many children are fortunate indeed. The notable exception to this superstition is among the Utaku, who generally believe that their women have better things to do than waste time giving birth.

Unicorn children begin their equestrian training as soon as they begin learning to walk. It is not unusual to see a Unicorn father out riding on the plains, followed by a small gang of toddlers mounted on sure-footed ponies.

ENGINOSHI, THE CELESTIAL SWORD OF THE UNICORN CLAN

In the Shinjo ancestral home, a dignified looking sword rests in a place of honor. Moto Gaheris placed this sword here shortly after Tsi Xing Guo forged the Celestial Swords for the clans, leaving it in the same place of honor that Hayai, the clan's Ancestral Sword, once rested. For this reason, many assume that this blade is Enginoshi, the Celestial Sword of the Unicorn. In truth, the real Enginoshi is the long, curved blade that Gaheris and his successors always carry at their side; they have never seen fit to correct the false assumptions of others.

Enginoshi is the most exotic Celestial Sword, with a blade so curved it nearly resembles a saber and a tsuba decorated with fur and jade inlays. The Fortune of Steel was obviously attempting to honor the Unicorn's gaijin influences when he crafted it, and the Unicorn took advantage of the weapon's strange design so that their Champion could always carry a powerful blade while none realized its origin. The blade is currently wielded by Moto Chagatai, Unicorn Khan.

D20 SYSTEM™

Enginoshi is a +5 keen katana of initiative and speed. It doubles the wielder's speed, or his mount's speed if the wielder is mounted. On a critical hit, Enginoshi casts *bad karma* on the target, with no save possible.

LSR R7G 2E:

Megumi is a Quality katana, inflicting 4k4 damage and adding 3 to its wielder's Katana skill and two extra dice on all initiative rolls. The wielder's Water is doubled for the purpose of determining movement. If the wielder is mounted, his steed's movement is doubled instead. Any time the sword re-rolls three or more 10's on damage against a target, that target fails his next skill roll.

GEMPUKKU

Each summer, on the plains surrounding Shiro Shinjo, all youths who have come of age gather for a mass gempukku ceremony. Before the assembled clan, they receive their swords and swear oaths of loyalty to the Unicorn Clan. Though all Unicorn are welcome, outsiders are only rarely invited to view the gempukku celebration. Unlike many Unicorn customs, their gempukku is highly traditional, unchanged since the days when they were the Ki-Rin Clan. The vows the prospective samurai swear still refer to the Unicorn as "the children of the Ki-Rin, servants of Shinjo" even though the clan's name has changed and the Moto now rule.

Immediately following the gempukku ceremony, all able-bodied Unicorn are invited to join a three day festival called the Naadam. The Naadam is a highly physical competition involving horse racing, archery, and wrestling. The Naadam is so popular that lesser versions are held throughout Unicorn lands throughout the year in preparation for the Shiro Shinjo Naadam. Samurai and heimin are both invited to compete, and are regarded as equals during the festival. The city or village that is home to the winner gains great prestige for the following year. A samurai who wins the Naadam is invariably granted a promotion to an important position in recognition of his skills. A peasant farmer or craftsman who wins the Naadam is given enough koku to live for a year without working. An ashigaru who wins is granted a promotion or even granted status as a low ranking samurai.

The Unicorn are unique among the Great Clans in that they will allow gaijin to swear fealty. This is still exceedingly rare, and done only after a foreigner shows unusual trustworthiness and loyalty to the clan. Via a special oath overseen by the Unicorn Champion, the gaijin swears his loyalty, cuts his palm with Unicorn steel, and presses the wound against the slashed palm of a true Unicorn. At the end of this ceremony, the gaijin is a Rokugani forevermore in the clan's eyes. The Unicorn are always careful to bar any magic during the course of this ceremony — for the use of blood during magical rituals invariably draws the attention of evil spirits.

COURTSHIP

During their time as wanderers, Shinjo forbade the Unicorn to marry within their own bloodline. This custom insured that the Unicorn would continue to grow, adapt, and learn the ways of foreign cultures by taking wives from the various lands through which they traveled. The Unicorn continue to cling to this tradition since their return, arranging Unicorn marriages, a complicated matter.

A Unicorn samurai keeps careful note of his lineage, and will frown upon any arranged marriage that defies this tradition no matter how politically convenient it may be. For instance, a Shinjo samurai will turn down an arranged marriage with a Moto maiden if his ancestor five generations past married a member of her line, it makes no difference whether the relation between the two is allied through marriage or blood. Most samurai do not enforce this custom past seven generations of relations, but an especially strict Unicorn may not be so forgiving. A particularly uncompromising Shinjo, for example, refuses to marry an Asahina because his grandfather married an Isawa (the family from which the Asahina originated centuries ago). To this day, some Unicorn prefer to venture out into the desert or the wild Yobanjin lands to seek a spouse rather than risk polluting their bloodline.

Frustrated Unicorn diplomats have frequently attempted to put an end to what they see as an archaic and outmoded tradi-

tion, as more than a few politically beneficial marriages have been ruined. In the minds of some, this custom is the single reason Unicorn have so few enduring alliances with other clans. Powerful families such as the Moto and Bayushi do not take rejection lightly, and view the Unicorn's barbaric traditions as a pathetic excuse to pass up a beneficial alliance. This, of course, only leads Unicorn to become insulted by such slights to their traditions. The clan's strongest current alliance stems from a marriage between the Shinjo and Hida families one generation ago. As the Hida are not as concerned with the delicacies of politics and value allies wherever they can find them, it is unlikely that further reluctance to marry into the Hida will damage this friendship.

SUPERSTITION

To say the Unicorn are superstitious is something of an understatement. Even superstitious clans such as the Mantis and Crab do not hold their superstition so highly as the Unicorn, but this is mostly due to the Unicorn's unique perception of luck. To a Unicorn, good luck or bad luck is not random - they are skills to be cultivated like anything else. Just as one man might be born with a great talent with the sword and another might become a mighty swordsman through skill and determination, so might one individual be born lucky and an ill-favored person become lucky through proper application of superstitions.

All Unicorn carry at least one lucky charm, usually passed on to them by their parents or elder siblings. Many of these lucky charms pass through families for generations, and become potent *nemuranai* as well as foci for superstitions. A lucky charm is created when some mundane item grants good fortune. A pair of dice used to win a great amount of *koku*, a dagger which fended off an assassin, the head of an arrow used to win the Naadam archery contest - any of these could be a lucky charm once they are brought to a *shugenja* and blessed in the name of an appropriate Fortune. This item should never be used for its original purpose or the luck will go bad. A lucky knife should never be used to cut. Lucky dice should never be used for gambling. Generally these items are bound up in ribbon and worn as an amulet or carried in an *inro* box on one's *obi*.

One tale is told of a Shinjo magistrate in Ryoko Owari. Nearly killed by a bolt of lightning, he saved a charred limb from a nearby tree and dedicated it to *Osano-Wo*. Years later, the magistrate was sent to summon reinforcements to aid the defense of a besieged castle, and found himself ambushed by enemies. In desperation, he prayed to his wooden amulet for good fortune. With that, a freak storm erupted, allowing the magistrate to escape and return with reinforcements in time to prevent the castle from falling. The tale is popular, though the magistrate and castle's names vary with the telling. Even so, few Unicorn would ever question the tale's veracity.

Coins are very lucky, and to find one is a sign of good fortune. If a coin is found in a peculiar place, it is even more lucky. The luckiest possible omen is to find a frog that has swallowed a coin as frogs are also extremely lucky creatures.

The Unicorn also take the art of divination seriously, more so than any other clan except the Mantis and Phoenix. Both samurai and peasant folk magicians have a variety of techniques both Rokugani and *gaijin* that they use to read the future's portents, from *Kawaru* coins and yarrow sticks to more exotic divinations. The cracks in a deer's shoulder bone, placed in a campfire, will portend the future for one who knows how to read such things. The birth of a new foal is also

highly portentous. The season's first newborn horse is always the luckiest, and will share its luck with its rider if well treated. A stillborn foal the worst luck; if the season's first foal is stillborn it portends an unlucky year.

WAR

The Unicorn are not a clan that seeks war, or takes pleasure in war, but they have great talent at warfare. The Unicorn military is among the finest in the Empire. The officers are well trained. Delineation of rank and responsibility is clear and well organized, allowing Unicorn forces to operate smoothly and efficiently both in small groups and large armies. The Unicorn have adapted a number of *gaijin* techniques and formations into their fighting style, and their cavalry is unparalleled.

Perhaps the only things that prevent the Unicorn from becoming the premier military power in Rokugan are the Lion Clan's superior numbers versus the Unicorn Clan's relatively peaceful nature. The clan learned to fight during their wanderings out of necessity — it was rare that such a large group of warriors was received peacefully in foreign lands. Through practice, the Unicorn became adept at warfare, and passed these lessons along to their children.

Despite their talent at warfare, the Unicorn do not take the same joy in fighting as the Crab and Lion. As a clan, they prefer a life of peaceful exploration. If challenged, however, the Unicorn fight ruthlessly and show no mercy. Even the aggressive Moto family — feared throughout the Burning Sands for their daring desert raids — fights more out of a sense of survival than bloodlust.

The Moto are aggressive and ambitious as a rule because it is their duty to secure the clan's future — if fighting is the most efficient means to that end, then so be it. To this end, they have cultivated a reputation of utter ruthlessness in battle. By their philosophy, "if one desires mercy from the Moto, one should not make war with the Moto."

A Moto commander will make it his primary objective to kill the opposing army's commander. A Moto commander will accept surrender, but only if the opposing officers give up their lives and their troops swear loyalty to the Moto. One dramatic Moto commander began the custom of leaving an opposing general with "Shinsei's Smile," a colorful euphemism for slashing the throat of an armed opponent with one skilled stroke of a saber.

The Moto military has always been divided into three distinct and independent armies, and since the Moto assumed control, this organization has been extended to encompass the entire clan. These three armies are named the *Baraunghar* (also called the Right-Hand Army, the Army of the Right, or the Army of the West), the *Junghar* (also called the Left-Hand Army, the Army of the Left, or the Army of the East), and the *Khol* (also called the Army of the Center, or the Khan's Army). The *Baraunghar* is the smallest of these three armies, designed for lightning raids in the vast desert and are well augmented by *Iuchi* magic. The *Junghar* is the largest, designed for defending the vast Unicorn provinces' eastern borders and bolstered by crack *Battle Maiden* Troops. The *Khol* is the most elite of all three armies. The Khan personally selects each member of this army for their tactical cunning and physical strength, and members of all the Unicorn families have near equal representation. The *Khol* are the most feared soldiers in the clan, incorporating veteran soldiers from every Unicorn family.

RETIREMENT

Retirement is a fate most Unicorn look upon with mixed emotions. On one hand, to settle down in one's old age is a sign of victory — a reward for a life well lived. On the other hand, for a clan that draws such exhilaration from exploration and wandering, old age can be a difficult thing to accept. If there is anything a Unicorn hates, it is to be bound in one place for too long. The idea of entering a monastery and dwelling there indefinitely is distasteful. What's more, most Unicorn find it hypocritical. How can one be expected to find enlightenment in a single place when there is such a wide, beautiful world waiting to be discovered?

It is for this reason that there are so few true monasteries in Unicorn lands. There are many orders of monks to be sure, but like most Unicorn these holy men are nomads. Unicorn monks can be found anywhere in Rokugan. In fact, most Unicorn samurai who retire seize upon a monk's lack of need for travel papers to venture into lands long forbidden and see the wonders they have always been denied by politics.

FUNERALS/DEATH

Like all Rokugani, the Unicorn cremate their dead and hold traditional funeral ceremonies. One major departure from a normal funeral ceremony is that the ashes of high-ranking Moto, Shinjo, Utaku, and Ide family members are not interred in their graves. Close friends or family members scatter their ashes in secret locations, while a public "grave" is erected so that others can come to show their respects. In this way, even enemies defile the public grave, the departed soul is safe from dishonor. The graves of past Khans are a jealously guarded secret. No two Khans are ever interred in the same place, and only the Khan's son or chosen heir knows where the previous Khan's ashes truly lie.

HISTORY OF THE UNICORN CLAN

Ki-Rin Clan established: date unknown

After losing to Bayushi in the Kami's contest to see who will rule them, Shinjo begins wandering the Empire, gathering like-minded individuals to her banner. In time, they settle in the wide, open plains on Rokugan's western border and become the Ki-Rin Clan in the tradition of the majestic steeds of Tengoku that Shinjo recalls fondly.

Shinjo visits Fu Leng: date unknown

During the early stages of the war with Fu Leng, Shinjo travels deep into the Shadowlands in search of her beloved brother. She discovers that the forces of Jigoku have twisted him deeply. Fu Leng attacks Shinjo, and she realizes he could kill her easily, but he allows her to live. He sends her back to the Empire with a message: "I was not given a chance to participate in your contest to be Emperor." Clearly, Fu Leng plans to conquer the Empire that he was not allowed to aid in building.

The Ki-Rin's Exodus Begins: year 45

Following the war with Fu Leng, Shinjo decides that she must explore beyond the Empire in order to prepare Rokugan for anything that may threaten them in the future. Shinjo's vassals, the Otaku, Iuchi, and Ide families, choose to follow her. A small number of her followers remain behind. Hantei

gives Shinjo one of a pair of magical mirrors created by Shiba and Isawa, which will allow Shinjo to communicate with her Emperor even while traveling abroad. Lady Doji gives her sister a precious sandalwood fan.

Some of Shinjo's followers remain behind to tend her lands, but the majority march down Exile's Road toward a mysterious destiny. The followers of Shinjo come to call their time away from the Empire the Ki-Rin's Exodus.

Encounter with the Ujik-hai: year 45

After months of murderous travel through the Burning Sands, Shinjo and her followers reach the steppes dominated by the nomadic Ujik-hai tribes. The Ujik-hai attack the newcomers fiercely, and the Unicorn defend themselves. In time, the Ujik-Hai are defeated not by force of arms, but by the awe with which they come to regard Shinjo. Rumors of her divinity spread throughout the tribes, and many pledge themselves to her in order to receive her guidance and protection. The Ujik-Hai who swear fealty to the Unicorn come to be known as the Moto family. The Ki-Rin remain among the Ujik-hai for over a century.

Fox Clan founded: year 90

The aggressive armies of the Lion Clan force the remaining Ki-Rin from their lands. As a gift for the last of Shinjo's children, the Emperor bestows Minor Clan status upon them, naming them the Fox Clan. He grants them new land near the small Kitsune Mori.

The City of Sorcerers: year 152

The Ki-Rin, having left the Ujik-hai lands, encounter a city of sorcerers to the west. These sorcerers wield powerful evil magic, and attack the Unicorn scouts savagely. The aged Iuchi is badly wounded, but steals one of their "books" and carefully learns the secrets contained within. He teaches this magic to a handful of his students, giving birth to the secret practice of Meishodo. The dark sorcerers are the precursors to the Qabal (see Chapter Nine).

Shinjo at the Oasis of Spirits: year 153

After leaving the City of Sorcerers, Shinjo discovers a strange shimmering oasis in the desert. Shinjo enters the oasis while Otaku Shiko stands guard. Shiko eventually falls asleep, and when she awakens the oasis and Shinjo are gone.

Shinjo returns after a week, showing all the signs of a woman months pregnant. She explains to her closest advisors that the oasis was a passage to the Spirit Realms, but she will not divulge where she has been nor who the father of her child is. Months later, she gives birth to five children, all possessing the ability to change their shape, though their favorite forms are those of a human and a strange, one-horned beast called a "unicorn." As the children grow, they eventually lose the golden glow of the Spirit Realms and their ability to change their shape. Four choose to remain steeds, and one remains a human. Thus the blood of Shinjo founds not only the Shinjo family, but a bloodline of powerful steeds to deliver her vassals into battle.

War with the Rocs: year 223

Crossing a vast mountain range, the Ki-Rin are attacked by men riding gigantic birds, large enough to carry a man and his steed off. The two forces battle for days amid the snow-capped mountains before students of Iuchi call down the mountain-side to crush their enemies. The gambit is successful, but destroys the pass through which the Ki-Rin entered, permanently blocking the path leading back to the Ujik-hai and Rokugan.

In response, Shinjo splits the Hantei's mirror into four pieces then divides the Ki-Rin into four groups to search for a passage home. Each group leaves in a different direction, and the mirrors allow them to communicate with one another intermittently.

Trials and tribulations: years 225-442

The Ki-Rin are separated for over two centuries, with each group encountering a variety of friends and foes. The Otaku run afoul of their old enemies from the City of Sorcerers and discover that the insidious villains have learned to remove their hearts from their bodies to ensure their immortality. The Iuchi combat and then eventually make peace with strange, elemental beings known as jinn. Shinjo's family thwarts the activities of a cult of assassins who worship a murderous, multi-armed deity called the Destroyer. The Ide and Moto encounter the Ashalan, a race of immortal beings sharing a finite number of souls. The Moto take to the seas and make contact with the distant kingdom of Merenae.

In 442 the Otaku, Iuchi, and Ide receive a startling image of Shinjo being torn apart by darkened talons. They rush to reunite and discover what threatens their beloved lady, a lady who most of her servants have never seen.

Gaijin ambassadors arrive at Otosan Uchi: year 440

After meeting with the Mantis Clan, ambassadors from Merenae arrive in Rokugan and are allowed admission to the Imperial Court largely because they possess an ancient banner from the Ki-Rin Clan. The Emperor opens limited trade and exchange of ideas with the foreign visitors. The gaijin are allowed two years to prove their honor and their respect to the Throne. Diplomatic relations eventually break down, leading to the Battle of White Stag.

Shinjo and the Lying Darkness: year 442

Finally reaching Shinjo's group, the other Ki-Rin families discover their brethren trapped in a foul swamp nearly identical to the Shadowlands. The Moto and Otaku battle their way to free the trapped Shinjo while the Iuchi hold the darkness at bay and the Ide tend to the wounded. Once her family is safe, Shinjo orders the Ki-Rin to flee and never look back. They grudgingly agree, and watch helplessly as the Lying Darkness swallows Lady Shinjo. In the aftermath, Shinjo's descendant Yonaru declares that they are no longer the Ki-Rin, but the Unicorn Clan. Battered and weary, they continue westward, determined to fulfill Shinjo's vow to fully explore the lands beyond.

The Unicorn Clan returns to Rokugan: year 815

Pursued by Shadowlands forces, the Unicorn arrive at the southern edge of Rokugan. The powerful Unicorn cavalry outmaneuvers the Kaiu defenses and enters the Empire with unprecedented speed. A Scorpion army meets the Unicorn in battle and quickly falls before their strange blend of traditional and gaijin tactics. Unicorn emissaries reach the Crane and return the fan given by Doji to Shinjo when the Ki-Rin first departed the Empire. The Crane endorse the Unicorn and they are soon accepted among the Great Clans.

The Moto ride to the Shadowlands: year 825

Led by daimyo Moto Tsume, a large portion of the Moto army ride to the Shadowlands, with plans to aid the Crab in destroying their enemies. They do not return.

Battle of Chrysanthemum Petals: year 827

Moto Tsume and his corrupted brothers return from the Shadowlands at the head of a massive Shadowlands army, attacking the Crab and their former Unicorn kinsmen. The

two Great Clans fight off the Shadowlands, but the living Moto are horrified to see what has become of their lost kinsmen. A group of Moto form the White Guard, a force of warriors sworn to destroy the Dark Moto at all costs.

The Battle of Beiden Pass: year 1127

A huge Crab army, supplemented with Shadowlands creatures, reaches Beiden Pass in its march north. The army is met and stopped by forces under the command of disgraced general, Akodo Toturi, who defeats Crab general Hida Sukune after days of pitched battle. Following the Crab's retreat, Toturi leaves the pass under the control of Unicorn forces. They regulate traffic through the mountains during the entire Clan War.

The Second Day of Thunder: year 1128

The Great Clans combine their vast armies to assault the massive Shadowlands horde at Otosan Uchi. The Unicorn cavalry, led by Otaku Kamoko and Iuchi Karasu, inflicts terrible losses on the inhuman beasts. Kamoko kills the fallen shugenja Yogo Junzo and Karasu confiscates the Black Scroll found on Junzo's corpse. Kamoko, revealed as one of the Seven Thunders reborn, joins the other Thunders in the Imperial Palace. Together, they defeat the reincarnated Fu Leng and restore order to the Empire.

Shinjo Morito leaves Unicorn territory: year 1131

Intent on discovering his destiny, Shinjo Morito gathers those loyal to him and departs the Unicorn lands. Morito lays claim to the northernmost Dragon Heart Plain regions, formerly a Phoenix holding. Since the Phoenix no longer defend the land, Morito claims to be protecting it in the Emperor's name, and refuses to leave. As Morito seems content with his holdings and bears the Phoenix no ill will, the Phoenix overlook his presence for the time being.

Rescue of Toturi: year 1132

The missing Emperor Toturi is discovered in the ruins of Mori Kage Toshi in the Phoenix lands. His savior, Otaku Kamoko, is forced to make a deal with the Bloodspeaker Jama Suru. She gives Suru a sample of her blood in return for his aid in escaping the Lying Darkness. The Empire, brought into chaos by the Lying Darkness's machinations, begins to feel hopeful.

Storms over Matsu Castle: year 1132

Declaring the Unicorn to be his magistrates and enforcers, the returned Emperor Toturi orders them to attack the Lion Clan for their numerous crimes, including maho. The two armies meet on their shared border. The Otaku Battle Maidens suffer incredible casualties when Kitsu Okura summons the Oni Lord, Akuma, to defeat their cavalry.

War in the Heavens: year 1132

Bayushi Kachiko and the Scorpion Clan, banished to the Burning Sands, fulfill an ancient prophecy of Awakening and release the Kami Shinjo from her prison. Shinjo leads the Scorpion and a huge army of Moto tribesmen back to the Empire. When she discovers what has happened in the centuries since her imprisonment, Shinjo is outraged. She offers the throne to Yoritomo, champion of the only clan that did not participate in the destruction of her favorite brother, Fu Leng. Yoritomo refuses, much to Shinjo's disappointment.

Soon thereafter Shinjo turns on her own line, revealing the Shinjo family's connection with the Kolat and leading a purge that destroys many prominent Shinjo families, including that of Shinjo Yokatsu, Unicorn Clan Champion. Given the great changes and turmoil brought about by Shinjo's return, some wonder if the powerful goddess' release in an Empire nothing like the one she remembered was not part of the Lying Darkness' plan all along.

The Moto War: year 1133

The vast numbers of Moto nomads who followed Shinjo to Rokugan unite with their Rokugani brethren and ride to the Shadowlands to destroy the Dark Moto once and for all. The Dark Moto are led by the Otaku Kamoko, who willingly allowed herself to be Tainted so that she could lead the Dark Moto to their destruction. The Dark Moto are crushed utterly by the forces of Moto Gaheris, and the Moto family is united for the first time in centuries.

Shinjo departs: year 1133

Realizing that there is no longer a place for her in the mortal realm, the Kami Shinjo departs for Tengoku that she might be with her family. She leaves Moto Gaheris in command of the clan, as she believes the family bearing her name is still corrupted by the Kolat. Before she departs, Shinjo sets Otaku Kamoko's soul among the stars as a new constellation. The Otaku, shamed by the way in which their clan has failed to live up to their goddess' expectations, change their name to Utaku to symbolize their renewed dedication to the Kami.

Ox Clan created: year 1145

Having proven his valor defending Shiro Iuchi from the Steel Chrysanthemum's armies, Morito is recognized by Emperor Toturi and his followers are granted Minor Clan status. Morito chooses the Ox as his symbol, and begins strengthening his hold on the Dragon Heart Plains.

Creation of the Great Crater: year 1150

Following the destruction of Beiden Pass at the War of Spirits' conclusion, Lord Sun hurls fire from the heavens and opens a new pass near the narrow and infrequently used Seikitsu Pass. The Unicorn lay claim to the pass. They discover a network of tunnels leading to a dark and forgotten "City of Night" from the time before man. The Khan's nephew, Moto Chagatai, orders this kept secret from all outsiders and places Moto Vordu in charge of exploring its mysteries.

The Khan joins the Shogun: year 1159

Moto Chagatai conspires with Akodo Kaneka to create the title of Shogun so that Kaneka can wield official power that rivals his brothers and sister. Chagatai is among the first to pledge his allegiance to the Shogun, inspiring others to follow suit. Kaneka rewards Chagatai's ingenuity by making him one of his foremost advisors and generals.

Death of Moto Vordu: year 1160

Led to the City of Night by a trail of visions, Hantei Naseru and Shinjo Shono discover that Moto Vordu is being manipulated by a powerful Tsuno shugenja. If not stopped, the Tsuno will use the City of Night to unleash destruction upon the Empire. Naseru and Shono defeat the Tsuno and neutralize the danger posed by the ancient city. Vordu is killed in the final confrontation. For his part in defusing the potential catastrophe, Shinjo Shono is promoted to general of the Junghar army. Vordu's apprentice, Horiuchi Shem-Zhe, continues his master's experiments in the City of Night at a much safer pace.

NEW MECHANICS

The Legend of the Five Rings game setting has been officially presented in two separate game systems, the *Legend of the Five Rings RPG 2nd Edition System* (presented in the *Player's Guide and Game Master's Guide*) and Wizards of the Coast's d20 System™ (presented in *Rokugan*,™ the official supplement to

Oriental Adventures™). While these two systems are somewhat dissimilar, the setting presented in both versions of the game is the same, and thus it is our intent to present a sourcebook that is useful no matter which of these systems you choose to use when running your game.

Generally, when a new rule or mechanic is presented, whenever applicable we will present equivalent d20 System™ and L5R RPG 2E System versions in close proximity.

Rules and options for the d20 System™ look like this.

Rules and options for the L5R RPG 2E System look like this.

Occasionally, extensive new information may be exclusive to a specific system (such as New Paths for the L5R RPG 2E System or new feats for the d20 System™). In such a case, the information will follow the same convention as above. The d20 System™ material will appear in black and the L5R RPG 2E System material in blue.

In the case of characters, occasionally, a character's name will be followed by a short explanation of his character class in lieu of full statistical information. Such an example might look like this:

TORITAKA TATSURE

[Samurai 6/Berserker 4/Shadowlands Veteran 10; Hida Bushi 5/Hida Avenger 3]

The information presented before the semicolon is the character's class and level in the d20 System.™ The information presented after the semicolon is the character's rank and school in the L5R RPG 2E System.

Sometimes material must be presented for one system or the other. In such cases, this text will be contained in a callout box with a gray background, such as the one below. The headers for these boxes will clearly label which information is for the d20 System™ and which information is for the L5R RPG 2nd Edition ("L5R RPG 2E").

COMPLETE UNICORN TECHNIQUE FEAT LIST

The following table lists all feats available to samurai player characters as bonus technique feats, allowing those who wish to make a Unicorn character to use a single reference when doing so. This list supersedes the ones presented in *Oriental Adventures* and *Rokugan*. Feats that were prerequisites for other feats on this list were added, and some with excessive prerequisites that did not fit the Unicorn fighting style were removed. To balance this loss, other feats from the *Player's Handbook* have been added.

Abbreviations for the locations of these feats are as follows: PHB= *Player's Handbook*, MoR= *Magic of Rokugan*, SoU= *Secrets of the Unicorn*.

RUN HIM DOWN UNICORN TECHNIQUE

You are adept at toppling opponents on and off horseback.

Prerequisite: Str 13+, Power Attack

Benefit: You gain a +4 bonus on your opposed Strength checks when making trip attacks. If mounted when making a trip attack, the defender may not attempt to trip you in return after a failed trip attack unless he is also mounted or is the size of your mount or larger.

SHINSEI'S SMILE

UNICORN TECHNIQUE

Choose one type of slashing weapon, such as a katana or ono. When using this weapon, you can deliver a devastating attack.

Prerequisite: Improved Critical, Base Attack Bonus +8 or higher

Benefit: When attacking an opponent with your selected slashing weapon in melee combat, you may impose a -4 penalty to your attack roll to extend your critical threat range by one. (A weapon with a critical range of 19-20/x2 would become 18-20/x2 for example.) This bonus is applied before any other feats or abilities that double or triple the critical threat range. You may use this feat once per round.

Note: You can gain this feat multiple times. Each time it applies to a different weapon for which you have already selected the Improved Critical feat.

SHINJO'S SWIFT STRIDE

UNICORN TECHNIQUE

You are extremely swift, mounted or on foot.

Prerequisite: Base attack bonus +2 or higher, Ride Skill, Way of the Unicorn.

Benefit: Your speed is increased by 10 feet. If you are mounted and make a Ride check (DC 15), your steed's speed is increased by 10 feet so long as you remain mounted.

STRIKE FROM ON HIGH

UNICORN TECHNIQUE

You are skilled at defending yourself from unmounted opponents while on horseback.

Prerequisite: Ride Skill, Base Attack Bonus +6 or higher, Way of the Unicorn

Benefit: Once per round, if you are mounted and an unmounted opponent smaller than your mount attacks you, you receive an attack of opportunity against that opponent before their attack. If you use this attack as a trip attack and successfully trip your opponent, they receive a -4 penalty on the attack that drew your attack of opportunity.

WILD STRIKE OF THE MOTO

UNICORN TECHNIQUE

Choose one two-handed weapon, with which you have already taken the Weapon Focus Feat. You can perform a wild, one-handed swing with that weapon that sacrifices damage for extra reach.

Prerequisite: Base attack bonus +8 or higher, Weapon Focus in a two-handed weapon

Benefit: You may wield your selected two-handed weapon in one hand if you are holding no shield or weapon in your off-hand. When you do so, you lose the additional damage bonus for wielding a weapon two-handed, but your reach becomes ten feet (weapons that already have ten foot reach are not affected). If the weapon is not one size larger than you are, you suffer a -2 penalty to all attacks with extended reach. You can switch your grip from one to two hands as a free action, and may do so between attacks.

Note: Weapons that are one size larger than you must be wielded two-handed. Weapons that are the same size as you may be wielded with one or two hands.

Note: You can gain this feat multiple times. Each time it applies to a different weapon for which you have already selected the Weapon Focus feat.

NEW COURTIER ABILITIES

At fourth level and every third level thereafter members of the courtier character class gain courtier abilities chosen from a short list (see page 35 of *Rokugan*TM). The following new courtier abilities are available to any Unicorn Clan courtiers. Members of other clans who have taken the Different School feat and applied it to the Unicorn may also learn these abilities. The normal courtier abilities are still available for Unicorn courtiers.

When the Veils Move (Ex): The courtier may add his Charisma modifier to all initiative checks, as well as all other normally applicable modifiers, and may always take 10 on Spot and Listen checks. A Unicorn courtier's ability to read a situation coolly and calmly allows him to react to danger more swiftly than his less perceptive comrades.

Eyes of Ide (Ex): Unicorn courtiers are extremely resistant to all forms of deception, magical and otherwise. Any time the courtier is forced to make a Will save, or saves against any enchantment or illusion effect, he may roll the save twice and keep the better result.

Ide's Blessing (Ex): Masters of Ide's techniques are so powerful in purpose that nothing can weaken their resolve. Even magic and poisons fail to put a dent in their indomitable confidence. The courtier becomes immune to all Intelligence, Wisdom, or Charisma ability score damage.

UNICORN WEAPON PROFICIENCIES

Most characters in *Legend of the Five Rings* campaigns use the variant weapon proficiencies described in *Rokugan*TM. As Unicorn characters frequently have unconventional training and rely upon a variety of strange gaijin weapons, they may not have the same weapon proficiencies as normal. When creating a Unicorn character, a player may choose any of the following options. Once chosen for a particular character, these proficiencies cannot be changed except by learning the appropriate feats at a later time.

1) Standard proficiencies — The Unicorn was raised amid traditional Rokugani weapon training techniques, and has the normal Simple, Martial, and Exotic proficiency groups as described in *Rokugan*TM. Any gaijin weapons the character wishes to use must be selected as Exotic Weapon Proficiencies.

2) Gaijin proficiencies — The Unicorn was raised mostly amid gaijin fighting styles. He uses the standard Simple, Martial, and Exotic weapon lists as described in *The Player's Handbook*TM.

3) Mixed proficiencies — The Unicorn has mixed proficiency with gaijin and Rokugani techniques. He uses the standard Rokugani weapon groups but may trade out any weapon proficiency he has for one in *The Player's Handbook*TM simple for simple, martial for martial, on a one-for-one basis. A character may "trade" up to three weapons from his starting proficiency list in such a manner.

CHAPTER ONE:

THE MOTO

OUTSIDERS
 PART TWO

Miya Hatori stopped for a moment before entering the main chamber. It was his ritual to take a moment and prepare himself before meeting with particularly important individuals, but this was different. Moto Chagatai was far more unpredictable than other daimyo, and on top of that he was the man responsible for protecting Hatori's wife after her rescue from the Shadowed Tower. He was forever in the Khan's debt, and while his gratitude was genuine, Hatori understood all too well that a man such as Moto Chagatai would not allow an opportunity of this magnitude to be wasted. He would without doubt expect something in return for his generosity and hospitality.

No matter what the Khan asked, Hatori would be unable to refuse. Taking a deep breath, the historian pushed the wide, wooden doors open and stepped into Chagatai's audience chamber.

Although he had been within the chamber many times before, it never failed to take Hatori's breath away. Strange gaijin artifacts were everywhere. Bizarre, colorful tapestries adorned the walls. Swords with exotic straight blades hung upon magnificent lacquered racks alongside others with impossibly curved blades. Exquisitely ornate glass sculptures were tastefully placed throughout the chamber. It was a place of wonder, a world apart from any other court in Rokugan. In its center stood Moto Chagatai, the Khan.

Chagatai could not possibly be more ill at odds with his surroundings. His rough, barbaric appearance was such a contrast to the artifacts' delicate beauty that it was jarring to look upon him

here. He looked every bit the desert raider of legend, only dressed in fine silks rather than crude leathers.

"Welcome, Hatori," he said, lifting a large cup in a gesture of greeting. He then put the cup to his lips and took a long drink, wiping his mouth with his sleeve when he was finished. "I trust your trip was uneventful?"

Hatori bowed deeply to the Khan. "My lord Chagatai-sama, I pray to the Fortunes each and every morning that my journeys will be uneventful. They have yet to grant my request."

The massive warrior grunted in amusement. "We should all be so fortunate! I have had far too many uneventful journeys in my lifetime. They make one soft." He took another drink from his cup. "Miya Kamiko is resting comfortably?"

"She is," Hatori said. "The quarters you have given her are quite lavish, even more so than our private estate." He sighed. "Still, she is still weak from her ordeal. The experience has shaken her badly. She needs time and rest to recover."

"You are welcome to stay here as long as you like, of course," Chagatai offered.

"Thank you, Chagatai-sama. You are much too generous." He paused for a moment, looking at the ground and struggling to find words. "I... I do not have words to express my gratitude to you, Khan. Without your aid, I do not know if Hachi-sama could have protected her."

"You are a good man, Hatori. Do not let emotion cloud your judgment."

The historian frowned. "I do not understand, Chagatai-sama." Chagatai set his empty cup down and lifted a bottle to refill it. He looked at Hatori questioningly, but the Miya shook his head. He had never acquired a taste for the strange liquors the Unicorn favored. He had heard too many wild tales of what some of them

contained to enjoy them. The Khan shrugged and refilled his cup. "Do not let emotion cloud your judgment," he repeated. "Hachi would never have allowed Kamiko to be taken from him, and the Shadowed Tower would not risk attacking her publicly. They only succeeded initially because such an act was unexpected."

"You know about the Shadowed Tower?" Hatori asked in surprise.

The Khan looked at Hatori with mild annoyance. "I mean no disrespect, Hatori, but I did not allow Kamiko to remain here out of a sense of honor or obligation to the Imperial Families," he said. "I did so out of thanks to the Emerald Champion, who told me everything I could have wished to know about this Shadowed Tower. I find it entertaining that my clan's enemies in the Scorpion, samurai who pride themselves on loyalty, have such disloyalty nestled in their hearts." He took another draught of the odd-smelling liquid. "I must say, having learned of the Tower, it is quite easy to despise them. And now that we have a common enemy, it will be all the easier to attend to the matter of the debt you owe me."

"Of course," Hatori said, bowing his head. "Ask what you will, so long as I am not forced to violate my oaths to the Imperial Families, and in return for protecting Kamiko you shall have it."

The Khan smiled. "I find myself in a position of having more enemies than allies," he said after a moment of contemplation. "I have no fear of my enemies, but only a fool does not seek alliance when it benefits his cause." He gestured to the north with his cup. "I wish to make overtures to the Dragon Clan. They are in a position to require my aid, and I wish to capitalize upon it. Sadly, discretion is also important. The Scorpion have long been allies of the Dragon, and should they learn what I intend they will work against me. I need someone I can trust to speak for me in my absence, but who will not appear to represent my clan's interests. You are that man."

Hatori shook his head in exasperation, then chuckled. Chagatai frowned, but the historian waved him off. "Do not be alarmed, Chagatai-sama. Of course I will do this favor for you, it's just..."

"What?" demanded the Khan.

"My vassals and I have been all across the Empire in the past months. The only clans whose lands we have not visited were yours and the Dragon's. And now..." he laughed again. "I just find it ironic, that is all."

"I see," the Khan said, clearly unconcerned. "Well perhaps when you are done you can write a series of books detailing your journeys."

"Perhaps I will," Hatori replied, "though not for some time. Having completed my travels, I think it is more likely I'll be looking forward to a long rest."

HIGHWAYS OF THE MOTO PROVINCES

Southern Wind (Connects U18 to U20) — This leisurely path connects the beautiful Mizu Mura with Duzaki Toshi, home of many summer estates for prominent Unicorn lords. Heavy traffic fills the road during the warmest months as the Unicorn people embrace their nomadic nature and wander the expansive plains.

White Shore Way (Connects U18, U16, and U17) — White Shore Way follows the southern shore of White Shore Lake where it meets Sleeping River, then north on to the City between the Rivers. There is a fair amount of trade along this road, and often a great deal of dried fish being transported between Mizu Mura and the City between the Rivers.

THE MOTO PROVINCES

The Moto have been a nomadic people for centuries. It was only a few decades ago that they finally acquired lands of their own. They have adapted to the situation well, but still enjoy riding across the vast plains and exploring the wilderness at all edges of Unicorn territory, returning to their homes only rarely. Their lands are largely flat plains, allowing their cavalry ample room to practice their trademark maneuvers.

MAJOR MOTO HOLDINGS

The Moto place great emphasis on practicality as well as tradition. Their most important holdings are those that either have strategic value or those that are important historical or cultural sites. They are well aware that their ways are not Rokugan's ways, and are protective of anything that reminds them of who they are and from where they came.

DAIKOKU SEIDO (LOCATION U16)

Among the Seven Fortunes, the Unicorn Clan reveres Daikoku the most. After centuries of wandering, the Unicorn settled into Rokugan with a surprising amount of wealth and affluence. While many did not respect them for their strange customs, still many wished to enjoy the fruit of their journeys: spices, silks, and rare materials of all shapes and sizes. Within a generation of returning to the Empire, the Unicorn were enormously wealthy. This wealth allowed the clan to make great strides toward forging alliances where there was only hostility.

Daikoku Seido was constructed on the order of Shinjo Karuma several decades after the clan's return. Karuma was a particularly shrewd and businesslike Champion who believed that the key to ensuring the clan's place in the Empire was to purchase it. Karuma used lavish gifts and invited countless guests to stay in complete luxury at her court, ensuring that there would be no shortage of others eager to visit the Unicorn lands. After the first major treaty brought about by this "economic diplomacy", Karuma ordered the construction of a splendid temple to Daikoku, the Fortune of Wealth.

Daikoku Seido was constructed with the Unicorn's admittedly ostentatious perception of wealth. As such, the sheer volume of gold and jewels used to decorate it are enough to intimidate most common pilgrims. After all, if a gem were to turn up missing, no one wants to risk being in the wrong place at the wrong time when the Moto are in charge of finding the culprit. Despite the scarcity of visitors from other clans, the shrine is generally regarded as among the finest of its type, and is famous throughout the Empire.

MOTO KUBULAI,

CHIEF SHUGENJA OF DAIKOKU SEIDO

[Shugenja 10; Iuchi Shugenja 3]

Once a talented and promising student of Moto Vordu, Kubulai is said to have had a falling out with his former sensei that resulted in his banishment to a post at Daikoku Seido. His time here has given him the opportunity to study Meishodo, the strange talisman magic of the Iuchi, to great extent. Kubulai had intended to confront Vordu and challenge his former teacher's mastery of magic, but such was not to be.

With Vordu dead, Kubulai has lost much of his motivation. He realizes now his obsession with winning his rivalry with his former sensei was misguided and dangerous. He now strives for inner peace, knowing that once he achieves it he can accomplish great things for his clan.

MIZU MURA (LAKE TOWN)

(LOCATION U18)

The fishermen of Mizu Mura produce the most food of any holding in the Moto provinces. More than a half the city's peasant population makes its living from the enormous White Shore Lake at the northern edge of the city, and the remaining peasants typically operate services that cater to the fishermen.

Mizu Mura serves as a resource for the Unicorn Clan's shugenja as well. Since the time the Fox Clan first settled here, rumors persist concerning ningyo dwelling in the depth of the lake. These rumors have been widely disregarded as superstition, but ever since the Unicorn Clan's return there has been a small but persistent group studying the lake waters, attempting to contact the mysterious water creatures. These individuals received much attention following the discovery of Naga ruins in the Shinomen Mori by Lion and Unicorn scouts in the year 925. No longer able to dismiss the notion of ningyo in the lake, the Unicorn leaders quietly offered the shugenja studying there a sizeable sum of koku to further their research. The shugenja used the funds to build a library, where they began to collect all manner of the most obscure lore.

The alliance with the Naga has dispelled the ningyo rumors surrounding White Shore Lake. Much to the disappointment of many shugenja, Akasha has assured them that the Naga have no knowledge of or reason to believe that any of their cousins dwell within the lake. Some overzealous shugenja have not allowed this to dampen their enthusiasm, convinced that the Naga simply denied the existence of the ningyo to conceal the truth.

THE GREAT CARAVAN HUB

Mizu Mura's centralized location in the Unicorn lands has resulted in its designation as a clearinghouse for the vaunted Ide caravans. While the leaders of these caravans obviously live within the Ide provinces, and while their cargo is drawn from all across the Unicorn lands, the actual carts and horses are stored here during the off season. As might be expected, the sheer volume of carts and steeds requiring housing has necessitated the construction of a vast warehouse and stable to contain them all.

The Great Hub is quiet most of the year. During the spring, summer, and autumn months it is all but deserted, with only a few functionaries coming and going to maintain correspondence with the caravan masters across the Empire. During the winter months, hordes of stable hands and various craftsmen come and go each day, looking after the horses and maintain-

ing the caravan carts for the coming spring. The hub comes alive during the fall and spring, during the two-week periods during which the caravans are leaving and arriving. These are both periods of great activity in the city, for the traffic through is a great economic boon during both periods.

IDE SADANOBU, CARAVAN MASTER

[Courtier 11; Ide Emissary 4]

The Ide caravans are well known throughout the Empire as purveyors of high-quality merchandise that is difficult or even impossible to acquire elsewhere. If a local merchant does not have something they need, they can rest assured that at least once during the summer months, an Ide caravan will pass nearby. The most successful and profitable of those caravans, the one responsible for conducting trade with the Crane lands, is the one overseen by Ide Sadanobu.

Despite his prosperity and prestigious reputation, Sadanobu despises his duties. He has dreamed of being a painter his entire life. He does not desire riches or accolades, but rather a home in some serene, quiet patch of wilderness where he can be inspired by the beauty of his clan's lands. Unfortunately, his gift with figures and finance were discovered at an early age, and he has become too important to his clan to ever hope for a different life.

SHIRO MOTO

(LOCATION U27)

Depending upon who is asked, Shiro Moto has been described as the most magnificent, most hideous, and even most foreboding palace in all the Empire. Many Unicorn feel it is beautiful and magnificent, as it is an exquisite blend of gaijin and traditional Rokugani architecture. The first Khan, Moto Gaheris, ordered it built in exactly that style so that it would serve as a symbol for the clan: a part of Rokugan, but forever unique. Others among the Great Clans feel the castle is truly hideous for exactly that reason.

Shiro Moto is the most recently constructed home of a clan's ruling family. Its construction was ordered within days of Moto Gaheris' appointment by Lady Shinjo to lead the Unicorn, and was completed in a matter of months. Gaheris had acquired control of the Shinjo family's vast wealth, after all, and saw no reason not to use it.

THE DOJO OF THE CENTER

Shiro Moto is home to the primary dojo for the Khol, the Army of the Center and the most dreaded fighting force the Unicorn Clan has at its disposal. Only the Utaku Battle Maidens even come close to the Khol's terrifying reputation, and the Khol only surpass them due to greater numbers and the fact that the Khol Army contains several units of Battle Maidens.

The sensei at the dojo accept students from any bushi school within the clan, although they have a propensity for students from the Moto and Shinjo schools and often overlook other branches, including the scout and magistrate schools the clan is known for. Although anyone is welcome to apply to study at the dojo, it is rare that any students beyond those hand-selected by the sensei are admitted. The Khol is the Khan's personal army, and he will not tolerate anything less than the finest the clan has to offer.

Training at the Dojo of the Center concentrates on offensive attacks. Cavalry training plays a significant role, of course, but study is not exclusively cavalry based. All manner of

weapons are taught, including virtually every standard Rokugani weapon and a considerable array of gaijin weaponry, particularly the sling, longsword, saber, and lance.

MOTO QING, KHOL GUARD

[Berserker 9; Moto Bushi 3]

The Moto do not have a "house guard" as such. To the Moto mindset, creating such a permanent force would imply that the Khan was incapable of defending himself, something no Unicorn would say aloud. To protect Shiro Moto, however, and to keep the Khan from dirtying his hands with common assassins and the like, the sensei at the Dojo of the Center select a handful of their finest former students to defend the Khan's home. These men and women are officially assigned to the Khol, and do not consider their post permanent. Indeed, it is not uncommon for them to be deployed for particularly difficult assignments, leaving Shiro Moto under the dojo's care, well protected by its sensei and hundreds of students. The current leader of these guards is Moto Qing.

Qing is a formidable presence. Those who are appointed to his command are terrified of his intense, brooding nature and curt manner of speaking. In time, however, they come to realize that his foul mood is not a result of disappointment in his troops, but rather frustration born of waiting. Qing is a warrior, and lives for the thrill of battle. Defending Shiro Moto is an honorable task, but it does not compare to the thrill of bloody battle.

THE HIRUMA DOJO

After the Hiruma lands fell to the Shadowlands, the Hiruma family was left with virtually no resources to call their own. They endured, thanks to the hospitality of other Crab families for some time, but forged a close bond with the morbid Moto following Moto Tsume's disastrous march to the Shadowlands. The bond led to the creation of a dojo for the displaced Hiruma bushi in the Moto lands. While their original techniques were lost, the Hiruma created a new fighting style loosely based on the Shinjo scouts. This school has endured the centuries well, and remains in use even now that the Hiruma have reclaimed their ancestral lands from the Horde.

The Hiruma dojo predates the construction of Shiro Moto, and only stands near Shiro Moto because this area was once the heart of the nomadic Moto's regular routes. The dojo sees considerably less use now that Shiro Hiruma is under Crab control once more. The dojo does remain active, however, as a sign of camaraderie between the two clans. Hida Kuroda attended this dojo for a short time after graduating the Shinjo Dojo, and a small shrine to his memory has been erected here since his death at the hands of Kyofu, the Onisu of Fear.

Typically, the Moto students at the Dojo of the Center do not enter the Hiruma dojo grounds without permission of the sensei. They consider an extension of Crab lands and give it the same respect they would if they were visiting the Hiruma lands in person. There have been a few incidents of violence between students since Moto Chagatai declared his allegiance to the Shogun, due to the sensei's outspoken opinions of the Shogun. The Crab sensei respect both Chagatai and Kaneka, but consider the Shogun's seizure of Yasuki lands as tantamount to an act of war.

WHITE GUARD BARRACKS

Even among the elite Khol, there is a group that stands above the rest. Once, they were known for their tireless devotion to destroying the Dark Moto. Now, that devotion has been

turned to defending the Khan and crushing his enemies. They are called the White Guard, and they are privileged to ride alongside the Khan in battle.

Before the Moto were reunited, the White Guard were widely regarded as grim, fatalist warriors, even by fellow Unicorn. Their brothers had fallen to the Shadowlands centuries before, and most assumed they would share the same fate. Despite the grim reality of their lives, however, the White Guard never faltered or hesitated, and it was that quality that brought them to Moto Gaheris' attention. The White Guard rode beside Gaheris when he crushed the Dark Moto, and they have remained at the side of their Khan ever since.

The White Guard's barracks have more in common with a temple than a traditional barracks. The membership chooses replacements for fallen members from within the Khol, and in addition to their strict martial requirements, they only select the most pious samurai to join them. There are a handful of monks who dwell within and help maintain the barracks, allowing the Guards to devote themselves fully to training and meditation, two activities that dominate the majority of their time. Other Khol soldiers give the White Guard's barracks a wide berth; not out of fear or distaste, but out of respect.

MOTO HIDEYO, WHITE GUARD COMMANDER

[Berserker 12/Samurai 4; Moto Bushi 4/Khol 1]

A seasoned veteran from the War of Spirits, Moto Hideyo is easily among the most respected warriors in the Khan's army. He tempers his Moto battle rage with a devout respect for the Tao and the Fortunes. Most men regard him as a priest of battle, an unwavering instrument of heaven's vengeance upon the unworthy, shielded by his faith from all who would do him harm.

Hideyo is exactly what he appears to be. He makes no pretense, and he tells no lies. He earnestly believes that his family has been redeemed through the divine grace of Lady Shinjo and the will of Tengoku, and has devoted his life to thanking the gods for it each and every day. His life is consumed with prayer, study, and training. There is nothing else for the man who leads the White Guard, and his example has honed that select group into a blade that the Khan can use against virtually any enemy with full expectations of success.

TOSHI NO AIDA NI KAWA (CITY BETWEEN THE RIVERS)

(LOCATION U17)

The City between the Rivers is a key element in the Unicorn trading routes. Its location makes it the perfect gathering point for trade resources from both the northern and western reaches of Unicorn lands. Carts and small boats arrive nearly year-round, pausing only during the bleakest winter months, all disgorging their cargo to the vast warehouses the Moto family's merchants maintain along the city's shores. Once the resources are assembled and inventoried, the merchants begin distributing them to meet the requirements of various deals they have brokered with other clans. The fertile plains that dominate the Unicorn provinces ensure that there is always brisk activity.

Until recently, the Unicorn merchants did a great deal of their trading in the City of the Rich Frog, a short distance to the south. Once a deal was finished, the materials could be delivered from one city to the next within a day thanks to the

swift moving river. Now that the City of the Rich Frog and its Kaeru masters have come under the Lion banner, however, the Moto merchants are less inclined to conduct so much of their business there. The Kaeru were shady businessmen under the best of conditions; a Kaeru interested in a rival clan's agenda is even more dangerous.

The people of City between the Rivers are hardy, good-natured folk. They work hard during the trading season, and enjoy themselves to the fullest during the winter. The city is a popular winter retreat for affluent ronin or merchants, for there is a celebration of some sort to attend virtually every night. The sake flows freely and the hardworking people of City between the Rivers show the same lust for life that their Moto masters display. In fact, it is not at all uncommon to find a few Moto samurai traveling incognito to enjoy the down-to-earth celebrations the peasants carry on during their brief off-season.

MINOR MOTO HOLDINGS

The term minor applies to any holding the Moto possess that does not directly contribute to either their military might or resource production. Despite their relative expendability, however, the Moto defend them tenaciously, as they consider every inch of their territory sacred.

MURA NISA KAWA NEMUI (VILLAGE BY THE SLEEPING RIVER)

(LOCATION U14)

This small, quiet village features many fine inns and eating establishments, justly so as it is the last settlement of significant size before travelers reach the vast Shinjo and Utaku plains. A traveler's options after leaving Mura nisa Kawa Nemui are to either forge ahead toward the Utaku lands, or to turn and make for the Dragon Mountains. In either event, the trip is at least a week without the amenities of a real inn or eating establishment. The Unicorns do not mind such apparent inconveniences, of course, but guests, merchants, magistrates and the like tend to avoid it whenever possible.

SHIRO KISHI MURA (WHITE SHORE VILLAGE)

(LOCATION U13)

Small, quiet, and lacking resources of any consequence, White Shore Village would likely go unnoticed except for its location between the Moto provinces with the Shinjo and Utaku lands to the north. It is a place of otherworldly beauty. The crystal waters of White Shore Lake lap gently onto the pristine white sands of Shiro Kishi Mura, creating a spectacle that has captured the heart of a thousand poets and painters over the centuries.

Shiro Kishi Mura has always been a gathering place for artisans, and it is home to the most prominent artisan community in all the Unicorn lands despite its small size. During the Shinjo family's reign, they were respected and supported in their endeavors. The gift of a White Shore Village

artisan's work was considered a tremendous honor for guests in the Unicorn lands. When the Moto assumed control, many feared that Moto Gaheris' infamous intolerance for endeavors that did not produce tangible, practical results would doom the village.

During Gaheris' first visit to the village, he wandered the streets for several hours, speaking to no one. Finally, he rejoined his personal guard on the village's outskirts, saying only "This village's value has been duly proven, and let no man or woman suggest otherwise lest they would challenge the Khan." Needless to say, no one argued.

In addition to serving as a center of artisan activity, White Shore Village is has a small number of simple homes for wealthy members of various Unicorn families. The governor of this province tightly controls the number of homes allowed to be built in the village, for she knows that should it grow too large, it will lose its appeal and become a mirror image of Mizu Mura across the waters. For the time being, the art produced by the village's artisans is far too valuable for her to allow such a thing to happen. Only the most influential or wealthy individuals are given leave to commission a home in White Shore Village, which of course only makes them that much more desirable.

THE HOUSE OF BEAUTY AND GRACE

This rather questionably named building is ostensibly a teahouse, but it is rare for anyone save artisans and their patrons to enter. It is busiest in the morning, when there is a noticeable din as artisans gather to enjoy tea and excitedly discuss their latest project or inspiration. There are no stereotypical artisans with tortured souls as so often appear in plays, but rather an enthusiastic and productive group who genuinely feel that they have been given a means of contributing to their clan's prosperity.

Patrons looking to sponsor an artisan are welcome at the House of Beauty and Grace, and it is not unusual to find at least one or two within during any time of year. In the months immediately prior to Winter Court, of course, that number increases dramatically as many courtiers try to acquire a suitable gift for their host or guests. Demand outstrips supply during this hectic time, and the artisans can usually take their pick of commissions for a few months.

UTAKU TSIMARU, ARTISAN

[Courtier 7; Kakita Artisan 2]

Despite the scorn many Utaku women level at their male kinsmen, Utaku Tsimaru has maintained a bright and cheerful attitude throughout his lifetime. Indeed, some believe that it was his boundless optimism that garnered his invitation to the Kakita Academy, as the dour Utaku were eager to be rid of him. Those bold enough to ask if such a plan was intentional receive only a mirthful smile in reply.

Tsimaru's passion is poetry. He is an avid student of both the traditional Rokugani poetry styles as well as a number of more obscure styles encountered by the Unicorn during their travels. His traditional work has been mildly popular in the Empire at large, but his more unorthodox work has been well received in Unicorn courts, thus he has been deluged with requests of late and has suddenly found himself quite wealthy.

WATCHTOWER

(LOCATION U24)

Separated from the other Moto holdings, the Watchtower is the only significant holding in a small Moto province beyond the Ide lands. This province was annexed from rarely used Ide lands when the Moto family assumed control, ostensibly to provide the Ide more security. The truth, which everyone knows but does not discuss, is that Moto Gaheris was unwilling to leave any opening in the clan's defenses to be defended by the Ide, whom he respected as diplomats but found laughable warriors at best. As the area the Watchtower protects is vulnerable to possible attack from the Shadowlands, Gaheris immediately moved an entire legion to defend it.

Because the Watchtower is so distant from all other Moto holdings and that it has never been attacked, it is not considered a crucial element in the clan's defense. Nevertheless, the Khan stations a sizeable number of troops here. The troops train constantly, and over the years the plains around the tower have been flattened and rendered utterly barren by the constant maneuvers the tower commander demands.

MOTO REIJIRO, SHINOMEN SENTRY

[Samurai 10; Shinjo Bushi 3]

Trained in both the Khol and Junghar styles, Moto Reijiro is the youngest of a large family and extremely devoted to the defense of his home. As his older brothers and sisters left home to serve in the Khan's armies, Reijiro grew increasingly protective of his aging parents and their home. They have since passed on, and his protective feelings have expanded to encompass all the Unicorn lands, particularly since his family is scattered throughout the provinces.

Reijiro is frequently sent with patrols into the Shinomen Forest's outer regions. Over the eight months that he has been stationed at the Watchtower, he has come to be quite familiar with the forest's outer reaches, and fought the Tsuno there shortly before Shinjo Shono ordered a division of Junghar troops into the area. Since that time, Reijiro has frequently acted as a courier between his commander and Shono, ferrying messages and intelligence back and forth and generally assisting with the troop coordination between these two large military outposts.

MOTO FENG, SOUTHERN OUTRIDER

[Berserker 3/Rogue 4; Moto Bushi 2]

Ask the opinion of any who serve alongside him, and they will describe Moto Feng as a quiet, reserved scout with a great respect for nature. Ask the Junghar commander's opinion and Moto Feng is a necessary evil.

Feng is a saboteur, one of exceptional skill. He patrols huge expanses of land, keeping countless traps and snares prepared in the event that any enemy force marches on the Unicorn's southern border. These traps are not active due to the infrequent Unicorn patrols and travelers in the area, but they can be readied in moments if such becomes necessary.

EXTRA-TERRITORIAL HOLDINGS

The Moto have numerous extra-territorial holdings, although most still fall within the Unicorn provinces. Few of these are particularly important, but the Moto refuse to relinquish any holding unless it is clear that another family can better serve the clan by administrating it.

THE DOJO OF THE LEFT

Located within Duzaki Toshi, an Ide holding, the Dojo of the Left (also known as the Dojo of the East) is the primary training camp for the Junghar, the Army of the West. Moto Gaheris selected the city to house the dojo because it was deep within the Unicorn provinces, well insulated from potential invasions from the other Great Clans or the Shadowlands. Admittedly, the city is potentially among the first targets that would be attacked were a gaijin army ever to invade, but the Moto consider that possibility too remote to be of serious concern.

The dojo is particularly open in its acceptance of students, and almost anyone will be accepted provided they meet the requirements the sensei place upon potential students. Sensei from each major bushi school within the clan are present at the dojo, and can teach a wide range of students. All traditional styles may be learned at the dojo, in addition to several unique defensive techniques that are unique to the Junghar fighting style.

IMPORTANT MOTO NPCS

MOTO CHAGATAI, UNICORN KHAN

The Tao of Shinsei teaches that some are born with a great destiny to fulfill, while others seize destiny and carve one for themselves with their force of will alone. Moto Chagatai believes he is both. His is the blood of Khans, and while it has always been his destiny to rule the Unicorn Clan, he has never been satisfied. His lust for power can never be sated, and he will not stop his tireless efforts until his clan is the greatest in all the Empire. All who know him hold his name in respect, awe, and even fear.

Chagatai's earliest memories are of his father. Moto Gaheris shared not just a name with Chagatai's grandfather, but a ruthless demeanor and lust for battle as well. It was perhaps because Gaheris was home so infrequently that Chagatai remembers his few visits with his father so vividly. When the young Chagatai heard that his father had fallen in battle against Hida Tsuneo, he did not feel sorrow or rage. All he felt was a cold resolve. If any man must kill his father, let that man also be a legend, as Tsuneo was. Chagatai resolved his own life and death would mean no less.

Chagatai trained tirelessly for years, honing his body and mind to be the perfect weapon to lead the Unicorn armies. He studied numerous fighting styles, including both the traditional Moto techniques as well as the Ujik-hai fighting styles. By the time his gempukku took place, Chagatai already commanded respect from all who knew him. He was soon seconded to a seasoned veteran commander and began heavily patrolling the Unicorn borders for the Steel Chrysanthemum's spirit armies.

The years since the War of Spirits saw Chagatai become a peerless warrior and commander. As his grandfather's health continued to fail, he became Khan in all but name, commanding the Khol with ruthless precision and dedication. He wandered the lands beyond Rokugan and studied extensively the lands of other clans, although he never traveled there. Chagatai secretly encouraged his reputation as a guileless barbarian, knowing that one day he would exploit his foes' underestimation of his abilities to brutal effect.

Chagatai has made many decisions in his life that others have questioned. His pact with the Shi-Tien Yen-Wang, his alliance with Kaneka, and even his appointment of reviled daimyo Shinjo Shono to the position of Junghar commander have caused some of his advisors to raise their eyebrows in question. Chagatai, however, has no room for doubt, and no tolerance for failure. Those who question him will learn in time that his will cannot be thwarted. The Empire will tremble at the sound of his name.

He is the Khan.

MOTO CHAGATAI UNICORN KHAN

Male human Unicorn Ber8/Ftr4/Khol Raider 5: CR 17; Medium-size humanoid (human); HD 8d12 + 4d10 + 5d10 + 68; hp 164; Init +2; Spd 40 ft.; AC 19 (touch 12, flat-footed 17); Atk +24/+19/+14/+9 melee (2d6+11, +3 *bloodthirsty keen greatsword*) or +19/+14/+9/+4 ranged (1d8, yumi); SQ Class skill – Knowledge (Shadowlands) (family bonus), Rage 3/day, Uncanny Dodge (Dex bonus to AC, can't be flanked), Wrath of the Ujik-Hai, Overwhelming Attack, Blade of the Khan; Honor 1; AL NE; SV Fort +14, Ref +5, Will +5; Str 18 (20), Dex 14, Con 18, Int 16, Wis 14, Cha 14; Maximum Void 2; Height: 5 ft. 8 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Mekhem, Naga), Battle +22, Climb +16, Handle Animal +14, Intimidate +22, Intuit Direction +10, Jump +16, Knowledge (Shadowlands) +8, Listen +12, Ride +22, Wilderness Lore +20; Cleave, Exotic Weapon Proficiency (greatsword), Power Attack, Ride-By Attack, Spirited Charge, Sunder, Trample, Void Use, Way of the Unicorn, Weapon Focus (greatsword), Weapon Specialization (greatsword), Wild Strike of the Moto.

Dojo: Dojo of the Center. **Kata:** None

Possessions: +3 *bloodthirsty keen greatsword*, +2 *lamellar armor*, *obi of giant strength* +4

MOTO CHAGATAI, UNICORN KHAN

Earth: 5
Stamina: 6
Water: 5
Strength: 7
Fire: 4
Air: 3
Void: 4

School/Rank: Moto Bushi 5, Khol Raider 1

Honor: 2.2

Glory: 8.3

Advantages: Social Position (Unicorn Khan), Way of the Land (Unicorn)

Disadvantages: Bad Reputation (Barbarian)

Skills: Athletics 3, Battle 5, Courtier 2, Defense 4, Etiquette 3, Horsemanship 7, Intimidation 6, Jiu-jitsu 4, Kenjutsu 5, Lore (Burning Sands) 5, Lore (Shi-Tien Yen-Wang) 3, Scimitar 6, Shintao 4, Yomanri 5.

Dojo: Dojo of the Center

MOTO CHAOZHU, JUNGHAR TAISA

It has taken decades, but Moto Chaozhu finally has all that should rightfully have been his from the beginning. His destiny has been thwarted since childhood, and by one who should have been his chief ally and defender — his brother. Now that is behind him, and his treacherous brother's career is in ruins thanks to Chaozhu's brilliance. Everything he has always wanted is his, yet he finds that until Moto Chen is dead, he will never truly be at peace.

Chaozhu has been a prodigy since early childhood. He was stronger, faster, and more intelligent than all his fellow children, and caught the eye of sensei in his family's dojo early on. His parents were overjoyed at the notion that their eldest son was so martially talented. His family, though closely related to the Khan's line, was generally not a family of warriors. Chaozhu's parents were gifted administrators and responsible for an extremely productive province. The notion of expanding their influence through a prominent military position was eagerly anticipated, and so they spared no expense in his training. Within a few years of his gempukku, Chaozhu had risen to the position of gunso in the Moto armies, and commanded the division responsible for patrolling his family's province. Chaozhu was pleased, and eagerly anticipated climbing even farther in the ranks.

Then tragedy intervened. While Chaozhu was away from home hunting for a particularly evasive pack of bandits, an earthquake of unusual strength ravaged his family's home, killing both of his parents. He returned to find his home in ruins. All too aware that others would eagerly take advantage of their disadvantage, Chaozhu valiantly patrolled their borders in an attempt to present a show of strength. His brother Chen remained at home and rebuilt. In time, things returned to how they had been before the earthquake, only with Chaozhu as the family's head.

Knowing that his parents had dreamed of his appointment to the military, and wanting to secure his family's future, Chaozhu spared no expense in attempting to gain the Khan's favor. He nearly emptied the family coffers and called in every favor he could to have the Khan's court take place at his family's estate over the winter. It was a major coup for the family when he succeeded.

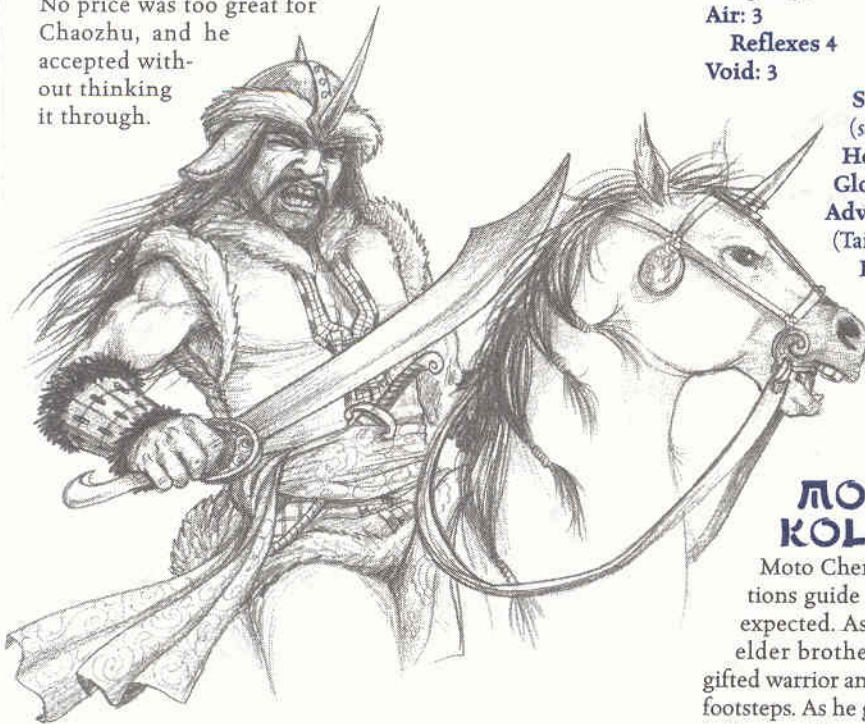
The Khan could not attend in person, of course, but his grandson Chagatai did. Chaozhu spent the entire winter impressing Chagatai with his bravery and prowess, and felt certain that when spring came, he would be asked to join Chagatai in leading the Khol. When the court came to an end, however, it was his brother Chen that Chagatai asked to join him.

Chaozhu was outraged. His brother feigned surprise, but when Chagatai spoke of Chen's ability in reorganizing the province so that their taxes were not in arrears, but even

surpassed what his parents had paid, Chaozhu saw the truth. Chen had betrayed him, undermining his standing with Chagatai and usurped his position for himself. Chen became a prominent officer at Chagatai's side and Chaozhu was left behind to govern their family's province.

For years, Chaozhu's resentment grew until it evolved into hatred. Hatred of his brother, hatred of his life, hatred of how destiny had been stolen from him. He managed his family's provinces honorably, as was his duty, but could not recover from the bitterness that crippled his spirit. It festered until he thought he would go mad. Then he met someone who understood.

His friend understood how Chen had cheated him. He understood how Chaozhu had been left to rot in some unappreciated role that was unworthy of a man such as he. And eventually, he offered to help Chaozhu. There were others who could help him get revenge... for a price. No price was too great for Chaozhu, and he accepted without thinking it through.



The Kolat aided Chaozhu in disgracing his brother. With Chen gone, Chaozhu was soon called upon to serve as lieutenant to Shinjo Shono, Chen's replacement as the Junghar general. Though he did not command the armies, it was enough that his brother did not either. Everything that should have been Chaozhu's was now his.

Now and forever, he is his own man, and when the Kolat ask him to return the favor he will gladly do so.

MOTO CHAOZHU, JUNGHAR TAISA

Male human Unicorn Ftr4/Sam5/Kolat Agent 4: CR 17; Medium-size humanoid (human); HD 9d10 + 4d6 + 39; hp 102; Init +1; Spd 30 ft.; AC 21 (12 touch, 20 flat-footed); Atk +19/+14/+9 melee (1d10+8, +2 wounding katana) or +13/+8/+3 ranged (1d8 daikyu); SQ Class skill – Knowledge (Shadowlands) (family bonus), Ancestral Daisho, Secret Brotherhood, Sneak Attack +1d6, Tell No Secrets, Kolat abilities (Perceived Honor, Poison Use); Honor 0 (2); AL NE; SV Fort +12, Ref +7, Will +9; Str 18, Dex 13, Con 16, Int 13, Wis 11, Cha 12; Maximum Void 2; Height: 5 ft. 4 in.

Skills and Feats: Battle +6, Bluff +9, Climb +9, Decipher Script +5, Diplomacy +5, Gather Information +9, Handle Animal +9, Innuendo +4, Intimidate +10, Move Silently +5, Ride +9, Sense Motive +10; Mounted Combat, Perceived Honor (x2), Point Blank Shot, Power Attack, Rapid Shot, Run Him Down, Trample, Versatile (Bluff, Gather Information), Void Use, Weapon Focus (katana), Weapon Specialization (katana).

Dojo: Dojo of the Left; *Kata:* Striking as Earth, Striking as Fire

Possessions: +2 wounding katana, +2 great armor, amulet of natural armor +1, +2 haori of resistance, furoshiki bag of tricks (rust).

MOTO CHAOZHU, JUNGHAR TAISA

Earth: 4

Water: 3

Fire: 3

Agility 5

Air: 3

Reflexes 4

Void: 3

School/Rank: Moto Bushi 3, Tiger Claw 1 (see *Way of the Ninja*)

Honor: 0.6

Glory: 5.7

Advantages: Allies (Tiger Sect), Social Position (Taisa)

Disadvantages: Dark Secret, Obligation (Kolat), Sworn Enemy (Moto Chen)

Skills: Athletics 3, Battle 4, Defense 4, Horsemanship 5, Hunting 5, Intimidation 6, Jiu-jutsu 5, Kenjutsu 5, Kuenai 4, Mountaineering 3, Yomanri 4.

Dojo: Dojo of the Left

MOTO CHEN, KOLAT HUNTER

Moto Chen learned early in life not to let his expectations guide his desires for life rarely if ever develops as expected. As a young man, he expected to follow in his elder brother's footsteps. His brother Chaozhu was a gifted warrior and tactician, and Chen longed to follow in his footsteps. As he grew older, Chen discovered that he excelled in the martial pursuits as well, though he rarely received the accolades from his family that Chaozhu did. These things mattered little to Chen, however, for he idolized his brother. No one was happier than Chen when Chaozhu received an appointment to the military unit defending their family's provinces. Chen's only hope was that he too could defend their home once the time came.

Unfortunately, Chen never got the chance to serve alongside his brother. Before that time arrived, a large earthquake struck their home. Earthquakes were rare in those provinces, and the buildings there were not fortified to withstand them. Chen survived, and his brother was away during the earthquake, but their parents were both killed when the building collapsed on them. Chen was devastated, but his brother only seemed enraged. He declared that Chen must rebuild while he defended their borders against unidentified enemies. Confused, Chen fulfilled his duty to the best of his ability, throwing himself into his work to overcome his grief. Somehow, within a few months, he returned their home to order. When Chaozhu returned, Chen hoped he would have overcome his grief and anger and thus be able to help him.

Again, Chen's expectations went unfulfilled. Chaozhu was still acting strangely upon his return, and he soon launched a campaign to ingratiate himself with the Khan, spending the family's remaining resources in a foolishly extravagant manner. Chaozhu nearly drained every one of their resources to bring the Khan to their home for a Winter Court, making many enemies in the process. Once the Khan's grandson came to their home, Chaozhu repeatedly embarrassed their entire family with his self-congratulatory antics. Chen turned a blind eye to his brother and continued to manage the household as best he could, given his now limited resources. When the court ended and Chagatai chose him as a new officer, Chen was shocked. His joy ended the moment he saw his brother's face. Chaozhu would never forgive him.

Chen's service to the Khan was exemplary, and within a few years he found himself the general of the Junghar, Army of the Left. He had lost the love of his brother, but found happiness in service to his Khan and in the company of Akasha, the strange woman connected to the soul of the Naga race. It was his love for Akasha that gave Chaozhu the tools he needed to destroy Chen. Together with his Kolat allies, Chaozhu drew Chen away from Ryoko Owari and had a Kolat agent impersonate him in court to humiliate and disgrace Chen beyond redemption.

Chen knew what had happened. He asserted his innocence to Chagatai. The Khan relieved Chen of his duties and subtly relieved him of all responsibilities, allowing him to act independently to purge the Kolat among the Unicorn ranks. Chen did this eagerly with the assistance of Akasha and the Mantis Daughter of Storms, Yoritomo Kumiko. When Chen discovered a link between the Kolat and the Naga jakla Ghedai, he aided Akasha and her sensei Shasyahkar in destroying the abomination. The battle between the two great Naga awakened a small army of Asp warriors, which Chen and Akasha assumed command of to safeguard the Shinomen Mori.

MOTO CHEN, KOLAT HUNTER

Male human Unicorn Ftr5/Sam5/Junghar Defender 2: CR 17; Medium-size humanoid (human); HD 10d10 + 2d12 + 24; hp 96; Init +2; Spd 30 ft.; AC 19 (12 touch, 17 flat-footed); Atk +19/+14/+9 melee (2d4+8, +2 *keen falchion*) or +14/+9/+4 ranged (1d6 yumi); SQ Class skill – Knowledge (Shadowslands) (family bonus); Honor 2; AL NG; SV Fort +13, Ref +4, Will +7; Str 16, Dex 14, Con 15, Int 12, Wis 14, Cha 14; Maximum Void 2; Height: 5 ft. 6 in.

Skills and Feats: Battle +12, Climb +16, Handle Animal +17, Ride +17, Sense Motive +12, Spot +4, Tumble +6; Dodge, Expertise, Gaijin Swordsman [Ancestor: Moto Minghan], Mobility, Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, Void Use, Weapon Focus (falchion), Weapon Specialization (falchion).

Dojo: Dojo of the Left. **Kata:** Striking as Fire

Possessions: +2 keen falchion, +2 lamellar armor, ring of counterspells

MOTO CHEN, KOLAT HUNTER

Earth: 3

Water: 4

Fire: 4

Air: 3

Awareness: 5

Void: 4

School/Rank: Moto Bushi 2, Junghar Defender 1, Shinomen Guard 1

Honor: 2.9

Glory: 4.2

Advantages: Allies (Moto Chagatai, Naga), Heart of Vengeance (Kolats), Way of the Land (Shinomen, Unicorn)

Disadvantages: Bad Reputation, Driven (Destroy the Kolat), Sworn Enemy (Moto Chaozhu), True Love (Akasha)

Skills: Athletics 4, Battle 5, Defense 5, Horsemanship 5, Hunting 4, Intimidation 4, Kenjutsu 5, Lore (Naga) 3, Lore (Shinomen) 4, Stealth 3, Yomanri 4.

Dojo: Dojo of the Left

VASSALS OF THE MOTO

THE ONSHIGAWA

In the year 593, Moto Chai was born. Chai was an exceptional horseman and served as scout and skirmisher for his clan in the most dangerous of missions. Chai relished life and showed it with his every action. His feats of athleticism are the stuff of legend and are told to every Unicorn child. He is once believed to have ridden *under* his horse at a gallop so that tall grass would conceal him from his enemy. It was said that no enemy could ever defeat this bold and audacious warrior.

Chai's death came not at the hands of an enemy army, but at the words of his commanding officer. When Chai refused for the third time a position of authority his general was so insulted he ordered the man to perform the three cuts. All who heard of Chai's ignoble death were saddened, but none more so than his daimyo. The daimyo was so outraged, he ordered the death of Chai's general and struck all record of his existence from Unicorn histories. The hero was avenged, but all would forever mourn his loss.

Or so they believed. Chai's legacy would not die with him. Only a generation later the Unicorn were blessed with yet another hero. Chai's daughter was raised amid the stories of her father and trained long and hard to prove that she was every much a hero as he. When Moto Khatalan passed her *gempukku* ceremony it was believed that the only thing that could rival her athletic ability was her beauty. Chai's daughter quickly gained glory within the army of her father's former daimyo. She challenged and defeated each of her peers in contests of athleticism, leaving a trail of broken bones and broken hearts.

By the time Khatalan reached the age of 23 she had surpassed the exploits of her father and had attained the same position within the armies of the Moto he once held. This time, however, no commander attempted to force her into leadership. Knowing the strength that such a beautiful and confident woman would bring the Unicorn if she were married to a powerful ally, her daimyo asked her to seek the hand of a suitable husband. Khatalan laughed in her daimyo's face and refused to be shackled to any man who could not best her. She told her lord that she would marry the first eligible suitor that could defeat her in a race. She also demanded that to prove his determination; any man that wished to have her must wager ten of his finest horses or she would immediately turn him down.

Three years went by and dozens of suitors both within the clan and out had lost their ten to the beautiful young warrior. Each time Khatalan bested a man she took his steeds with a smile and a hearty bellow of laughter. Finally, the Moto

daimyo called out to every prince and hero within ten days ride to accept Khatalan's challenge or it would forever go unanswered. Only one rode forth to accept. A tarkhan — Warlord of the plains — named Onshigawa rode forth with not ten, but a hundred of his prize steeds.

Khatalan's final race lasted for an entire day as both she and the tarkhan ran for miles through Moto land. After five hours of chasing one another they had outdistanced the mounted judges following behind. After ten hours, they were so exhausted that they could barely manage to keep up a slow pace. It seemed that neither the beautiful Moto nor the gallant tarkhan could accept defeat. The race may have continued for hours if not for a ravine that appeared in their path. With barely a glance at her suitor, Khatalan took a deep breath and ran with a final burst of speed to leap across the impossible gorge. The tarkhan followed each of them leapt for all they were worth. Only Khatalan landed on the other side.

She returned limping and numb to her daimyo's camp to relate the story of the suitor's demise. She apologized to the tarkhan's family, but stood proud before her lord and declared to all that she would forever be free. She bowed deeply to the Moto lord and asked that in return for the loss of alliance her marriage would bring, she hoped he would accept the hundreds of fine steeds her challenges had won her. Only then did the daimyo realize this had been her plan all along. He was impressed and declared her not only forever free, but also lord of her own family. When asked what name she would take, Khatalan declared that she would use the name of her final suitor to honor the wealth his defeat had brought her clan.

CHAI SEIDO

A large shrine to Moto Chai is located in the northern regions of Moto territory. It is the closest thing the Onshigawa have to a castle. They also own many fine stables scattered across Unicorn territory. An Onshigawa oversees each of these stables, but the position is normally given only to the lowest ranking members of the family. Older Onshigawa serve in the same scouting and skirmishing roles that their founders performed. A member of this family can be found in the command staff of nearly every major army the Moto field.

THE ONSHIGAWA FAMILY

Favored Class: Ranger

Starting Honor: 2.0

Class Skill: Tumbling

Starting Outfit:

1. Light hide armor, horse (light war), 80 koku

THE ONSHIGAWA FAMILY

Benefit: +1 Stamina

Glory: 0.5

Special: Members of the Onshigawa family may exchange any of their starting skills with one additional rank of Athletics.

MOTO MECHANICS

ANCESTORS

The Moto have a long tradition of reverence and homage to those who have gone before, so worship of one's ancestors was a tradition that was easily adopted by the original Ujik-hai. Now that their family finally has a home to call their own, they have erected many shrines and temples to remember their past heroes.

MOTO CHANG

Moto Chang was a shugenja and a magistrate during the Clan War era. He was born to parents who lived a rugged life protecting the Unicorn Clan's western border, and by the time it was discovered that he was gifted with the kami, he had already begun training in several different weapons. Chang's martial prowess was such that he was among the few shugenja allowed to train in the Emerald Champion's dojo.

Chang survived the Clan War and the War against the Lying Darkness, but perished at the Battle of Oblivion's Gate. Mortally wounded and surrounded by enemies on all sides, Chang shouted an ancient Moto prayer, buried his gaijin longsword in the earth, and unleashed all his energy into one massive spell. He died, as did the dozens of Shadowlands beasts engulfed by the flames of his final spell.

Moto Chang never married, but adopted a daughter, Genki, during his tenure as a magistrate in Ryoko Owari. He is fondly remembered among many in the Unicorn Clan, particularly among the Shinjo magistrates.

SOUL OF SACRIFICE

ANCESTOR: MOTO CHANG

You may channel your own life force into your spells, increasing the amount of damage they inflict.

Prerequisite: Void Use

Benefit: When casting any spell that inflicts damage on one or more creatures or objects, you may spend a Void point to sacrifice any number of hit points before the spell takes effect in order to increase the amount of damage the spell inflicts by an identical amount. These hit points must be sacrificed when the spell is cast, but before any saving throws are made. Failed Concentration checks that result in the spell's disruption mean that the hit points are not lost. Damage may be healed normally, but if you prevent the damage you take in any way, this feat does nothing and cannot be used again for twenty-four hours.

MOTO CHANG

(8 POINTS)

After successfully casting any damage-dealing spell, but before damage is rolled, you may choose to suffer any amount of damage up to the maximum number of wounds you have remaining in order to add an identical amount to the spell's damage. If this damage kills you, add an additional 15 points to the damage total.

MOTO MINGHAN

A direct descendant of Moto, Minghan served the Unicorn armies during their travels a few centuries prior to their return to Rokugan. Among a clan of battle-hardened warriors, Minghan stood apart due to his peerless swordsmanship. Legends of his prowess tell that he could single handedly turn the tide of battles with his whirling, blindingly fast combat style.

Minghan's demise is not recorded in the Unicorn histories. The secrets of his fighting style are recorded in the records of both the Shinjo and Moto bushi schools, but few can master his techniques. Those few who do are said to be guided by his spirit, and invariably go on to achieve greatness.

GAIJIN SWORDSMAN

ANCESTOR: MOTO MINGHAN

You are familiar with a gaijin fighting style virtually unknown in Rokugan.

Prerequisite: +1 base attack bonus.

Benefit: You gain proficiency with the falchion in addition to your normal class proficiencies. You also gain a +1 bonus to all attack and damage rolls using the falchion.

MOTO MINGHAN

(6 POINTS)

You automatically gain the advantage Gaijin Gear: Falchion, and roll one additional die on all attack rolls using the falchion. A falchion is a gaijin blade with DR 1k2. The blade may gain you disdain in the courts of some clans, but the strange fighting style of your ancestor makes it difficult for others to anticipate your maneuvers, preventing them from using Know the School against you.

MOTO

The first Moto was an Ujik-hai nomad who later joined Shinjo. Moto was a peerless warrior and a zealous servant of Lady Shinjo, and was rewarded upon his death with a family created in his name. Unfortunately, the Shi-Tien Yen-Wang, vengeful Moto gods, captured Moto's soul upon his death. Although they could not find their wayward followers, the Shi-Tien Yen-Wang used Moto's soul to maintain a kharmic connection with the Moto family, resulting in the so-called "Moto Curse" that afflicted the family after their return to Rokugan.

Now that the Lords of Death have been appeased, Moto's spirit has been released and ascended to Yomi. While he was not a Rokugani, Moto believed fervently in the concept the religious beliefs he learned from the Rokugani, and now that he has achieved his true destiny, he guides his descendants as best he is able.

SOUL OF THE PLAINS

ANCESTOR: MOTO

Your wild spirit resists being bound.

Benefit: You gain a +2 morale bonus on all saves versus spells that have the death, evil, or law qualifiers. You also gain a +2 bonus on all rolls to escape grapples.

MOTO

(4 POINTS)

Moto's wild and unfettered soul resonates within your every breath, filling you with his essence. Spells that would bind you or limit your movement have their TN to be cast increased by 5 + your Insight Rank. In addition, you may roll two additional dice for any roll that would prevent you from being bound or restricted (wrestling rolls, rolls to free yourself from chains, etc.).

NEW DOJO

See the Moto Province Guide for more information on the following dojo.

DOJO OF THE CENTER

Classes: Barbarian, Fighter, Khol Raider (prestige), Samurai, Shinjo Elite Guard (prestige)

Schools: Khol Raider (new path), Moto Bushi, Shinjo Bushi, Shinjo Elite Guard (new path).

SOCIAL BENEFIT

The Khol are widely feared by many among other clans, and as such they gain no particular social benefit.

Social Benefit: None.

Social Benefit: None.

TRAINING BENEFIT

Training at the Khol dojo is brutal and efficient, granting the students additional prowess in battle.

Training Benefit: The damage for any medium-size or larger weapon you wield is determined as if it is a two-handed weapon.

Training Benefit: When wielding a katana or any weapon of equal or larger size, you may add your Insight Rank to the damage total.

DOJO OF THE LEFT

Classes: Barbarian, Fighter, Junghar Defender (prestige), Master Horse Archer (prestige), Samurai, Shinjo Elite Guard (prestige)

Schools: Junghar Defender (new path), Master Horse Archer (new path), Moto Bushi, Shinjo Bushi, Shinjo Elite Guard (new path), Shinjo Scout.

SOCIAL BENEFIT

The Junghar are regarded as the protectors of all Unicorn provinces, and are well-regarded by their fellows.

Social Benefit: You gain a +2 bonus to all Charisma-based rolls with other Unicorn Clan members.

Social Benefit: You gain a free Raise in any social interaction with another Unicorn Clan member.

TRAINING BENEFIT

The Junghar benefit from extensive defensive training.

Training Benefit: All feats that grant bonuses to AC, such as Dodge and Mobility, are considered technique feats for you.

Training Benefit: You gain one rank of Defense in addition to your normal starting school skills. If you already gain Defense as a school skill, you gain an additional rank.

THE MOTO BUSHI SCHOOL

The Moto fighting style has undergone many radical changes since the first Moto warriors fought alongside the Unicorn Clan centuries ago. The original Moto style emphasized heavy cavalry tactics, and their warriors were often held in reserve to strike the final blow against the Unicorn's enemies. After Moto Tsume led the family's army into the Shadowlands, however, the school's focus gradually shifted to emphasize techniques targeting Tainted opponents. With the family's unification decades ago, the school has changed once again, and now represents the original fighting style used by the Ujik-hai.

THE MOTO BUSHI SCHOOL

The training offered by the Moto bushi school can best be represented using the technique feats found in the Introduction chapter of this book.

THE MOTO BUSHI SCHOOL

Benefit: +1 Willpower

Skills: Athletics, Defense, Horsemanship, Intimidation, Kenjutsu, Yomanti, any one High or Bugei skill.

Beginning Honor: 2

Outfit: (All are of Average Quality, 3 items of Fine Quality) Kimono, katana, wakizashi, yumi, 20 arrows of any type, light or heavy armor, traveling pack, gaijin riding horse, any 2 weapons, 10 koku.

TECHNIQUES

Rank One: Wild Strike of the Moto

True to his barbarian heritage, the Moto warrior has a wild, unfettered combat style that can intimidate many opponents. The samurai may use any two-handed weapon or any polearm in a single hand, and may roll one additional die for all attack rolls when doing so. Additionally, Full Attacks made when wielding such weapons reduce the samurai's TN to be hit by 10 rather than the normal 15.

Rank Two: Fist of the Khan

A Moto is determined, and nothing may stay them from their course. The samurai may subtract their Willpower from the Wounds caused by an attack, to a minimum of one Wound.

Rank Three: The Ujik-hai Charge

All Moto are skilled horsemen and excel at cavalry tactics. When attacking while mounted, the Moto gains a number of free Raises equal to half their Horsemanship skill, rounded down. A Moto may gain more free Raises conferred by this technique than they have Void Points remaining.

Rank Four: Desert Wind Strike

Power and precision are equally emphasized by the Moto sensei. The samurai may now attack twice per round. They may choose to sacrifice their second attack to gain two Free Raises and one additional kept damage die on their first attack. This must be declared during the initiative phase.

Rank Five: Moto Cannot Yield

A Moto bushi may stay alive through sheer force of will, even when their body has withstood incredible punishment. On their wounds chart, replace the Down and Out levels with additional +20 levels, then replace Dead with a +25 level. Once the bushi exceeds the +25 level, he may continue to fight for a number of rounds equal to his Void ring, but then dies instantly.

THE PRIESTS OF DEATH

The Moto family has never had a strong shugenja line. There have been occasional members who have demonstrated an affinity for the kami, but they have become the exception over the years. Following the death of Moto Gaheris and his grandson Chagatai's treaty with the Shi-Tien Yen-Wang, however, the handful of Moto shugenja in existence have gathered together to create a new school in the name of their Khan. These shugenja, also known as the Priests of Death, combine their knowledge of elemental magic with the unique abilities conferred upon them by the Shi-Tien Yen-Wang.

For more information on the history of the Lords of Death, see Chapter Seven: the Veil.

THE MOTO SHUGENJA SCHOOL

A SHUGENJA VARIANT

Worship of the Shi-Tien Yen-Wang is still new to the Moto, and there are few who have taken up their precepts. Those who do, however, vary somewhat from other shugenja in a few ways:

Spells: Unlike other shugenja, the Moto do not focus on elemental magic. Instead, they have a gift for summoning the blessings and curses of the Lords of Death. Rather than having a list of elemental spells as school spells, Shi-Tien Yen-Wang priest may choose one of the following cleric domains from which to draw his or her school spells: Death, Evil, Law, or Travel.

Elemental Focus: A Moto shugenja's spell selection is not dependent upon elemental magic. They gain the benefits of Spell Focus when using spells selected from their chosen domains as above, although this does not stack with Spell Focus if they possess that feat.

THE MOTO SHUGENJA SCHOOL

Benefit: +1 Perception

Skills: Calligraphy, Horsemanship, Intimidation, Meditation, Shintao, Theology, any one High or Bugei skill.

Beginning Honor: 2

Outfit: (All of Average Quality, 3 items of Fine Quality) Kimono, wakizashi, scroll satchel, traveling pack, Shinjo steed, tanto, 10 koku.

Beginning Spells: Sense, Commune, Summon, 2 Water and 1 Air spells. In addition to their elemental spells, Moto shugenja gain the ability to call on the blessings from the Lords of Death as listed below. A Moto shugenja may invoke the Lords' blessings a total number of times per day equal to their Void ring.

Moto shugenja do not possess an Affinity or Deficiency toward any element.

DEATH LORDS' TOUCH

A Moto shugenja can call down the Shi-Tien Yen-Wang's blessing upon another, chilling their soul with an evil energy that defies explanation. The target must succeed at a Willpower roll versus a TN equal to 10 + the caster's Insight Rank \times 5. Failure means that the target automatically loses a number of Void points equal to the caster's Insight Rank. These Void points can be regained normally.

DEATH'S SIGHT

A Moto shugenja can peer into another's soul and perceive the proximity of that soul to the realms of the dead. By rolling School Rank + Perception, keeping School Rank, versus a TN of 5, the shugenja can instantly determine whether any of the following are present in another: poison, disease, the Shadowlands Taint, or any permanent magical effects (such as a blessing or curse).

STEAL THE SPIRIT

By summoning the Shi-Tien Yen-Wang's blessing, the shugenja may create an aura that can terrify even the hardened soul of a warrior. The shugenja gains a Fear rating equal to their Insight Rank +2. This effect lasts for a number of minutes equal to the caster's Insight Rank \times 2.

THE THREE ARMIES

Three mighty armies protect the Unicorn Clan. These armies are born of Moto tradition. Soon after the elevation of Moto Gaheis to the position of Khan, he expanded the Moto military organizational techniques to encompass the Unicorn's armies as a whole. Each army fulfills a specific role within the clan: the Baraunghar is a rapid strike army, depending upon speed and magic to achieve their objectives; the Junghar

defends the Unicorn provinces from any who would dare threaten their prosperity; and the Khol serves to brutally crush all who oppose the Khan's might.

The vast majority of bushi within the Unicorn Clan serve in one of these three armies at some point in their career. The Junghar sees the largest number of samurai cycled through its ranks, for the Unicorn leaders know that any man will fight ten times as hard when defending his home. Membership in the Baraunghar and Khol is more difficult to achieve, for few can meet the Baraunghar's strict requirements, and the Khan commands the latter, admitting only the strongest and finest troops to what is essentially his personal army.

JUNGHAR DEFENDER (PRESTIGE CLASS)

The Junghar Defenders keep watch over the Unicorn provinces, and have vowed to protect them with their lives. Most Junghar are Moto or Shinjo, though members of any Unicorn family may join their ranks.

Note that one need not be a member of this prestige class to join the Junghar Army, it simply denotes a character that is particularly dedicated to the Junghar fighting style.

Hit Die: 1d12

REQUIREMENTS

To qualify to become a Junghar Defender, a character must fulfill the following criteria.

Base Attack Bonus: +6.

Battle: 8 ranks.

Ride: 6 ranks.

Tumble: 4 ranks.

Feats: Dodge, Expertise.

CLASS SKILLS

The Junghar Defender's class skills (and key ability for each skill) are Battle (Wis), Climb (Str), Handle Animal (Cha), Iaijutsu Focus (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Search (Wis), Sense Motive (Cha), and Spot (Wis).

Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Junghar Defender prestige class.

Weapon and Armor Proficiency: The defender retains all previous proficiencies, and gains proficiency in all simple and martial weapons if they did not already possess these proficiencies. The defender is also proficient in light, medium, and heavy armor.

TABLE 1-1: THE JUNGHAR DEFENDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Improved Expertise
2nd	+2	+3	+3	+0	Impenetrable Defense +1
3rd	+3	+3	+4	+1	One Man Is A Fortress, Damage Bonus
4th	+4	+4	+4	+1	Impenetrable Defense +2
5th	+5	+4	+4	+1	Shield of the Khan

Improved Expertise: When using the Expertise feat to alter his AC, the defender is no longer limited to +5 when choosing by how much to increase his AC, though he cannot gain a greater bonus than his base attack bonus.

Impenetrable Defense: Beginning at 2nd level, the defender gains a +1 dodge bonus to AC when fighting defensively. This is cumulative with the normal +2 bonus, increasing the total bonus to +3. At 4th level, this bonus increases again to a total of +4 to AC.

Damage Bonus: The Junghar are taught to fight defensively, but they do not spare weapons training. When fighting defensively, the defender may double their base Strength modifier for the purposes of determining damage. Enhancement modifiers to Strength are added in normally, but are not doubled.

One Man Is A Fortress: Beginning at 3rd level, the defender only suffers a -2 penalty to attacks when using the Fighting Defensively maneuver in combat, as opposed to the standard -4 penalty.

Shield of the Khan: The Junghar defender may, as a full action, automatically intercept any and all attacks made by one enemy within reach during a combat turn. The enemy's original target is not disturbed in any way, and the Junghar defender becomes the new target.

JUNGHAR DEFENDER (NEW PATH)

Technique Rank: 3

Path of Entry: Any Unicorn bushi school (except Battle Maidens) 2

Path of Egress: Reenter same school at Rank 3

Shield of the Khan: When on Full Defense, the samurai may immediately make one attack against any foe that attacks them and misses their TN by 10 or more. This attack is treated as a Standard Attack, and the samurai may make a number of these attacks equal to their maximum number of normal attacks per round.

KHOL RAIDER (PRESTIGE CLASS)

The Khol Raiders are the most devastating heavy attack force the Unicorn Clan can field. The Khol include Moto White Guard, Utaku Battle Maidens, Shinjo Elite Guard, and a number of other highly trained elite units.

Note that one need not be a member of this prestige class to join the Junghar Army, it simply denotes a character that is particularly dedicated to the Junghar fighting style.

Hit Die: 1d10.

REQUIREMENTS

To qualify to become a Khol Raider, a character must fulfill the following criteria.

Base Attack Bonus: +8.

Battle: 10 ranks.

Ride: 8 ranks.

Feats: Cleave, Power Attack, Sunder, Wild Strike of the Moto.

CLASS SKILLS

The Khol Raider's class skills (and key ability for each skill) are Battle (Wis), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Spot (Wis), and Wilderness Lore (Wis).

Skill Points per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Junghar Defender prestige class.

Weapon and Armor Proficiency: The raider retains all previous proficiencies, and gains proficiency in all simple and martial weapons if they did not already possess these proficiencies. The raider is also proficient in light, medium, and heavy armor.

Wrath of the Ujik-hai: The Ujik-hai are mobile and deadly. The raider may, when taking the full attack action, move up to 10 feet rather than the normal 5 feet.

Bonus Feat: At 2nd level, the raider gains a bonus feat, which may be taken from the list of feats normally available to fighters (see the *Player's Handbook*, page 37). The raider gains another bonus feat at 4th level.

Overwhelming Attack: Beginning at 3rd level, the raider may make more efficient use of his Power Attack feat. For every -2 penalty the raider takes on his attack roll, he may add +3 to his damage roll.

Blade of the Khan: Beginning at 5th level, the raider gains a +1 competence bonus to all attacks made during a combat round so long as there is at least one other allied Unicorn samurai within 30 feet of their current location. This bonus is lost if the ally moves out of the affected area between the beginning of the round and the raider's attack.

KHOL RAIDER (NEW PATH)

Technique Rank: 4

Path of Entry: Any Unicorn bushi school (except Battle Maidens) 3

Path of Egress: Reenter same school at Rank 4

Blade of the Khan: At the beginning of a combat round, a Khol raider gains a number of unkept bonus dice equal to the number of allied Unicorn samurai within thirty feet. These dice may be rolled on any attack or damage roll, or any other action the raider wishes to take during that round. Any dice not used before by the round's end are lost. The Khol Raider never gains a greater number of dice than his Insight Rank.

TABLE 1-2: THE KHOL RAIDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Wrath of the Ujik-hai
2nd	+2	+3	+0	+0	Bonus Feat
3rd	+3	+3	+1	+1	Overwhelming Attack
4th	+4	+4	+1	+1	Bonus Feat
5th	+5	+4	+1	+1	Blade of the Khan

CHAPTER TWO:

THE IDE

OUTSIDERS
PART THREE

"So," the old Ide said, giving Miya Hatori's wife a suspicious look. "The Tower's agents did not abuse you in any fashion, nor did they attempt to coerce you to do something against your will?" Tadaji motioned for a servant to refill his tea with a wave of his hand and awaited Kamiko's response.

Miya Kamiko smiled faintly and smoothed an unseen wrinkle on the sleeve of her kimono. "Nothing worth noting," she replied, inspecting her clothes further for some other invisible imperfection. Though she had nothing to hide from the Unicorn, Tadaji's intense, perceptive gaze was unnerving. The Unicorn were her husband's allies, and the two of them had often worked in tandem with the wise Ide daimyo, but after all she had been through the last thing she desired was another interrogation.

"I am glad, Kamiko-chan," Tadaji said, patting her hand across the table affectionately. Though Hatori and Kamiko were not a much younger than the old courtier, he had a habit of speaking to everyone as if they were his grandchildren. Hatori had long ago accepted Tadaji's attentions for what they were — genuine friendship and kindness.

Miya Hatori finished his tea and placed it down quietly on the table between himself and Tadaji. "I suspect it is due to my wife's heritage." He looked at his wife as well, smiling slightly. "It seems the Shadowed Tower at least makes an attempt to remember their Scorpion blood."

"They fail, I think," Kamiko said angrily. "One cannot feign civility and loyalty even as one plots against one's lord and

daimyo." She quickly recovered her composure and snapped her fan open. She smiled politely at Tadaji's servant. The young man obligingly stepped forward to refill her cup.

"Indeed," Tadaji said in his quiet tones. "In any case, it is good to see this ended with both of you hale and hearty." The courtier's wrinkled brow nearly hid his mirthful eyes. "How awful to imagine the Imperial Court without the two of you. Who would I be able to share my offensive gaijin humor with, hmm?"

Kamiko smiled warmly and took another drink, but Hatori's laughter was somewhat subdued.

"Tadaji-sama," Hatori said, his tone growing more serious. "I must ask you something before we leave." The Miya noble hesitated, glancing back at his wife again. Kamiko said nothing, but gave him the silent look that he had seen a thousand times before. Whatever Hatori was about to do, he knew he would be able to rely on Kamiko to support him. "There have been rumors that you will be taking your leave of court. Is it true that you are considering retirement?"

"Ah," Tadaji said, leaning forward slowly on his cushions. "The kurichitai." For a moment, the aged courtier said nothing, but let his gaze wander to a nearby window, across the sun swept lands outside to the north. "No," Tadaji spoke again after the long silence. "I do not wish to make the final ride of my ancestors." The old Unicorn grunted uncomfortably as he shifted his weight around on his legs. "Though I do not think I could even if I desired to. The monastery is not for me. There is still much work to do for people like us."

"Still work to be done, old friend?" Hatori asked. "The Throne is secure, the greater conflicts are ending, and the Imperial Line is once again clear. Surely this is a time of joy and rest for the Miya and Ide above all others."

The Ide sighed heavily, his face growing dark. "No, Hatori," he said in low tones. "You must never think that. Never." Tadaji's voice sounded somewhat agitated, and Hatori wondered if he had offended his friend in some way. "What do you remember of the Ide philosophy of peace?"

"I remember much, Tadaji-sama," Hatori replied almost reflexively. Although the Miya had never undergone any formal tutelage at the Ide's feet, Hatori had learned much from Tadaji over the years. Though the two were never truly master and student, Hatori often felt like a fumbling novice in the older courtier's presence. "The Ide path teaches that the peace of warriors is an illusion utilized to prepare for further conflict."

Tadaji smiled sadly, "Precisely. The great Sun Tao once wrote, 'The Art of War is the way of preserving peace.' While Master Sun was an enlightened man, those with a mind for killing have taken his words from their meaning and used them to justify dishonorable wars for generations. Sun Tzu taught that by understanding the fragility of life, the mind learned the value of it, and thus wished to avoid violence."

"But those great generals who use the Master's words only see the threat of violence as a tool to enforce their will, calling it peace," Hatori finished, nodding in understanding. "You shame me in my ignorance, Tadaji-sama. I am glad the rumors of your retirement are premature."

"Hmph," Tadaji grunted, closing his eyes and rubbing the side of his head with his fingers. "Like you, I think, I would gladly retire to enjoy the rest I so arrogantly believe I have earned." The old Unicorn opened his eyes, which were considerably less joyful than they had been a moment ago. "The bushi may learn to lay their sword down in time of peace, but those who understand true peace can never rest. In time of war, we must act to mend the broken peace. In time of peace, we struggle to ensure serenity is not broken by opportunists."

"...and in this way, the true man of peace..." Hatori began, remembering the old words Tadaji had taught him years ago.

"...will never know peace for himself." Tadaji concluded, looking once again to the fields to the north, to the wide lands and final rest he would never allow himself so long as he drew breath.

THE IDE PROVINCES

"Hawks are more than talons. Life is more than war. And there is more to war than killing."
—Ide Tadaji

The Ide have long been their clan's public face. The Ide currently hold the southernmost Unicorn lands. This allows their family easy access to the Imperial Miya family. It also lets the Ide keep a close eye on the Shinomen Forest. The Ide's position also allows them a cultural exchange with the Scorpion Clan's Soshi family, while keeping them just out of reach of any military forces the Scorpion might bring to bear. The opportunities that the lands provide make them perfect for the courtier family's needs.

The Ide provinces are bordered on the north by the Seikitsu Mountains. The road north from Duzaki Toshi allows the Ide to travel through the mountains and into the Horiuchi and Utaku lands on the other side. Kyuden Miya and the Plain of Thunder can be found to the east, making for a comfortable border between their lands and the Soshi lands. To the south is

the looming Shinomen Mori, an ever-present testament to the power of the Naga and the Unicorn Clan's duty to protect the sleeping race.

MAJOR IDE HOLDINGS

Relishing their role as the Unicorn Clan's diplomats, the Ide work to further the position of their clan through diplomacy and trade. The significant holdings within the Ide's provinces typically further this role within the clan.

DUZAKI TOSHI

(LOCATION U20 FROM ROKUGAN™)

This small city near the Ide provinces' western border houses many private estates of Utaku and Shinjo daimyos. The Dojo of the West can also be found here.

THE ESTATES OF SHINJO SHONO

A grandiose estate belonging to the Shinjo daimyo has long been at the heart of Duzaki Toshi. Once a proud center of government for the city as well as a common place for celebrations, Shinjo Shono's home in the Ide provinces has become a quietly avoided spectacle. Shono is rarely present and only a few retainers live on the grounds to keep the place clean for when the Shinjo daimyo returns. Occasionally, one may also find Moto Genki, Shono's bride-to-be, in residence.

MOTO GENKI

[Samurai 7/Shinjo Elite Guard 2; Moto Bushi 3]

Moto Genki has always been a loyal vassal of Moto Chagatai and a good friend to Shinjo Haruko, Shinjo Shono's sister. Genki met Shono while guarding an Iuchi shugenja the Kolat had targeted for assassination. Shono had followed the assassin and attempted to stop him, but did not act quickly enough. When Genki selflessly took a poisoned arrow intended for the Iuchi, Shono was impressed. Shono was injured during the mission as well and returned with Genki to one of his estates near Shiro Shinjo. While they recuperated, they came to know one another and discovered they shared a number of common interests.

Shono's sister Haruko knew a good thing when she saw one. Shono was in need of a wife to provide an heir. Not only would Shono respect Genki as an equal, but she was one of the few women Haruko knew who would stand up to her brother's brash, unpredictable nature without fear. Following her brother's promotion to Junghar commander, Haruko used her position as an Imperial Guardsman to gain an audience with the Khan. She convinced Chagatai that to have such a high ranking general and daimyo without an heir was unwise, and it would be best if he were to marry into the Moto line. Chagatai agreed, and immediately gave Haruko permission to arrange a marriage between Genki and Shono.

Though Shono and Genki were both surprised to learn Shono's sister had manipulated their fate in such a way, they soon realized that Haruko had given them nothing they did not already desire. Both Genki and Shono were quite lonely, and had grown very fond of one another. Genki might be perfectly happy, were she not terrified that her husband-to-be will learn her dark secret.

HIGHWAYS OF THE IDE PROVINCES

The Long Samurai's Walk (Connects U20 to U21) — Made infamous due to a legend involving a Moto running from Duzaki Toshi to Shiro Ide to bring news of an attack by the Shadowlands Horde, this road sees most of its traffic from smaller merchant caravans traveling north, diplomats heading in either direction and the Army of the Left when it is maneuvering in the area.

Prosperous Peace Road (Connects U21 to U25 to A1) — Running from Shiro Ide to Kyuden Miya, this road is well-traveled by merchants and diplomats alike. Many Unicorn patrols protect the caravans traveling along the highway as a courtesy and to encourage trade.

Akasha's Path (Connects U26 to A1) — This long road is rarely traveled by anyone outside of Unicorn patrols and the occasional scholar interested in studying the Naga.

Genki was not born a samurai. It is publicly believed that she is the daughter of the legendary Moto Chang by an unidentified peasant mother. Only Genki knows the truth. As a child, she was an orphaned eta collecting waste in Ryoko Owari. After an unpleasant encounter with a cult of Lord Moon, a prominent Unicorn magistrate who took pity on the little girl and adopted her. As Chang accepted her as his own daughter she is technically a samurai. However, the stigma of having been born an eta could bring even greater dishonor to her husband's family if it was ever discovered.

DOJO OF THE LEFT

The Army of the Left, the Junghar, trains in Duzaki Toshi throughout the year when not out on military maneuvers. One-third of Junghar forces are typically here during peaceful seasons to receive updated training and to allow new samurai to join their ranks. Sections of this army rotate through training every few months here. (More information on the Dojo of the Left can be found in Chapter One.)

SHIRO IDE

(LOCATION U21 FROM ROKUGAN)

The Ide family's ancestral home was founded in 817, two years after the Unicorn's return to Rokugan. By 820, the castle was finished and the Unicorn had one of their first permanent strongholds. By beginning Shiro Ide's construction, they had declared their intent to stay within Rokugan and to cease their wanderings. The Unicorn spared no expense and crafted a castle that was both beautiful and functional.

Shiro Ide is located on to the northeast of Chrysanthemum Lake and crafted to visually meld with the surrounding area. The stronghold's spires and edges blend in so well with the Seikitsu Mountains' snow-capped peaks that many visitors cannot tell exactly how tall the castle is. Similarly, the lower levels' smooth styling and light colors appear to melt into the nearby lake and onto the open plains.

The Ide castle is an extremely tall structure, just over ninety feet at its highest point. Shiro Ide is a masterwork of engineering that, like many other Unicorn palaces, incorporates a number of gaijin architecture techniques. It has eight levels above ground for the castle's day-to-day operations and one below ground used as both storage and a shelter in times of need.

As is often the case in the Ide lands, there has been little conflict at Shiro Ide since the Clan Wars ended. Most Great Clans trust the Ide far more than any other Unicorn family and their remote location (in comparison other families') has makes it a strategically unimportant place. Even during the Spirit Wars, Hantei XVI did not disturb the Ide.

Most Ide are courtiers, though a few choose the bushi or shugenja paths. It is because of this emphasis on the courtly life that the Calm Heart Dojo was founded on the shores of Chrysanthemum Lake. The Ide castle sees its own flow of visitors: its halls contain many great works from the clan's finest artisans. In addition, the court at Shiro Ide is responsible for relaying the Unicorn leaders' wishes to the Empire, and the diplomatic corps could not function without its direction.

While Ide Tadaji is generally absent, his daughter Yoshiko sees to the family's day-to-day responsibilities. Her efforts, combined with Ide Jengiri's, have taken a great deal of weight from Tadaji's shoulders. This frees the old diplomat to work in the courts and gives the family a strong future to look forward to. Jengiri and Yoshiko may eventually marry, but they are content with their roles and their casual relationship for now. Recently, at Tadaji's request, the Ide have begun a to build a small shrine to Jurojin just inside the castle walls to mimic the larger shrine that can be found north of Turo-Kojiri. Tadaji thanks the Fortune of Longevity for his many years of continued good health.

CALM HEART DOJO

The most famous Ide Emissary "dojo" is located here, south of Shiro Ide's walls. It has long been considered among the finest institutions for courtly training outside the Crane lands. Even Ide Tadaji trained here as a youth and his room has become somewhat of a legacy for students: the most promising pupil of each graduating class at Calm Heart Dojo maintains Tadaji's room in a simple style and is granted an audience with the great courtier at the end of their term.

The way of peace is emphasized in everything the school teaches. It is present in the art and dominates the dojo's basic curriculum. The school's teachers firmly believe that if an Ide diplomat is involved in a situation anywhere in the Empire and it does not result in a delay of armed conflict, that they have failed. Unlike the Asahina's philosophy, however, the Ide will not sacrifice everything for peace. If they are threatened or attacked, they will summon the Unicorn's military might to bring the offenders back in line. Whether through their own manipulations in court, the powerful Moto armies, the Shinjo magistrates, or Iuchi magic, they will see justice done to those who would harm the Unicorn.

Curiously, Calm Heart Dojo has never seen battle of any kind. Through treaties, favors and a strong desire to keep the Ide on good terms, no family or clan has ever come to the school in anger. It is whispered that even if an assault force were to draw near Shiro Ide, they might find themselves surrounded by both Ide scouts and well-trained Shosuro warriors. The dojo's students are well aware of Ide Tadaji's long-standing connection with Shosuro Taberu. Each year, two promising students from Calm Heart Dojo and the Dojo of Lies are exchanged between the schools for a semester to learn the family's intricate court style.

ADVENTURE HOOK

Challenge: The player characters have been invited by an envoy from the Ide to participate in an upcoming session of court. It is said that members from many different Unicorn

families will be present as well as a few visitors from other Great Clans and that there would be no better time for one seek a favor from the Unicorn.

Focus: What the party members (as well as many visiting dignitaries) don't know is that they are not meeting the actual Ide court. A group of promising students have been given this assignment to test their abilities. Unfortunately, a student who believed he should have been nominated to meet with the guests has slipped into the proceedings and is trying to disrupt everything by quietly exposing the situation to the guests. The student will approach the party members and, depending on how he is received, may tell them the truth.

Strike: It is up to the party to decide how to deal with the students if they discover that they were deceived. The Ide will be indebted to the characters if they play along, especially if they handle the disruptive student in an appropriately non-violent manner. Ide Jengiri is secretly watching over the proceedings and will step in if things get out of hand, but will be particularly receptive to any request the party might have if they participate without incident.

MIZU UMI KIKU HANABIRA

(LOCATION BB FROM ROKUGAN™)

The Ide view Chrysanthemum Lake as a blessing. They founded both Shiro Ide and Calm Heart Dojo on its shores, hoping that the peace it provides to many would be shared with the home they have built. Legend holds that the original chrysanthemums found here were planted by Hantei XVII to mourn the loss of his son. Subsequent Emperors have often visited these shores to celebrate the annual Chrysanthemum Festival.

The white petals cover the lake's surface nearly year-round. The location draws pilgrims from all across Rokugan to see its beauty. During the Chrysanthemum Festival, the shores are lined with those who wish to see the Emperor renew his connection to the Celestial Heavens with a silent prayer. The prayer ends with the Emperor removing a snow-white petal from the lake's surface. Legend holds that such a petal can heal the sick or mend terrible wounds if consumed by one of Imperial blood. The Emperor's prayer is the midpoint of an eight day festival where all labor stops in the Empire. Not even peasants take up their tools during the Chrysanthemum Festival, preferring to spend time with family or rest from the hard work their lives entail.

For two years there has been no Chrysanthemum Festival, as no Emperor has resided to renew his or her vows. Hopefully once the line of succession is made clear once again this proud tradition will be reinstated.

MIYOR IDE HOLDINGS

The Ide place great importance on holdings that serve a diplomatic function, where most others are not considered to be of as much importance to the family.

TURO-KOJIRI

(LOCATION U25 FROM ROKUGAN™)

The small city of Turo-Kojiri can be found just a few days ride to the southeast of Shiro Ide. The city is important to the

family's well being, as it provides the Ide with both iron ore and thousands of koku in rice each year.

The mines to the northeast are well tended and help produce nearly a third of all the steel used to make weapons and armor for the Moto and Shinjo. Many smiths have found a way to make a good living in Turo-Kojiri thanks to the steady supply of ore from the iron mines. The proliferation of steel has attracted its share of mercenaries as well. Those who can't afford the steep price of Kakita or Kaiu steel may come here for a blade.

The enormous rice fields to the south provide food for the Ide lands and in years when the harvest is particularly large, the Ide donate the surplus to help the Miya fund the Emperor's Blessing as its caravan travels from province to province, building shelters, feeding the poor and healing the sick.

Since the Clan War's end, Turo-Kojiri has gained a reputation as a nice place to settle down. Some wealthy mercenaries have created a small community here and it has become many a ronin's dream to eventually find a home in this city.

THE WAVE DISTRICT

As homage to the polite title given to ronin, this district in Turo-Kojiri is full of wave men who have settled down after their mercenary days were ended, whether through retirement or injury. One might think that such a group of samurai would make the Wave District a dangerous place, but nothing could be further from the truth. The ronin police themselves, and the Ide governors are happy to arbitrate in the rare situations the ronin cannot handle. Such incidents are rare, as most of these ronin are glad to have a place they can call their own in the Unicorn lands. Those who would disrupt the peace receive swift justice. Several ronin have found themselves unable to procure work anywhere in the Unicorn lands after being banished from the Wave District.

SHINOMEN TOWER

(LOCATION U26 FROM ROKUGAN™)

This watchtower overlooks the ancient Naga city of Iyotisha as well as providing its inhabitants a view of Naga lands to the south. Shinomen Tower was among the first locations to treat the Naga's awakening seriously and it continues to cast a vigilant eye over the Naga cities as much as is possible through the Shinomen Mori's thick tree cover. The Unicorn guardsmen in the tower stand ready to defend their sleeping allies from any threat that might present itself.

THE WALLS OF IYOTISHA

Unicorn patrols have many guard posts along the ancient Naga city's perimeter. While some samurai might look on such guard duty as a punishment, the contingents of Shinjo, Ide and Moto that guard the walls believe it to be a great honor. They are the first line of defense against anyone who might wish to harm the Naga during their slumber.

The broken walls of Iyotisha are covered with strange script that only one familiar with the Naga language can read. It is said that they hold the secrets of many ancient Naga astronomers and that the signs and portents written there speak of times long past and events yet to come. Several Iuchi shugenja camp at the small outposts along the wall and move from day to day. They work to translate the arcane symbols and reveal their meaning, but have been at the task for years and many wonder if they will ever succeed.

SHRINE TO JUROJIN

A large shrine to the Fortune of Longevity can be found in the Ide provinces. Located in a valley southwest of Shinomen Tower, the Shrine to Jurojin is a wonder to behold. A great waterfall overlooks a tall stone column ringed by a staircase carved from rock. At the column's peak is great stone claw bathed in bright, purple light by the Fortune's power. No one knows quite exactly why the shrine is here, but those who gaze into the light of Jurojin are said to find the happiest memories they have. Some are even said to see images of things to come. No one person can see another's vision, so the shrine is a different experience for each of its visitors. Needless to say, there are a great many visitors to the shrine each year, no matter the season. The four monks that tend the shrine never ask for any recompense, as Jurojin has blessed them with long lives in contemplation. When an attendant tires of his position or dies, the monks find a replacement by the time Lady Hitomi has completed a full cycle from the night when the position was vacated.

ADVENTURE HOOK

Challenge: An attendant of Jurojin's shrine recently disappeared during the night. The other attendants knew nothing of his departure and believe that there may have been foul play involved. The local authorities have had difficulty finding the well-respected monk and ask for the player characters' help.

Focus: The Ide consider the shrine a top priority and will scour the countryside with their own soldiers as well as Moto troops looking for the man. It is possible that the monk was killed by bandits or some unknown beast. It is also possible, however unlikely, that the man tired of his position and left to find a quieter place to retire. It is up to the party to investigate and find out what happened.

Strike: Regardless of what happened to the monk attendant, his position must be filled. If the party cannot find the man after a week or two of searching, the monks will begin to search for a replacement. If a player character wishes to take his place as a new attendant, they can do so, though such an act would likely remove them from the campaign. They may also go out into the Empire and find someone willing to take the missing monk's place. Either way, if the characters succeed, whether by finding the old attendant or replacing him with a new one, they will carry the favor of Jurojin with them for the rest of their lives. How exactly that favor will manifest is something only time (and the GM) can tell.

PLUM BLOSSOM PASS

(LOCATION CC FROM ROKUGAN™)

It is said by the Dragon that this is the pass where the kami Togashi first reached enlightenment, eating a plum to break his fast. Oddly enough, no plum trees grow here. In fact, the harsh climate seems to preclude the possibility of such a tree ever having grown here. Togashi's descendants believe the pass to be yet another riddle on their long road to enlightenment. One monk tends a small shrine to Togashi that is found in the mountains high above the pass.

While seen as a sacred place by the Dragon Clan, the Ide use Plum Blossom Pass to travel through the Spine of the World Mountains to Shiro Iuchi. The pass can only hold a few men at a time and is largely ignored by most other clans. It has been instrumental in delivering messages from the Ide to the rest of northern Rokugan when secrecy is paramount and magical transport is either unavailable or too risky to use.

KAWA SANO FUI NO DANSEI WO SASU

(LOCATION AA FROM ROKUGAN™)

More than two hundred and thirty years ago, the Unicorn battled an army of Shadowlands creatures that had moved north far from their homeland. The creatures tried to despoil Chrysanthemum Lake, but the courage of a farmer proved to be the crucial factor in the battle.

A young peasant had been traveling east, intending to watch the Chrysanthemum Festival. Spotting several goblins just as they disappeared over a ridge, the farmer knew that he must warn those traveling to the festival. He told anyone he came across about the invading forces, but few believed him. The young man eventually found an Ide patrol and convinced the Unicorn samurai that what he had seen was real. The warning prevented a group of bakemono and trolls from reinforcing the ogres who had attacked the lake. His bravery and perseverance saved the Unicorn army and the River of the Unexpected Hero was named in his honor.

IMPORTANT IDE NPCs

AKASHA, LEGACY OF THE NAGA

As the Naga were preparing to enter their great sleep once again, their ningyo allies found a large golden pearl in the Naga pearl beds. During the War Against the Shadow two humans, Mirumoto Daini and Hida Yakamo, became part of the Naga's communal soul, the Akasha. The presence of alien human thoughts caused certain imperfections within the Akasha. Reacting to remove these impurities, the Golden Pearl was formed. The pearl possessed powerful magic, and was deemed a suitable gift for the Emperor Toturi. In an ironic turn of events, the courtier that met the Naga at the gates of Otosan-Uchi had begun the process of refusing a gift twice before accepting it when the Naga turned to leave. As far as they were concerned, their gift was refused and they went to find others who would accept. They eventually came to Moto Gaheris, the Unicorn Khan, who gladly accepted the pearl and agreed, in return, to guard the Naga during their sleep.

The Golden Pearl became a fixture at Shiro Shinjo. One day, many years later, the pearl hatched. A human woman stepped from the pearl's remains. She called herself Akasha for the Naga soul that infused her. Akasha quickly proved her loyalty to the Unicorn Clan, working with Gaheris and the other Unicorn daimyo to help better understand the Naga.

After the shock of her appearance wore off, Akasha was accepted into the Unicorn Clan and sent to train with the clan's various families. Akasha eventually settled with the Ide family and began to learn more about the social structure of Rokugan through her instructors there. Shiro Ide's location was as much as a convenience as the training she was to receive: being near the Shinomen Forest allowed Akasha to retain her connection to the Naga and occasionally visit the few Naga still awake.

One of those Naga was the Ghedai, a Cobra jakla who taught Akasha the basics of pearl magic. He helped to strengthen Akasha's connection to the Naga collective mind from which the half-human, half-Naga woman took her name. This allowed Akasha to use certain Naga pearls to practice their magic.

More recently, Akasha has taken a greater role in the Unicorn Clan. With the help of Iuchi Lixue, the half-Naga summoned a portal to help Moto Chagatai and Moto Chen confront the Lords of Death, otherwise known as the Shi-Ten Yen-Wang. In Chen, she saw a great warrior and a kindred soul and took an interest in the Unicorn general.

During Akasha's training with Ghedai, she learned about the Unbroken, a group of ronin who helped the Naga in return for aid in removing the Shadowlands Taint. She shared this secret with Chen, who saw it as a way to reward Yoritomo Kumiko for her help in fighting the Kolat who sought to destroy the Moto general. At the same time, Akasha learned of Ghedai's treachery from the Shasyahkar: Ghedai had traded pearls from the Naga pearl beds to the Kolat in return for aid in recovering greater enchanted pearls from the deepest and most remote areas in the sea.

Through Akasha and Chen's efforts, the Ghedai was eventually destroyed (along with the Shasyahkar) and the Kolat were banished from the Shinomen forest. The trials they have gone through have made the two Unicorn an even stronger couple. Never completely a part of either the Naga or human worlds, Akasha has created her own place in the Empire.

AKASHA, LEGACY OF THE NAGA

Female human Ftr 7/Mnk 5: CR 12, Medium-sized humanoid; HD 7d10+14, plus 5d8+10; hp 80; Init +3, Spd 30 ft; AC15 (touch 15, flat-footed 13); Attack +12/+7 melee (1d12+3); SQ Class skill – Knowledge (Naga), Monk abilities (Unarmed Strike, stunning attack, evasion, still mind, slow fall, purity of body); Honor 2; AL CG; SV Fort +9, Ref +6, Will +6; Str 15, Dex 14 (16), Con 12, Int 10, Wis 14, Cha 11; Height 5 ft.10 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Naga), Balance +5, Climb +5, Concentration +5, Diplomacy +4, Jump +5, Knowledge (Arcana) +2, Knowledge (Naga) +6, Move Silently +10, Ride +12, Tumble +5; Blessing of the Golden Pearl, Cleave, Deflect Arrows, Depths of the Void, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Void Use, Way of the Unicorn.

Dojo: None; **Kata:** Shinjo's Breath

Possessions: Katana, heavy war-horse, amulet of natural armor +2, gloves of dexterity +2, horseshoes of speed, furoshiki bag of tricks (rust).

AKASHA, LEGACY OF THE NAGA

Earth: 3

Water: 3

Fire: 3

Air: 3

Reflexes: 4

Void: 4

School/Rank: Shinjo Bushi 3

Dojo: Shinjo Dojo

Honor: 2.6

Glory: 4.1

Advantages: Blessing of the Golden Pearl, Clear Thinker, Precise Memory, Quick, Way of the Land (Ide provinces)

Disadvantages: Idealistic, Soft-Hearted

Skills: Athletics 3, Battle 4, Climbing 3, Defense 4, Hunting 4, Kenjutsu 4, Horsemanship 4, Investigation 3, Lore (Naga) 3, Lore (Pearl Magic) 3, Meditation 3, Naga 3, Naginata 3, Pearl Carving 1, Rokugani 5, Stealth 3, Yomanri 2

Kata: Shinjo's Breath

THE GOLDEN PEARL'S BLESSING

Akasha possesses a number of special abilities due to the unique circumstances of her birth. A human with significant connection to the Akasha may be able to obtain some of these abilities with the GM's approval.

D20 SYSTEM™

Blessing of the Golden Pearl [Naga Feat]

Your connection to the Akasha allows you to use Naga pearls as if you were a jakla.

Benefit: You may use Naga pearls as if you were a Naga shugenja of a level equal to half your total character level.

Special: You either be a Naga or possess a significant connection to the Akasha.

15R RPG 2E:

New Advantage:

Blessing of the Golden Pearl (12 points)

If you are not a Naga, you must possess a profound connection to the Naga race to obtain this advantage.

This advantage allows you to use pearl magic as if you were a Naga Jakla of a Rank equal to half your Insight Rank.

IDE TADAJI, MASTER COURTIER

Born with a club foot, Ide Tadaji might have been relegated to a minor position in the Unicorn Clan, as he could never ride a horse without difficulty and was relatively useless in combat. Tadaji has never let his deformity slow him down and used his natural skill as a diplomat to become one of the most important individuals in his clan.

Originally apprenticed to Iuchi Daiyu, it was quickly found that Tadaji had little to no ability as a shugenja. Daiyu felt sorry for Tadaji and kept the boy on, teaching him about ancient Unicorn lore. Daiyu was the young Ide's only real friend and when his gempukku drew near, Daiyu spoke to the Ide daimyo on Tadaji's behalf. While the young man's deformity could no longer be hidden, Daiyu believed Tadaji could still serve the Unicorn somehow. The Ide daimyo sent Tadaji to live in a monastery in Dragon lands, to learn more about the people of Rokugan and their ways.

Tadaji returned with a powerful voice, a confident demeanor and a strong knowledge of Rokugan's courts. The young man they had sent away to the Dragon had come back transformed. Daiyu welcomed Tadaji at his homecoming as did the other Unicorn in time.

Tadaji was enrolled in Calm Heart Dojo near Shiro Ide shortly after his return to the Unicorn lands. He proved his mettle at the dojo and became known as a reputable advisor and a fierce voice for his clan in the Empire's courts. Tadaji's

reputation for quick thinking and adaptability eventually came to the ears of Shinjo Yokatsu. The Ide courtier helped the Unicorn impress the Hantei during a visit by the Emperor to their lands. Yokatsu rewarded Tadaji for his service by sending him to Otsan-Uchi to be the Unicorn's voice in the Imperial Court. He has never faltered in his duty to his clan, and has continued to serve even after many of his children have lived and died in service to the clan.

Over the last several decades, Tadaji has kept his clan in the Empire's hearts and minds. His political maneuvering has been almost without equal and many courtiers refer to him as the "Heart of the Unicorn". While they may not know it, Tadaji has had his hand in plots that involve every Great Clan and most daimyo owe Tadaji a favor or two.

It is through Tadaji's efforts alone that the Unicorn have kept their place in the Imperial Courts. Without his work, the other Great Clans might have just assumed that they could deal with the "uncivilized" Unicorn as they wished. The old Ide has made sure that no one will ever make that mistake. His influence on both the courts and the Calm Heart Dojo have endeared him to his clan and made sure that the Imperial Court respects Ide's pacifism.

Tadaji has long been a friend of another voice in the courts: Shosuro Taberu. The old courtier originally met Taberu while waiting for an audience with a Lion ambassador. The two struck up a conversation then and have been great friends since, spending many afternoons playing Go. Some games between them have gone on for months, with each move being more delicate than the last. Many courtiers in the Imperial City have studied their games, hoping to glean a small amount of wisdom from the friendly conflict.

During the time since the War of Spirits, Tadaji has been less active, seeing to his duties as Ide family daimyo. He is older than almost any other person in the Empire not surviving through magical aid. While advanced age has weakened his body, Tadaji's mind has remained as sharp as ever. He longs to retire, but cannot do so until there is a voice equal to his in the courts and one that is more interested in peace than in the position of just one clan. He sees two possibilities to fulfill this role — the young Imperial Herald Miya Shoin and Imperial Advisor Doji Tanitsu.

While Ide Tadaji has outlived many of his old friends and allies, he still hasn't finished with his service to the Empire. It is Tadaji's duty to train Tanitsu as the new Imperial Advisor to Emperor Toturi II. The young Crane will be a natural at the position, especially with his connections to all of Toturi's children, but Tadaji's courtly skill and years of experience can only help Tanitsu to fill his position.

IDE TADAJI, MASTER COURTIER

Male Human Crt 20: CR20, Medium-sized humanoid; HD 20d6+40; hp 133; Init -1, Spd 30 ft.; AC 22 (touch 22, flat-footed 22); Attack +9/+4 melee; SQ Class Skill — Diplomacy (family bonus), Wealth, Talent, Style and Grace, Gossip, Leadership Bonus +, The Heart Speaks, The Immovable Hand of Peace, Courtier Abilities (Eyes of Ide, Ide's Blessing, Voice, Whisper from the Soul, Your Life is Mine, The Eyes Betray the Heart); Honor 3; AL NG; SV Fort +13, Ref +10, Will +22; Str 8, Dex 9, Con 15, Int 18, Wis 17, Cha 23 (29); Height 5 ft. 3 in.

Skills and Feats: Speak Language (Ashalan, Rokugani, High Rokugani, Mekhem, Yobanjin), Battle +9, Bluff +13, Diplomacy +46, Escape Artist +9, Games (go) +33, Games (sadane) +25, Gather Information +36, Handle Animal +13, Hide +9, Innuendo +13, Intimidate +19, Intuit Direction +13, Knowl-

edge (Etiquette) +24, Knowledge (History) +14, Knowledge (Law) +24, Knowledge (Nobility & Royalty) +14, Listen +14, Move Silently +9, Read Lips +14, Ride +9, Search +14, Sense Motive +33, Spot +13, Tea Ceremony +13, Wilderness Lore +13; Cool Head (Ancestor: Ide), Dancing with the Fortunes, Ichi-Miru, Iron Will, Kitsuki's Method, Leadership, Political Maneuvering, Powerful Voice (Ancestor: Shinjo), Versatile (×4; Battle, Escape Artist, Handle Animal, Hide, Intuit Direction, Move Silently, Ride, Wilderness Lore), Void Use.

Dojo: Calm Heart Dojo; **Kata:** none

Possessions: Tadaji's hat (unique item, functions as a doubled circlet of persuasion), bracers of armor +8, courtier's obi, haori of resistance +5, kimono of charisma +6, Nio's fan, ring of protection +5, talisman of expeditious retreat, talisman of levitation, twilight lantern, Unicorn saddle

IDE TADAJI, MASTER COURTIER

Earth: 3

Willpower: 6

Water: 3

Perception: 4

Fire: 4

Intelligence: 6

Air: 4

Awareness: 5

Void: 5

School/Rank: Ide Emissary 5 / Doji Courtier 3 (starts as Ide Emissary 4)

Dojo: Calm Heart Dojo

Honor: 3.2

Glory: 6.8

Advantages: Allies (Doji Tanitsu, Shosuro Taberu), Clear Thinker, Social Position (former Imperial Ambassador), Voice

Disadvantages: Bad Fortune (born under a bad sign), Lame

Skills: Commerce 3, Courtier 9, Diplomacy 8, Etiquette 9, Gossip 8, History (Rokugan) 5, History (Unicorn Clan) 7, Ichi-Miru 6, Intimidation 5, Investigation 5, Knife 2, Manipulation 8, Law 9, Lore (Dragon Clan) 2, Lore (Political) 9, Lore (Shugenja) 2, Oratory/Rhetoric 8, Research 6, Sadane 6, Shintao 5, Sincerity 5, Tea Ceremony 4, Theology 3

Kata: none

VASSALS OF THE IDE

THE SUIO VASSAL FAMILY

Although the Unicorn left Rokugan with the intent to make peaceful contact with the peoples beyond the Empire, they faced a fundamental problem. It was difficult for the Unicorn to build the deep rapport necessary to open diplomatic relations without first speaking a common language.

Ide was the first to face this challenge, and spent long hours building lines of communication with outsiders. He would converse with any foreigner available for days on end, trying to grasp the nuances of their grammar, their cultural idioms, and their language with a passion bordering on obsession. Over time, he would develop superb comprehension of many languages.

Ide passed his insights to other clan members, who adapted his methods in their own dealings with foreigners. Over time, several clan members were more proficient at translating and transcribing foreign words and writings. As the necessity of being able to speak multiple languages became more obvious, Ide asked the most talented of his followers to dedicate themselves to the art. Over the years, the followers of Ide Suio supported Ide's diplomatic efforts by ensuring that the appropriate words would be chosen to convey a message so no ambiguities or misunderstandings would later mar the relationship. Soon, Ide bestowed a vassal family name upon Suio and her followers.

While their facility with languages was invaluable in brokering trades and fostering friendships during the exodus, the Suio's role in the initial years after the Ki-Rin's Exodus was largely considered obsolete. Other than translating the occasional foreign document for Imperial scholars or curious shugenja, the Suio found there was little demand for their talents. However, while the ability to decipher foreign tongues was no longer critical to the Unicorn's well being, the Suio soon discovered one arena where their expertise was badly needed.

Rokugan's courts can be treacherous for those not properly prepared, as the Unicorn swiftly discovered. Even with a common language, 800 years apart resulted in dramatic differences between the Unicorn and the Empire. Words had evolved in their meanings, expressions held different contexts, and centuries of cultural divergence meant many metaphors and subtle allusions fell on deaf ears. More often than not, misunderstandings favored the other Clans, as they could interpret the wording of treaties to their own ends, appealing to "commonly understood meanings" to undermine the Unicorn's political leverage.

The Suio, once again, helped provide a solution. They applied the same principles they developed over years abroad to the Empire's language and culture. Meticulously, the family studied Rokugani history, famous plays, and attended courts, all with the goal of understanding Rokugani language. As they mastered the intricacies of Rokugani language, they began to apply their insights Rokugani law, lobbying for interpretations of precedents, treaties, and testimonies that were more favorable to the Clan. Shinjo Hiroki, Unicorn Champion at the time, recognized the Suio's work, and rewarded them with favored vassal status among the Unicorn vassal families. To this day, the Suio play a large part in training Unicorn magistrates and courtiers, showing them how to support Unicorn values in court with the precedents and traditions established by the Empire's other clans.

The influx of Burning Sands Moto has increased the Suio's profile, as they are once again helping their kin acclimate to a new style of living. The Moto have proven to be more challenging than the previous generations of Unicorn as they are not inclined to change they way they speak to accommodate traditional Rokugani sensibilities. If anything, the Moto work with the Suio consists of Suio linguists determining exactly which rules and traditions the Moto are violating, and how the damage can be best mitigated, while the Moto say and do whatever they wish.

HOLDINGS

The Suio, as befits their previous duty of interpreting language and current duty of interpreting law, do not maintain a standing castle. Instead, the family maintains a large library in each major Unicorn settlement, where important legal prece-

dents and major cultural events such as festivals, plays, and battles, are recorded. Although the Suio do have a separate estate in Shiro Ide, few can be found there at any given time. Most Suio can be found at the courts, attending functions, and traveling with magistrates, observing and interpreting the events in the Empire—and how those events will change the one people speak, write, and think.

THE SUIO FAMILY

Favored Class: Courtier

Starting Honor: 2

Class Skills: In lieu of a class skill, members of the Suio family may speak an additional language from the following list: Ra'shari, Moto, Mekhem, Senpet. Optionally, they may forego this bonus language to gain Innuendo as a class skill.

Starting Outfit:

1. 300 Koku
2. Royal Outfit, 50 Koku

THE SUIO FAMILY

Benefit: +1 Intelligence

Glory: 0.5 (rather than 1.0)

Special: Members of the Suio family may exchange a single rank from any Bugei skill in exchange for a rank in either Law or Lore: Burning Sands.

IDE MECHANICS ANCESTORS

As befitting a samurai family with appropriate respect for tradition, the Ide revere their ancestors, and have many lavish shrines prominently displayed throughout their homes and castles.

IDE SUARI

Where Ide Suari went, hostility ended and conflicts ceased. His oratory skills were legendary, and he was favored above all the Ide. His problem was simple: in his lifetime, there were no foreign cultures to deal with. Suari was born during the Unicorn's travel through the Lands of Darkness, where the Lying Darkness held sway.

He practiced with the clan's finest thinkers and honed his skills, because the clan knew that his generation would be the generation to reintroduce Shinjo's legacy to Rokugan. Suari practiced in front of tapestries of near-forgotten Rokugani landscapes, some faded beyond recognition, knowing that someday he would prove himself and his clan to Rokugan. He was fated to do great things.

When some Unicorn began to show signs of Taint, Suari grew ever more eager to see the home of centuries past. Now, he knew, they were close. Even as his family and sensei fell victim to the Taint, Suari held his faith fast, believing wholeheartedly that Rokugan was just ahead.

As the Fortunes had it, the Unicorn persevered through the Shadowlands, reaching Rokugan with a startlingly low occurrence of Taint. (Historians now question the Unicorn claim of years of travel through the Shadowlands, based on the fact that there continues to be a Unicorn clan.) Suari was spared any corruption, and he took this as further proof of his destiny.

When the Unicorn finally reached Rokugan, they were met with hostility from Crab forces that believed they returned Unicorn to be Shadowlands creatures. After breaking through the Crab defenses, the Unicorn dispatched Suari and a small group of emissaries to Otosan-Uchi to see the Emperor. It was Suari who gained time for the Unicorn, imploring the Emperor to call off the Crab while the Unicorn Champion proved his case. After the Unicorn Champion presented Lady Doji's fan and the Unicorn's place was secured, Suari was given a permanent position in the Imperial Capitol. It became his duty to tell the Emperor tales of the wonders the Unicorn had seen beyond Rokugan, and it was a duty he enjoyed for the rest of his life.

Ide ordered a shrine built in his son's memory, and brought with him Gokun's young daughter, to keep Gokun's bloodline near to him. During the Battle for Oblivion's Gate, Gokun returned through the Gate, hoping to receive a second chance in battle against the Shadowlands. He received his chance, and fought against the Horde once again to several great victories.

OPEN-HANDED WARRIOR

UNICORN ANCESTOR FEAT: IDE GOKUN

Gokun's battle prowess lives on in you.

Clan: Unicorn

Benefit: Choose a simple or martial weapon and a category of enemy (such as Tainted creatures, or Scorpion Clan members; nothing broader than is acceptable as a favored enemy is appropriate). You gain proficiency in that weapon, and when using that weapon against a target of your chosen type you gain a +1 competence bonus to your attack rolls.

CONFIDENT ORATION

UNICORN ANCESTOR FEAT: IDE SUARI

Your oratory skills are unmatched.

Clan: Unicorn

Benefit: As long as you are honorable, you may take 10 on all Perform and Diplomacy skill checks.

IDE SUARI

(2 POINTS)

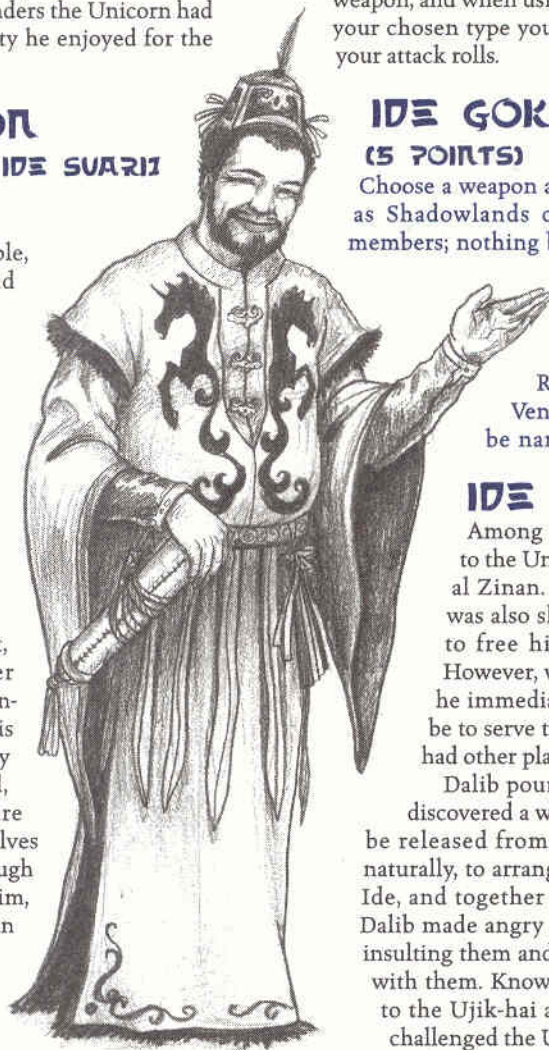
As long as your honor is 2.0 or higher, you automatically succeed at any Oratory/Rhetoric roll with a TN less than five times your Rank in the Oratory/Rhetoric skill.

IDE GOKUN

The first Ide was Shinjo's faithful servant, liaison to the gaijin and peacemaker extraordinaire. Most of his sons continued his traditions and practices, but his youngest son Gokun rebelled. "Why should we remain weak," Gokun asked, "when the other servants of Shinjo are strong? Why should we not arm ourselves to defend ourselves and our Lady?" Though his brothers and sister pleaded with him, Gokun would not renounce his belief in the martial arts. Nor would Ide tell him otherwise, as the diplomat knew that his son could not change what was in his heart.

Gokun sensed his father's silent disapproval, and sought to change that. Before the Ki-Rin's Exodus, he volunteered to journey to the Shadowlands as part of an Imperial Army. He wanted to strike a blow against the Shadowlands. It was his dream to prove to his usefulness in battle by acquitting himself well.

Ide received a messenger from Hida's army the day before the Ki-Rin departed on the Ki-Rin's Exodus, telling him of his son's fate. The messenger told Ide that Gokun was a valiant warrior, killing over fifty zombies and Lost before being slain by an oni that could not be harmed by weapons.



IDE GOKUN

(5 POINTS)

Choose a weapon and a category of enemy (such as Shadowlands creatures, or Scorpion Clan members; nothing broader than a specific clan is appropriate). When attacking that enemy, you deal an extra amount of damage equal to twice your highest Ring. If you have Heart of Vengeance, both advantages must be named against the same group.

IDE DALIB

Among the earliest gaijin to swear fealty to the Unicorn was a man named Dalib ibn al Zinan. Dalib was a courtier, though he was also slave to a cruel Sultan and unable to free himself from the man's service. However, when he grasped Shinjo's divinity, he immediately knew that his destiny must be to serve the Goddess. The Sultan he served had other plans.

Dalib poured over the laws of his city and discovered a way to be free: if he died, he would be released from obligations. His solution was, naturally, to arrange his death. Dalib contacted the Ide, and together they hatched a plot. For weeks, Dalib made angry remarks regarding the Unicorn, insulting them and demanding the Sultan go to war with them. Knowing full well what had happened to the Ujik-hai and heartless sorcerers who had challenged the Unicorn, the Sultan would dare no such thing. He even demanded Dalib apologize for his words. During the meeting between the Caliph and the Unicorn, Dalib proved to be more than unresponsive, he was absolutely insulting. At that, the Sultan commanded his guards to put Dalib to death.

The Ide representative stepped forth then, and forgave Dalib for his words. According to the Sultan's law, now that the Sultan had condemned Dalib his life was worth less than a dead man's. However, since the offended party had forgiven him, there was no offense. Technically, Dalib had died. He was now free of the Sultan's enslavement.

Dalib swore fealty as soon as he was returned to the Unicorn camp, and Shinjo accepted his fealty with open arms. Within five years, he had fully assimilated into the Ki-Rin Clan. The Ide revere Dalib's bold actions and clever demeanor. It is said that a plan devised by one of Dalib's descendants is assured success.

FEARLESS CUNNING

UNICORN ANCESTOR FEAT: IDE DALIB

You always have a solution.

Clan: Unicorn

Benefit: You gain a +1 competence bonus to all Intelligence-based skill checks, and may add your Intelligence modifier as a morale bonus against all fear effects.

IDE DALIB

(1 POINT)

You gain a +1 bonus to the total of all Lore rolls, and may add your Intelligence to the total of any roll to resist Fear.

CALM HEART DOJO

SOCIAL BENEFIT

Members of Calm Heart Dojo have a reputation for being skilled diplomats and are known for defusing violent situations.

Benefit: You gain a +4 bonus to all Diplomacy checks with any member of a Great Clan who is aware that you have trained as an Ide Emissary.

Benefit: You gain a may roll (not keep) an additional die when making any Diplomacy checks while dealing with a member of a Great Clan.

TRAINING BENEFIT

The students of Calm Heart Dojo have been trained to diffuse unpleasant situations and are particularly good at getting parties to compromise.

Benefit: You may also, once a day, retry any one failed Diplomacy check.

Benefit: You may, once per day, reroll a failed Diplomacy check but you must keep the new roll.

IDE EMISSARY SCHOOL

Below is the Ide Emissary School, updated and revised for the Legend of the Five Rings RPG, Second Edition system. These are the trademark techniques of such notable characters as Ide Tadaji, Ide Michisuna, and Ide Tang.

Benefit: +1 Awareness

Skills: Courtier, Diplomacy, Etiquette, Horsemanship, Investigation, Sincerity, any High or Bugei Skill

Beginning Honor: 2, plus 5 boxes

Outfit (all Fine Quality): Wakizashi, any one weapon, Kimono, Traveling Pack, Steed, 10 koku

TECHNIQUES

Rank 1: The Heart Speaks

The Ide, are keenly aware of their clan's barbaric reputation, and turn it to their advantage. Ide gain a bonus equal to their Awareness to all social skill rolls relating to honorable society (a Sincerity check in the Ikoma's Winter Court would benefit; trying to bluff a Kolat or ronin mercenary with the same Sincerity check would not).

In addition, the Ide's awareness of other cultures gives them insight into the nuances of all cultures. With an Investigation/Perception check (TN 15) and at least an hour of unobtrusive observation, the Ide can understand the subtleties of a particular court and thus skillfully avoid any major faux pas in court.

Rank 2: The Heart Listens

The Ide continues his studies into all cultures. Once per day, a Diplomacy / Awareness check (TN varies based on the culture's rarity, normally between 15 and 35) allows him to identify the native culture of any individual after at least fifteen minutes of conversation. In Rokugan, this can identify what clan and family the target was born into and perhaps (with Raises) the dojo he attended. When used on foreigners, their nation and city of origin is revealed. (When used against spies or actors pretending to be members of schools other than their true school, they may oppose the Ide courtier's Diplomacy / Awareness check with an Acting / Awareness check. If their total is higher, then the Ide believes they hail from the clan, family, and dojo the target currently emulates.)

When dealing with targets previously identified by this technique, the Ide gains a bonus to Diplomacy and Courtier with that person equal to twice his School Rank. The Ide may attempt this roll once per day.

Rank 3: When the Veils Move

The Ide have learned well that in court, seconds can mean the difference between friendship and anger, life and death. The Ide may make a Courtier/Reflexes check just before any violent or confrontational outburst. If successful, the Ide may take an action before combat ensues. This may not be an attack. Ide often use this to maneuver behind their yojimbo, or to flee the area. The Ide may also use this action to make one last attempt at reason, a quick Diplomacy check to attempt to prevent the combat before it begins.

Rank 4: Piercing the Veils

Emissaries learn to see past a person's face to the truth that always lies beneath. Through body language, tone of voice, and inflections of speech even the most experienced courtier can be read. Any time the Sincerity skill is used to intentionally deceive the Emissary, he is aware that the skill is being used, and thus it has no effect. This ability does not allow the Ide to automatically win contested rolls mandated by Techniques that involve the Sincerity skill.

Rank 5: The Immovable Hand of Peace

By projecting an intimidating presence, the Ide can prevent attacks against his person. As long as neither the Ide nor his yojimbo (if he has one) raise a hand in violence, neither may be attacked. Characters wishing to attack the Emissary or his yojimbo must make a Willpower roll against a TN equal to the Emissary's Awareness times five. If a character attempts this roll and fails, he may not attack that round, and may only move away or take defensive actions.

CHAPTER THREE:

THE IUCHI

OUTSIDERS
PART FOUR

The Sun had set beyond the horizon long ago; most of Shiro Moto was shrouded in darkness. While the Empire regarded the Moto as madmen and barbarians, many visitors would be surprised to see just how ordered the castle's operations were. Like any other great stronghold, there were few samurai still awake except the night watchmen. Hatori had only passed three servants in his walk through the halls of Shiro Moto so far, and had not seen any other nobles.

In any other house, each servant and samurai Hatori met might have stopped him and politely urged him to return to his quarters. It would be unseemly for a visitor to be wandering alone this late at night, but here the peasants were content to leave the old shisha uninterrupted. Hatori knew why. It was the same reason he had always managed even the most delicate negotiations with the Unicorn. The Unicorn, even their peasants, seemed to have almost a supernatural ability to judge the trustworthiness of others, and were willing to leave friends to do as they wished. To this day, the Miya noble had yet to meet a Unicorn he did not like.

A minute later, Hatori arrived at his destination. The smell of cooked shrimp had grown stronger with each step, until he reached the kitchen doorway. Just as Hatori had predicted, his old friend Kanjin was muttering prayers to himself as he grilled the shrimp over a low fire pit.

"It is sad," Hatori said, with a low chuckle, "that not even the great master sensei of Gatherer of Winds Dojo can get a servant to cook his lunch as he wants."

The man beside the fire looked up with a thin smirk on his dark features. Kanjin's face was always severe, especially for an Iuchi, but his eyes held an eternal kindness and humor. "We do not all have Imperial chefs at our beck and call, old man," the shugenja said with mock severity. "Now seat yourself and be silent before I beseech the spirits to turn you into something with more fur and much more humility."

Hatori raised an eyebrow at his old friend, pretending to take offense, but did as he was told. Within moments, Kanjin turned from the fire pit and laid out two plates of steamed rice and shrimp. "You are early," the shugenja muttered, taking his seat across from the Miya. "I don't have time to fetch cold sake now."

"Liar," the shisha replied before picking up a shrimp with his fingers and popping it in his mouth. Though Hatori found it relatively easy to shift into the relatively relaxed Unicorn mannerisms, he realized it was becoming a more difficult process each year he spent in the more reserved Imperial Courts.

Kanjin shrugged and smiled as he reached into his obi and produced a sake bottle far too large to have been tucked away in the shugenja's robes without the aid of magic. "You're no fun anymore, Hatori. I think those Otomo geisha are spoiling your patience."

This time, Hatori's look of surprise and offense was nearly genuine. It lasted only a moment before both men burst into loud laughter.

"I hope I am not interrupting anything, gentlemen," a light voice came from the doorway.

The Miya turned his head to see the lightly armored figure of Iuchi Yue standing before him. He had only met the Iuchi daimyo once before, though her manner had left a clear impression on his mind. Yue's father was the famous Doomseeker, Iuchi Karasu. Like her father, she was a warrior as well as a priest. Her fierce nature was tempered by a quiet good humor, though only her close friends knew this side of her.

"Yue-sama," Hatori said, raising a full cup of sake instead of bowing. He knew enough about the woman to know a formal bow would practically be ignored. The shisha made a show of eyeing the fresh dust on her robes and travel bag slung over her shoulder. "Surely you did not hurry from the Iuchi Plains just to visit me like this old hermit," Hatori indicated Kanjin with a wave of his hand. The other man looked up from his meal with a half interested glance then pointedly returned to eating, ignoring the comment. "I would have waited for you," Hatori finished.

The woman smiled faintly. Her eyes were tired, and her face carried a fatigue that could have only come from days of restless travel. "I do wish I had time to visit with you, Hatori. I wish I could speak with you at length, but that will have to wait," Yue said, dropping her satchel without preamble and sitting at the table so she faced both men. "I must ask something of you."

Hatori sat upright, his manner growing more serious, and he glanced at Kanjin. His friend's face had also become more focused and he moved his plate to the side. Apparently this visit from his daimyo had been completely unexpected. Neither of the men bothered to wonder just how or why Yue would have known to find Hatori here so easily.

"You have allies in the Dragon Clan, Hatori, do you not?" Yue asked after both men turned their attention to her.

Hatori looked at Yue for a moment. Her manner was nervous, and her eyes were almost wild now. He had rarely seen powerful daimyo in such an aggravated state. "That is correct. I have friends in many Dragon houses, just as I have in all the clans," he replied cautiously.

"You downplay your achievements," Yue replied. "The Dragon are reclusive and aloof; it is rare that a courtier makes such close ties with them as you have. I am in need of your ... influence."

"I don't understand," Hatori replied, taking another glance at Kanjin. His friend's look was one of resignation, and he was taking a long drink from his sake cup. The old Miya was certain there was something more going on here, and whatever it was he doubted he wished to be a part of it.

"There is little to understand, Hatori," Yue said, looking off toward the fire. The flames in the pit burned low now. "I need to you help me find something... important that was stolen. The Khan has entrusted me with getting it back and we believe the thief headed to the east."

Hatori nodded, and then spoke. "To Dragon lands. Do you wish me to secure travel papers for you? It is an odd request, Yue-sama. Surely your own position would be enough to get them easily."

"Not easily enough," Yue replied. "I need to avoid questions."

"Questions?" Hatori repeated. "About what? What is so important that the Iuchi daimyo feels like she must slink about like a Scorpion?" There were no accusations in his words, only genuine confusion.

"A Black Scroll," Kanjin said, slamming his cup down on the table, and openly glaring at Yue. Hatori knew that the two had served their family at one another's side for many years; Kanjin was nearly an equal in Yue's eyes. "You cannot do this to Hatori, Yue-sama," Kanjin hissed, leaning in toward his daimyo. "We have recovered his wife, and now he must return to Imperial lands and set his house in order. He has only just escaped the Shadowed Tower's grasp, and now you would have him chase across the mountains after something that is our responsibility?"

The old Miya did his best to calm the thousand questions in his mind. How did the Iuchi come to guard a Black Scroll? "Why..." Hatori began before Yue could respond, "Why would the thief head toward the Dragon provinces, then?" he asked. "Why would you not alert the Jade Champion or his magistrates?"

"The Jade Magistrates?" Yue scoffed. "The Jade Champion is a Crane. The thief... is a Phoenix. The Phoenix are allied with the Crane."

"Asahina Sekawa is an honorable man," Hatori said. "He would not ignore such a threat out of political convenience."

"We are not willing to take that risk," Yue said. "My mother told me tales of the horrors the Black Scrolls unleashed..." she was silent for a long moment, "it was the Phoenix who opened many of them before..."

"I will do as you ask, Yue-sama," he said. "Though once that is done, I shall report this to Asahina Sekawa. I do not believe the Phoenix would repeat the mistakes that once nearly destroyed them."

"You do not understand the power of that which they have stolen," Yue said. "The scroll that was taken from us was the one my father recovered from Yogo Junzo's body on the Day of Thunder. It was the scroll which brought the Empire to its knees and paved the way for the return of Fu Leng."

Hatori's breath caught in his throat. "The Wasting Disease," he whispered.

Yue nodded quietly, and said no more.

THE IUCHI PROVINCES

The Iuchi tend the southeastern Unicorn provinces, composed mostly of peaceful grasslands and the Spine of the World Mountains. The Iuchi plains are lush and beautiful. Though there are few natural landmarks in the region, the plains are green, dotted with wildlife.

MAJOR IUCHI HOLDINGS

The shugenja family maintains few holdings of significance, owing to their wanderlust and nomadic heritage. Combined with their markedly gaijin traditions, the Iuchi's deficit of large temples and shrines is yet another reason they are scorned by other holy orders in Rokugan. The Iuchi do what they must to oversee the lands they protect, but generally prefer to roam and stay in communion with nature.

HISATU-KESU

(LOCATION U22)

The only Iuchi city of any importance to those outside the family is Hisatu-Kesu, a mountain city just on the border of Shiro Iuchi. Hisatu-Kesu sprawls for miles beside the Spine of the World Mountains and attracts countless visitors each year. The main reason for the city's popularity is the steam vents that are spread throughout the mountain and under the city. The steam baths of Hisatu-Kesu host many powerful and affluent nobles from all clans every year.

The city has experienced a significant increase in visitors following Beiden Pass' destruction, as half the Empire found Ryoko Owari inaccessible. Even following the Great Crater's creation, the mountain resort has begun to rival the City of Stories in opulence, popularity, and corruption. Faced with a sudden influx of all sorts of opportunistic con men, thieves, and merchants, the Iuchi are becoming swiftly overwhelmed with the responsibility of maintaining law and order within

IUCHI'S MISTAKE

During the Ki-Rin Exodus, it often fell to Iuchi and Ide to defend the clan when swords failed. As often as they succeeded, the two men also accidentally caused a great deal of trouble in the form of cultural misunderstandings. Unlike many families, the Iuchi recount the mistakes of their ancestors frequently, not to shame the memory of their forbearers but to teach lessons based on their experience. The Iuchi define a hero not as a man who makes no mistakes, but a man who rises above his mistakes and insures they will not be made again.

The shrine known as Iuchi's Mistake is centered on a great stone relief depicting Iuchi battling a group of warriors mounted on gigantic flying birds known as rocs. The powerful wind Iuchi summoned knocked the rocs from the sky, but also brought an avalanche of snow down from the mountaintops. Iuchi had accidentally buried hundreds of Unicorn — including one of Shinjo's sons. The act also cut off the known passage back to Rokugan, causing the clan to split into four groups in order to find their way home. The story is a tragic lesson on the price of power. Students who adopt a careless attitude toward the forces at their command are immediately cast out of Shiro Iuchi.

SEIKITSU PASS

(LOCATION U29)

This area was once one of two major paths through the Spine of the World Mountains, along with Beiden Pass. Near the dawn of the Empire, the Kami Akodo faced a large army of Shadowlands beasts (originally believed to be ogres but recently revealed to be Tsuno) in this pass. With a mighty roar, he brought the pass down upon the Tsuno and himself. When Beiden Pass was destroyed in the war against Hantei XVI's spirit army, Lord Sun took pity on the Empire and commanded a great burst of fire from the Heavens to clear the pass. Akodo destroyed centuries before. Since that time, the Unicorn have claimed the area.

Seikitsu pass has two paths that circle around the Great Crater at its center. They are called the Way of Night and the Sun's Arc Way. The Unicorn fiercely protect both. Iuchi shugenja prowl the region, studying what they can in hopes of uncovering some small essence of the Celestial power that opened the pass. Nearly all trade that travels over the Spine of the World must be directed through Seikitsu Pass. The Unicorn tax such trade enough to make a healthy profit but not so much as to encourage travelers to find another route.

THE GREAT CRATER

When Lord Yakamo wished the rubble of Seikitsu Pass to be cleared, the Dragon of Fire smote the area with his tail, sending a meteor from the sky. The result was the Great Crater and the two paths around its edge. The Crater is nearly a half-mile wide and still issues heat, smoke, and steam near its center. The crater is significant to the Iuchi not only because it cleared a pass through the mountains, but also for the power represented by such a landmark. Unicorn scholars and priests often come to study the rubble to glean information about the distant Celestial Heavens. The Iuchi guard this area jealously. In truth, there is little left in the crater of interest, but their presence draws attention from the reason the Unicorn guard the pass with fervor — the City of Night.

CITY OF NIGHT

When the Great Crater came to be, the swift Unicorn's steeds were the first to explore the region. After many weeks of investigation, the Iuchi made a startling discovery. They stumbled upon an underground cave containing the ruins of what appeared to be an entire civilization. The Unicorn's familiarity with the Naga allowed them to quickly surmise the crumbling city was not of Naga origin, and it was impossible that the city was remotely Rokugani. The only location in Rokugan that was similar was the ruin of Voltturnum, City of Trolls, deep in the Shadowlands.

Though the Iuchi took on responsibility for investigating the City of Night, it was ultimately a Moto shugenja, Vordu, who took command of the excavations. Vordu learned much about the city's history, including the unsettling fact that it was built by not one but five different races — the Kitsu, the Kenku, the Trolls, the Zokujin, and the Ningyo. Vordu taught the Iuchi to use the strange pale green and purple "night crystal" that is abundant in the area and have forged weapons from it.

Recently, research on the area has slowed to a crawl. Apparently the Tsuno had a vested interest in the city, believing it to contain a power capable of destroying and remaking all of creation. They manipulated Vordu into granting them access to the city and attempted to seize it for themselves. In the end, Hantei Naseru, Shinjo Shono, Moto Vordu, and a gathering of other unlikely heroes stopped the Tsuno and destroyed the city's source of magical power. Vordu died during the confrontation and the powerful artifact at the center of the city was destroyed. Even so, many items of lesser magical power are still discovered in the city and created from its crystalline remains.

SHINJO GUAN

[Samurai 6; Shinjo Bushi 2]

Vordu's death at the Tsuno's hands came as a shock to his Clan, who relied almost exclusively on the eccentric shugenja to continue researching the city's secrets. Though the Tsuno who was responsible for Vordu's death was utterly destroyed, it became clear to the Unicorn Khan that they were not the only ones attempting to extract knowledge from the ruins. Horiuchi Shem-Zhe took over research in the city, but Chagatai immediately assigned a young magistrate by the name of Guan to oversee Shem-Zhe's activities. Guan has sworn not to fail the Khan, and errs on the side of caution where the ruins are concerned. He has put an end to several innocuous experiments in the last few months due to nothing more than gut feeling that he was tampering with forces better left at rest, and frequently patrols the city with a group of armed samurai, searching for any sign that the Tsuno have returned. While Shem-Zhe is frustrated by Guan's overzealous attitude, he recognizes that the danger of another tragedy befalling the city is minute under the eyes of such a vigilant guardian.

ADVENTURE HOOK

Challenge: This adventure hook is suited best for parties that include one or more characters with significant influence. As the group is passing through the Seikitsu Pass, they are approached by a figure wrapped head-to-toe in a thick kimono, cloak, and hood. The stranger has an odd accent, but is polite and quickly deduces which character carries the most influence in the group.

Focus: The stranger gives his name as Karasu, though he will readily admit it is a pseudonym. He will dodge questions about his past or specific details, but will infer he is part of an obscure monastic order. The man's request is simple — he wishes to see the infamous ruins that the Unicorn guard so jealously. Though few know exactly what the City of Night is, the stranger insists he has only scholarly interest in the place. Given the recent death of Moto Vordu and the interference of the Tsuno, what Karasu is asking may well be outside party's ability to grant without guile and subterfuge.

Strike: Naturally, Karasu is much more than he appears. He is an ancient kenku and wishes only to retrieve a genuinely harmless item of sentimental value he left in the city ages ago. The strange magics of the City of Night coupled with the Iuchi's patrol of the area make it impossible for even the clever kenku to enter unwelcome; he requires allies who are more familiar with samurai customs and traditions before he will dare sneak into the city. Should the group somehow prove successful in aiding the old spirit, they would find themselves in the favor of an kenku sensei.

MINOR IUCHI HOLDINGS

Because the Iuchi only make permanent settlements when they need to, few of their stationary holdings are minor. Any minor holdings the Iuchi claim are generally failed but functioning settlements or villages built near an exhausted natural resource. These holdings have few Unicorn samurai in residence, and in some cases the peasantry goes for an entire year before seeing their masters. Many choose, in the meantime, to rely upon ronin guardians for protection.

OKUYAKI

(LOCATION U23)

The village of Okuyaki is composed of a small handful of buildings, scattered over a wide area. Okuyaki only claims eight permanent structures of any importance and other buildings (mostly gers and huts) come and go as the years pass. The village is primarily a glorified rice field. Despite its close position to the Seikitsu Pass, Okuyaki has benefited little from the nearby mountain path becoming a major trade route.

The reason for this is that the Iuchi are not exceptionally skilled at managing commerce, and have become too involved in the problems plaguing Hisatu-Kesu to take any real advantage of the increase in traffic through the region. For now, there is little to encourage travelers to stop in the town as it only has one humble inn and little else in the way of earthly comforts.

KAIMONO

[Rogue 5; True Ronin, Insight Rank 2]

Kaimono is a ronin and thief of no small skill who has spent his entire life ingratiating himself to the Kolat's Coin Sect. His father was a spy for the Coin. Ironically, Kaimono fancies himself something of a samurai for honoring the path of his ancestors. The ronin was deeply honored when Master Coin appointed him the Coin Sect's chief agent in Okuyaki just after Seikitsu Pass was reopened. The Kolat Master believed

the small village would experience a population and commerce boom once traffic started moving through the Unicorn pass, and Kaimono would be capable of rooting himself firmly in Okuyaki's growth.

Of course, not everything has gone according to plan for the Kolat agent. The Iuchi have ignored the village almost completely in favor of ridding Hisatu-Kesu of its criminal problems, and the Khan is too busy with Ryoko Owari and his duties to the Shogun to care about a lost opportunity in a small village. For now, Kaimono waits. What was to be the greatest assignment of his life has turned out to be a waste of time. He has considered abandoning the Kolat just to escape the backwater town, but he is uncertain if he wishes to take such a risk for the sake of excitement.

IMPORTANT IUCHI NPCs

IUCHI LIXUE, GENERAL OF THE WEST, BARAUNGHAR COMMANDER

One of Iuchi Lixue's earliest memories is seeing the Steel Chrysanthemum's armies attacking Shiro Iuchi. She remembers the fear in her parents' faces as their ancestors rode against the castle walls. She remembers the hopeless looks in the ashigaru's eyes as they held the gates waiting for reinforcements that they had no reason to believe would come. She remembered sitting beside her infant brother, looking up at her father. Tears streamed down his cheeks as he drew his katana, prepared to take his own family's lives rather than let them be tortured by the Hantei's minions. She remembers the hope that dawned when the Imperial Legion's horns sounded from across the battlefield. She remembers the sight of Bayushi Paneki's brilliant standard, the arrival of his Scorpion troops throwing the spirit armies into chaos and confusion. She remembers her shout of triumph from the walls of Shiro Iuchi when she first saw the banner of Morito, the ronin hero, riding to her clan's defense.

Lixue promised on that day that she, like the samurai who saved her family, would be a hero.

Iuchi Lixue never sought glory, fame, or recognition. From an early age, all she wished to do was serve her Khan and honor the kami. Her talents with the water and air kami were unrivaled at Gatherer of Winds Dojo, and she soon became daimyo Iuchi Yue's favored student. Many expected she would one day assume a position at the temple as a sensei.

This changed when Moto Chagatai and a contingent of his Khol officers performed a routine inspection at Shiro Iuchi. Chagatai happened to be out hunting one afternoon when he caught sight of Lixue riding across the fields. He was awed by her horsemanship, the way she combined magic and raw talent to coax her horse to perform maneuvers he had never seen before. Chagatai immediately commanded that the young Iuchi be brought before him, whereupon he notified her that she would thereafter serve as an officer in the Baraunghar legions.

Iuchi Yue was disturbed by the thought of losing such a promising student to the Khan's war machine, but could not argue. Lixue gratefully accepted the post and performed remarkably. When her predecessor, Iuchi Jalaa, was gravely injured in combat against a Senpet scouting party, Lixue quickly seized command of a key unit and routed the gaijin forces. Jalaa was impressed. Before he retired due to his injuries, Jalaa recommended that Lixue be granted his position.

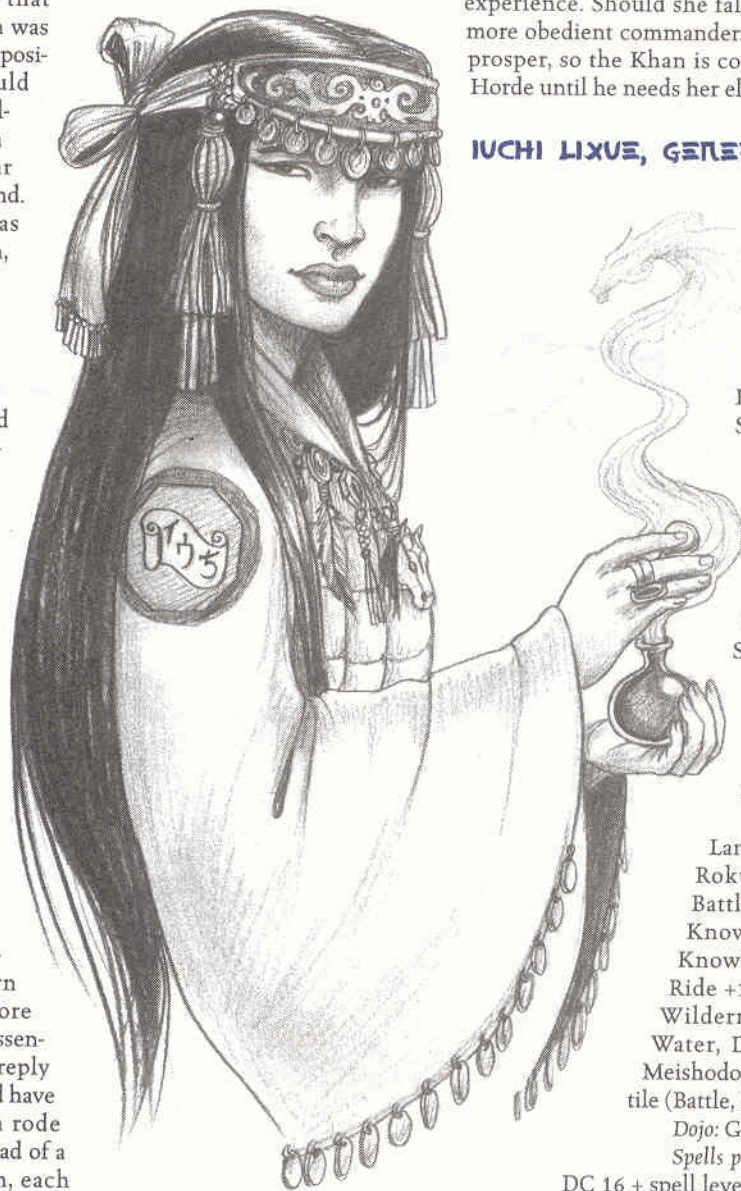
Many senior-ranking Baraunghar officers were outraged that such a relative unknown was being granted a powerful position, but the Khan would hear nothing of their jealousy. Lixue had proven worthy. The Baraunghar were now hers to command.

Shortly after she was installed in her position, Lixue's forces encountered a large army of oni during their desert patrols. The creatures had circumvented the Kaiu Wall to the west, and were bound for Medinaat-al-Salaam. Lixue knew nothing about fighting the Shadowlands Horde. She dispatched swift messengers to the Crab, hoping that they might offer some advice. Meanwhile she worked as best she could to slow down the monstrous army. The battle was difficult, and many of Lixue's Unicorn fell only to rise again as undead. Lixue soon lost hope, and prayed that the messengers would not return lest they merely fall before the horde as well. The messengers did return, and the reply was more than Lixue could have hoped for. Hida Kuroda rode over the horizon at the head of a hundred Crab horsemen, each armed with weapons of jade. With a defiant battle cry they smashed into the demon ranks, wiping them out in a matter of hours.

In Kuroda, Lixue saw many of the same qualities she ascribed to the heroes of her youth. She came to admire the Crab Clan, and when the opportunity arose for the Baraunghar to aid the Crab at the Wall, she seized it. Lixue could not have been more demoralized by the corruption of Hida Kuroda and the Tower of Fear had she been a Crab. She has sworn to stand beside Hida Kuon and help the Crab fight their enemies until the Wall is safe once more.

Since her arrival at the Wall, her zeal to aid the Crab has been so great that it conflicts with her loyalty to her Khan, causing her to defy his orders when the Crab's need is greater. Though Moto Chagatai is not pleased with the rebellious streak that Lixue has developed, he recognizes that her desire to fight the Horde is a noble one. What's more, Lixue's troops are fanatically loyal to her, and probably would not stand for her dismissal. Should she survive, Chagatai surmises, she will return to the Unicorn stronger and he will benefit from her experience. Should she fall, he will be free to select a more obedient commander. In either case, the Unicorn prosper, so the Khan is content to let Lixue fight the Horde until he needs her elsewhere.

IUCHI LIXUE, GENERAL OF THE WEST, BARAUNGHAR COMMANDER



Female human Unicorn, Shugenja 7 / Unicorn Traveler 5; CR 12; Medium-size humanoid (human); HD 12d6+12; hp 75; Init: +2; Spd 35 ft.; Atk +1 frost yari +10/+5 melee, 1d6+5 damage +1d6 cold; AC 19 (touch 14, flat-footed 17); SQ Breath of the Lady, Class Skill — Spellcraft (family bonus), Element Focus (Water), Ki-Rin's Step, Sense Elements; Honor 3; AL CG; SV Fort +7, Ref +8, Will +16; Str 16, Dex 14, Con 12, Int 12, Wis 20 (22), Cha 14; Maximum Void: 5; Ht: 5 ft. 4 in.

Skills and Feats: Speak Language — Rokugani, High Rokugani, Moto, Mekhem, Battle +21, Concentration +16, Knowledge (Fortunes) +6, Knowledge (Shadowlands) +10, Ride +17, Scry +8, Spellcraft +14, Wilderness Lore +11; Blessing of Water, Depths of the Void, Craft Meishodo, Track, Travel Magic, Versatile (Battle, Ride), Void Use.

Dojo: Gatherer of Winds.

Spells per day: 6/8/8/7/7/6/4; base DC 16 + spell level; Elemental Focus — Water.

Spells Known (Iuchi School) 0 — *commune with elements, create water, cure minor wounds, detect magic, guidance, know direction, mending, purify food and drink, read magic, Suitengu's surge*; 1st — *bless, detect taint, expeditious retreat, obscuring mist, protection from taint, speed of breath*; 2nd — *bull's strength, cure moderate wounds, lesser restoration, locate object, protection from arrows, yari of air*; 3rd — *clairaudience/clairvoyance, dispel magic, haste, ride through the night, when two become one*; 4th — *ice storm, importune kami IV, jade strike, torrential rain*; 5th — *dimension door, righteous might, wall of ice*; 6th — *heal, true seeing*.

Possessions of Note: +1 frost yari, +2 ashigaru armor, meishodo of dispel taint, meishodo of empowered cure moderate wounds, meishodo of scrying, horseshoes of speed (steed), periapt of wisdom +2.

IUCHI YUE, GENERAL OF THE WEST, BARAUNGHAR COMMANDER

Earth: 3

Water: 4

Perception 5

Fire: 3

Agility: 4

Air: 4

Void: 3

School/Rank: Iuchi Shugenja 4

Dojo: Gatherer of Winds.

Honor: 3.4

Glory: 6.5

Advantages: Aligned to the Elements (Water), Allies (Hida Kuon, Moto Chagatai, Moto Chen), Quick, Social Position (Baraunghar Commander)

Disadvantages: Idealistic, Fascination (heroes)

Spells: (Spells marked with * are memorized) Benevolent Protection of Shinsei, By the Light of Lord Moon, Commune*, Jade Strike, Path to Inner Peace*, Reflections of Pan Ku, Sense*, Silent Waters, Summon*, Teleportation*, The Flow of Time*, The Tie That Binds, Wind-Born Speed, Yari of Air, Yuki's Blessing.

Skills: Battle 5, Calligraphy 2, Defense 4, Herbalism 2, Horsemanship 5, Hunting 4, Kyujutsu 4, Lore (Shadowlands) 4, Meditation 4, Shintao 3, Theology 3, Yarijutsu 5.

IUCHI YUE, IUCHI FAMILY DAIMYO

Iuchi Yue is the daughter of Iuchi Karasu, a legendary figure both within his family and throughout the Empire. Known as the Doomseeker, he was a scourge of the Shadowlands during the Clan War and War Against the Shadow. He defeated Yogo Junzo beside Utaku Kamoko on the Day of Thunder. He took command of his family when the treacherous Bloodspeaker, Shawai, murdered Iuchi Daiyu. He even sacrificed himself to bind the evil Kuni Yori within a mystic pearl created by the Naga. In the Iuchi histories, none were so heroic and dynamic as Karasu. Yue never knew her father, as she was born at the end of the War Against the Shadow, shortly before he was bound in the pearl.

One might think that the daughter of such a famous Unicorn shugenja would be well known and highly regarded by her clan, but such is not the case with Iuchi Yue. Until recently, she was quiet and reclusive. She spent most of her time at the Gatherer of Winds Dojo, overseeing the training of new students and managing the Iuchi provinces. Some whispered that there was too much of her shy Kuni mother in Yue, and that she would quickly be forgotten. Iuchi Kumiho, the wise old shugenja who ruled the clan until Yue was old enough to take over her role, knew better. Yue had inherited her father's quite wisdom and boundless courage. She would never be forgotten.

In truth, there was more to Yue's apparent aloofness than even Kumiho suspected. On the day of her gempukku, Yue's mother, Hiruko, came to her with a crystal scroll case. The case, Hiruko explained, contained a Black Scroll. Her father had discovered it on the Day of Thunder, lying forgotten on Yogo Junzo's remains. After Karasu's disappearance, her mother assumed guardianship of the scroll. Now that Yue was old enough to take up her father's legacy, the right of protecting the scroll had fallen to her. Hiruko cautioned Yue that she must never open the case or consider using the magic

contained within, or allow anyone else to do so. Though all Black Scrolls were incredibly dangerous, this scroll was the one that Yogo Junzo had used to nearly destroy the Empire. This was the Wasting Disease.

Yue kept the scroll safe for many years, avoiding the public eye as she maintained its safety. She rarely left Gatherer of Winds Castle for more than a few weeks. Whenever she did, she always left the scroll in the capable hands of her trusted friend, Iuchi Kanjin. Though she realized she would live out her life in obscurity, such was a small price to pay in return for the Empire's safety.

A few months ago, all of this changed. On a dark night, the scroll vanished from its vault without a trace. Yue summoned searching spirits to reveal who had taken it and where they had gone, but the thief had used magic to cover his tracks. She learned only one thing — the thief had been a Phoenix.

When Yue confessed what had happened to the Khan, he was outraged. Not only was Chagatai surprised to hear such a powerful artifact had been hidden among his clan without his knowledge, but he was furious that the Phoenix would dare to steal it. He has commanded that Yue return the scroll to the Unicorn at all costs, or see it destroyed.

If she fails, the Khan has promised that whatever crimes the Phoenix commit when they are inevitably corrupted by its power will be weighed upon her head as well.

IUCHI YUE, IUCHI FAMILY DAIMYO

Female human Unicorn, Shugenja 15: CR 15; Medium-size humanoid (human); HD 15d6+30; hp 108; Init: +3; Spd 30 ft.; Atk +2 wakizashi +11 melee, 1d6+4 damage; AC 21 (touch 14, flat-footed 18); SQ Class Skill — Spellcraft (family bonus), Elemental Focus (Water), Sense Elements; Honor 2.4; AL LN; SV Fort +10, Ref +11, Will +20; Str 14, Dex 16, Con 14, Int 14, Wis 21 (25), Cha 16; Maximum Void: 2; Ht: 5'5".

Skills and Feats: Speak Language - Rokugani, High Rokugani, Moto, Mekhem, Concentration +20, Diplomacy +16, Heal +19, Knowledge (Fortunes) +12, Knowledge (Naga) +12, Ride +21, Scry +12, Spellcraft +21, Wilderness Lore +26; Craft Meishodo, Elemental Insight (x2), Empower Spell, Ride-By Attack, Void Use, Way of the Unicorn.

Dojo: Gatherer of Winds.

Spells per day: 6/8/8/8/7/7/7/5; base DC 15 + spell level; Elemental Focus — Water. Spells Known (Iuchi School) 0 — create water, cure minor wounds, detect magic, flight of doves, gathering swirl, ghost sound, mage hand, purify food and drink, purity, read magic; 1st — animal friendship, expeditious retreat, feather fall, remove fear, speed of breath, spirit of water; 2nd — detect thoughts, lesser restoration, locate object, protection from arrows, silence, wisdom and clarity; 3rd — create food and water, cure serious wounds, dispel magic, gust of wind, remove curse; 4th — air walk, blessings of Isora, bridge to Yomi, detect scrying, ice storm, restoration, torrential rain; 5th — control winds, healing circle, improved invisibility, righteous might, scrying; 6th — contingency, control weather, heal, stonemason, teleport, true seeing; 7th — guardian of air, importune kami VII, spell turning.

Possessions of Note: +2 wakizashi, +3 ashigaru armor, haori of resistance +3, meishodo of cure moderate wounds, meishodo of mass invisibility, periapt of wisdom +4, ring of protection +2.

IUCHI YUE, IUCHI FAMILY DAIMYO

Earth: 3

Water: 6

Fire: 3

Intelligence: 4

Air: 3

Awareness: 4

Void: 4

School/Rank: Iuchi Shugenja 5

Dojo: Gatherer of Winds.

Honor: 2.6

Glory: 7.0

Advantages: Clear Thinker, Heartless, Social Position
(Iuchi Family Daimyo)

Disadvantages: Dark Secret, Obtuse

Spells: (Spells marked with * are memorized) Call Upon the Wind, Call Upon the Wind, Command the Clouds*, Commune*, Essence of Air*, Force of Will, Heart of Nature*, Nature's Touch, Path to Inner Peace*, Power of the Ocean, Reflective Pool, Sense*, Silent Waters*, Summon*, Tempest of Air, The Tie That Binds*, Words of the Kami*.

Skills: Calligraphy 4, Defense 3, Diplomacy 5, Herbalism 4, Horsemanship 5, Hunting 5, Lore (Naga) 5, Medicine 4, Meditation 4, Shintao 4, Theology 4, Wakizashi 5.

VASSALS OF THE IUCHI

THE KENSHIN

The Kenshin are an oddity — plain, traditional samurai living in the midst of Rokugan's most unusual clan. The typical Kenshin samurai will tell you that his family has done nothing to secure its position. He will relate few tales of glory and will rarely talk at length about the "incredibly important" duty that only his family can provide, while never stating overtly what that duty might be. The Kenshin are a humble lot and know their duty. For the Iuchi, that is enough.

There truly is no great tale of honor and glory that sparked the Kenshin family's creation, but the family does have a story. Their founder, Iuchi Kenshin, was born during the Ki-Rin Exodus. He was the son of a prestigious shugenja who had gone to great lengths to ensure that his son had the finest teachers available. The sensei immediately revealed that Kenshin had absolutely no talent with the kami. Kenshin's father was devastated. He wasted little time in producing another heir - a shugenja that could follow in his footsteps. Kenshin's sister was a promising shugenja, and was named as her father's heir. Young Kenshin was shunted aside to train with minor servants and guardsmen.

It is here that any Kenshin will make a point to tell you that Iuchi Kenshin did not react jealously to his father's preference of his sister. The samurai understood the need for the Iuchi to produce offspring who could tame the elements. Kenshin did not dream of obstructing his sister's path. He moved on, trained amongst the guards, and lived a life of contentment. He died thirty years later when the four Unicorn families split to traverse the Burning Sands.

Kenshin had only two heirs. The firstborn was female and trained emphatically in the Iuchi Shugenja schools. The second followed in his father's footsteps, and went on to study

with the same groups of guardsmen that his father did. This unusual tradition continued for centuries, with all male descendants of Kenshin showing no ability to command the kami and all female descendants displaying dazzling mastery over the magical arts. All members of Kenshin's line kept this a closely guarded secret for generations.

It was not until about fifteen years ago that attention was ever brought to Kenshin's family. A samurai named Iuchi Sun Ni was out on patrol when he noticed a group of bandits gathering to attack a lone traveler. He shouted a warning and struck down the bandit leader with an arrow. The traveler turned out to be Yue, future Iuchi daimyo. Once Yue realized the danger she was in, she summoned a storm of freezing water to dispatch the other attackers. The young samurai who aided Yue was brought before Iuchi Kumiho, daimyo of the Iuchi, and was told he had done an incredible favor for his family. Sun Ni's response was to nod and ask if he could leave to continue his duties. The daimyo was confused. He asked Sun Ni why he did not even hint at reward for his actions. Kenshin's descendant responded that it would not be right to accept a gift for doing his duty. He asked for nothing. Kumiho was impressed and took Sun Ni aside so that he could learn more concerning this virtuous samurai.

During their long talk, Kumiho learned of Iuchi Kenshin. He also learned that the line of Kenshin kept remarkable track of their ancestors. Sun Ni easily recited the names of each of his ancestors — an impressive feat considering the sincere lack of prestige in his family. Most importantly, the Iuchi lord learned how Kenshin had instilled his children with a deep desire to protect the Iuchi shugenja. All male Kenshin dedicate their lives to protecting shugenja. When Kumiho asked why only the female members of his family had ever become shugenja, Sun Ni was forced to release his family's secret. Where Sun Ni expected Kumiho to be angered or ashamed of the curse that followed his line, Kumiho saw it as a portentous blessing. Obviously the blessings on Kenshin's line were well distributed. While the women were granted even greater power in understanding and manipulating the spirit world, the men were granted greater power to protect against the physical world's dangers. In Kumiho's mind, the line of Kenshin represented the dance between negative and positive energy present in all that exists. They were not cursed — they were a living metaphor for the universe.

The Iuchi lord dismissed Sun Ni and spoke at length with his advisors. The Iuchi came to the conclusion that the loyalty of Kenshin's children could be put to better use. Two weeks later, every member of Sun Ni's family was granted vassal status. Sun Ni would become the daimyo and the family's name would be Kenshin. Each Kenshin was to be placed in a strategic position guarding important shugenja within the Iuchi family. Sun Ni was granted status as yojimbo to Iuchi Yue and serves as the guard commander within Shiro Iuchi. When asked what he thinks of finally having gained the prestige his family had long deserved, Sun Ni smiles and states that Kenshin would have it no other way.

SHIRO KENSHIN

Members of the Kenshin family train from birth to become yojimbo, guardsmen, and commanders in the Iuchi armies. Because the Kenshin are a relatively new family they have yet to establish a dojo or a formal school for training. For now, they study alongside other Unicorn samurai. Sun Ni has also sent men to train with the Shiba and the Daidoji so that his family may learn the arts of defense from the best.

The Kenshin estates are located to the southeast of Shiro Iuchi near the Seikitsu Mountains. The Shiro has yet to be constructed as the Unicorn's funds are currently being funneled into the clan's war efforts, but work is well underway for a castle to be built. Kenshin Sun Ni resides here alongside the samurai in his service. They live in the tiny village of gers that has sprung up around the castle's foundations and are quite content with their current conditions.

THE KENSHIN FAMILY

Favored Class: Samurai

Starting Honor: 2

Class Skill: Knowledge: Ancestors

Starting Outfit:

1. Partial armor, horse (light war), 25 koku

THE KENSHIN FAMILY

Benefit: +1 Perception

Glory: 0.5

Special: Members of the Kenshin family may exchange one of their starting skills for Defense or Lore: Ancestors.

THE BATTUE

When the Unicorn returned to Rokugan they brought with them many strange customs. It took little time for the clan to realize that the majority of their "gaijin" ways would not be accepted in the Emerald Empire. Some, however, continued to practice now-forbidden methods — sometimes to the clan's detriment. Iuchi Nagol was one of these men. In the Burning Sands Nagol was head of an order of shugenja that studied the desert's famed heartless wizards. The cabal's interest lay mainly in the sorcerer's use of blood rituals. Nagol continued his quest for knowledge upon return to Rokugan, certain that true power lay hidden within the forbidden castings. The cabalist even expanded his quest to include Rokugan's own heartless wizard, Iuchiban, whom Nagol was certain drew his power as much from gaijin magic as from maho.

Nagol took his followers to the secluded grove now known as the Forest of the Dreamers, knowing that few would disturb him in such a place. To other Iuchi, Nagol was merely investigating the strange new lands his family had recently obtained. As other Iuchi slowly realized that their blood magic attracted the attention of dangerous spirits within the borders of Rokugan, Nagol and his followers continued to delve fully into its mysteries. In fact, were it not for the action of three of the cabal's own shugenja, Nagol may well have spread the corruption his family had acquired to unwary Unicorn.

Less than a decade after their move into the forest nearly all of Nagol's cabal had been exposed to corruptive kansen. Three lower-ranking shugenja in Nagol's service remained untouched by the powers of maho. They had long realized the Taint had infested their masters but had been unable to alert their Iuchi cousins to the danger. The trio knew that only they could stop the corruption their brethren spread.

The students sought out each corrupted master in the guise of willing participants in their rituals, then struck them down one by one. They came after Nagol at the end, knowing he would be too perceptive for them to trick. Instead they emulated the hunting tactics of their Moto brethren and surrounded Nagol on all sides. The students' treachery and disruptive spells allowed the students to overwhelm Nagol long enough to close in on him. Once within range, one of them buried a knife deep in his throat and put an end to the order's corruption.

After their ordeal, the students gathered the notes and texts their masters had collected and brought them to Shiro Iuchi. Their Iuchi masters were outraged. One of their own had betrayed them and nearly spread corruption throughout the clan. The Iuchi daimyo refused the dead shugenja proper burial, ensuring they would be punished in death for their deeds in life. Unsure of what to do with the students, the Iuchi withdrew to discuss their fate. They wondered what might happen if something like this were to occur again. Perhaps these few students who were familiar with the ways of dark magic could be used as a weapon against corruption?

Each of Nagol's former students were summoned before the Iuchi daimyo and told their fate. Because of their allegiance to Nagol they would be demoted in status. However, they would be allowed to serve the Iuchi in a new way. The three would be the start of a new vassal family dedicated to the task of studying gaijin blood magic and its corruptive effects in Rokugan. The Iuchi would never tolerate corruptive wizardry to thrive in their family. The students accepted this status and were given the name Battue. When asked where they would reside, the students said they wished to go back to their secluded grove to begin their new duty. On the night of their arrival, the sight of cremation fires could be seen for miles.

A little over a century ago, a ronin maho-tsukai took up residence in the Battue family grove. When the Battue came for the ronin, he attempted to destroy himself and his Unicorn attackers with his magic. The result has caused a large part of the forest to become haunted by powerful maho; any who wander too deep into the corrupted regions fall into a deep sleep and do not awaken. (See *Way of the Shadowlands* for more details on the Forest of the Dreamers.)

THE TOWER OF THE KELET

Although the Iuchi daimyo was confident in the Battue's loyalty, he took measures to ensure that a cult could never rise from their ranks again. The Battue were to be ruled not by a single daimyo, but by a triad of shugenja called a Kelet, or spirit guard. Each Kelet member would live apart to ensure that the corruption of one would not doom all three. The family's home — the Tower of the Kelet — resides at the northern Forest of Dreamers' northern edge.

The Battue have only small, semi-nomadic villages in their lands. Their peasants do not farm the land, but practice other crafts such as carpentry and brewing. The family refuses to grow their own food in the vicinity of their haunted forest, so all rice is imported. The only major structures in Battue lands are the Tower of the Kelet and the Library of Nagol. The library houses all collected research on the study of gaijin and Rokugani blood magic. There was once a small section devoted entirely to the study of Iuchiban, but all existing material vanished not long after the death of Toturi the First. The Battue do not know what happened, but fear that once again a traitor has begun studying forbidden texts.

The Kelet currently consists of two men, Battue Shijan and Battue Matsumoto, and one woman, Battue Iyemi. Each of these masters typically has anywhere from five to ten students all taught in the vicinity of their master's estate. The Tower is used only for rituals, research, and court. Located between the Kelet estates are small way stations that house the guards who restrict entrance to the forest. A dour samurai named Moto Adja leads these men. Adja often moves the guards to new stations so as to give his men the semblance of nomadic life that Unicorn samurai find familiar and comforting.

THE BATTUE FAMILY

Favored Class: Shugenja
Starting Honor: 2
Class Skill: Knowledge: Gaijin Magic
Starting Outfit:
1. Two 2nd level divine scrolls, one 1st level divine scroll (no Fire spells).

THE BATTUE FAMILY

Benefit: +1 Willpower
Glory: 0.5
Special: Battue shugenja may exchange one of their starting skills with Lore: Gaijin Magic.

IUCHI MECHANICS

ANCESTORS

The Iuchi have an unsettling approach to ancestor worship — they talk to the shiryō openly, constantly, as if they were still alive and present. Like the Kitsū, they are aware of those who have come before and treat them as if they are always watching. Unlike the sodan-senzo of the Lion Clan, the Iuchi take such a view in a less metaphorical sense. It is not uncommon for an Iuchi to carry on entire conversations with empty air, insisting his great grandfather is in his presence. The Iuchi are not insane, they just understand that the spirits of the Unicorn dead are far more restless than most. Though Yomi is paradise, it is likely very dull to the children of the Unicorn, and Iuchi ancestors are notorious for visiting their descendants with alarming regularity at random times.

One must always be prepared to greet them.

IUCHI TSUBEI

Though Iuchi had no children that survived the rigors of the Burning Sands, his inquisitive student, Tsubei, readily took up his legacy. When Iuchi finally passed into Yomi, he left the young man his name and his work, a hefty burden to bear for one so young and far from home. Tsubei proved equal to the task, and took Iuchi's work with meishodo magic to new levels as well as integrating several other minor gaijin practices into the clan's magical arts.

Iuchi believed that all magic, no matter its form, was one and the same. Tsubei continued to embrace this philosophy, combining elemental magic with strange gaijin sorcery. Tsubei is venerated only slightly less than Iuchi, and many promising students among the family are often compared to Iuchi's most brilliant pupil.

IUCHI'S TECHNIQUE

ANCESTOR: IUCHI TSUBEI

Clan: Unicorn

Benefit: You may spend a Void Point when casting a spell to increase your caster level for that spell by your level in any one non-spellcasting class. In addition, you may cast spells from horseback with no Concentration check while riding at a normal speed, and with a Concentration check at DC 5 when galloping.

ANCESTOR: IUCHI TSUBEI

(3 POINTS)

You may spend a Void Point when casting a spell to have your shugenja School Rank to be considered your total Insight Rank for purposes of casting. In addition, all spell TN penalties incurred for casting from horseback are reduced by 10.

IUCHI MORIJIRO

The Iuchi daimyo during the end of the Ki-Rin's Exodus was a dour man named Iuchi Moriho. Moriho cared little for the world outside the Unicorn Clan. He sent his heir, Morijiro, in his place whenever the Empire wished to deal with the Iuchi. Morijiro was surprised to see that few other clans had trained combat-ready shugenja, let alone shugenja cavalry. He quickly turned this into an advantage for his family, and reorganized the Unicorn armies to incorporate Iuchi cavalry.

The Unicorn was the first clan to ever field organized units of mounted warrior shugenja. Morijiro began training these units personally, and has handed down the tradition to his heirs. Mounted on legendary Unicorn steeds, the Iuchi shugenja have turned the tide of more than one combat with their magic.

WARRIOR PRIEST

ANCESTOR: IUCHI MORIJIRO

Clan: Unicorn

Prerequisite: Element Focus, ability to cast 1st level spells or higher

Benefit: When you make an attack, you may sacrifice a spell slot to gain a sacred bonus to your attack roll equal to twice the spell slot's level. Your weapon also ignores damage resistance as if it were a magical weapon with an enhancement bonus equal to half the sacrificed spell slot's level (rounded down). You may only sacrifice one spell slot per attack.

ANCESTOR: IUCHI MORIJIRO

(8 POINTS)

You may gain a Free Raise on one of your attack rolls by expending a spell slot when you make your attack (this expended spell slot casts no spell when expended). In addition, the target's Carapace rating is lowered by an amount equal to the Ring of the expended spell slot. For example, an Iuchi shugenja with an Earth of 3 may expend an Earth spell when he makes an attack to gain a Free Raise and reduce the target's Carapace by 3, but may only cast two more Earth spells for the remainder of the day. This ability may only be used once per attack.

SECRET SPELLS OF THE UNICORN

These spells represent the concentrated effort of the Iuchi family to develop unique magics. As a rule, the Iuchi shugenja tend to be more combat-ready than shugenja families of most other clans, though they do not favor direct damage spells. Such warrior shugenja prefer to affect the battle by aiding their allies and calling curses upon their foes, or using magic to move troops into advantageous positions. Many Iuchi train with weapons and even ride into battle girded with armor to match their Moto and Shinjo cousins.

It is important to note that the spells Ashim's Rainbow Shield, Seed of Qanon, and Curse of Lost Youth are not native to Rokugan. They represent magic the Iuchi learned in the Burning Sands and have adapted to the more traditional form of elemental magic practiced in the Empire. Since an unfortunate incident involving the Heart of Nature spell and a deceitful Scorpion shugenja, the Iuchi family are more fiercely protective of their magical secrets than any family in Rokugan. They do not share the secrets of gaijin magic with others. There are no exceptions to this, and the Iuchi go to great lengths to ensure not even the Scorpion or Imperial families learn these spells.

NEW SPELLS

ASHIM'S RAINBOW SHIELD

Abjuration

Level: Shu 3 (Water), Sor/Wiz 3

Components: V, S

Casting Time: 1 minute

Range: Personal

Effect: Shimmering barrier of force

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

One of the most impressive Iuchi spells, this spell summons a flickering multicolored barrier of light that surrounds you and extends outward in a one-foot radius. The rainbow shield provides protection against several different kinds of attacks, but will only protect once against each kind. This spell will protect you from one of each of the following attacks one time:

Shield color	Damage Type
Green	Bludgeoning damage
Purple	Piercing damage
Orange	Slashing damage
Indigo	Non-elemental magical damage (any magical effect that is not fire, cold, or electric and does damage)
Red	Fire damage
Blue	Cold damage
Yellow	Electricity damage

The barrier will attempt to deflect each attack, and when one such attack is deflected the associated color disappears in a small flash of light. The total damage absorbed by Ashim's rainbow shield cannot exceed your caster level \times 10. If the total damage from one attack is greater than the shield's capacity, the shield deflects no damage and the spell immediately ends.

For example, an 8th level shugenja casting this spell could stop the impact of a 67 damage boulder (bludgeoning damage) and a 10 damage jolt of electricity, but could not stop a 97 damage fireball.

Because of the nature of this spell, creatures may make a Spellcraft check at DC 20 to determine what protections remain in place if they are familiar with the spell.

BLESSING OF MIZU-NO-KAMI

Transmutation

Level: Shu 5 (Water), Clr 5

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By strengthening the target's elemental Water, you grant them the strength and endless movement of the tides. The target gains a 1d4+2 enhancement bonus to Strength and Wisdom and an additional partial action each round, which may only be used for movement.

EYES OF NATURE

Enchantment (Compulsion) [Mind-Affecting]

Level: Shu 2 (Air), Drd 2

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./lvl)

Target: One non-magical beast

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows you to use the perceptions of any non-magical beast in range as if they were your own. You must be aware of the creature you are affecting and lose any use of your own perceptions for the spell's duration. Strong stimuli, such as being attacked or shaken violently, will be enough to draw your attention back to your real body. Otherwise, you are completely oblivious to your own body's surroundings unless you can view them with your new senses.

FURY OF THE RIVER

Evocation [Water]

Level: Shu 4 (Water)

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. +10ft./level)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: No

Fury of the river creates a blast of rushing water, originating at your hand and extending outward in a cone. The water is exceptionally forceful, causing all creatures caught in its effect

to be subject to a bull rush initiated by a medium-sized creature of Strength 25. Creatures who fail their opposed Strength check by more than 15 are knocked prone in addition to being pushed back. The impact also inflicts 1d10 damage for every three caster levels.

MOVE AS WATER

Transmutation

Level: Shu 1 (Water)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (armless)

Spell Resistance: Yes (harmless)

This spell grants the target supernatural grace in his movements. While under the effects of this spell, the target provokes no attacks of opportunity related to movement.

THE SEED OF QANON

Necromancy

Level: Shu 6 (Water), Sor/Wiz 6

Components: V, S

Casting Time: Ten minutes

Range: Touch

Target: You and creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The wise man Qanon was respected for his ability to inspire greatness in others, which is why this spell takes his name. The *seed of Qanon* creates a supernatural bond between two humanoid creatures that allows them to share their strengths as well as weaknesses. While the spell is in effect, the two bonded creatures may use each other's skills and weapon proficiencies as if they were possessed by both creatures. In addition, each creature may use the other's ability score modifiers, if they are higher than his own, for all rolls, saves, and checks. Finally, for every five caster levels you have, two bonded creatures may share one feat of their choosing with one another. This will not allow use of a feat by a character that cannot meet the feat's prerequisites, though a feat can be shared if its prerequisites are shared as well. For example, a shugenja with a Strength of 14, a Wisdom of 16, and the Dodge feat casts the spell on himself and a samurai with a Strength of 18 and a Wisdom of 12. Both the samurai and shugenja would enjoy a total Strength modifier of +4 and a Wisdom modifier of +3. The samurai could use the Dodge feat, and the shugenja would become proficient with all simple and martial weapons.

Any damage inflicted on either character is divided evenly between both (rounded up). If either targeted creature becomes unconscious or drops below 0 hit points, the spell ends.

ASHIM'S RAINBOW SHIELD

Element: Water

Range: None

Mastery Level: 3

Duration: One hour

Area of Effect: Self

One of the most visually impressive Iuchi spells, this spell summons a flickering multicolored barrier of light that surrounds the caster and extends outward by one foot. The rainbow shield provides protection against several different kinds of attacks.

Shield color	Damage Type
Green	Bludgeoning damage
Purple	Piercing damage
Orange	Slashing damage
Indigo	Non-elemental magical damage (any magical effect that is not fire, cold, or electric and does damage)
Red	Fire damage
Blue	Cold damage
Yellow	Electricity damage

The barrier will attempt to deflect each attack, and when one such attack is deflected the associated color disappears in a small flash of light. The total damage absorbed by Ashim's rainbow shield cannot exceed your Insight Rank \times 20. If the total damage from one attack is greater than the shield's capacity, the shield deflects no Wounds and the spell ends immediately.

For example, an Rank 3 shugenja casting this spell could stop the impact of a 40 Wound boulder (bludgeoning damage) and a 15 damage jolt of electricity, but could not stop a 77 Wound bolt of flame.

BLESSING OF MIZU-NO-KAMI

Element: Water

Range: Touch

Mastery Level: 3

Duration: 10 minutes

Area of Effect: One target

By strengthening the target's elemental Water, the shugenja grants his target the strength and endless movement of the tides. The target gains two Free Raises for all Strength and Perception rolls and can move as if their Water Ring was two higher.

FURY OF THE RIVER

Element: Water

Range: Self

Mastery Level: 3

Duration: Instantaneous

Area of Effect: 30 foot cone of water

The casting shugenja creates a cone of rushing water, originating at his hand and extending outward. The water is exceptionally forceful, causing everything caught in its effect to make a contested Strength check against the shugenja's Strength + 3. Failing the check means being knocked prone and losing any remaining combat or casting actions until the victim takes an action to regain his footing. The impact also causes 2k2 damage to everything caught in the area.

MOVE AS WATER

Element: Water

Range: Touch

Mastery Level: 1

Duration: 1 hour

Area of Effect: One target

This spell grants the target supernatural grace in his movement. While under the effects of this spell, the target adds his Water Ring to his TN to be hit.

THE SEED OF QANON

Element: Water
Range: Touch
Mastery Level: 4
Duration: One hour
Area of Effect: One target

The wise man Qanon was respected for his ability to inspire greatness, which is why this spell takes his name. The Seed of Qanon creates a supernatural bond between the shugenja and a target that allows them to share their strengths as well as weaknesses. While the spell is in effect, the two bonded characters may use each other's skills as if they were possessed by both characters. In addition, the shugenja may share one of his Advantages (including Ancestors) with the target of the spell and vice versa. The shugenja may make two Raises to allow himself and his target to share an additional Advantage with one another. While this spell is in effect, any wounds suffered by either character are halved (rounded up) and suffered by both characters.

EYES OF NATURE

Element: Air
Range: 300 feet
Mastery Level: 1
Duration: Concentration
Area of Effect: One target

This spell allows you to use the perceptions of any non-magical beast in range as if they were your own. You must be aware of the creature you are affecting and lose any use of your own perceptions for the spell's duration. Strong stimuli, such as being attacked or shaken violently, will be enough to draw your attention back to your real body. Otherwise, you are completely oblivious to your own body's surroundings unless you can view them with your new senses.

SORCERERS IN ROKUGAN

When the Iuchi family returned with the Unicorn Clan, they brought a great number of supernatural secrets from outside the Empire. Though the family originally intended to share their knowledge for the benefit of all, it quickly became clear that the clans regarded any sort of foreign practices as suspect. With their strange magics, the shugenja and monks from the clans decried their ways as heretical and impure.

The Iuchi shugenja downplayed the arts they had studied outside of Rokugan in short order, and within two generations, they were treated with the same level of respect afforded any Unicorn. The shugenja families naturally assumed the Iuchi gave up their barbarian ways to return to the true paths of the kami, and the Unicorn never bothered to argue the point. The truth is that the Iuchi practice their foreign magics to this day and have harbored a bloodline of sorcerers unlike anything else in the Empire.

With the recent influx of Moto from the Burning Sands just over a generation ago, many more strange spellcasters were brought into the Unicorn Clan. Moto Gaheris saw potential problems with his kin openly practicing their ways in Rokugan and commanded many of those with magical talent to swear fealty to the Iuchi. Under the Unicorn's tutelage, these foreigners learned the ways of Rokugani magic, and the Iuchi discovered more of their own history and potential.

BLOOD OF THE DJINN

(SECRET LORE TECHNIQUE)

Your ancestors practiced a form of magic quite different from worship of the kami. Your power is inborn — a gift granted to your family by djinn spirits generations ago.

Clan: Unicorn

Benefit: You may advance normally in the sorcerer class (normally restricted for Rokugan campaigns). The Spellcraft DC to identify your sorcerer spells is raised by 2 for those unfamiliar with arcane magic (nearly anyone in Rokugan). Your honor may never rise above 3 and you must take great pains to ensure your power is perceived as elemental magic. If any non-Unicorn discovers that you are using foreign magic, you may well be dishonored or even killed.

Special: This feat may only be selected at 1st level, but may be taken as an ancestor feat. You may not possess ancestor feats unless they are specifically attuned to the Unicorn Clan.

BLOOD OF THE DJINN (NEW ADVANTAGE)

(7 POINTS)

Your ancestors practiced a form of magic quite different from elemental magic. Your power is inborn — a gift from the supernatural powers entwined with your family generations ago. You may cast any spell you know as meishodo without an associated charm, but gain a Free Raise if you have a charm on hand. You may not select this advantage after character creation, and you may only possess ancestors from the Iuchi family. Your honor may never rise above 3 and you must take great pains to ensure your power is perceived as strange Unicorn tricks instead of its true nature. If any non-Unicorn discovers that you are using foreign magic, you may well be dishonored or even killed.

THE BARAUNGHAR SHUGENJA (PRESTIGE CLASS)

The Army of the West is the smallest of the Khan's Three Armies, but it is easily the most versatile. The Baraunghar is composed largely of warrior shugenja and mobile bushi that are skilled in ambush tactics. When the Unicorn require a small and unpredictable unit to harass a canny foe, the Baraunghar is called upon. Single shugenja from this army are often used to bolster their allies' abilities while indirectly hampering their foes.

Hit die: d6

REQUIREMENTS

Base Attack Bonus: +2

Skills: Concentration (8 Ranks), Spellcraft (8 Ranks)

Feats: Combat Casting, Martial Weapon Proficiency (Any)

Spells: Ability to cast 2nd level spells.

Special: Elemental Focus: Water. Must be invited by the commander of the Baraunghar or the Unicorn Khan. Shugenja may multiclass with this Prestige Class freely.

CLASS SKILLS

The Baraunghar Shugenja's class skills (and the key ability for each skill) are Battle (Wis), Craft (Int), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Ride (Dex), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points per Level: 2 + Int modifier

CLASS FEATURES

The following are class features of the Baraunghar Shugenja.

Weapon and Armor Proficiency: Baraunghar Shugenja are proficient with all simple weapons, yumi, daikyu and slings as well as light armor.

Spells per Day: A Baraunghar Shugenja continues his general study of elemental magic as well as the specialized art of spellcasting taught by the Army of the West. Thus, when the character gains a new level in this class, he gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or controlling undead, metamagic and item creation feats, increased range of sense elements, and so on). This essentially means that he adds the level of Baraunghar Shugenja to the level of some other spellcasting class he has, then determines the spells per day and caster level. If the character has more than one spellcasting class before joining this prestige class, he must decide which class he adds each level of Baraunghar Shugenja for purposes of determining new spells per day when he adds the level.

Path of the Baraunghar: At first level, the Baraunghar Shugenja has begun his training in the elite unit and has mastered their basic techniques. The character gains a +15 circumstance bonus to all Concentration checks made as a result of vigorous or violent motion while mounted.

Warrior of the River: One of the Baraunghar Shugenja's most important roles is to augment his allies and stymie his enemies with blessings and curses from the kami. All Transmutation and Abjuration spells cast by the Shugenja may have additional targets up to the character's level in this class. For each additional target, the spell uses a spell slot one level higher than normal. For example, a bull's strength cast on three targets would require a fourth level spell slot. Spells cast in this manner require a full-round action to cast if their normal casting time is one action. If the casting time is already one full-round action or longer, they require an additional full-round action to cast.

Warrior of the Plains: The Baraunghar are taught that in warfare, enemies can be made more susceptible to magic just as they can be outflanked by soldiers. If the Baraunghar Shugenja casts a spell at a target that is denied his Dexterity bonus to AC, the target suffers a -2 circumstance penalty to his saving throw.

Warrior of the Desert: Because of the unpredictability of battle, the Baraunghar Shugenja value those who have mastered a great many spells and can cast them unaided by material things. When casting a spell that the Shugenja has taken as an Innate Ability (per the feat), the shugenja may spend a Void point to gain the effects of one of the following metamagic feats — Enlarge Spell, Extend Spell, Heighten Spell, Silent Spell, or Still Spell. This ability may affect each casting only once and increases effective spell levels and casting times normally. The shugenja need not possess these metamagic feats normally.

Warrior of the Sky: The role of the Baraunghar Shugenja in combat often requires him to be in many places at the same time. Because of this, the Iuchi have developed a technique that allows them to focus their magical ability to aid their movement. The Shugenja may spend a Void point and expend a spell slot to gain a movement bonus in feet equal to five feet times the spell slot level expended. This effect lasts for 1 round per character level and may be used to enhance the movement of his mount if the Shugenja is mounted. This ability may be used a number of times per day equal to the shugenja's level in this class.

Warrior of the Khan: The most powerful of the Baraunghar can use their gifts to single-handedly turn the tide of any conflict. When the Shugenja casts an Abjuration or Transmutation spell, he may choose have it affect up to five allies within a thirty foot radius. If the spell is cast in this manner, it lasts only a number of rounds equal to half the Shugenja's character level, rounded down or the normal duration, whichever is shorter.

BARAUNGHAR SHUGENJA (NEW PATH)

Technique Rank: 2

Path of Entry: Iuchi Shugenja 2

Path of Egress: Iuchi Shugenja 3

Warrior of the River: One of the most important roles of the Baraunghar Shugenja is to augment his allies and stymie his enemies with blessings and curses from the kami. The shugenja gains a Free Raise whenever he is trying to counter-spell another shugenja. In addition, you may make a two Raises when targeting an ally with a beneficial spell to target another ally with the same spell (the spell is still only considered cast once, the effects are duplicated for a new target). The second target must still be in the range of the original spell.

You may add your rank in this New Path to your Iuchi Shugenja school Rank when casting Water or Air spells.

TABLE 3-1: THE BARAUNGHAR SHUGENJA

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+0	+2	Path of the Baraunghar, Warrior of the River	+1 level/existing class
2nd	+1	+0	+0	+3	Warrior of the Plains	+1 level/existing class
3rd	+2	+1	+1	+3	Warrior of the Desert	+1 level/existing class
4th	+3	+1	+1	+4	Warrior of the Sky	+1 level/existing class
5th	+3	+1	+1	+4	Warrior of the Khan	+1 level/existing class

CHAPTER FOUR:

THE UTAKU

 OUTSIDERS
PART FIVE

Miya Hatori watched his wife as she took her seat in the wagon. The stable attendants were busy checking the wagon's straps and otherwise ensuring the contraption would not lose balance nor its wheels lose their tracking. The two huge horses waited with a calm patience that Hatori envied.

"Norobe is a fine caravan master, even for a Shinjo," the woman standing to Hatori's right commented. "Kamiko will be well protected on this journey, Hatori-san. You have my word on that."

Hatori turned to regard the Utaku daimyo, though she still stared ahead at the preparations. "I have no doubt you will protect her to the best of your ability, Utaku Xieng-Chi. I cannot help but believe..."

"That this is not the end of it?" Xieng-Chi concluded, folding her arms. "I understand your fears. I respect the Emerald Champion and his legions, but you are correct. To have your wife suddenly delivered to you, after her kidnapping at the hands of an organization that could hide from even the Scorpion Clan." She looked down thoughtfully at her swords and ran a hand through her graying hair. "Only a fool would believe your family is completely safe."

"A fool?" Hatori repeated, his eyes narrowing. "Your Khan thought she would be safe enough here, surrounded by his guards. You must be quite tired of being surrounded by such fools."

The Utaku daimyo turned and glared directly at Hatori. "Do not taunt me, Miya. You know as well as I do that even the Khan cannot protect her forever. Chagatai knows this as well, though his bravado naturally leads him to claim otherwise. She is as safe here

as she is in the Miya lands, at the Kaiu Wall, or hidden deep in the Phoenix mountains." Xieng-Chi's tone became frustrated as she continued, "The only element that works in your favor is that you are of little use to the Shadowed Tower now that your connection to them has been exposed. I wish you well, and hope that they do not seek vengeance against you. I am an old woman, and have seen their type before. Too many brave samurai die in the shadows."

A moment of silence passed between the two as they both turned their attentions to the caravan. After a few minutes, Fuzake Sekkou and Otomo Taneji came around from the other side of the wagons where they had been overseeing the other preparations. They approached their lord and made quick bows.

"Some wood on one of the wagons had warped badly, Hatori-sama," Taneji said in an annoyed tone, making it a point not to look at the Utaku daimyo.

The woman's usual glare deepened, "I do not believe we have time to prepare another carriage, Hatori," she said, shifting her weight uncomfortably. Though she was the Utaku daimyo, the men and women of the caravan were Moto vassals. Xieng-Chi obviously felt somewhat uncomfortable at the idea of chastising Chagatai's men within the walls of Shiro Moto.

Sekkou smiled brightly and waved a hand in the air dismissively. "It was nothing to worry about. The kami within the wood were upset by being neglected for so long," the shugenja explained. "Apparently that particular carriage is reserved for the most important guests of the Unicorn Champion. I explained to them the importance of their cargo, and they willingly bent the wood back into shape. It will be no further trouble, Xieng-Chi-sama."

The Otomo eyed Sekkou suspiciously, "You did not explain to me you fixed it, Monkey," Taneji grumbled. The Monkey had made Taneji look somewhat foolish, and their master could not help but think Sekkou was silently enjoying the moment.

"You did not ask, Otomo," Sekkou replied cheerfully.

"It is unfortunate your friend, the Tuchi, could not join you on your travels, Hatori," Xieng-Chi finally spoke. "I understand you are taking your vassals to Dragon lands with you. You may be too busy to keep these two from tossing one another off a cliff."

Hatori raised an eyebrow and the younger men fell silent. "Word must travel quickly in this castle, then. I do not recall explaining to anyone where I was headed."

"I spoke with Kanjin this morning," Xieng-Chi replied. "I had visited him regarding another matter. A favor."

Hatori smiled thinly. He could tell Xieng-Chi meant more than she had said. He had not expected such subtlety from a Battle Maiden, given their reputation as bold warriors. "Oh?" he repeated. "And what did you ask of him?"

"It seems that the Tuchi family gifted your estate with a small shrine several years ago," she replied. "I realized that it was perhaps time for the Tuchi to renew the blessings they had placed upon it, to bring better fortune into your house. Naturally, with Kamiko already making the journey, it would be simplest for the Tuchi priests to travel with us."

"And..." Hatori asked, unsure if the question was pushing things too far, "why would the Utaku daimyo be the one to suggest such a course of action?"

"I thought it fitting that these priests take a unit of my Shiotome with them, Hatori," she said calmly. Slowly she turned and gave the old Miya a completely unreadable look. "As an honor guard, nothing more. With the Khan's blessings, of course. I hope you will not mind if the Shiotome enjoy the hospitality of Kyuden Miya for a time, as you enjoyed the Khan's hospitality."

"Of course," the shisha repeated as Taneji and Sekkou exchanged impressed looks. With a unit of Shiotome protecting Kamiko, it was even less likely the Tower would try anything, and the idea that such trustworthy warriors were protecting his wife put Hatori's mind at ease. "I truly appreciate your concern for the fortunes of my estate, Xieng-Chi," he said sincerely. "You have my thanks."

"Think nothing of it," The Battle Maiden said flatly. "Decades ago, your shisha brokered a peace between the Lion and the Unicorn, saving the Shiotome from destruction. We do not forget our friends... and we will not forgive your enemies."

THE UTAKU PROVINCES

The fierce Utaku claim the northeastern regions of Unicorn lands as their own. These provinces have the fewest natural resources among the clan's lands, and the Utaku derive great pride from working and settling such lands. This, combined with the Utaku's more traditional Rokugani cultural mores, have led to the Utaku lands being the most civilized of any Unicorn region in the eyes of others. While the Ide maintain several castles and homes for diplomatic reasons, only the Utaku have permanently settled the vast majority of their land.

The endless plains of these lands have often been called the "maze with no walls." Visitors are warned not to leave sight of a landmark, as even those with experience in the wild have often lost their way once the Utaku cities give way to endless rolling plains. There is more than one tale of an unwary emissary going for a morning ride outside the walls of a Unicorn

holding only to become lost for days. Such hapless travelers end their journey in a Lion or Dragon village as often as they find their way back to the Unicorn cities.

HIGHWAYS OF THE UTAKU PROVINCES

The Way of Forgotten Tears (connects U2 to U5) — The road to Kibukito is also known as One Direction Path for the fact that those that travel to the Far North Village do so with the intent never to leave again. The road traces a well-maintained path through the mountains, and it receives only a few travelers every month.

Sunrise Path (connects U5 to U6) — As the sun rises each morning, the shadows of nearby mountains begin a journey from Bikami to Akami. Sunrise Path connects the two most vital farming cities in the Unicorn territories, and is thus well maintained and regularly patrolled. The area is practically free from bandits and the way stations are always manned.

The Emperor's Road (connects U8 to U11) — This is where the Emperor's Road moves deeper into the heart of Unicorn lands and touches the way to Shiro Utaku Shojo and Shiro Shinjo. The Imperial Highway here is well traveled as many Otomo and Seppun dignitaries would rather deal with the Utaku family than the Moto if they cannot make the trip to the Ide lands on the other side of the Seikitsu. Newly appointed Battle Maidens are often assigned to patrol the road here, and wise criminals avoid the area.

Champion's Walk (connects U12 to U14) — Named for the first Emerald Champion and his coronation at Dark Edge Village, this road sees little traffic outside Utaku guards and Crane pilgrims.

MAJOR UTAKU HOLDINGS

The central Utaku plains are practically untouched by civilization, and the Utaku commanders often use these plains to practice the complex Shiotome battle tactics. The highways that collectively surround the Ice Plain are known as the Circle of Thunder, due to the constant far-off pounding of hooves that can be heard from the road.

BIKAMI

(LOCATION U5)

The cities of Bikami and Akami are often referred to as the "Sister Cities" and are shining examples of Utaku perseverance. Bikami rests just around the base of the northern mountains and is the last glimpse of real civilization before one begins a journey to Far North Village in the mountains. When the Unicorn returned to the Empire after the Ki-Rin's Exodus, the Utaku alone had the determination to make the arid lands around the Ice Plain their own. Even the Moto were impressed by their tenacity as not only did they survive, but flourished due largely to the founding of Bikami.

It was to the edge of these mountains that the Utaku were led by a vision from Otaku Shiko. The family saw the tiered landscape and was immediately aware of what they had found — endless stretches of perfect rice farming plains in the middle of an utter wasteland. Using irrigation techniques they had learned during the Exodus, the family found a way to harness the melting ice from the nearby mountains to ensure the lands would be properly flooded throughout the growing seasons. The plains produce far more rice than the Utaku require for their own use. Even after sending a third of their production to the other Unicorn families, they have a great surplus every year. Bikami's yearly rice production plays a major role in the considerable wealth the Unicorn have accumulated since their return to Rokugan.

MAGISTRATE OFFICE

Among the Utaku, the position of magistrate in Bikami is both a blessing and a curse. The station is one of great importance, prestige, and influence, as the Unicorn army lives and dies by the harvest of Bikami and its sister city. However, as the Utaku guard the city so fiercely, bandits and criminals are quite content to leave the city alone. The head magistrate of Bikami can be guaranteed a long and quiet career while her cousins ride forth into glory and battle with the Unicorn armies.

Because of this, the magistrate of Bikami tends to be atypical among the Utaku. The magistrate's office is usually home to an Utaku that prefers the challenges of law and etiquette over the fury of battle. This position is one of only a few stations of influence that is just as likely to be held by an Utaku man as it is by a woman. The building is large and well kept, as the magistrate has more than ample time to keep his doshin and eta busy maintaining the structure. The Utaku do not assign this position lightly, however, and the magistrate in residence is always possessed of a keen mind and unwavering dedication to the law.

AKAMI

(LOCATION U6)

The city of Akami marks the northeastern boundary of Utaku lands and the edge of Unicorn territory. Its distance from any positions of power within the Unicorn Clan coupled with its proximity to Dragon lands make it the least visited of any Utaku holding, though no one seems to mind. Akami's population is the epitome of a socially isolated farming town, with every peasant and samurai in residence usually able to claim a direct line of ancestry back to the original city founders. Those who have no taste for such a lifestyle quickly find a way to relocate to another Unicorn holding, leaving behind only those who are content to be somewhat removed from the rest of Rokugan.

Akami is the sister city of Bikami, and the Sister Cities are responsible for a large portion of their clan's grain production. Instead of Bikami's endless watery plains of rice paddies, Akami is home to wheat and barley fields that stretch into the horizon on the city's north and west sides. The Utaku are unsure why the land is so amazingly fertile in the midst of such barren wastes, though there are naturally countless theories on the matter. Much like its sister city, Akami produces far more than is required for its taxes, its population, gifts to the Emperor, and then some. Though hardly as popular as rice, the wheat and barley surplus produced at Akami are similarly used to conduct trade with other clans.

UTAKU STEPPES

Just to the north of Akami are the infamous Utaku Steppes. These barren tracts of rock and dust are the subject of several legends among the Unicorn, and are haunted. Though riding is difficult on the rocky terrain, there are great swaths of relatively flat and unbroken rock plains in the steppes that occasionally invite curious Unicorn riders. The tales of such travelers are always the same — the Unicorn in question feels an inexorable yearning to travel to the Utaku Steppes. Though the subject may fight the urge, eventually they find themselves roaming the rocky plains searching for something they cannot describe until they are never seen again. These incidents will rarely involve a samurai outside the Unicorn, and thus Utaku Steppes' dark reputation has not spread beyond the clan. When such a tragedy occurs, the Utaku will offer recompense in any form save a clear explanation.

When the Unicorn Clan returned to Rokugan, some Moto attempted to contact their distant cousins in the Burning Sands, the few remaining true Ujik-hai. The barbarians begged their Rokugani kin to take them to the Empire, and the Moto explorers agreed. When the gaijin Moto returned to the edge of Unicorn lands, on the Utaku Steppes, the Ujik-hai turned on their cousins and attempted to take the lands for their own.

The Moto fought back fiercely, but were taken by surprise and were unprepared for the treachery. Fortunately a band of patrolling Shiotome came to the aid of their kinsmen, and rode the Ujik-hai down, slaughtering the last few true worshippers of the Lords of Death. The resulting anguish of the Ujik-hai gods opened a passage to Toshigoku, the Realm of Slaughter. From time to time, the noble Utaku and Moto who died on these steppes and were trapped in Toshigoku call out to their descendants, only to unwittingly cause their living heirs to share their imprisonment in the Realm of Slaughter. The Utaku take great pains to ensure these incidents are kept to a minimum, but tortured spirits' call is strong, and the wide plains are far too large to patrol flawlessly.

Within the last few months, the Moto have begun to worship the Lords of Death once more. The priests know of this passage to Toshigoku, and regret its existence. With the aid of the divine entities that guide them, the priests have begun worshipping possible ways to close the passage and release the innocent souls trapped inside. Thus far they have had no success.

SHIRO UTAKU SHOJO

(LOCATION U11)

Compared to the other Utaku holdings, Shiro Utaku Shojo is a paradise of unequalled lushness and beauty. The castle's architecture is a perfect balance between gaijin and Rokugani influence. For those who prefer simplicity and functionality to gaudy decoration, Shiro Utaku Shojo is among most perfect structures in Rokugan.

Shiro Utaku Shojo rests in the center of Unicorn lands, for good reason. Though the Moto hordes and Shinjo hunters are not to be underestimated, the Shiotome trained at Shiro Utaku Shojo are among the most feared units in the Unicorn army. A small force of Battle Maidens could easily make their way to any point in Unicorn lands in short order and turn the tide of a major battle. After the creation of Seikitsu pass, the Unicorn's conflicts with the Scorpion have become fewer and fewer as the Utaku gain even greater access to the surrounding territories.

UTAKU FIELDS

The plains around Shiro Utaku Shojo are sacred to the family, as it is here that Otaku swore fealty to Shinjo and Utaku Shiko wordlessly stepped forward to join Shinjo on the Ki-Rin's Exodus. Only the most elite Shiotome are invited to patrol the lands of Shiro Utaku Shojo, and an invitation to join the patrol here is a great honor.

Likewise, to fail in one's duty on these fields is a serious dishonor. Local superstition maintains that a Battle Maiden who falls from her steed while practicing on the Utaku Fields has been judged unfit by the spirit of Otaku. Such Utaku are always reassigned away from the castle, and some are exiled as far as Ide lands. In extreme cases, the Utaku is ordered to commit seppuku to atone for her failure, but this has only happened twice in the family's history.

UTAKU TESTING GROUND

Between Shiro Utaku Shojo and the forest to the west lie the Utaku Testing Grounds. To pass their gempukku, a prospective Shiotome is required to perform several tests of honor, courage, and skill on these lands. Because of its proximity to Dragon Lake, it is said that the Dragon of Water watches over these proceedings. Though the Utaku are not superstitious enough to take such a thing for granted, they would be surprised just how often this is true. The Dragon of Water favors the young Battle Maidens for their honor, beauty, patience, and strength. The Dragon of Water will sometimes visit the dreams of Utaku samurai-to-be before their gempukku as they meditate at Otaku Seido, granting them his heavenly blessings.

Male Unicorn are forbidden to set a single foot on the sacred ground; even the Utaku stable masters are unwelcome. The Utaku believe the spirit of Otaku and the Water Dragon protect the worthy while they stand on these plains. Injuries are, in fact, quite rare here. Those who do suffer injury on the fields are carried off the premises or healed by female shugenja. That the Water Dragon's manifestations in dreams have always been male is not discussed openly.

INFANTRY DOJO

Only recently deemed a site of importance, the Utaku Infantry dojo shows obvious signs of major construction within the past generation. The dojo is located just to the south of River of the Lost Valley. The school's students can be seen performing complex marching maneuvers on the nearby plains or practicing their techniques chest deep in the river. The grounds are worn down to dirt for a mile in any direction around the school and fierce kiai shouts from the Utaku students echo across the plains.

The school borders the Utaku Testing Grounds, and has evoked concern between the Battle Maidens and the Utaku Infantry over the years. Occasionally a foolhardy Utaku Infantry sensei will lead his students to the edge of the Utaku Testing Grounds and command them to perform some of their most intricate maneuvers. A single misstep would bring a male bushi technically onto the sacred grounds, risking shame and possible exile from the clan. For their part, the Battle Maidens do not appreciate such risks being taken with their sacred land. The infantry sensei invariably reply that to suggest that they would intentionally risk the sacred ground is to suggest that their students are incompetent. The Shiotome, unwilling to create further gender divisions in their family, never press the matter further.

OTAKU SEIDO

(LOCATION U15)

Easily the most sacred ground in Utaku lands, Otaku Seido is the center of the Shiotome's spiritual strength. The land is sacrosanct and none are allowed to bear weapons once they set foot upon the holy ground. Even the Utaku daimyo and the Unicorn Khan are expected to set their weapons aside when visiting the shrine. Despite the slight tensions between the Khan's family and the Utaku, even the Moto honor this tradition.

The shrine's inner chambers are forbidden to any but Utaku women. Young Utaku maidens visit the shrine on the night before their gempukku. These would-be Battle Maidens all wish to share a vision of the first Otaku. There is no shame in not having such a vision, though the Unicorn Thunder's spirit visiting a young Utaku is a good portent.

THUNDER SHRINE

The shrine's most central room is dedicated to the Unicorn Thunders — Otaku and Otaku Kamoko. The statue of Kamoko is obviously a recent addition, and the shrine table looks new compared to everything else in the room. A light with no visible source illuminates the chamber, and there are no shadows in the room. The entire area radiates a supernatural calm and only the most honored Utaku are allowed to set foot in the Thunder Shrine. The spirits of Otaku and Kamoko watch over the place and have appeared to honorable visitors to guide them more on rare occasions.

The shrine also houses several artifacts of importance to the Utaku ancestors. Among them are Otaku's sword, brought back by Shinsei and Shosuro from the Shadowlands, the helm of Otaku Kamoko, and various other minor artifacts associated with the Thunders. The most recent addition is the daikyu of Otaku Kamoko that was given to Daidoji Reikai shortly before the Battle of Oblivion's Gate. Though the former Daidoji daimyo was deeply honored by the gift, Reikai returned it to the Unicorn some months before her unfortunate corruption during the Reign of Blood.

MINOR UTAKU HOLDINGS

The Utaku provinces are dotted with minor settlements and nomadic encampments typical for the Unicorn Clan. Natural resources in the area are infrequent, so even the most minor spring or vein of ore becomes the center of a small Utaku village.

KIBUKITO (LOCATION U2)

Far North Village is a sprawling, disorganized city on the northern edge of Unicorn territory. The settlement receives few visitors due to its relatively inaccessible location. The population of Kibukito is almost exclusively the family or descendants of those who have been banished from the Empire and forced to leave north into the Burning Sands through Exile's Road. The village was founded with the Brotherhood of Shinsei's assistance and is intended to house the dishonored relations of exiles and guide them to pray for the redemption of their kinsmen. Over time, the "guests" of Kibukito began

formally learning the Brotherhood's ways until the majority of monks in Far North Village are now drawn from the pool of self-isolated men and women that have journeyed to live in the city.

The city is centered around a massive temple that serves as a place of prayer and meditation. Each day the city's inhabitants gather to pray at least for an hour in the name of their exiled relatives. Houses and buildings are arranged around the temple, and new structures have been added each year in a haphazard fashion to assist in the unexpected (if slow) growth of Kibukito. There are few cheerful citizens, as even those who have come to terms with the unique shame that has befallen their family hardly find happiness in their peace. With rare exceptions, those who enter the city to live there never leave again unless the Khan pardons their exiled kinsman. These men and women have made their own families, most abandoning any loyalty to the clans that exiled their kin. The city thus has an unusually high number of ronin.

YASHIGI

(LOCATION U8)

The hospitable village of Yashigi credits its prosperity to two major resources — the Emperor's Road that runs directly through its center, and the small jade vein north of town. One hundred years ago, Otaku Yashigi was walking to Shiro Shinjo when an earth tremor knocked him to the ground. Yashigi struck his head and was knocked unconscious, only to wake up hours later inside an underground cave. The earthquake forced open a passage to a previously unknown underground tunnel system, shot through with veins of jade rock. Yashigi claimed the jade vein in the name of his mother's family and was appointed the task of constructing an operation to mine the mineral and trade it to the Crab.

Since that time, the Imperial families expanded the Emperor's Road to pass through the fledgling town as it leaves Lion lands and connects to Shiro Shinjo and Shiro Utaku Shojo. The resulting traffic was more than enough to create a large, prosperous village in less than two years, and its location was remote enough to keep it from becoming an overpopulated city. Yashigi maintains its humble charm and serenity to this day, as the mining operations are kept far from the center of town. Many Imperial and Unicorn nobles make frequent visits to the inns and teahouses here to enjoy the peaceful atmosphere. The Shinjo family's fall has affected the popularity of the village very little, and to this day, Yashigi remains a large source of tax income for the Utaku.

EARTHQUAKE SHRINE

Regular tremors and earthquakes continue to plague Yashigi. Such events are never overly destructive or violent, but they are disturbingly frequent. Kibukito suffers from minor tremors at least once a month, and major upheavals in the earth rock the village two or three times every year. Because of this, few items in the village are made of porcelain, clay, or other easily broken material.

The citizens of Yashigi long ago erected a shrine to Kyufoki no Kami, a Minor Fortune that allegedly makes its home in the underground tunnels of jade. Since the shrine's construction, the tremors have become considerably less frequent and powerful. However, the Utaku understand one thing about the Fortune that inhabits their village — he does not cause the earthquakes without reason. Each time a violent shockwave strikes the area, the tunnels are shot through with cracks and openings, revealing more deposits of jade. Kyufoki no Kami is very protective of Kibukito and its citizens, and enjoys the attention they give him. Bandits or opportunistic armies attempting to attack the peaceful village could easily find themselves contending with an enraged Fortune of earthquakes.



KURAYAMI-HA MURA

(LOCATION U12)

The southeastern edge of Unicorn lands is home to Dark Edge Village. The most notable feature of the area is the well-maintained tournament grounds on the plains near the town. These fields were home to the first Emerald Championship, where Kakita defeated Matsu, and the feud between the two houses began. Several historically important duels and countless other minor challenges have since taken place on these sacred grounds. Those who duel on the fields of Dark Edge are blessed by Osano-wo, the patron of all bushi.

The village takes its name from the usual phenomenon present every sunset and sunrise. The terrain is such that each morning the darkest shadows from the mountain range to the east never fall upon the tournament fields. Likewise at dusk, the nearby hills are dipped just so the shadows seem to curl around but never fall upon the grounds until the sun sets completely. In both cases, the shadows brush the tournament field's edge each morning and night but never cross the fields, no matter the season.

SHRINE OF THE EMERALD CHAMPION

At the tournament fields stands a shrine to Kakita, the first Emerald Champion. Behind the shrine are three statues — Kakita, Osano-wo, and Hantei, all facing in the direction of Otosan Uchi. There are scores of smaller shrines at the feet of these statues, all dedicated to the memories of Emerald Champions since Kakita, with statues representing the latest four Emerald Champions — Doji Satsume, Kakita Toshimoko, Kakita Toshimoko, and Yasuki Hachi — standing at the furthest southern edge. Aspiring duelists often make a pilgrimage to this shrine to pray to the spirits of Kakita and Osano-wo for courage and guidance.

IMPORTANT UTAKU NPCS

UTAKU SHIKO, THUNDER'S DAUGHTER

Shiko remembers watching her mother depart on the day of Thunder as well as the advice her mother offered. Though Otaku simply told her daughter that she loved her, Shiko uncovered more in her simple words. She knew her mother expected her to follow, lead, and of course, die honorably. Swallowing hard as her mother marched off to fight the Dark Lord, Shiko nodded. It took months before Shiko was able to smile again. Her father, Ide, taught her diplomacy, and in doing so tempered her fiery spirit with compassion.

Shiko discovered Shinjo's plan to leave Rokugan from her father, who had promised Shinjo he would accompany her. When Shiko found out, she was furious. Ide tried to calm her, telling her that Shinjo had specifically chosen her to lead those who remained. Fuming, Shiko ran out, leaving a conflicted father behind.

The next morning, Shinjo gathered the clan to announce her quest. Ide stood by her side, already having sworn his loyalty. As soon as Shinjo finished talking, Shiko stepped forward, wearing her mother's armor and carrying her swords, she vowed to follow Shinjo just as her mother had. Surprised, Shinjo had little choice but to accept the oath and welcomed Shiko to the quest. Many among the Ki-Rin followed suit, and Shiko knew she had made the right choice.

In the beginning of the Ki-Rin's Exodus, Shinjo took Shiko aside and asked her to lead her mother's family, becoming the Shiotome commander. Shiko accepted this great honor, promising to follow Shinjo as long as was humanly possible. In return, Shinjo made a promise to her clan that she would never leave their side.

In the presence of Shinjo, however, this vow proved stronger than any of them would have guessed. Shinjo's closest advisors and friends — Ide, Iuchi, and Shiko — didn't notice anything for fifteen years. Another ten passed before they became aware of what was happening to them: in the service of Shinjo, being in the Kami's presence nearly every day, the three of them found they had retained their youthful appearances and vigor. All three were still young adults. Even more peculiar was the fact that none of the vassals of other Kami seemed to show the same effects — apparently this was exclusively an aspect of Shinjo's power. This eternal youth was not without cost, however. Though she never grew tired of serving the Lady Shinjo, relations between Shiko and her father had become strained. For father and daughter to be effectively the same age was unexpectedly difficult, and they soon drifted apart.

One day, after a stop at a strange oasis, she awoke to find Shinjo missing. Though Iuchi wanted to move on, Shiko refused to budge. She believed that Shinjo would return. Shinjo's disappearance, violating the promise that she made to her clan, infuriated Shiko, though in truth she was far more worried than angry. No amount of pleading from Ide or Iuchi could get her to accept departure. To make matters worse, for the next week, the Ki-Rin were visited by a cruel wind carrying the voices of foreign demons, casting doubt and anger into Shiko's heart.

On the eighth day, Shinjo's return awoke Shiko. Glowing, Shinjo tried to return to her get, but Shiko stepped in the way. She demanded to know why Shinjo had abandoned them. Shinjo was strangely humbled and accepted Shiko's rebuke submissively, revealing her pregnancy and allowing Shiko to lead the clan temporarily.

Though Shinjo returned to her rightful place at the head of the clan after her children were born, the damage was done. Shiko became more willful and less obedient as time passed. While she still paid lip service to Shinjo's authority, by the end of thirty years' time she was unwilling to take orders from a Kami who did not respect the promises she made.

Thus when the Ki-Rin were trapped beyond an avalanche and lost, Shiko suggested that the clan split up to find a way back to Rokugan. Shinjo agreed, and the clan was divided. Shiko, in her pride, led a fourth of the clan away, trying to find a route that would take them back to the Empire she left when she was just a child.

Outside of Shinjo's presence, Shiko felt the weight of years catch up to her. Within a decade, Shiko had become an old woman, and five years after that she was dead. In Yomi, Shiko recognized her failing. Her temper had driven a wedge between her and her Kami, as she failed in the most basic samurai ethic: obedience. She considered herself fortunate she was in the Realm of the Blessed Ancestors at all.

To atone for her deeds, she lent her expertise to the Blessed Guard. For hundreds of years they fought back the forces of Jigoku from the borders of Yomi. Despite her victories, she considered herself unworthy of her place. The Battle of Oblivion's Gate allowed Shiko to return to Rokugan, and she welcomed that with open arms. To serve Rokugan, and thus to have another chance to prove herself in the mortal realm, was a chance she could not refuse.

She emerged just before the final victory, and headed towards her family's purple standards. There, she met a daimyo named Otaku Xieng-Chi. Shiko introduced herself to Xieng-Chi, who welcomed her ancestor to Rokugan with open arms. As the Battle Maidens returned from Voltturnum, Xieng-Chi revealed unsettling news: Shinjo had returned to Rokugan, and was purging the clan, at sword point, of those disloyal to the clan.

Shiko dreaded seeing her Lady again, but returned anyway. She was quickly admitted to Shinjo's presence, where she knelt to the Lady she had not seen for hundreds of years. Shinjo did not chastise her, nor did she welcome her back. Shiko looked at Shinjo and saw that she had changed. Her imprisonment had hardened her. At that moment, Shiko swore an oath to Shinjo.

"My mother swore that she and all who carried her name would be loyal to you for all time. Now, your descendants are disgraced and the Moto, by your choice, rule the Unicorn. The Otaku cannot serve as we did, and we cannot break our oaths to obey the Shinjo family. We have failed you. So from this day forth, we shall swear a new oath. We are the Utaku, and we and all those who carry our name will serve the Moto with the same fervor as we served the Shinjo." Shinjo accepted Shiko's oath, and returned to the Celestial Heavens shortly thereafter.

Utaku Xieng-Chi was quite surprised the Shiko had the boldness to change the name of a family she no longer ruled, but did not dispute Shiko's vow. It is clear that Xieng-Chi has mixed feelings about Shiko's return, and does not appreciate having her decisions rebuffed at every turn by a spirit whose time in this realm ended centuries ago. Shiko cares little whether or not Xieng-Chi appreciates her guidance. She has the age advantage, as well as more wisdom and wider experience. What is more, she has the greater need to drive the family towards excellence, and will do so whether Xieng-Chi wishes it or not.

UTAKU SHIKO, THUNDER'S DAUGHTER

Female human Unicorn, Sam 18: CR 18; Medium-size humanoid (human); HD 18d10+54; hp 153; Init +4; Spd 30 ft.; AC 26 (touch 14, flat-footed 22); Att +26/+21/+16/+11 keen vorpal katana +4 (+2 while mounted) (1d10+8, 17–20/x2); SQ Class Skill — Ride; Honor 3; AL LG; SV Fort +14, Ref +10, Will +12; Str 19, Dex 18, Con 16, Int 14, Wis 12, Cha 16, Maximum Void 5; Height 5 ft. 3 in.

Skills and Feats: Speak Language — Rokugani, High Rokugani, Battle +22, Bluff +14, Diplomacy +13, Handle Animal +24, Intimidate +24, Knowledge (Law) +23, Ride +25, Sense Motive +22; Dancing with the Fortunes (Bishamon), Depths of the Void, Mounted Archery, Power Attack, Spirit of the Charger, Strength of Purity (x2), Trample, Ride-by Attack, Shinjo's Technique, Spirited Charge, Versatile (Knowledge (Law), Bluff), Void Use, Way of the Unicorn

Dojo: None, treat as Shiro Utaku Shojo

Possessions: keen vorpal katana +4 (ancestral daisho), +5 partial armor, ring of freedom of movement, Shiotome's Kiss (horseshoes of speed and of a zephyr), charm of natural armor +3, haori of resistance +5, boots of stealth (as boots of elvenkind)

UTAKU SHIKO, THUNDER'S DAUGHTER

Earth: 4

Willpower: 5

Water: 6

Fire: 4

Agility: 5

Air: 3

Reflexes: 5

Void: 5

School/Rank: Utaku Battle Maiden 5 (Insight Rank 6)

Dojo: None, treat as Shiro Utaku Shojo

Honor: 4.2

Glory: 8.9

Advantages: Benten's Blessing, Irreproachable 4, Quick Voice

Disadvantages: Small, Overconfident

Skills: Battle 5, Defense 5, Diplomacy 3, Etiquette 3, History 3, Horsemanship 9, Horse Archery 4, Katana 5, Kenjutsu 6, Shintao 4

UTAKU XIENG-CHI, UTAKU FAMILY DAIMYO

Utaku Xieng-Chi has lived her life in the shadows. As a young Battle Maiden, she lived in the shadow of her cousin Otaku Kamoko, the Thunder. Though she was a gifted warrior and exceptionally brave — some called her reckless — all her accomplishments paled in comparison to Kamoko's. No matter how good a bushi she was, she would never stand against Fu Leng. That incomparable honor had already fallen to another.

The unflattering comparisons to Kamoko angered Xieng-Chi, especially when made by fellow Otaku. Both were fierce warriors with a strong sense of honor. Save for an accident of birth, they could have easily been in reversed roles. Kamoko seemed unaware of this, but Xieng-Chi believed she constantly had to prove her worth, both to herself and the world. Though she suspected she could lead the family more efficiently than Kamoko, her honor would not allow her to step beyond the bonds of loyalty to her daimyo, even if that daimyo was Kamoko.

When Kamoko left the Unicorn armies to pursue vengeance against Matsu Agetoki, the Otaku were thrown into chaos. Xieng-Chi took command, claiming by birth and deed the station that Kamoko had abandoned. She was soon after accepted by Clan Champion Shinjo Yokatsu as the rightful Otaku daimyo, stripping Kamoko of her title from afar. Though Xieng-Chi was proud to assume her rightful role, it felt hollow. To assume such a role after Kamoko proved unworthy to hold it made it a hollow prize. She realized, then, that she had driven herself so hard for so long out of an urge to be more like Kamoko. Now she had surpassed her hero, and the feeling was bitter.

Xieng-Chi commanded the Otaku for the next two years, leading them to victory after victory. When the call rang out for the Empire's greatest troops to race to the city of Voltturnum to destroy the Shadow at Oblivion's Gate, Xieng-Chi leapt to battle. Taking the finest Unicorn troops with her, she fought through to the troll city, only to find the open Gate. Battle was joined, and though it was long and fierce, Rokugan's forces prevailed, with the help of the returned spirits.

One of those spirits was Otaku Shiko. Immediately upon returning to Rokugan, Shiko decided to change the family name to 'Utaku' and swear a new oath to the Unicorn. Xieng-Chi was furious, as the rest of the family followed suit without question. Shiko had been gone from the Empire for over a thousand years and while she was an honored ancestor, she was clearly usurping Xieng-Chi's authority as daimyo. The new Khan, Moto Gaheris reaffirmed Xieng-Chi's claim as daimyo, but Xieng-Chi was not satisfied. She kept her opinions concerning Shiko to herself, lest she bring shame upon the family's new name.

For more than two decades now, Utaku Shiko and Utaku Xieng-Chi have quietly struggled with authority over the family. Shiko never directly tries to claim the title, but constantly usurps Xieng-Chi's rightful authority. An old samurai now, Xieng-Chi fears that she will end her career in a legend's shadow, just as she began it.

UTAKU XIENG-CHI, UTAKU FAMILY DAIMYO

Female human Unicorn, Samurai 7/Battle Maiden 9: CR 16; Medium-size humanoid (human); HD 16d10+48; hp 136; Init +3; Spd 30 ft.; AC 23 (touch 15, flat-footed 20); Att +26/+26/+21/+16/+11 heavy lance of speed +4 (+2 when mounted) (1d8+10, +2d6 vs. dishonorable, ¥3); SQ Class Skill — Ride, Ancestral Daisho, Special Mount, Burst of Speed, Defensive Riding, Heal mount; Honor 3; AL LN; SV Fort +17, Ref +11, Will +12; Str 18 (22), Dex 17, Con 16, Int 12, Wis 12, Cha 13, Maximum Void 2; Height 5 ft. 7 in.

Skills and Feats: Speak Language — Rokugani, High Rokugani, Animal Empathy +10, Battle +11, Diplomacy +11, Handle Animal +20, Intimidate +11, Ride +29, Sense Motive +11; Cleave, Mounted Archery, Power Attack, Ride-by Attack, Soul Forge (Yari), Spirited Charge, Strength of Purity, Trample, Void Use, Way of the Unicorn

Dojo: Shiro Utaku Shojo; **Kata:** Shinjo's Breath

Possessions: honorable keen katana +5 (ancestral daisho), heavy lance of speed +4 (soul forge), bracers of Hida's might +4, charm of natural armor +1, haori of resistance +3, jade pendant, +3 partial armor of invulnerability, ring of protection +2, unicorn saddle.

UTAKU XIENG-CHI, UTAKU FAMILY DAIMYO

Earth: 4

Water: 5

Fire: 3

Agility: 5

Air: 4

Reflexes: 5

Void: 4

School/Rank: Utaku Battle Maiden 5

Dojo: Shiro Utaku Shojo

Honor: 3.2

Glory: 8.4

Advantages: Way of the Land (Utaku provinces)

Disadvantages: Driven (Prove herself, Train students)

Skills: Athletics 4, Battle 5, Defense 3, Heraldry 4, History 2, Horsemanship 5, Horse Archery 3, Intimidation 3, Lance 5, Law 3, Tea Ceremony 1, Umayarijutsu 5, Yomanri 2

VASSALS OF THE UTAKU

THE HYUGA FAMILY

Otaku Rumaru is legendary among the Unicorn clan for being the daimyo who tamed their legendary steeds. The tale of her daring escape from gaijin sorcerers with hidden hearts has spread widely and become more dramatic with each telling. The Utaku smile whenever they hear the story. They make no comment on the extent of its veracity, but there is no Utaku who does not know the tale. Though these legends do not mention Otaku Hyuga, none of the Utaku have forgotten the man who tamed the Utaku steeds.

Otaku Hyuga realized early on in his life that he would amount to little. The family's hierarchy was clearly set. Otaku Rumaru was daimyo, and the female Battle Maidens would always be the strongest among the Otaku. His heart urged him to ride into battle, but his mind knew such a fate was forbidden to the male Otaku.

Hyuga began to distance himself from the rest of his playmates early in his life. He could not watch the young girls practice handling a weapon atop a horse, and he could not bear to listen to the Otaku boys talk excitedly about attending the Shinjo Bushi School. As much as he longed to ride a horse, he wanted to ride with his family. Every Ki-Rin was his brother, as Lady Shinjo said, but he could only achieve his destiny among the Otaku.

Hyuga's family daimyo Otaku Rumaru led the Ki-Rin into a vicious trap a year before Hyuga's gempukku. Despite their best efforts, gaijin sorcerers captured and enslaved Rumaru's group. Many years passed and many Ki-Rin died in captivity. However, the samurai were far from broken. Rumaru successfully led them in a revolt that allowed them to escape with the sorcerers' beloved horses. These horses were stronger, taller, and faster than anything the Ki-Rin had seen before.

The stories about Otaku Rumaru are true to an extent. She had indeed brought many stronger horses to the Ki-Rin. However, the horses were too wild. Though they allowed the Otaku to ride them during the escape, thereafter they discovered that the stubborn steeds would not accept riders for more than a few minutes. The Otaku did not give up, as their samurai nature would not allow it, but the horses were strong spirited and would not submit.

Otaku Hyuga stayed and watched the horses even after everyone had fallen asleep. He saw the beauty in their forms, their strength just below the surface. From watching these wild horses, he knew his role in the Otaku. He would tame these horses so that his sisters could ride them into battle.

From that night on, he spent every available moment with the sorcerers' headstrong horses. He would fail and try again. He would break bones and try again. Otaku Hyuga did not have any special skill that charmed the steeds. It was sheer determination that let Hyuga into the horses' hearts.

Months later, Hyuga bowed in front of Otaku Rumaru and asked permission to show her what his work with the horses had accomplished. When Rumaru hesitantly agreed, Hyuga mounted the biggest and fiercest horse they had stolen from the sorcerers in front of the entire Ki-Rin group. The Ki-Rin clan watched in awe as the horse followed every one of Hyuga's orders. He invited Rumaru to ride the horse, and she

discovered that the steed no longer attempted to throw or defy her. Otaku Rumaru was impressed with his accomplishments and granted him his own vassal family on the spot. She charged Ryuga with grooming and training the Battle Maidens' horses, and he graciously accepted.

The Hyuga are possibly the most skilled horse breeders in Rokugan. They are raised near horses from birth and their love of the steeds grows with them. Though they know they will never ride their beloved steeds into battle, each stable master feels as much pride in the Shiotome's victories as the Battle Maidens who ride the remarkable steeds.

The Hyuga family is charged with maintaining the horses at Shiro Utaku Shojo and the stables. Unlike most of the Unicorn clan, Hyuga family members are not driven by wanderlust. They are content with the duty that has befallen them, and are willing to stay and guard the Utaku Stables from thieves and saboteurs. When the Utaku Stables were sabotaged and the head stable master Kojiro was murdered in 1131, many Hyuga guards asked permission to commit seppuku. Others took up spears and joined the Unicorn armies for no other reason than to avenge the horses. If the guards had not been ready to help move the Utaku steeds from their stalls the incident would have been an even greater catastrophe, but the Hyuga were ashamed they could not prevent the sabotage in the first place. The Hyuga are now determined more than ever to defend the Utaku Stables to their deaths.

YASHIKI HYUGA

Yashiki Hyuga is plain and unimpressive. Even though it is the ancestral home of a vassal family created long before the Unicorn clan returned to Rokugan, there is nothing that distinguishes it from any of the other buildings in the city except for its proximity to the Utaku Stables. During any emergency, one call will summon dozens of Hyuga, ready to help.

THE HYUGA FAMILY

- Favored Class: Samurai
- Starting Honor: 2
- Class Skills: Handle Animal
- Starting Outfit:
 1. Riding Saddle and Stabling.

THE HYUGA FAMILY

- Benefit: +1 Awareness
- Glory: 0.5
- Special: Hyuga family members family must replace all of their ranks of Horsemanship with Animal Husbandry (Horses).

THE NAKO FAMILY

Early in their journey, the Ki-Rin clan reached the Burning Sands and met the ferocious Ujik-hai. The Ki-Rin stayed amongst the Ujik-hai tribes for a hundred years, learning to survive in the harshest of climates. Otaku Naoko, the granddaughter of Utaku Shiko, was among the first samurai children born to never see the lands of Rokugan.

The parents of Naoko's generation worried about raising their children so far from the Empire. How could their children embrace the way of the samurai if they had no memories of its glory, and were constantly surrounded by gaijin ways?

Finally, they approached Lady Shinjo for an answer to their problem. The Lady smiled and told them to not worry. If the parents showed their children respect and taught them carefully, their children would surely adopt the same virtues.

The parents took her words to heart and removed their fears from their minds. Shinjo was right: most of the children seemed to fully embrace the way of the samurai. Otaku Naoko was one of the few exceptions. She loved the stories of the War against Fu Leng and the valiant samurai who defeated the oni armies, like all the other Otaku children. However, unlike the others, Naoko preferred handling a saber over handling a katana. Whenever Naoko went missing, anyone could find her playing with the Moto children. Otaku Naoko knew the customs and traditions of the Ujik-hai as well as those of the Ki-Rin, and followed them both diligently.

Many years passed, and Lady Shinjo decided the Ki-Rin's place was no longer in the Ujik-Hai lands. Otaku Naoko surprised everyone; she showed no remorse at leaving the lands whose customs she had readily adopted. On the road, one of Naoko's more tactless sisters asked her if she would abandon the Ujik-hai ways.

"No," Naoko replied. "Why should I? Who would the Ki-Rin clan be if we kept hold of nothing we have learned?"

Utaku Shiko overheard her granddaughter and was surprised at the wisdom shown in the words of someone so young. Later that night, she relayed the conversation to Lady Shinjo, who was amused to hear her own thoughts mirrored in the young maiden's words. When Naoko proved her courage in the cities of the sorcerers, the Lady rewarded the Battle Maiden with her own vassal family name to pass down to her offspring. A group of Battle Maidens who shared her ideology swore fealty to Naoko immediately, and the Naoko family was created.

Ever since, the Naoko have been a strong support to the Utaku family and the Utaku armies. They live as their founder did, with great respect to many gaijin ways but without forgetting bushido. Their fellow samurai rarely treat them any differently, and they mix into Battle Maiden units without any special privileges. The only way a non-Unicorn could tell a Naoko from the other Utaku would be by her name: all Naoko take exotic Ujik-hai names to honor their ancestors.

It is not uncommon that a few Utaku samurai-ko every generation feel a strong affiliation with the Ujik-hai ways. Such women are welcome to talk to the Naoko daimyo, who may allow the women to gain the Naoko name. It is no surprise that many gaijin who came from the Burning Sands to aid the Unicorn in the Moto War swore fealty to the Naoko family once they settled down in Rokugan.

The current family daimyo is the enigmatic Naoko Yisheng. Since her ascension to daimyo, Yisheng has ignored the daimyo's duties to hunt for a cursed nemuranai once wielded by her grandmother. Yisheng's mother once told her that the nemuranai, a saddle made from a roc's flesh, gave incredible speed and superhuman strength to its user at the cost of the user's spirit. The saddle was lost when Yisheng's grandmother fell in battle. Yisheng is determined to find the item and destroy it so that no one else falls under its power. Though decades have passed since her search began, Yisheng is still driven to enter the steppes by herself year after year. Yisheng is rarely at the castle, only in residence for a few holidays. While she is gone, Naoko Sahijir functions as the head of the house and makes sure the castle is running smoothly. Though many secretly doubt Yisheng's abilities, the Naoko trust that her quest will benefit the clan in the future.

SHIRO NAOKO

Shiro Naoko is a small castle located southeast of Shiro Utaku Shoji. It is among the oldest structures in the area; before the Naoko claimed it as their own, the castle had been a Lion outpost. The building is now covered with ornaments and fixtures unseen outside of Unicorn lands. The façade is the only part of the building the Naoko have altered, and occasionally a scholar tours the castle to see with their own eyes how samurai created their buildings a thousand years ago.

Shiro Naoko is far from major roads, and few people find it by mistake. Because the Naoko family prefer to follow the Ujik-hai customs, they wander across the Unicorn lands in groups, living in camps most of their life. Thus, Shiro Naoko is usually inhabited only by the retired or by Naoko diplomats and functionaries who need to be easily accessible out of necessity. The inside of the castle is simple and clean, conforming to the Utaku ideals of purity and excellence.

THE NAOKO FAMILY

- Favored Class: Samurai
- Starting Honor: 3
- Class Skills: Wilderness Lore or Ride.
- Starting Outfit:
 1. Horse (heavy war).
 2. Lance and 50 koku.

THE NAOKO FAMILY

- Benefit: +1 Perception
- Glory: 0.5
- Special: Naoko family members may buy the Gaijin Gear Advantage for 1 point.

UTAKU MECHANICS

ANCESTORS

Unsurprisingly, the Utaku are perhaps the most traditional Unicorn family with regard to paying homage to their ancestors. Every member remembers their great founder, the first Otaku, and strives to live a life worthy of her name and legacy.

OTAKU KAMOKO

The Second Unicorn Thunder. The Heir of Shiko. The Last Otaku. Otaku Kamoko's name is revered second only to the first Otaku, and for a great many reasons. Kamoko was born to bring war, and in the Clan War, she trampled the corrupt and honorless offshoots of Phoenix, Lion, Crab, and even Scorpion underneath the hooves of her steed, Hachiman. During the War Against the Shadow, Kamoko hunted down and brought justice to her mother's murderer as well as striking a blow against the hated Kolat.

It was Kamoko who laid her life and honor at Shinjo's feet when the Unicorn Kami returned to Rokugan, and it was Kamoko who was made the right hand of Shinjo when the

Kami's heirs had failed her. Finally, it was Kamoko who bore the burden of the Shadowlands Taint, risking her soul to bring an end to the undead Moto. When Kamoko died, she was brought into the Celestial Heavens and made a constellation by Shinjo, where she looks down with favor upon the Shiotome to this day. Since her death, no Unicorn has held the name Otaku, honoring Kamoko as the last to carry the name of Shinjo's Thunder.

STRENGTH OF HONOR

ANCESTOR: OTAKU KAMOKO

Clan: Unicorn

Prerequisite: Honorable

Benefit: As long as you are honorable, your Strength modifier on damage rolls is doubled when making smite attacks against dishonorable or evil opponents.

OTAKU KAMOKO

(5 POINTS)

Once per day, you may gain a number of Free Raises on an attack roll equal to your Honor. This effect may only be declared against opponents you know to have 1 Honor rank or less.

OTAKU KURIKO

Kuriko was the Otaku daimyo following their return from the Ki-Rin's Exile. During her rule, she ensured that the Otaku held strong to their sense of honor as a shield against opportunistic Rokugani. Courtiers would lie to them, merchants would seek to take advantage of them, and warriors would seek to goad them into fruitless combat, but honor would guide them safe and true. As long as their souls were pure, Kuriko instructed her vassals, nothing could confound them. It is a principle the Utaku have carried close to this day, and Kuriko is often cited as an example of such principles.

SHIELD OF HONOR

ANCESTOR: OTAKU KURIKO

Clan: Unicorn

Benefit: You may substitute your Honor rank for your ability score bonus for the following skills — Animal Empathy, Battle, Diplomacy, Handle Animal, and Sense Motive.

OTAKU KURIKO

(3 POINTS)

You may add your Honor rank to your total when making skill checks for the following skills — Battle, Etiquette, Investigation, Law, Meditation.

THE UTAKU INFANTRY SCHOOL

The role of males in the Utaku family has never been an enviable one. They are forbidden from riding the famed Utaku steeds into battle, and never hold the same authority as their female counterparts. While the Utaku women do not openly disrespect their male counterparts, it is clear that they will never fill any higher echelons of among the family.

In past generations, these samurai have either become respected stable masters for the Utaku, or joined with the Shinjo Bushi School and learned the art of war away from their homeland. A small school of bushi trained in the art of infantry warfare slowly evolved through the generations as the family's male members sought to aid the clan however they could.

Since the Shinjo family's downfall, however, a great rift has formed between the two families. Though the Shinjo Dojo arguably escaped the purge without dishonor, the Utaku value purity and honor even more highly than most, and have reluctantly severed many connections with the sullied Shinjo as a matter of principle. Perhaps the greatest casualty of Shinjo's Purge was the fierce loyalty between the Utaku and Shinjo, though neither family will say much on the matter. Because of this, the Utaku Infantry School has quickly gained popularity, as Utaku students endeavor to avoid association with the Shinjo if possible.

The school is restricted to male family members only. Like the Battle Maiden School, it is not unheard of for male members of other families to join the Utaku Infantry, though such cases are rare. Beyond the Utaku family's inborn elitism, many Unicorn do not wish to forsake the art of mounted combat. This restriction has combined with the Infantry's reputation as a powerful force on the battlefield and caused more than one female Utaku to wish they were able to join the elite group. The irony of this situation is not lost on the family.

On the battlefield, the Utaku Infantry are as silent and intimidating as their kin. They do not scream, brag, or shout like other samurai, overwhelming their foes from all sides with a deadly silence. The Utaku Infantry has gained deep respect from the Moto, who often invite Utaku infantrymen to march beside the Khol legions. With a deep understanding of cavalry warfare, the Utaku Infantry are often used to negate enemy cavalry.

THE UTAKU INFANTRY (PRESTIGE CLASS)

The Utaku Infantry have quickly gained a reputation as an elite force on the battlefield. While many Unicorn pity the male Utaku for being forbidden from riding in battle, this attitude is slowly being replaced with a deep respect for the skill of the Utaku Infantry.

Hit die: d10.

REQUIREMENTS

Alignment: Any Lawful.

Honor: Honorable only.

Base Attack Bonus: +4.

Skills: Battle (6 ranks), Intimidate (6 ranks).

Feats: Strength of Purity, Utaku's Void of War, Void Use, Weapon Focus (Katana, Yari, or Yumi).

Special: Restricted to male members of the Unicorn.

CLASS SKILLS

The Utaku Infantry's class skills (and the key ability for each skill) are Battle (Wis), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Iaijutsu Focus (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Sense Motive (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points per Level: 2 + Int modifier.

MALE UTAKU HORSEMEN

It is a well known fact that Utaku males are forbidden to ride horses into combat, though many assume that this means Utaku men cannot ride horses at all. Most Utaku (male or female) laugh when they hear such a thing. Utaku men are the greatest horse breeders and stable masters in all of Rokugan, and learning to ride is a necessary part of training and maintaining quality steeds.

The important difference between male Utaku and female Utaku where horses are concerned is combat. Male Utaku are not trained in mounted warfare, and are forbidden to ride the powerful Utaku steeds in combat. They are, however, welcome to learn mounted combat at other schools and use lesser steeds for the purposes of travel.

CLASS FEATURES

The following are class features of the Utaku Infantry.

Weapon and Armor Proficiency: Utaku Infantry gain no additional weapon or armor proficiency. When wearing armor heavier than light armor, the Utaku Infantry loses several of his abilities, as noted below.

Dodge: At first level, the Utaku Infantry gains the Dodge feat for free. If the character already possesses this feat, the bonus gained is increased by +1. The Utaku Infantry loses this ability while wearing medium or heavier armor.

Weapon Path: When the character joins the Utaku Infantry, he is assigned a primary position as a pikeman (yari), a sword-bearer (katana), or an archer (yumi), depending on the Weapon Focus feat he has. Characters with multiple Weapon Focus feats choose their position in the Infantry, and this choice cannot be altered later. At 1st level, the Utaku Infantry gains an additional +1 bonus to strike with this weapon when wearing light or no armor.

At 5th level, the Utaku Infantry gains a bonus to his initiative equal to twice his Honor while wielding his chosen weapon.

At 9th level, the Utaku Infantry has become so proficient with his chosen weapon that he may spend a Void Point to sacrifice his attack with the lowest modifier for the round and gain that attack's bonus to hit as a bonus to his first attack for the round. This ability may only be used when the Utaku Infantry is making a full attack. For example, if a member of the Utaku Infantry has an attack bonus of +15/+10/+5 when making a full attack, he may choose to spend a Void Point and sacrifice his last attack for the round to gain a +5 bonus on his first attack for the round.

Shield Proficiency: Unlike most Rokugani bushi, the Unicorn do not shy away from the concept of shields. The Utaku Infantry have become somewhat infamous for their use, and their "barbarian tricks" have turned the tide of more than one battle. At 2nd level, the Utaku Infantry gains this feat for free.

Bonus Feat: At 3rd, 6th, and 9th levels, the Utaku Infantry may select a bonus feat. This feat must be a Technique Feat available to Unicorn characters. Members of the Utaku Infantry may also select the Weapon Finesse feat as a technique feat, and apply it to the katana or yari (weapons that cannot normally be selected with this feat).

Fast Movement: At 4th level, the Utaku Infantry gains a movement bonus of five feet when wearing light or no armor and not carrying a heavy load. This bonus is applied to base

speed, before multiplying for movements such as taking a double move or running. At 10th level, this bonus increases to ten feet.

Utaku's Thunder: Focusing on the purity of his honor, the Utaku Infantry may spend one Void Point to increase his critical threat range by his Honor at 7th level and beyond. This bonus lasts for the duration of one attack, and is applied before the attack roll is made. This bonus is applied after all other bonuses to the weapon's critical threat range and may only be used with his chosen weapon.

EX-UTAKU INFANTRY

An Utaku Infantry who loses his lawful alignment or honorable status may no longer progress in levels as an Utaku Infantry, though he retains all class abilities. Failing to uphold the tenets of bushido or grievously dishonoring oneself after being accepted into the Utaku Infantry has been grounds for more than one Utaku male to be cast out of the Unicorn as ronin. Once a samurai is expelled from the Utaku Infantry, it is highly unlikely they will ever be accepted back again (assuming they remain in the Unicorn), though there are rare instances of such samurai redeeming themselves in the eyes of the Utaku.

THE UTAKU INFANTRY SCHOOL

Focusing the traditional Utaku views of honor into their arts, the Utaku Infantry have quickly gained a reputation as an elite and feared force on the battlefield. While many Unicorn pity the male Utaku for being forbidden from riding, this attitude is slowly being replaced with a deep respect for the Utaku Infantry's skill.

The Techniques of the Utaku Infantry School can only be employed if the bushi is wearing light or no armor.

Benefit: +1 Agility

Skills: Athletics, Battle, Defense, Kenjutsu, Yarijutsu, Yomanri, and any one high skill.

Honor: 2.5

TECHNIQUES

Rank One: Weapon Path

A first rank Utaku Infantryman chooses to specialize in one of the three main weapons taught by the school — yari, katana, or yumi. The Utaku Infantry is divided into these groups and all have their indispensable place in the armies of the Khan. The Utaku gains a free rank in the specialized weapon skill chosen, and raising that skill always costs one skill point less for the character. In addition, the Utaku may choose to use his Agility to calculate his TN to Be Hit while using that weapon instead of his Reflexes.

Rank Two: Speed of My Sisters

While the Utaku males are forbidden from riding the famous steeds of their family, nothing prevents them from learning to move like the wind to keep up with their kin. A bushi who has mastered this technique moves as if his Water Ring were two ranks higher.

Rank Three: All-Fronts Attack

At this rank, the Infantryman gains an additional attack each round while using his chosen weapon. In addition, he may roll and keep dice equal to his Honor rank (in addition to his Awareness) when rolling initiative.

Rank Four: Utaku's Thunder

Just like the Battle Maidens, the elite Utaku Infantry are guided by the purity of their souls. After making a skill roll or damage roll, the Infantryman may spend a Void Point to re-roll all dice with a result less than his Honor plus one. In addition, the Utaku bushi may make a single attack in the same round they are running or moving without penalty.

Rank Five: Epic Of My Name

At this rank, the Utaku bushi has become a dizzying whirlwind on the battlefield. His movements are unpredictable and unavoidable. He gains a bonus to his TN to Be Hit equal to the difference between his Agility and that of his opponent's (if the difference is in favor of the Utaku) $\times 5$. The Utaku may sacrifice this bonus at the start of each combat round to gain an additional attack each round that may only be used against opponents with lower Agility.



TABLE 4-1: THE UTAKU INFANTRY

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Dodge, Weapon Path
2nd	+2	+3	+0	+3	Shield Proficiency
3rd	+3	+3	+1	+3	Bonus Feat
4th	+4	+4	+1	+4	Fast Movement
5th	+5	+4	+1	+4	Weapon Path
6th	+6	+5	+2	+5	Bonus Feat
7th	+7	+5	+2	+5	Utaku's Thunder
8th	+8	+6	+2	+6	Weapon Path
9th	+9	+6	+3	+6	Bonus Feat
10th	+10	+7	+3	+7	Fast Movement

CHAPTER FIVE:

THE SHIRO

OUTSIDERS
PART SIX

Fuzake Sekkou shifted uncomfortably in his saddle. He was not the sort to shy away from a difficult journey, but the weeks of travel were beginning to wear on him. Sometimes it seemed almost as if their Unicorn guides were intentionally making it difficult for him to keep up, just to see how he would react. Sekkou was tempted to say something, to ask for them to slow down a bit, but he could not. Taneji would never let him live it down.

As Sekkou's shaggy pony crested a hill, Sekkou breathed a deep sigh of relief. He could see the exotic spires and domed towers of Shiro Shinjo in the distance. Even if the guides kept charging ahead, at this point he could find the way at his own pace. With an exhausted grin he urged his pony into a trot.

The sound of hooves approaching from behind drew Sekkou's attention. He looked back to see two mounted samurai crest the hill. Both wore the purple armor and fur cloaks of Unicorn warriors, with long bows strapped across their back. They quickly galloped to either side of Sekkou, slowing their pace to meet his own.

"Konnichiwa, friends," Sekkou said, bowing from his saddle as neither of them indicated any wish to stop moving. "I am Fuzake Sekkou, assistant to Miya Hatori."

"I assumed as much," said the Unicorn to Sekkou's left. He continued to look straight ahead, only peering at Sekkou from the corner of his eye. His face was dark and weathered from a lifetime of riding on the plains. His hair was long and somewhat disheveled, not kept in check by any topknot or helm. "It's easy to tell that you're probably with the Miya."

"Because I wear the Monkey symbol?" Sekkou asked. There was a slight note of pride in his voice at the thought that his small clan might be recognized so far from the ruins of Ootosan Uchi.

"No," the Unicorn to his right said, tucking his domed helmet under one arm. "Because you are still alive."

The first Unicorn looked sidelong at Sekkou's astonished expression and laughed. "You must understand, Sekkou-san, Huang and I are well aware of who has been invited here and who has not. We get few visitors at Shiro Shinjo." The man turned to look at Sekkou directly. His left eye blazed a brilliant crystal green.

"Lord Shono," Sekkou exclaimed with some surprise. He had not realized he had been speaking to the Shinjo daimyo. He bowed low in his saddle.

Shono frowned curiously and looked down at his armor. "Strange," he said. "I'm not wearing my personal mon today. I wonder how he recognized me."

Huang chuckled.

Sekkou glanced from Huang to Shono. He noticed that both men were leading their horses forward at a leisurely pace. Huang was picking his teeth with a small splinter of wood. "With all due respect, Shono-sama," Sekkou began in a quiet voice. "Is not Hatori-sama awaiting you at Shiro Shinjo?"

Shono shrugged. "I am sure my sister, Haruko, has seen to him," he replied. "He'll still be there when we arrive. She's a far more pleasant host than I am anyway."

Sekkou's brow furrowed. "I'm sorry, I merely find it curious," he said. "Hatori is a prominent political figure, with many enemies, many allies. Everywhere else we have gone, the lords of great houses have either hurried to curry Hatori-sama's favor or gone out of their way to show their disrespect."

Shono grinned. "And you find it unusual that I simply do not care."
"For a daimyo of a great family, you must admit it is a peculiar reaction to a representative of an Imperial Family," Sekkou said.
"Perhaps," Shono said, "but the Shinjo are a peculiar sort."

"Speak for yourself, Lord Shono," Huang said, still picking his teeth.
Shono laughed out loud for several seconds. Sekkou looked from Huang to Shono in growing confusion. He knew the Unicorn had strange ways, but he did not expect such informality between daimyo and vassal or lack of concern for an Imperial visitor. A lord who did not even care to introduce himself to his guests? Unthinkable.

"Are we upsetting you, Monkey?" Shono asked, raising one eyebrow. "If you'd like, we can bow and scrape and plot to manipulate your master like everyone else does. I don't really have any plots on hand at the moment but I'm sure I can come up with something."

"I have a few plots I've been saving up," Huang said in a bland voice. "I could loan them to you, Lord Shono. They're not very good but they should be enough for the Monkey."

"Well if you're going to do something, do it right," Sekkou said, looking coolly at Huang. "Discuss it with your horse first. He's clearly the brains of your organization."

Huang's eyes widened and his jaw clicked shut.

Shono laughed a deep roaring laugh, nearly falling out of his saddle. Huang grinned sheepishly and chuckled as well, nodding to Sekkou in newfound respect. Sekkou could not help but join them in their laughter. He felt suddenly at ease among the Shinjo. His shoulders relaxed and the stress of his journey began to fall away.

"He is right, by the way," Huang said. "You are acting a bit peculiar, Lord Shono. Even for you."

Shono looked at Huang questioningly.

"It is rare that we receive such important visitors as Hatori. The least you could do is to ride forth and meet him," Huang said. "Or are you afraid that with such an official personage on the premises, your sister will finally obtain an invitation to the Winter Court and force you to go again?"

Shono looked slightly embarrassed. "The thought never crossed my mind."

"Of course, Lord Shono," Huang said, elbowing Sekkou with a smirk as they rode on. "Why would I even think such a thing?"

THE SHINJO PROVINCES

The Shinjo Provinces do not cover much ground, especially considering that the Shinjo are the second largest family in the Unicorn Clan. When the Shinjo ruled the Unicorn, they never sought a great deal of political influence or provincial power — the fact that they ruled the Unicorn was generally enough to put an end to any disputes against them. Though their provinces were small, the Shinjo ranged far and wide, wandering across all the Unicorn provinces as well as the mountains and desert beyond.

Now that the Moto rule the clan, the Shinjo provinces have steadily declined in size. Directly following the revelation of Shinjo Yokatsu as a Kolat Master, the Moto and Utaku seized most of their family's holdings. Though the larger holdings have since been restored to the Shinjo's control, many minor holdings, especially those in foreign provinces, remain in the control of other families. The message to the Shinjo is clear — they are no longer fully trusted, they are no longer the Unicorn Clan's heart.

Since this fall from grace, visitors to Shinjo lands are few. Only caravans and traders regularly pass through the area, mostly on their way northwest down Exile's Road. Despite this, the Shinjo are a generally optimistic and friendly family. Their villages are clean and well organized, and those who make the long journey to Shinjo lands will generally be welcomed if they come in peace.

MAJOR SHINJO HOLDINGS

The Shinjo lands are mostly broad plains bordered by impassable mountains. Like other Unicorn families, their villages are composed of gers, rather than houses. Map locations for Unicorn settlements are essentially more of a suggestion than a precise location in most cases, as Unicorn villages can easily pick up and move elsewhere if the need arises (with large castles like Shiro Shinjo as the exceptions to this rule).

Though scorned by the other families, the Shinjo provide a number of indispensable resources to their clan. Dragon Heart Forest exports lumber (and is far safer to harvest than the haunted Shinomen), and the mountains near Bugaisha are peppered with small iron mines. The Shinjo family's primary resource, however, is horses. Shinjo steeds are the swiftest in all of Rokugan (though not as sturdy as the Utaku warhorses) and are the Unicorn military's backbone. Dishonored though they may be, the Shinjo are still the most talented horsemasters in the Empire; not even the dour Moto would dispute this fact.

Shinjo horses are rarely exported to anyone other than the Unicorn families. Those rare Shinjo steeds that find their way to other clans are generally of lesser quality or gelded so that they cannot be bred. A wise samurai does not frown upon such a steed despite its decidedly unequal quality, as even an ill-bred Shinjo horse is faster, smarter, and stronger than the average Rokugani pony.

SHIRO SHINJO (LOCATION V7)

In all the world, there is no other piece of architecture quite like Shiro Shinjo. Originally a fledgling Fox Clan stronghold, it was heavily built upon and modified by the Lion during their rule of these lands. As the castle had little strategic value to the Lion, it was sorely neglected and lay nearly in ruins when the Unicorn returned. The Shinjo family felt a kinship for the shattered castle, forgotten for many years but still standing strong. They rebuilt the structure incorporating building techniques of a dozen cultures from beyond the Burning Sands as well as those of Rokugan.

Shiro Shinjo is small compared to other major family homes. Even so, it is a luxurious estate, furnished with all the comforts the Shinjo have discovered during their travels in the Empire and abroad. As a family of nomads, the Shinjo keep little that they truly need in the castle other than trophies of war, genealogical records, and various foreign oddities they have collected. The house serves as a place to meet visitors, a retreat for Unicorn samurai who prefer the finer things, and a shelter from the winter storms. (In the latter case, such is only necessary only in the most brutal seasons as a ger is quite a bit warmer than a castle.)

HIGHWAYS OF THE SHINJO PROVINCES

Roads in Shinjo territory are generally for the benefit of visitors and merchant caravans. The Shinjo lands are mostly plains, easily traversed by experienced horsemen, so the family's samurai rarely follow these roads. The only Unicorn one is likely to encounter on these highways are vigilant Shinjo magistrates, insuring that the roads do not fall prey to bandit activity.

Exile Road (Connects U4 to U1 and continues beyond) — The loneliest road in all of Rokugan, Exile's Road is also known as Sorrow's Path, Dishonor's Path, Scorpion Road (for the Scorpion who followed it to the Burning Sands three decades ago) and the Road of Redemption. This well-guarded road stands on the largest pass leading from the Empire, and is discussed in further detail later in this chapter.

Watchman's Road (Connects U3 to U4) — This is more of a dirt path than a true road, used by the magistrates who oversee Exile Watchtower. Beside a few peasant laborers and curious cartographers, few others use this road.

Little Dragon Road (Connects U10 to U7 to U4) — Jokingly named after the true Dragon Road (which leads to the Celestial Heavens) this road encircles Dragon Lake.

Trembling Earth Road (Connects U7 to U8) — So named due to the frequent earthquakes in the area, Trembling Earth Road leads directly from Shiro Shinjo to Yashigi.

Though these estates serve as the center of government for the Shinjo family, Shinjo Shono is rarely ever here. His duties as the Jungbar general occupy much of his time, and even before his promotion he was rarely home due to his involvement in the Khan's secret desert caravans. As Shono is notoriously reluctant to participate in politics, he has left the responsibility of governing the estate in the hands of his sister, Haruko. Though Haruko has her own duties in the Imperial Legions, she has far more expertise in delegating authority than her brother, and has various competent karo maintain the castle whenever her duties call her away.

THE HARE EMBASSY

Other than the Hida family, few clans bother to maintain good relations with a family as reviled as the Shinjo. A notable exception to this is the tiny Hare Clan. The Hare maintain a small embassy within palace walls, staffed at all times by no less than six Hare samurai. While this is ostensibly due to Hare Clan Champion's long friendship with Shinjo Shono, the true reasons for the Embassy's presence go deeper.

Like the Shinjo family, the Hare Clan was once nearly destroyed by the Kolat's machinations. During Shinjo's Kolat purge, Usagi Ozaki stepped forward to offer his aid in helping Shono track down his father and other Shinjo who had fled into hiding. Ozaki never officially proclaimed his offer to assist at an end, and eventually maintained an embassy here. Shono and Haruko know that the Hare are here not as a gesture of peace, but to keep an eye on the Shinjo. The Hare know the Kolat's methods better than any other save perhaps Shono himself, and are ever vigilant for any signs of infiltration. So long as they accuse no one falsely, Shono tolerates their presence here and secretly appreciates their help.

USAGI MASASHI, HARE CLAN AMBASSADOR

[Samurai 6/Emerald Magistrate 2; Hare Bushi 3]

Masashi is one of Usagi Ozaki's many nephews. Like Ozaki, he is a virtuous man dedicated to expunging corruption and vice from the Empire. Also like Ozaki, he is a practical man who realizes that strictly honorable methods cannot always achieve such ends when matched against shadow conspiracies. He fits in nicely with the Shinjo, a similarly pragmatic people. During his three years here, he has built a network of friends and informants throughout the Shinjo family, extended throughout the Unicorn Clan, and through them keeps tabs on any possible Kolat or Bloodspeaker activity.

ADVENTURE HOOK

Challenge: This adventure hook works best if the player characters have already earned the Shinjo family or Hare Clan's trust. It is best avoided if there are Kolat characters in the party, unless their Kolat affiliation is well hidden. The party is requested to carry an important message to the Hare Clan Ambassador in Shiro Shinjo. If they do so, they are promised a great favor in return.

Focus: Upon delivering the message (the contents of which are irrelevant) Usagi Masashi meets with the player characters and informs them that, in return for their aid, Shinjo Shono has arranged for them to spend the Winter Court in the Khan's Palace. This is a great boon for any clan seeking to curry the powerful military clan's favor.

Strike: After reporting their reward, Masashi approaches any player characters he finds particularly trustworthy. Acting on a tip from one of his Shinjo informants, Masashi has recently been alerted to Moto Chaozhu's possible Kolat affiliation. Unfortunately, at the moment, the Hare can do little against such a powerful man without evidence. If Chaozhu is a Kolat, he is canny enough to avoid obvious enemies like the Hare. However, a group of random samurai may just escape his notice...

THE SHINJO DOJO

Few other families can say that their primary bushi dojo is also the heart of their political power, but such is the case with Shinjo Dojo. When Shinjo Yokatsu fell and the Kami Shinjo began to hunt all Kolat agents, even she could not find fault with the revered sensei of Shinjo Dojo. Students from the Lion, Crane, and Crab clans all attended the dojo and stepped forward to vehemently defend the honor of their teachers both before Shinjo and in the Imperial Courts. The Shinjo sensei cared nothing for the Kolat, only for their reputation as the finest trainers of cavalry warriors in all the Empire.

As a result of this, the Shinjo Dojo remained immune to the stain of dishonor that accompanied the Kolat purge. To this day, samurai of every Unicorn family and a few outside the Unicorn journey to Shiro Shinjo to train in this dojo. The Shinjo rulers take advantage of this situation and encourage the Shinjo sensei to remain in communication with all non-Shinjo students after they have graduated. In this way, the Shinjo family can continue to maintain beneficial political alliances through their respected dojo even if their family line is seen as sullied and untrustworthy.

(More information on the Shinjo Dojo can be found in *Way of the Samurai*.)

EGAMI MURA

(LOCATION U4)

Among the few somewhat permanent settlements in Shinjo lands, Egami Mura is a small village of ger surrounding an impressive complex of stables. All industry in the village is dedicated to breeding and equipping horses. From proud Shinjo steeds to Rokugani ponies to draft horses, all breeds save the Utaku warhorse can be found here. One stable even dedicates itself to raising camels, the favored steed and pack animal of desert caravan masters.

Visitors from foreign clans frequent this town, far more so than Shiro Shinjo. Even families that despise the Shinjo still send representatives here hoping to purchase a few of their well-bred steeds. The Shinjo are well aware of how others perceive them, and the prices and availability of their mounts will vary accordingly.

THE RED EAGLE STABLES

The most famed stable in Egami Mura is easily the same size as Shiro Shinjo, and is certainly better defended than the daimyo's home. After the fire that ravaged the Utaku Stables during the War Against the Shadow, the Shinjo drew upon favors from the Crab Clan to insure that such a thing would never happen to their own stables. As a result, the Red Eagle Stables are strongly fortified and nearly impervious to intrusion, yet still airy and comfortable for the steeds housed inside.

A squad of Shinjo Elite Guard protects these stables at all times, and accompany all horses in the nearby pasture. These samurai are chosen for their loyalty and vigilance, for they realize that the Shinjo family's way of life is in their hands. All those who seek to infiltrate or harm the stables are met with swift and merciless violence. The stable is named for the specific form of execution the guards reserve for horse thieves. The details of this punishment are generally not discussed with non-Unicorn.

One Moto White Guardsman who witnessed the stable guards punishing a horse thief in this manner later shaved his head and became a monk.



SHINJO RAO, GUARDIAN OF RED EAGLE STABLES

[Ranger 9/Shinjo Elite Guard 3; Shinjo Bushi 3/Shinjo Elite 1]

Rao is a grim, humorless man who seeks for nothing but to perfect his skills as a warrior. He practices constantly with the sword, bow, and lance and even among the Unicorn his riding skills are unequaled. Shinjo Rao was only recently appointed as the head guardsmen at Red Eagle after a successful tour of duty with the Khan's Khol army. He is a veteran of a dozen campaigns within and beyond Rokugan, and though many despise him for being a Shinjo, none can dispute his skill as a warrior. While other clans might view it as a demotion to be placed in charge of a stable after riding beside one's Clan Champion, Rao does not see it so. The Shinjo steeds are the most powerful weapons his clan has at its disposal. To be entrusted with caring for their safety is a duty that fills him with pride.

ADVENTURE HOOK

Challenge: the guards of Red Eagle Stables have apprehended a young Badger samurai and accused of being a horse thief. The guards are preparing to publicly execute him for his crime.

Focus: A party member saw the accused during the time of the alleged crime, but there are no other witnesses. The thief was a ronin who looks remarkably like the accused Badger. Unfortunately, Shinjo Rao's political standing is greater than player character's, so any testimony would be ignored.

Strike: It falls to the player character's conscience to determine what to do. Step forward and demand justice despite a loss of face? Request a reprieve while the party hunts the true thief? Do nothing? Any of these are possible.

OSHIDOKA TOSHI

(LOCATION U10)

In the year 925, Shinjo Inejiro, the Unicorn Champion's cousin, fell in love with Kakita Umeki. Her father, Kakita Konyo, the Master of the Kakita Dueling Academy, disdained the Unicorn Clan's barbaric ways. He swore that he would never allow his daughter to live in a hut like a savage. Realizing that to take insult at Konyo's words would gain him favor in Umeki's eyes, Inejiro instead drew upon his family's impressive wealth and built a city in the midst of Unicorn lands. Taken aback by the Unicorn's sincerity (not to mention his affluence) Konyo retracted his harsh words and promised to grant Inejiro his daughter's hand as soon as the city was complete.

Matsu Hajime, a rival suitor who sought Umeki's hand purely for political reasons, became enraged. He accused Konyo of breaking his oath to the Lion, and unleashed a brutal attack on the Kakita lands. Inejiro and his bushi rushed to the Kakita's defense, but it was too late. A stray arrow had slain Umeki during the siege's first hour.

Filled with rage, Inejiro swore to kill every Lion commander that had taken up arms against Konyo. Konyo added his forces to Inejiro, and together the Kakita and Shinjo invaded

Matsu lands. The Lion Champion, an Akodo at the time, felt that Hajime's assault on the Crane was unwarranted and dishonorable, and stood aside while Inejiro exacted his vengeance so long as the unicorn promised to withdraw his armies when the task was done.

Over the course of a year, Inejiro hunted down and killed Hajime and each of his commanders, then withdrew to his own territory as he had promised. During his fury of vengeance, construction on the city had halted. The winter snows left many buildings in ruins.

Swearing that this monument to his love would not perish prematurely, as Umeki did, Inejiro ordered his followers to finish construction on Oshindoka Toshi. When the city was complete, Kakita Konyo donated a statue of his daughter created by the most talented Kakita artisans. That statue graces the city's main gates to this day.

If not for its remote location, Oshindoka Toshi might be a thriving center of civilization in Unicorn lands. Instead, it is a desolate and sparsely populated city. The population is transient, either caravans on their way to trade or Unicorn nomads merely passing through.

Few Shinjo would choose to dwell in such an urban environment, and as such the Shinjo family's largest city holds a mere fraction of its maximum population.

This is not to say that Oshindoka Toshi is unimportant. The lumber from Dragon Heart Forest is harvested here, and many local farmers come to the city to deposit their annual crops. The Emerald Magistrates also maintain a large barracks in this city, from which they direct their efforts throughout Unicorn lands. So, even while few Unicorn choose to live in Oshindoka Toshi on a permanent basis, there is nonetheless a large population here.

"KAKITA UMEKI" (SPECIAL)

Among the constantly shifting populace of Oshindoka Toshi is one resident who has remained consistent for decades. This is a black-hearted murderer who has gone by a hundred different names, but is known most frequently as Kakita Umeki. This is not the Kakita Umeki of legend, the tragic heroine who inspired the city's creation. This is a Pekkles no Oni who was drawn to the city by Shinjo Inejiro's pain and sadness. The oni took Umeki's form shortly after it arrived, pretended to be the dead Crane maiden's lost spirit, seduced Inejiro, and poisoned him in his sleep. None ever suspected the Shinjo's death was anything but an accident.

Amused by its success, the Pekkles remained in the city. It seeks out lone travelers, people no one would miss, pretends to be the spirit of Kakita Umeki, and kills them. It is a patient creature, and only performs its grisly murders every few years so none suspect anything. In the meantime, it changes its appearance often, wandering about the city with a dozen different faces, mixing in flawlessly with the transient population. The Pekkles takes great joy in the mischief it causes, as well as the torment it causes the true spirit of Kakita Umeki in performing such horrendous acts in her name.

The statistics for Pekkles no Oni can be found in *Creatures of Rokugan*.

The statistics for Pekkles no Oni can be found in *Way of the Shadowlands* (referred to there as Oni no Pekkles).

MIZU-UMI RYO

(LOCATION 1)

Dragon Lake rests at the center of Shinjo territory, at the midpoint of various trade routes. Sedentary Unicorn farmers also use this lake as a source of irrigation, and a number of small farms dot the area. The lake is generally cool and temperate and rarely freezes over even in the dead of winter.

WATER DRAGON SHRINE

Legend holds that after the Thunder Dragon fell in love with Hida, the Water Dragon hid his heart at the lake's bottom so that he would never need fear losing his powers to mortals. So long as the lake is clear, the dragon will remain strong and powerful. In honor of this legend, a group of Shingon monks have built a small shrine at the lake's shores. Each day these monks file out to the water's edge and begin a twelve-hour chant intended to maintain peace and purity for the dragon's heart. The monks take their ritual seriously, and have maintained this shrine since the Fox Clan ruled these lands. Ferocious storms, earthquakes, and even war have never interrupted their ceremonies.

The only time in history they were ever given pause was when a band of Yogo Junzo's soldiers attacked during the Clan War. Even as the undead samurai began cutting down the monks, still they chanted, till only one remained. As he was about to fall, Shinjo Yokatsu arrived with an army of Shinjo bushi and drove the Horde into Dragon Heart Forest.

SEISHI

[Inkyo 9/Seven Thunders Monk 3]

Seishi is the master of Water Dragon Shrine, an elderly monk who speaks little but smiles often. When not immersed in ritual on the shore, he spends his time reading the Tao or exploring Dragon Heart Forest. Though he never speaks of it, Seishi is the sole survivor of Yogo Junzo's attack decades ago. Though new monks have replaced the ones who died on that day, Seishi still remembers the horrors of the battle clearly. He remembers how close he and his brethren came to failing. He never forgot Yokatsu's noble act, and was deeply saddened when the Unicorn Champion was revealed to be a Kolat Master. When Yokatsu fled Shinjo's wrath, it was Seishi who helped him find his way to Exile's Road even when his family abandoned him, even when the Kolat abandoned him. He does not regret what he did — he merely returned a favor. He gave a man with no hope one more chance.

To this day, Seishi thinks of Yokatsu as a hero. Visitors to the temple who speak ill of his former Champion are coldly ignored. Acolytes who insult Yokatsu are banished from the temple.

ADVENTURE HOOK

Challenge: One by one, the monks of Water Dragon Shrine have fallen prey to a mysterious illness that robs them of their voice. Each day, another monk falls victim, leaving him unable to perform the daily rites. A monk begs the player characters to help, as he suspects some dark magic may be behind this.

Focus: The trouble lies not in the monastery, but in the lake. A band of maho-tsukai encamped in Dragon Heart Forest have been creating corrupted nemuranai in a small hut on the lake's opposite side. They have been casting the debris of their work into the lake, causing corruption to spread

through the water. The monks' daily rituals render the lake pure once more, but each day angry kansen steal away another monk's voice.

Strike: The tsukai do not even realize that the legends surrounding the lake are true. Should they overcome the monks, the corrupted artifacts they cast into the lake could bring corruption to the Water Dragon, spelling grave ramifications for the Empire. Even if the monks knew about the tsukai, they do not have the strength to oppose them. It will require a well-equipped and well-prepared party of samurai (like the player characters) to deal with the threat.

MINOR SHINJO HOLDINGS

EXILE'S ROAD AND EXILE'S WATCHTOWER

(LOCATION U1) AND (LOCATION U3)

Among the most famous locations in the Shinjo Provinces is one few samurai wish to see. All those who commit crimes so dishonorable that only banishment from Rokugan is a suitable punishment must walk down this road. A guard of Imperial Legionnaires (mostly Unicorn horsebowmen) accompany the exiled party halfway through this pass, stopping at Exile's Shrine. At this small shrine to the Seven Fortunes, the exiled are allowed to pray on Rokugani soil one final time, then find their way into the desert alone.

Horsebowmen keep their daikyu ready, and shoot down any who attempt to return. For many exiles, such an act is seen as a mercy. A swift death from the sure arrow of a Shinjo Guardsman is far preferable to dehydration and sunstroke in the desert. The bones and discarded weapons and armor of hundreds of exiled criminals litter the pass's western half. Common superstition dictates that it is highly unlucky to steal any items from an exile's corpse. As these items were destined to leave Rokugan, to steal them is to invite exile upon oneself.

Occasionally travelers leave Exile's Road on official business. Baraunghar soldiers take this route to patrol the desert against possible invasion. Scorpion messengers sometimes travel this route to meet their Ashalan allies in the north. Such official travelers are given white banners marked with the Imperial Chrysanthemum, which they are expected to hold out clearly when they return to the pass. The case containing this banner has an eggshell filled with red ink in one end. The banner bearer is expected to stain the banner, either with the ink or his own blood, so that an exile cannot steal it and use it to regain entry to the Empire. Unicorn horsebowmen view all who approach using spyglasses, and immediately open fire if they see any trace of red on a banner.

SHINJO INOUE, GUARDIAN OF EXILE'S ROAD

[Ranger 10; Shinjo Scout 4]

Since the Khan allied himself with Kaneka, more than a few of Kaneka's enemies have vanished down Exile's Road. Any samurai who surrender to the Shogun's forces are handed over to the Khan, who then sends them on to Inoue, who sends

them to the Burning Sands. While Inoue takes no pleasure in condemning the Shogun's enemies to a fate worse than death, neither does she show them any mercy. She escorts exiles without judgment or comment, then returns to Exile's Tower and tries to wash away memory of what she has done with sake. Inoue would never be so incompetent as to report to duty in a drunken state, but off duty... is another manner.

Her post at Exile's Tower is beginning to wear on her. She regrets having sent so many innocent Scorpion, Crab, and Crane to their doom. She prays that one day the Khan's alliance with the Shogun will be no more, and she can request another assignment. Until that day, she continues to go about her duties with as much of a sense of honor as she can muster.

SHRINE TO JOTEI

Well hidden in the rough lands near Exile's Road is the first Shrine to Jotei, the Reverse Fortune. Few ever come to worship at the shrine as, in a somewhat peculiar turn for a Fortune, Jotei does not seek worshippers. He patiently accepts those who choose to honor him, but does not revel in the adulation of mortals as other Fortunes do. Instead, Jotei focuses mainly upon protecting his chosen — those who are pure of heart but weak of mind.

Occasionally those who are foolish but pious will find themselves inexorably drawn to this shrine. Jotei may visit such an individual in dreams, show them the shrine's location, and guide them there so that he may give them further instructions. When this occurs, Jotei appears to his chosen as a large, golden dragon. He will offer advice to his chosen that will help them find their destiny and hopefully gain a bit of wisdom along the way, and then vanishes as mysteriously as he appeared.

BUGAISHA

(LOCATION U9)

Outsider Keep is the Unicorn Clan's dumping ground for dishonorable samurai. Samurai of dishonored families, those who have shamed themselves in the court, or those who perform unsavory but necessary duties are sent here so that they will not be seen. Members of other clans are not admitted here, though ronin are welcome.

More information on Outsider Keep can be found in Chapter 8.

HEIGEN YUKI

(LOCATION P)

The so-called Snow Plain of the Shinjo Provinces is quite temperate throughout the year, though freak windstorms frequently blow snow from the nearby mountains. Shinjo explorers are not surprised to step out of their ger in the morning to find the landscape covered in snow, only to see it melt away by afternoon.

The high mountains that border Heigen Yuki are, they say, impassable. Unicorn scouts have, in fact, found a number of safe passes through the mountains but somehow none of these have ever found their way to the Imperial Maps. Maps used by Unicorn caravan masters typically describe the location of these passes quite clearly, though the directions are always written in the Moto, Mekhem, or Naga tongues. Essentially, this secret pathway into gaijin lands is a secret the Unicorn prefer to keep to themselves.

SHINJO HUANG, CARAVAN MASTER

[Ranger 4/Samurai 4; Shinjo Bushi 1/Shinjo Scout 2]
Though Imperial Edict forbids trade with gaijin, the Khan has made it clear on several occasions that Unicorn access to gaijin weapons and equipment is an advantage that must be maintained. He has made such implications to the Shinjo family on several occasions, and has been certain that maps of Heigen Yuki have made their way into the Shinjo daimyo's hands. The implication was clear; the Khan wanted the already despised Shinjo to exercise in illicit trade on the clan's behalf, yet maintain plausible deniability at the same time.

For a while, Shinjo Shono undertook such missions personally, but since his promotion to General of the East he has been forced to step away from such dishonorable activity. Shono has trusted his childhood friend, Huang, with the caravans' command. These caravans leave the Ice Plains no more than once a year, and Huang is expected only to escort the group a safe distance from the Empire, allowing him to return swiftly in case anyone should notice his absence.

Huang does not enjoy defying Imperial Edict, but he knows that to defy the Khan's wishes would only bring swift punishment upon his family. His most sincere hope is that Shono's ally, Hantei Naseru, finds his way to the throne. With any luck, Naseru will repeal the archaic Imperial Edict forbidding trade with gaijin and allow Huang to serve his lord in a more honorable manner.

KUROSHIN'S SHRINE

At the eastern end of Heigen Yuki stands a temple dedicated to the Fortune of Agriculture. Every year, each Unicorn village and nomad band sends a gift to this shrine. Usually this gift amounts to little more than an offering of rice or a small statue of Kuroshin. The largest offering is invariably that given by the Unicorn Champion. Due to many years of such generous offerings, the temple has become perhaps second in stature only to Daikoku Seido (U16) in all the Unicorn lands, and Kuroshin is viewed as a patron Fortune.

The priests of Kuroshin receive all gifts, no matter how humble, with courtesy and gratitude. The monks take what they need to survive from the offerings and then dispatch their acolytes to distribute the surplus rice to the poor. All monks of this temple wear pale saffron robes with Kuroshin's name written clearly over their heart. These monks are welcome anywhere in Unicorn lands, and even bandits typically leave them alone. Any who harm the monks of Kuroshin not only risk the Fortune's wrath, but the Unicorn's as their bushi ride out to avenge the clan's favored holy men.

EXTRA-TERRITORIAL HOLDINGS

THE RUINS OF KALPA

Lost deep in the mountains north of Unicorn lands, the tale of Kalpa is a tragic one. Located deep in the mountains northeast of Exile's Road, Kalpa was once the greatest Naga city. It was the Naga leader, the Qatol's, burial place, and homeland of all the Naga bloodlines. When the Naga entered their Great Sleep, little thought was given to protecting Kalpa. The city was so well hidden in the mountains, so fortified by its sheer walls, the Naga believed that none would ever threaten it.

Random catastrophe struck the first blow against Kalpa. The city was ravaged by a freak earthquake, causing one fourth of the city to plummet from the heights in a terrible avalanche. Though many died in this catastrophe, the fact that the city walls were compromised was ultimately a greater tragedy. After the Kami's fall, exiled humans who did not wish to join the samurai clans discovered Kalpa. Mistakenly believing that the monstrous creatures in the city were somehow connected to the divine entities that now dominated the countryside, these humans slaughtered the remaining Naga and took the city for themselves.

The humans could find no peace in the murdered Naga's home. With the Akasha so close, the restless spirits of Naga dead haunted the dreams of their killers. The humans were slowly driven mad by guilt and rage, turning upon one another. When the winter snows began to fall, the blood-thirsty intruders were trapped in the ruins of Kalpa. When the spring thaw came, none but the dead remained in Kalpa.

The maddened humans' deaths caused a passage to Toshigoku to open in the city's heart, driving a deep wound into the Akasha. When the other Naga awoke, they could not find Kalpa. The spirits of those Naga who died there did not reincarnate and cannot communicate anything other than anguished screams through the Akasha, trapped as they are within the haunted walls. Now the souls of tormented humans and Naga wander the streets of Kalpa, wandering forever in torment and misery.

The city's existence is known only to the Kolat, who eventually came to the ruins following rumors of fellow survivors from the Kami's exile. A party of six scouts entered the castle, and only two survived the first night. Fleeing in terror, they collapsed the pass leading to Kalpa. The haunted city is still marked on maps hidden deep within the Kolat's Hidden Temple. Though the Ten Masters do not know what use they could make of a city of dead souls, they do occasionally dispatch scouts to Kalpa to make certain it is still intact. After all, a group like the Kolat can never tell when such an unusual resource may be useful.

ADVENTURE HOOK

Challenge: While exploring the northern reaches of Unicorn territory, the party encounters a group of Ox Clan explorers. The Ox are polite, but go out of their way to separate themselves from the party as quickly as they can without arousing suspicion. Their travel papers are in order and they are what they appear to be — explorers. These Ox bushi are Steel Sect Kolat scouts sent to check up on the continued existence of Kalpa, though they keep that additional fact to themselves.

Focus: The next night, the player characters are stalked and eventually attacked by a party of Naga warriors. The Naga attempt not to kill the player characters, dragging away any that they can to question them. Any captured player characters are questioned thoroughly as to the location of "Kalpa." Any maps they have are studied carefully. If the Naga are defeated, any survivors sneer in bitter defiance, promising that others will eventually come in search of Kalpa.

Strike: These Naga were dispatched to serve a powerful Vedic (Naga priest) from the Naga city of Iyotisha. He managed to decipher the tormented screams of Kalpa's dead, and dispatched some waking Naga warriors to follow up on the leads he discovered. He knows only that the Naga city is somewhere in these mountains, and that it is occasionally visited by "dark-hearted humans" who merely study it and

depart. It falls to the party to decide whether they wish to become involved in this situation, either aiding the Naga, aiding the Kolat, taking the secrets of Kalpa for themselves, or ignoring the problem entirely.

KYUDEN ROJIN

Certainly the most remote Shinjo holding, Kyuden Rojin is a small household located in the city of Medinaat-al-Salaam. The household was established two years ago when a group of Rojin's Wanderers exploring the Burning Sands entered the city for fresh supplies. One Wanderer had a small sliver of night crystal, which he sold to a local sahir (wizard) in return for supplies. He gained a far larger amount of gold for the crystal than he had expected, and used the windfall to establish a small dojo for the Wanderers within the city. Though the Unicorn dojo was only a small household compared to the large households of Medinaat-al-Salaam, the Wanderers jokingly named it Kyuden Rojin.

Only the Shinjo are aware that Kyuden Rojin exists. Though the Khan supports discreet trade with the Burning Sands, the Shinjo are unaware of how fully he would support a Unicorn dojo located in a foreign city. The local residents do not seem to care about the presence of Rokugani within their city. Medinaat-al-Salaam has always been an extremely cosmopolitan settlement, so the location of one more group of foreigners makes little difference at this point.

(For more information about Rojin's Wanderers, see *Way of the Samurai*.)

RYOKO OWARI TOSHI

(LOCATION 53)

Early in the year 1159 a band of quick-thinking Shinjo Magistrates instantly put down a political revolt in Ryoko Owari. The local Scorpion governor was killed during the rebellion, and as the city holdings were nearly equally divided between the Unicorn and Scorpion clan, both clans turned to the Miya family for arbitration.

The Miya determined that, following the Shosuro family's failure to keep peace in the city, a Shinjo governor would be put in place. However, the Scorpion would continue to be allowed to place their magistrates in the city and help maintain the peace. Upon the ascension of a new Emperor, both clans were invited to plead their cases and settle the city's rulership in a more permanent manner.

SHINJO OSEMA, GOVERNOR

[Samurai 6/Emerald Magistrate 4; Shinjo Bushi 4]

Shinjo Osema has the most thankless job in the City of Lies. It is his duty not only to maintain the Unicorn's political superiority in a city dominated by the Scorpion Clan, but to maintain order in the most corrupt and decadent city in the Empire. He receives little support from his clan. The Khan has made it quite clear that he considers Ryoko Owari a Scorpion city, and to continue futilely wasting resources in an effort to retain it would be foolish. Nevertheless, Osema remains in the city. He hopes, against all hope, that when a new Emperor takes the throne he or she will see how he has improved the standard of living in Ryoko Owari and the Shinjo family's name will be redeemed.

Unfortunately, he has had no success. Many holdings in the city are still under Scorpion control, and most Scorpions relish defying the Unicorn magistrates. In addition, the presence of Imperial Chancellor Bayushi Kaukatsu has made the

Unicorn governor's duties nearly impossible, as Kaukatsu vetoes almost every major decision Osema makes. In some cases, major criminals have been pardoned by the Chancellor, released, and then immediately thereafter arrested and executed by Scorpion magistrates so that they could take credit for the investigation. Osema finds the entire situation infuriating. He is an honorable man in a dishonorable city, with far too few allies prepared to aid him.

THE HOUSE OF FOREIGN STORIES

This geisha house was once a shining gem of Ryoko Owari. Owned by prestigious Unicorn samurai, the House was an exotic showcase for gaijin artifacts and foreign cuisine. During the Kolat purge, numerous Kolat spies were found to be in the House's employ. Vengeful Utaku Battle Maidens arrested all those employed by the house, destroyed the artifacts within, and cast the gaijin geisha who once worked there down Exile's Road in chains. The Scorpion rulers of Ryoko Owari forbade the Battle Maidens from burning the house as they wished, as the spread of fire in the cramped city was too great a danger to risk. Instead, the Battle Maidens boarded over the doors and windows and painted the once glorious building a drab black.

The house remained unused for decades. Even the Scorpion were not eager to associate themselves with the stigma of dishonor the House carried. Two years ago, Shinjo Shono realized that his family still owned the geisha house. On impulse, he decided to open the House of Foreign Stories for business once more.

The house is still drab and black, with many windows still boarded over. It has become something of a retreat for Shinjo visiting the city. They know that, in the House of Foreign Stories, none will judge them for their association to a dishonored name. They know that their fellow Shinjo will greet them with friendship and respect. In this house, at least, the Shinjo family yet rules supreme. Though the House tends to draw a rougher crowd than the other geisha houses on Teardrop Island, fights rarely ever continue for long. The security staff are all Shinjo bushi, hand-picked by Shono to insure that the House is orderly and enjoyable for all. Any outbursts are dealt with quickly and severely, especially when Shono himself is on the premises.

IMPORTANT SHINJO NPCS

SHINJO SHONO, JUNGHAR COMMANDER

Shinjo Shono is a surprisingly easy-going man, given how difficult his life has been. Unlike many other Shinjo, Shono is not driven to clear his family's bad reputation. For one thing, he feels that in many ways they deserve their reputation for allowing the Kolat to manipulate them for so long. Also, having a bad reputation makes life a great deal easier. Many samurai find him intimidating merely because he's a Shinjo,

and others choose to ignore him, allowing him to go about his business without much interference.

Shono is the second eldest surviving child of Shinjo Yokatsu, the Unicorn Champion who brought dishonor to the Shinjo family through his association with the nefarious Kolat. In his youth, many noted Shono's resemblance to his father. Yokatsu was fond of the boy and, on the day of his gempukku, named him as his successor. During the War Against the Shadow he served as the commander of Exile's Tower. He was among the first Unicorn to witness Shinjo's return.

He triumphantly accompanied her back to Shiro Shinjo, only to find his father gone. Before Shono's eyes, Shinjo began to cut down his kinsmen, calling them Kolat. Shocked and outraged, Shono nearly drew his sword and attacked Shinjo, refusing to believe that any true Kami could murder her own children in such a manner. His sister, Haruko, restrained him, cautioning that such a rash act would only lead to his death.

When Shono later learned the depths of Kolat infiltration within his family and clan, he was outraged. He swore vengeance upon his father for what he had done, and denounced all Kolat within his family. Shono rode out in pursuit of his father, taking only his trusted lieutenant, Huang. After many months of searching, he found Yokatsu. He challenged his father to a duel, but Yokatsu refused to lift up his sword. Shono struck his father down in fit of rage.

Though he had avenged the dishonor upon his family Shono could not help but think, as Yokatsu died, that he had managed to murder his own father — a man who had never shown him anything but love and compassion. Shono's doubt and rage grew. He hated the Kolat all the more, but he also found that he could not forgive Shinjo for exposing his clan's secret. He wonders if his life would be happier if the Kolat had never been exposed. Memories of those days before the Kolat purge invariably fill Shono with grief and rage, so he tries to focus on the future, and not dwell upon the past.

Shono knows that blaming Shinjo is pointless — the Kolat are his true enemy. Four years ago he made a deal with the shugenja, Moto Vordu, who had promised that the magic in the City of Night could help him hunt the Kolat. In return, Shono agreed to be subjected to Moto Vordu's experiments. Shono awoke to find that his left eye had been removed and replaced with magical crystal. Vordu planned to replace the other as well, but Shono would not stand for it. Horrified, he fled the City of Night.

Recently, Shono returned to the city with Hantei Naseru and a band of other samurai to investigate the City of Night. They discovered that Vordu had become the pawn of a band of Tsuno intent on using the city's awesome magical power as a weapon. Though Vordu died in the final battle, the Tsuno were destroyed and Shono remained to explain what had happened to the Khan's soldiers. His bravery and discretion impressed Moto Chagatai, as did tales of Shono's hatred for the Kolat. When Moto Chen was removed from his position as General of the East, Shono was installed in his place.

Shono has no illusions about why he was given his new rank. He suspects Kolat manipulation caused Chen's downfall, and the only true reason Chagatai trusts him is that he is the one man in Rokugan the Khan knows will never allow himself to be manipulated by the Kolat. When Moto Chen clears his name, Shono wonders if whether he will continue to serve as General of the East. When he is ultimately asked to step down, he wonders if he will do so reluctantly or with relief that he no longer need bother himself with such responsibility.

SHONO'S EYE

Shono's left eye is a unique magical item made of night crystal. It has a number of abilities that Shono does not truly understand, but rather tends to use on an instinctual level. The following lists the known powers of the eye, as it seems to have grown more powerful in the four years since Vordu placed it in Shono's skull. The eye may develop more powers in the future.

D20 SYSTEM™

The eye grants Shono darkvision with a range of 60 ft. and grants a +6 bonus to all Sense Motive, Spot, and Wilderness Lore checks. The eye glows green when any Tsuno approaches within 200 feet and allows Shono to see any creature with the spirit subtype in their true form. The eye grants Shono the ability to negate the damage reduction of Tsuno with any melee or ranged weapon he is holding, and grants an additional +10 bonus on all Sense Motive, Spot, and Wilderness Lore checks against Tsuno.

LSR RPG 2E:

The eye allows Shono to see in natural darkness and grants three free Raises on all Perception related rolls. The eye glows green when any Tsuno approaches within 200 feet and allows Shono to see any spirits or shapeshifters in their true form. The eye grants Shono the ability to negate the carapace of Tsuno with any melee or ranged weapon he is holding, and grants an additional five free Raises on all Perception checks against Tsuno.

SHINJO SHONO, JUNGHAR COMMANDER

Male human Unicorn, Ranger 2/Samurai 4/Shinjo Explorer 5: CR 11; Medium-size humanoid (human); HD 11d10+44; hp 145; Init: +3; Spd 30 ft.; Atk +3 *keen katana* +16/+101/+5 melee, 1d10+6 damage; AC 18 (touch 13, flat-footed 15); SA Ambidexterity/Two-Weapon Fighting in light or no armor, Favored Enemy (Kolat); SQ Absolute Direction, Ancestral Daisho, Class Skill – Wilderness Lore (family bonus), Animal Companion (horse), Shared Stride, Way of the Land (+8 to all Wilderness and Intuit Direction checks in vicinity of Shiro Shinjo), Way of the Unicorn / Ride-By Attack in light or no armor; Honor 2; AL CG; SV Fort +15, Ref +9, Will +8; Str 14, Dex 16, Con 18, Int 12, Wis 16, Cha 17; Maximum Void: 2; Ht: 5 ft. 7in.

Dojo: Shinjo Dojo; Kata: Shinjo's Breath.

Skills and Feats: Speak Language (High Rokugani, Mekhem, Rokugani, Moto, Naga, Senpet), Bluff +10, Handle Animal +8, Hide +11, Intuit Direction +10, Knowledge (Kolat) +6, Move Silently +11, Ride +27, Sense Motive +9, Spot +19, Wilderness Lore +25; Dancing With the Fortunes (Jotei, ×2), Power Attack, Run Him Down, Shinjo's Breath, Track, Versatile (Knowledge (Kolat), Bluff), Void Use.

Possessions: +1 lamellar barding, +2 ashigaru armor, +3 *keen katana* (ancestral daisho), +2 mighty *daikyu* (+2 strength modifier), +4 *wakizashi* (ancestral daisho), Shono's Eye (unique item, see sidebar), Unicorn saddle.

SHINJO SHONO, JUNGHAR COMMANDER

Earth: 4

Water: 4

Fire: 3

Air: 3

Void: 2

School/Rank: Shinjo Scout 4

Dojo: None

Honor: 2.2

Glory: 7.0

Advantages: Absolute Direction, Daredevil, Heart of Vengeance (Kolot), Inheritance (Shono's Eye, see sidebar), Languages (Mekhem, Moto, Naga), Social Position (Shinjo Daimyo, Junghar General)

Disadvantages: Bad Reputation

Skills: Animal Husbandry 4, Battle 3, Defense 5, Horse Archery 7, Horsemanship 8, Hunting 6, Kenjutsu 5, Sincerity 4, Stealth 5, Yomanri 5.

SHINJO HARUKO, SHIREIKAN OF THE IMPERIAL LEGIONS

Shinjo Haruko is perhaps the most respected living Shinjo. While her elder brother Shono has been content to use his family's infamy to his advantage, Haruko has always wanted to rise above the past. Both on the battlefield and on the courts she has proven her worth to the Unicorn repeatedly. She is the highest-ranking Unicorn currently posted in the Imperial Legions, and has a standing invitation to the Emperor's Winter Court (an advantage that has been of little use since Toturi's death). Those who know her find her charming and personable, if excessively curious. Like her brother, Haruko is an explorer. She simply prefers to explore different horizons: she is as at home among politics and government as she is on the battlefield.

Haruko has never resented the fact that Shono was named daimyo despite the fact she is older. Her brother may seem lazy, unfocused, and chaotic but she knows him better than the public image he portrays. His roguish exterior hides a cunning mind and a deep sense of compassion for those who follow him. He is a leader, a far greater leader than even he gives himself credit. He only needs the proper encouragement.

To that end, Haruko has worked toward improving the Shinjo family's importance and standing in the court. It was she who privately informed the Khan of Shono's heroism in the City of Night. It was she who privately encouraged Chagatai to promote Shono to General of the East. It was she who, when the Khan realized that his new general was unmarried and without an heir, obtained the Khan's permission to arrange a marriage between her brother and Moto Genki.

Though Shono often complains about his sister's meddling nature, and frequently insists that the Shinjo deserve their dishonorable status, Haruko ignores her brother's mutterings. His refusal to embrace his destiny, she feels, is his greatest vice. He is content to dwell in obscurity because to risk greatness again is to risk further failure. He would rather be alone with his grief, his shame, and his regret. She will not stand for it.

She will see the Shinjo family return to greatness. She will see her brother become a hero again, whether he wishes to or not.

SHINJO HARUKO,

SHIREIKAN OF THE IMPERIAL LEGIONS

Female human Unicorn, Samurai 5/Courtier 4: CR 9; Medium-size humanoid (human); HD 5d10+15 plus 4d6+12; hp 69; Init: +7; Spd 30 ft.; Atk +2 katana +12/+7 melee, 1d10+7 damage; AC 20 (touch 13, flat-footed 17); SQ Ancestral Daisho, Class Skill – Ride (family bonus), Courtier Ability (When the Veils Move), Gossip, Style and Grace, Talent, Wealth; Honor 2; AL NG; SV Fort +10, Ref +10, Will +15; Str 14, Dex 16, Con 16, Int 14, Wis 14, Cha 18; Maximum Void: 2; Ht: 5 ft. 8 in.

Dojo: Shinjo Dojo; **Kata:** Shinjo's Breath.

Skills and Feats: Speak Language (High Rokugani, Mekhem, Rokugani, Moto, Naga, Senpet), Battle +16, Diplomacy +22, Games (Kemari) +10, Gather Information +15, Innuendo +13 (transmit) +9 (receive), Intimidate +18, Knowledge (Etiquette) +7, Knowledge (Nobility and Royalty) +7, Listen +9, Ride +16, Search +9, Sense Motive +14, Spot +9; Daisho Specialization (katana), Iron Will, Shinjo's Swift Stride, Shinjo's Technique, Skill Focus (Battle), Void Use, Way of the Unicorn, Weapon Focus (katana),

Possessions of Note: +2 katana (ancestral daisho), +2 lamellar armor, +2 wakizashi (ancestral daisho), circlet of persuasion, cloak of resistance +2.

SHINJO HARUKO,

SHIREIKAN OF THE IMPERIAL LEGIONS

Earth: 3

Water: 3

Fire: 4

Air: 4

Void: 2

School/Rank: Shinjo Bushi 4

Dojo: None

Honor: 2.7

Glory: 6.3

Advantages: Clear Thinker, Languages (Mekhem, Moto, Naga), Standing Invitation, Voice

Disadvantages: Meddler, Overconfident

Skills: Defense 2, Diplomacy 6, Etiquette 5, Gossip 3, Heraldry 4, Horsemanship 5, Hunting 5, Intimidation 5, Investigation 5, Kemari 4, Kenjutsu 4, Naginata 3, Yomanri 3

VASSALS OF THE SHINJO

THE MARTA FAMILY

Like all Great Clans, members of the Unicorn are proud of their traditions, deeds, and ancestors. Most Unicorn can provide thorough accounts of events during the Ki-Rin's Exodus, even for incidents for which no written record has survived. The Marta vassal family of the Shinjo is largely responsible for this ability.

While Lady Shinjo and her followers were exploring beyond Rokugan's borders, they encountered diverse peoples and challenges. With each person met and challenge overcome, the Clan acquired valuable insights. Preserving this knowledge posed a unique challenge.

The nomadic lifestyle of the Unicorn, while necessary for survival in the resource-poor Burning Sands, was a logistic nightmare. Paper was in short supply, expensive to trade for, and required extra care when transported, which made extensive written records difficult to maintain. However, it was readily apparent that there was a need for the Unicorn to have some way of passing on both Rokugani traditions and their new experiences.

As they had lived most of their lives in the culture of Rokugan, it was comparatively easy for the Ki-Rin, fresh from the Empire, to maintain their heritage. Their children, on the other hand, had no such background. The Ki-Rin quickly realized that it was important to pass down not only factual history, but also to communicate the emotional and personal events which were foundations for traditions being upheld. This need to remember the past caused the Ki-Rin to develop a strong oral tradition. Storytelling became an important part of Ki-Rin life. Through the art of the tale, the Ki-Rin ensured that not only the events of the past would be remembered, but personal experiences be included as well.

Storytelling became an accepted and honored part of Unicorn culture. Martazera, the wise woman who first taught the Unicorn the secrets of surviving in the steppes and plains, was particularly gifted at this art. She held audiences enthralled for hours, drawing both cheers and tears with her words. Each time, the feelings she planted in her listeners ensured that the lessons were remembered without the use of brush and ink. One particularly gifted student was Shinjo Yotoko. A quiet woman with an enthralling voice, Yotoko was a sharp contrast with Martazera. While Yotoko was humble, soft-spoken, and demure, Martazera was forward and confident in her opinions. Likewise, while Martazera was weathered from living through many harsh years, and respected for the wisdom she found from them, Yotoko was young and untested when the two first met. Martazera demanded attention through dramatic imagery and wild exclamations. Yotoko's soft voice and subtle allusions forced the audience to listen, and think, harder on the words she spoke. In spite of their differences, love of the art drew the two close, and Yotoko spent many hours listening to and learning from Martazera.

In addition to Yotoko, Martazera was also close to Lady Shinjo. When Martazera passed on, both the immortal kami and the student grieved. Shinjo knew that, thanks in large part to Martazera's efforts, the Ki-Rin would survive and endure. However, she had lost a dear friend, and mourned the loss of Martazera's colorful tales and keen insight into life. Shinjo wanted her friend remembered, and could think of no better way than to make certain her tale was always remembered.

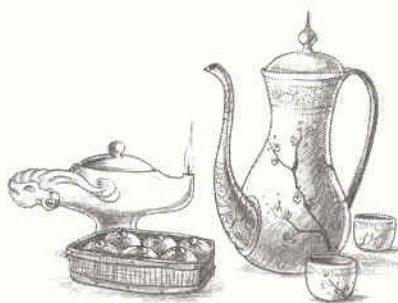
Shinjo called together the best speakers and keenest storytellers in the Clan, and tasked them with preserving the legacies of both the Ki-Rin and Martazera. This new vassal family, named Marta in Martazera's honor, were to ensure that the Ki-Rin never forgot their history. Yotoko, Martazera's most gifted student, was granted the honor of leading the family. Since then, they have served as teachers and advisors, helping others to remember the past and to acknowledge the power of emotion in stirring samurai to great deeds. After Shinjo was lost to the Lying Darkness, it was the Marta who suggested using the Unicorn mon to replace the Ki-Rin, as homage to both the Clan's past, and future.

While Ikoma historians concentrate on historical accuracy, and Crane storytellers focus on entertaining their audiences, Marta tales focus on teaching. As a result, these stories have a distinct aesthetic to them, one that is quite different from the

popular norm. Rather than the subtle hints the former two schools use to communicate an idea, Marta actively engage the audience and try to make listeners empathize with the characters and situations involved. Along the same lines, many Marta stories have a distinct lesson or moral at the end. This style has proven very effective in Unicorn dojo, where Marta train young samurai in not just how, but why they need to excel in their duties, but the nuances involved have prevented the Marta from receiving much acclaim outside of Unicorn territories. The emphasis on generating an emotional response is dismissed by more conservative critics as too forward, and the lessons are often labeled as petty moralizing, fit more for peasant folktales than samurai histories. However, while the Ikoma histories are the official records of what has transpired, and Crane stories largely dictate public opinion, many Unicorn fondly recall listening to a Marta in their youth — and how those stories prepared them for their first great challenges, be they in the courts or upon the battlefield.

Recent events have both greatly damaged the standing of the Marta and underscored the importance of their work. The Shinjo family's fall from grace has caused the other Unicorn families to distrust both the Shinjo and the Marta, which is a particularly bitter blow for the latter. Prior to the Shinjo's disgrace, they served in positions of trust within the major Unicorn families. Now, the Marta find few outside the Shinjo are willing to listen. To a family of storytellers, this is an especially cruel fate.

When the Lying Darkness specifically targeted the written histories across the Empire as part of its attempt to erase Empire's past, the Unicorn records did not escape unscathed. With many of the old records lost, the Marta fear that the Unicorn will lose their past entirely if they do not return to the old ways, acknowledging the oral tradition. To the Marta, it is plainly obvious that the Clan needs their services more than ever.



THE MARTA FAMILY

- Favored Class:** Courtier
- Starting Honor:** 2
- Class Skills:** Knowledge (History) or Perform
- Starting Outfit:**
 1. Masterwork Biwa.
 2. Horse (Light War).

THE MARTA FAMILY

- Benefit:** +1 Awareness
- Glory:** 0.5
- Special:** Members of the Marta family may purchase the Voice advantage for only 1 pt. They may also exchange a single rank from any of their initial skills for one rank of History or Bard. However, Marta have the Disadvantage: Gaijin Name in social situations whenever they are using their proper Vassal family name.

SHINJO MECHANICS

ANCESTORS

Shinjo samurai have an uncharacteristic relationship with their ancestors. Most Shinjo ancestors were born before the family fell from grace. In their lifetimes, they were the Unicorn Clan's undisputed rulers. Now they are reviled and distrusted, even by members of their own clan. For this reason, many Shinjo ancestral spirits have turned away from their descendants or look upon them with contempt. Conversely, many other Shinjo shiryo see their family's fall from grace as all the more reason to protect and guide their children, so that the family does not lose what little status and honor it has remaining.

SHINJO INEJIRO

The founder of Oshindoka Toshi, Shinjo Inejiro was a passionate man who went about all that he did with great fervor. He built a city to please his Crane love and, when she was murdered, launched a mission of vengeance against the mightiest army in the Empire. Though he was later poisoned and murdered by a demon masquerading as his Crane love, his spirit continues to watch over all Shinjo who live their lives with the same zeal as he once did.

LUST FOR LIFE

ANCESTOR: SHINJO INEJIRO

You have an indomitable spirit and a will to continue despite all odds.

Clan: Unicorn

Benefit: You gain a +1 bonus to all saving throws. Select one saving throw (Fortitude, Reflex, or Will) when this feat is selected. You gain an additional +1 bonus (total off +2) to this save.

ANCESTOR: SHINJO INEJIRO

(5 POINTS)

Any time you spend a Void Point to increase a roll, you may add your Insight Rank to the total.

SHINJO ROJIN

Rojin was a scout for the Unicorn armies during the Clan Wars. He was thought to have died during Yogo Junzo's raids on Unicorn holdings, and returned shortly after the Battle of Oblivion's Gate. His clan assumed that he was a returned spirit of some sort, a fact Rojin found wildly hysterical. During this entire time he had been exploring the Empire's vast wildernesses. He was not even aware that the Day of Thunder had taken place, and was quite bewildered to find the spirits of Oblivion's Gate walking among the living. During his explorations, Rojin discovered vast lumber and iron resources that the Khan put to good use. Gaheris saw the value of training other skilled long-range scouts like Rojin, and granted the

Shinjo permission to begin a new dojo. Thus Rojin's Wanderers were born. Rojin led the loose brotherhood for decades until his death six years ago fighting Senpet warriors in the Burning Sands.

EXPLORER

ANCESTOR: SHINJO ROJIN

You do not fear the unknown, and are eager to find new horizons.

Clan: Unicorn

Benefit: Wilderness Lore and Intuit Direction are always class skills for you. You gain a +1 bonus on Wilderness Lore checks, +2 (total) when using Wilderness Lore to track.

SHINJO ROJIN

(2 POINTS)

You may spend any amount of Void on Hunting skill rolls.

THE VIGILANT

No family in Rokugan has a greater hatred for the Kolat than the Shinjo. Kolat infiltration once extended deep into the heart of their family, controlling their entire clan through the Unicorn Champion for generations. Shinjo Yokatsu was the last Unicorn Champion to be a Kolat Master, and many find it strange that his chosen heir, Shono, has no affiliation with the Kolat whatsoever. Some suspect that the Kolat had begun to sense that they had gone too far in manipulating the Unicorn Clan, and had determined Yokatsu would be the last Kolat Unicorn Champion even before the Lady Shinjo returned.

Nonetheless this does not remove the stain of honor the Kolat left upon the Shinjo family. A good number of young Shinjo bushi swear vengeance to the Kolat on the day of their gempukku and immediately thereafter set out to hunt conspiracy agents wherever they may hide. These Shinjo sometimes serve as magistrates, but some have no legal authority whatsoever. The latter sort of Shinjo prefer to be autonomous. By answering to no one, they never need fear that the Kolat will manipulate them. These Shinjo call themselves the Vigilant. While they have no dojo or true formal training, they have formed a loose brotherhood to aid one another in their private war of vengeance.

Shinjo Shono has publicly denied that any Shinjo bushi would act outside the law to hunt the Kolat. Privately, he knows about the Vigilants and has mixed feelings about their existence. He realizes that there is only so much the Emerald Magistrates can do to stop a group as powerful as the Kolat. However, acting in secret, outside the law, how are the Vigilant any better than the Kolat? He fears that by becoming too embroiled in their war for vengeance, the Vigilant may become no better than the criminals they hunt.

Kolat agents regard the Vigilant with a sort of curious awe. These are individuals who defy the law and tradition of Rokugan and act alone, using only their own power and ability. Ironically, the Vigilant are exactly the sort of people the Kolat would like to see ruling the Empire. The Kolat will do their best to corrupt Vigilants whenever possible, offering them power and prestige should they turn their talents in the direction of the Kolat's advantage.

When that fails, the Kolat do their best to kill them.

VIGILANT (PRESTIGE CLASS)

One need not join any school or dojo to become a Vigilant; one need only have a hatred for the Kolat and a belief that only those who work outside the law can truly fight the conspiracy. Vigilants are usually paranoid loners. The Kolat's influence extends far and wide despite coming close to near annihilation decades ago, so a Vigilant can never be fully certain whom he can trust.

Hit Die: d8

REQUIREMENTS

To qualify to become a Vigilant, a character must fulfill the following criteria.

Alignment: May not be lawful.

Base Attack Bonus: +4.

Favored Enemy: Kolat or **Knowledge (Kolat):** 3 ranks.

Feats: Track.

Innuendo: 3 ranks.

Sense Motive: 3 ranks.

Special: A Vigilant must have some sort of history with the Kolat. Perhaps a friend or relative was assassinated by a Kolat agent, perhaps the character was framed by Kolat manipulations, or perhaps the Vigilant is a rogue Kolat Agent who no longer agrees with the conspiracy's philosophy. Any of these are possible. Though most Vigilant are Shinjo, there is no reason a member of any clan or family cannot join this prestige class.

CLASS SKILLS

The Vigilant's class skills (and key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Heal (Wis), Hide (Dex), Innuendo (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (Kolat) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). (See the *Player's Handbook™* for skill descriptions.)

Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the Vigilant.

Weapon and Armor Proficiency: Bitter Lies swordsmen are proficient in all simple and martial weapons as well as in light and medium armor.

Hatred: At 1st, 3rd, and 5th level the Vigilant's favored enemy bonuses to Bluff, Listen, Spot, and Wilderness checks and damage rolls increase by one (to a total of +3 additional bonus at 5th level) against Kolat.

Uncanny Dodge: At 1st level, the Vigilant gains the ability to react to danger before his senses would normally allow him to do so. This functions exactly as the ninja class ability of the same name, and stacks with any berserker, ninja or rogue levels for the purposes of determining the extent of the character's Uncanny Dodge bonuses.

A Vigilant of 4th level or higher can still be flanked by ninja or rogues at least four levels higher than his Vigilant level plus five. The exception to this is any Kolat agent, who must be at least four levels higher than the Vigilant's total character level to flank him successfully.

Eyes of the Vigilant: At 2nd level, the Vigilant gains a bonus equal to his Vigilant level on all Innuendo, Listen, Sense Motive, and Spot checks.

Iron Soul: At 3rd level, the Vigilant becomes permanently immune to the Program Sleeper ability of the Kolat Agent prestige class.

Deprogramming: At 5th level the Vigilant can attempt to deprogram sleepers or break Kolat agents. The Vigilant must spend at least one day per character level of the target in seclusion with the target. He must spend twelve hours per day in the target's presence, pointing out flaws in the Kolat philosophy and encouraging the target to break free of Kolat influence. At the end of this time, the Vigilant must spend 100 Experience Points per character level of the target, and the target makes a Will save (DC 10 + Vigilant's Charisma modifier + the Kolat agent's level). If the save fails, the deprogramming is successful. Sleeper agents will no longer be sleepers. Knowing Kolat agents who fail their save will offer information to the Vigilant that harms the Kolat, and will turn away from the Kolat's philosophy.

If unsuccessful, the Vigilant may immediately try again, beginning another period of deprogramming for a number of days equal to the target's level. At the end of this time, he must spend Experience Points once more, but the DC of the target's Will save is increased by two.

Unlike the similar Program Sleeper ability, a Vigilant may not use torture, threats, or coercion to encourage a sleeper to fail his Will save. He may, however, coerce and threaten Kolat agents into turning their backs on the Kolat.

Once the deprogramming is complete, the process is permanent. If the Kolat wish to reprogram their sleeper, they must start from scratch. Kolat agents encouraged to become disloyal to the Kolat by this process may or may not rejoin the Kolat at a later time if given sufficient reason to do so (Kolat agents broken through threats and coercion may renew their loyalty any time they choose).

Note that this process is automatically ineffective on any willing Kolat agents of higher total character level than the Vigilant, or any characters that have reached maximum level in any Kolat prestige class. If a Vigilant attempts deprogramming against a Kolat agent with the Program Sleeper ability, the Kolat may in fact force a Will save upon the Vigilant in turn (DC 10 + Kolat agent's Charisma modifier + the Kolat agent's level). If the Vigilant fails this save, he falls victim to the Kolat's seductive philosophy and becomes a willing agent of the Kolat. The Vigilant's Iron Soul class ability cannot prevent this.

TABLE 5-1: THE VIGILANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Hatred, Uncanny Dodge (Dex bonus to AC)
2nd	+2	+3	+0	+3	Eyes of the Vigilant
3rd	+3	+3	+1	+3	Hatred, Iron Soul
4th	+4	+4	+1	+4	Uncanny Dodge (can't be flanked)
5th	+5	+4	+1	+4	Hatred, Deprogramming

FALLEN VIGILANTS

Occasionally, either through a tragic loss of ideals or a failed attempt at deprogramming, Vigilants become willing agents of the Kolat conspiracy. A Vigilant who joins the Kolat can no longer gain levels in this prestige class. His favored enemy bonuses no longer apply against Kolat, but now apply against other Vigilants and Emerald Magistrates. If the fallen Vigilant enters a Kolat prestige class, any Kolat prestige class ability that relies upon class level may add levels of the Vigilant class to the total effective levels. The Kolat Agent's Program Sleeper ability, for example, is more potent when practiced by fallen Vigilants.

VIGILANT (NEW PATH)

Technique Rank: 2

Path of Entry: Any Shinjo Bushi 1

Path of Egress: Shinjo Bushi 2

Iron Soul: The Vigilant is immune to the sleeper programming of the Kolat, and gains a Free Raise on all attack rolls or Perception related rolls against Kolat agents. This technique may be taken multiple times, and grants another Free Raise each time.

If this technique is taken three times, the Vigilant may attempt to deprogram sleepers or break willing agents of the Kolat. The Vigilant must spend at least two days per Insight Rank of the target in seclusion with the target. He must spend twelve hours per day in the target's presence, pointing out flaws in the Kolat philosophy and encouraging the target to break free of Kolat influence. At the end of this time, the Vigilant must spend 10 Experience Points per Insight Rank of the target, and the target makes an opposed Willpower roll with the Vigilant. If the Vigilant wins this opposed roll, the deprogramming is successful. Sleeper agents will no longer be sleepers. Knowing Kolat agents who fail their opposed roll will offer information to the Vigilant that harms the Kolat, and will turn away from the Kolat's philosophy.

If unsuccessful, the Vigilant may immediately try again, beginning another period of deprogramming for a number of days equal to two per Insight Rank of the target. At the end of this time, he must spend Experience Points once more, but gains a Free Raise on his opposed Willpower roll.

A Vigilant may not use torture, threats, or coercion to encourage a sleeper to fail his opposed Willpower roll. He may, however, coerce and threaten Kolat agents into turning their backs on the Kolat.

Once the deprogramming is complete, the process is permanent. If the Kolat wish to reprogram their sleeper, they must start from scratch. Kolat agents encouraged to become disloyal to the Kolat by this process may or may not rejoin the Kolat at a later time if given sufficient reason to do so (Kolat agents broken through threats or coercion may renew their loyalty any time they choose).

Note that this process is automatically ineffective on any willing Kolat agents of higher Insight Rank than the Vigilant. If a Vigilant attempts deprogramming against a Kolat agent of Insight Rank 5 or higher and knowledge of the techniques used to create sleepers, the Kolat may in fact force an opposed Willpower roll upon the Vigilant in turn. If the Vigilant fails this save, he falls victim to the Kolat's seductive philosophy and becomes a willing agent of the Kolat.

Vigilants who become willing agents of the Kolat may not continue to learn this technique repeatedly. All Free Raises that formerly applied to Kolat now apply to other Vigilants and Emerald Magistrates.

SHINJO RANGERS IN D20

D20 SYSTEM™

The Shinjo family's favored class is ranger, representing the family's love of exploration and reliance on unconventional tactics. However, many d20 ranger abilities are inappropriate in a Rokugani setting. When creating Shinjo ranger characters, the following rules variants are encouraged (and are utilized in creating all Shinjo rangers found in this book).

Favored Enemy: Shinjo Rangers typically focus on fighting specific groups rather than types of beasts. Shinjo Rangers must select their favored enemy from the following list: animals, bakemono, Bloodspeakers, Crab Clan, Crane Clan, Dragon Clan, Kolat, the Lost, Lion Clan, Mantis Clan, oni, Phoenix Clan, Scorpion Clan, Senpet, spirits, and Yobanjin. Note that in the cases of organizations such as the Kolat or Scorpion, the ranger cannot gain the bonus unless he has reason to suspect his target belongs to the appropriate group. If he is not entirely certain, the GM should feel free to impose the bonus secretly.

Spells: As noted in Rokugan, spells are somewhat out of character for most Rokugani rangers. Shinjo rangers may either select a fighter bonus feat any time they receive a new level of spells (as noted in Rokugan) or they may choose to gain a permanent +4 bonus to all Wilderness Lore and Intuit Direction checks. This ability may be selected multiple times, and its effects stack.

Two-Weapon Fighting: Shinjo rangers do not normally utilize the two-weapon fighting style that is the trademark of d20 rangers. Rather than expect Shinjo rangers to simply ignore a potent ability of their character class, Shinjo characters may choose to replace it with a more appropriate ability. Shinjo rangers may choose to emulate Way of the Unicorn and Ride-By Attack when wearing light armor or no armor rather than Ambidexterity and Two-Weapon Fighting. Any feats or prestige classes that utilize Way of the Unicorn and Ride-By Attack may be selected as normal, but the ranger cannot utilize these abilities unless he is wearing light or no armor. The choice of these mounted feats or two-weapon fighting must be made when the character first enters the ranger class, and cannot be changed later.

CHAPTER SIX:

THE HORIUCHI

OUTSIDERS
PART SEVEN

Shinden Horiuchi was built to be a temple and dojo, not a place of diplomacy. Despite that, it served well enough as a formal meeting place on the rare occasion that the Horiuchi family held court. Today, the Naga commander, the Tashar, had requested an audience with Miya Hatori. In keeping with the few established Horiuchi traditions, the Naga came to Shinden Horiuchi to meet with human guests. Taneji and Sekkou remained behind to prepare for their trip to the Dragon lands, eager to be finished and return home. For all his haste, however, Hatori could not overlook his duties to the Imperial Court. The Naga had asked to see him, and he must oblige.

The first thing Hatori noticed was how tall the Tashar was. Though the Naga's serpentine body was coiled, he was still three feet taller than Hatori. For the first time in decades, Hatori was truly intimidated; not for the first time he regretted not learning more about the Naga during their brief awakening years ago.

"I asked to speak unto the Hatori-san. It pleases my self that you are here." Tashar stumbled over the words, clearly not fluent in Rokugani. The Naga's sibilant accent and inhuman features made it difficult for Hatori to read the Naga's mood, other than that he was clearly having a difficult time speaking a foreign tongue.

He noticed that Shem-Zhe, the Horiuchi daimyo, watched Tashar closely. Shem-Zhe would step in if the Naga should misspeak or falter over the Rokugani language. When it was clear that the Horiuchi daimyo was not going to add anything, Hatori responded.

"Of course, Tashar-san. I remember what your people have done for Rokugan. A simple visit is the least I could do," Hatori said smoothly, sipping his tea. "What can I do for you?"

"You have studied the people?" Seeing a blank look on Hatori's face, the Naga looked to Horiuchi Shem-Zhe for assistance.

"The census?" Shem-Zhe supplied helpfully.

Tashar nodded in assent and continued. "The census, yesss. You study the census?"

Hatori made no effort to mask his confusion. "That task has been set aside for the moment. I had," He paused, unsure how to phrase recent events to the Naga "other matters to attend to."

The Asp cursed in his native tongue, then returned to his broken Rokugani. "Your mate, she is alive and safe?" A genuine look of concern crossed the Naga's sharp features.

"Yes, she is." Hatori marveled at the Naga's awareness. The Naga knew more than he was letting on, of that Hatori was certain. No Rokugani would ask about such a personal matter, and few even knew of Kamiko's ordeal. He stared at the Naga, waiting for him to speak again.

"My mate... the Shanishia... is safe as well. She sleeps for a long time. But it is good." An awkward silence settled over the room, lasting for several uncomfortable moments. "She is, like me, of Asp blood. She is the second half of my soul. I... miss her." Tashar looked to Shem-Zhe, as if concerned that he has said something he did not mean. Shem-Zhe nodded, and the Naga smiled faintly. "She attracted me with dance years ago. So... beautiful. Like cloud dancing on the wind. We looked to each other and knew love quickly." Tashar stopped and looked at Hatori. "We were mated quickly. Then we went to first Great Sleep from jakla, and woke up in Rokugan. First we fight humans. Then we fight Foul. Then we fight humans. Then we fight Foul again." Tashar's eyes and voice

narrowed as he spat 'the Foul', his hatred obvious. "Always we fight humans because Foul make us enemies. Human and Naga should be... friends?" He looked at Shem-Zhe urgently. The shugenja nodded again.

"I remember those times as well," Hatori said softly. "Many wars were fought between those who should have been friends, both human and Naga."

Tashar nodded and continued. "In troll-city, Shanishta and I fought together for the last time. Foul beasts wounded her deep. She cannot walk now. We stayed together when possible." His eyes drifted away, clearly concerned. Hatori realized what Tashar was saying, but let him continue. The Naga's broken Rokugani was difficult to understand, but his voice was powerful. With each sentence, Hatori found it easier to read the Naga's intonations. Strange they may be, these Naga were not truly so different from humans. "When the next Great Sleep came, we slept. I woke again some weeks ago... woke to join an army, to protect Iyotisha from the Tsuno. Shanishta cannot fight, so she sleeps still. The Akasha tells me to follow, so I do. I am far from my mate but I remember her. She is here." He tapped one temple with a thick finger. "And she is here." He clasped the same hand over his heart. "You humans do not share the Akasha as we do, but I think that you know this feeling."

Hatori nodded in acknowledgement.

"Hatori-san," Tashar asked, addressing him directly "you are the human's Dashmar?" In the Naga language, Tashar spoke to Shem-Zhe briefly, asking him to translate.

"He means, 'are you an Imperial emissary?'" Shem-Zhe explained. "Can you speak for your people?"

"What are you asking me, Tashar-san?" Hatori prodded.

Without hesitation, Tashar spoke "Does Rokugan remember the Naga? Are we allies still?" Hatori did not believe the Naga was being rhetorical.

"The Naga have been allied to the Empire for decades, Tashar-san," Hatori said in a reassuring tone. "The histories we write speak of your people with respect and admiration. Nothing has changed."

Tashar visibly relaxed at that. "Thank you, Hatori-san. Shem-Zhe-san. I will go now." Tashar uncoiled, laying himself flat against the ceiling by way of a bow, and slithered out. After Shem-Zhe closed the shoji screen behind the Naga, he turned to Hatori.

"What was that about?" Hatori asked quietly.

"The Naga race is dying, Hatori," Shem-Zhe said. "The magic that first put them into the Great Sleep was tainted somehow. Some, like Tashar, fear that many of their number will never awaken, that they will fade into dream."

"Is there anything we can do?" Hatori asked.

Shem-Zhe smiled sadly. "We can remember them," he said. "The Jakla have closed off the passages to Toshigoku within the Shinomen. The Tsuno can no longer use the Naga's sleep to transport their troops across the Empire. Tashar and his people do not truly need us to protect them, you know. They stay here with the Horiuchi because they think we need them."

Hatori turned around and looked at the younger man. "Perhaps there is some truth to that," he said. "The Horiuchi are a young family, with no defined purpose. If the Naga spurned you, what would you do?"

Shem-Zhe shrugged. "The Horiuchi were born from the orphans of war," Shem-Zhe said. "Shoan gave us a home because there was nowhere else for us. We care for Tashar and his brethren as Shoan cared for us, for as long as they choose to remain."

"Quite selfless, Shem-Zhe-san. You are not what I expected in a daimyo of your station," Hatori said.

"What did you expect?"

"To be honest? Most men that I have seen who rule small families are more ambitious. They seek to improve what little power they have. You wish only to serve."

Shem-Zhe laughed. "What good is ambition? One must master the power one possesses, and only through that will one become worthy to attain more. The death of Vordu taught me that. There is nothing important or valuable about power, or the search for it. We are a small family, with a small duty. We are no Moto, it is not our place to lead. We are no Utaku; we are certainly not warriors. We were born from an act of compassion, and to betray that to seek power would be unthinkable. No, I know my place in things, and so does my family. We serve the Khan as we aid the Naga, and our children. I am content to serve."

Hatori nodded. "I have business in the north, Shem-Zhe-san, and it is pressing. So, I must take my leave of you as well." Hatori moved to leave. When he got to the door, he paused. "You have my thanks for your gift, though."

"What gift was that, Hatori-san?"

"Hope."

HIGHWAYS OF THE HORIUCHI PROVINCES

Mother Shoan's Way (Bisects the province) — The only major highway through the Horiuchi province is the one that connects the Moto provinces in the north to the Iuchi provinces in the east. Virtually all traffic through the province uses this road, which turns southward through the mountains a few miles inside the Moto border.

THE HORIUCHI PROVINCES

SHINDEN HORIUCHI (U28 IN ROKUGAN, DUE EAST, JUST ACROSS THE MOUNTAINS FROM U20 IN THE LEGEND OF THE FIVE RINGS R7G SECOND EDITION GAME MASTER'S GUIDE)

Nestled in the Spine of the World Mountains, a few miles off Shoan's Way, lies Shinden Horiuchi. Initially built as a monastery fifty years ago, it was given to Horiuchi Shoan when the Horiuchi family was first recognized. In its original purpose as a shelter for monks of Inari, Fortune of Rice, it was barely large enough to house the dozen resident monks.

After the Horiuchi came, it was expanded tenfold to house the fledgling family. A proper court chamber and garden were added, in the hopes that the family would grow into the temple. At the time, it was believed that the Horiuchi would continue to expand it as needed. However, few samurai have sworn fealty to the Horiuchi, and even the daimyo Shem-Zhe spends little time in Shinden Horiuchi lately, so the temple is often a lonely place for the rare visitor.

Horiuchi Shoko, eldest daughter of Shem-Zhe, personally welcomes all visitors. Shoko enjoys showing her family estates to visitors, deriving a sense of satisfaction from the impressed looks on guests' faces.

KOJII HORIUCHI

The Horiuchi adopt orphans of war. Recent conflicts have brought dozens of children to Shinden Horiuchi to be raised far from the ravages of war. Children who lost their parents in the recent Dragon-Phoenix war have found a home together, along with Crane and Crab children orphaned during the Yasuki War.

Though most samurai children have distant family willing to care for them, in large conflicts a few unwanted orphans always remain. Horiuchi shugenja wander the villages of war-torn lands, looking for such orphans. If a home cannot be found for them, they are brought here. The Horiuchi look upon all these abandoned children as if they were blood kin. The orphans are shown love and respect, and are well educated so that they might grow up to find their own place in the world.

The Horiuchi offer all children raised in Kojiin Horiuchi a chance to swear fealty to the Horiuchi name. Not every child accepts this offer. Some return to their original clan or become ronin, seeking their own destiny. Those who do accept are sent out to seek out others like themselves — the lonely orphans of war.

IMPORTANT HORIUCHI NPCS

HORIUCHI SHEM-ZHE, HORIUCHI FAMILY DAIMYO

Shem-Zhe has, for his entire life, been an active member of a family few outside the Unicorn even realize exists. Born to Moto parents, he and his seven brothers were orphaned by the Battle of Oblivion's Gate. A woman named Horiuchi Shoan adopted the eight brothers and gave them a new home.

Saved from the ruined life that could have been his fate, Shem-Zhe came into his own. He discovered his talent for speaking to the kami, and Shoan taught him the shugenja arts. Like many other orphans who had been rescued, he came to look upon Shoan as his mother, and upon the many others she had saved as his brothers and sisters. All took the Horiuchi name to honor her, and Toturi blessed the family by making their family name official.

When Shoan retired, she chose Shem-Zhe to replace her. As she had no children of her own, Shem-Zhe was the logical choice to replace her — he had the family's respect and the drive to lead. Serving the Khan Chagatai proved difficult. The Horiuchi had no true duty to fulfil. Shem-Zhe knew that for the Horiuchi to survive, they would need to carve a place in the world. So, he presented himself to the Khan and requested a duty, to prove their value. In response, Chagatai sent Shem-Zhe to the City of Night. He was apprenticed to Moto Vordu, who was studying the City's magical energies. Vordu's discoveries were amazing: the city was so infused with power that even an ordinary rock could be easily awakened and become a useful nemuranai. Shem-Zhe, though he was a family daimyo, followed his Khan's orders and served Vordu loyally, though he sometimes wondered if his master was entirely sane.

He soon saw why: Vordu was reckless in his studies. He unwittingly bargained with Tsuno to learn the City's secrets, assisting them at first out of ignorance, and later when they forced his obedience. When the old shugenja finally learned the city's secrets, he was overwhelmed by its power and by the artifact it was created to protect. Vordu attempted to fight the Tsuno, but was not powerful enough. Shem-Zhe could only stand by and watch his master be destroyed.

After Shinjo Shono and Hantei Naseru purged the Tsuno from the City, Shem-Zhe inherited his late master's duties. Shem-Zhe attempted to piece together the remains of Vordu's research, but his efforts were fruitless. After a month, a mysterious kenku arrived, offering help to Shem-Zhe in deciphering and interpreting City of Night's secrets. Shem-Zhe was hesitant at first, for the Tsuno had also seemed benevolent when Vordu first encountered them. The kenku persisted, and frequently deposited scrolls bearing helpful translations where Shem-Zhe would find them, asking nothing in return.

With the kenku's help, Shem-Zhe discovered all that Vordu knew and more: The City of Night was an innately magical area, with even common stones in the area suffused with enough power to create nemuranai. The Khan was pleased with his progress, and eagerly anticipated the power such a holding would bring to the clan.

Despite his success, Shem-Zhe has not escaped the horrors of his early childhood. He frequently suffers nightmares. His parents call to him from the Shadowlands, begging him to join them. For many years he was tempted to cast off his responsibilities and answer them, but now the voices have grown weaker. As he grows more accepting his new role, the ghosts of the past are losing their hold on him.

THE KITSU LANGUAGE

Horiuchi Shem-Zhe's studies in the City of Night have allowed him to learn the ancient Kitsu language, the tongue spoken by those ancient spiritual beings before their virtual extinction and subsequent absorption into the Lion Clan. The Kitsu language was used as a common tongue by many ancient races, including the Ningyo, Zokujin, Kenku, and Trolls.

HORIUCHI SHEM-ZHE, HORIUCHI FAMILY DAIMYO

Male human Unicorn, Shu 12: CR 12; Medium-size humanoid (human); HD 12d6+72; hp 123; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Att +7/+2 wakizashi +1 (1d6+1, 19–20/x2); SQ Class Skill — Spellcraft, Element Focus (Earth), Sense Elements; Honor 2; AL LG; SV Fort +8, Ref +4, Will +10; Str 11, Dex 10, Con 19 (23), Int 16, Wis 15, Cha 12, Maximum Void 5; Height 5 ft. 1 in.

Skills and Feats: Speak Language — Rokugani, High Rokugani, Kami, Kitsu, Mekhem, Naga, Concentration +21, Diplomacy +16, Knowledge (Arcana) +8, Knowledge (Elements) +18, Knowledge (Etiquette) +18, Knowledge (History) +18, Knowledge (Law) +14, Knowledge (Nobility and Royalty) +14, Spellcraft +19, Depths of the Void, Elemental Insight, Meishodo, Multi-Element Mastery, Superior Element Focus, Void Use

Dojo: Honored Watch Keep

Spells Known: (6/8/8/7/7/6/4 base DC 16 + spell level, Elemental Focus — Earth. Horiuchi School): 0 — *be the mountain, cleanse, create water, detect magic, disrupt undead, hands*

of clay, mage hand, mending, pebble charm, virtue; 1 — burning hands, innocence, pass without trace, shield of faith, speed of the waterfall, whispers of the earth, wholeness of the world; 2 — bull's strength, cure moderate wounds, earthen barrier, endurance, flaming sphere, hold person; 3 — burn the soul, impertune kami III, Kaiu's jade, magic circle against taint, meld into stone; 4 — death ward, spike stones, star-filled steel, Tamori's curse; 5 — force of will, scrying, symbol of earth; 6 — banishment, earth and fire, stoneskin

Possessions: haori of health +4, meishodo amulet of maximized cure moderate wounds, wakizashi +1.

HORIUCHI SHEM-ZHE, HORIUCHI FAMILY DAIMYO

Earth: 5

Water: 2

Perception: 4

Fire: 3

Intelligence: 4

Air: 3

Void: 5

School/Rank: Horiuchi Shugenja 4

Dojo: Honored Watch

Honor: 2.4

Glory: 7.8

Advantages: Ally (Kenku Advisor), Clear Thinker, Irreproachable 2.

Disadvantages: None.

Skills: Bard 2, Courtier 3, Diplomacy 4, Etiquette 4, Heraldry 3, History 5, Iaijutsu 1, Kenjutsu 2, Lore (Shugenja) 4, Lore (City of Night) 3, Lore (Gaijin) 2, Meditation 4, Naga Language 3, Research 2, Shintao 4

Spells: As family daimyo, Shem-Zhe has access to any spell he requires, save Secret Spells of other clans.

HORIUCHI MECHANICS

ANCESTORS

The Horiuchi are a very young family. Nevertheless, to wander the war-torn lands of the Empire seeking those who need their aid can be quite dangerous, and many Horiuchi have fallen. The survivors have great reverence for their brothers and sisters who have been lost.

HORIUCHI JUNICHIRO

Isawa Junichiro was ten years old when the Lying Darkness consumed his parents during the Battle at Oblivion's Gate. He was a precocious child, and when Horiuchi Shoan found him alone and crying, her heart broke. She took him in as one of her first children, promising to care for him as if he were her own child.

THE HORIUCHI FAMILY

The Unicorn have a long-standing policy of adopting worthy gaijin and lower caste Rokugani into their ranks, though these adoptees are never treated as full samurai. In the Second Edition L5R RPG system, this is represented by the Adopted Blood disadvantage. The Horiuchi family never impose this disadvantage on those orphans who take the Horiuchi name. If someone is accepted into the Horiuchi, then they are fully accepted.

L5R RPG 2E:

Benefit: +1 Willpower

Though devastated by the loss of his parents, under Shoan's care Junichiro blossomed. For a time, he even helped Shoan care for the younger children, deriving satisfaction in helping Shoan, who was all the family he possessed in the world. After a few years, however, he left to study at a small Iuchi dojo.

After his gempukku, the nineteen-year-old Junichiro went on a pilgrimage through the Empire, seeking out other orphans of war. He had a knack for finding trouble, and could always find the parts of the Empire that needed his help the most. During the War of Spirits he frequently spoke out against the Steel Chrysanthemum, as the Hantei was well known for his cruelty toward children and innocents. Junichiro died in a small village in Crane lands, defending a temple filled with peasant refugees from the Hantei's armies.

TO SEE

UNICORN ANCESTOR FEAT:

HORIUCHI JUNICHIRO

You have Junichiro's uncanny intuition.

Clan: Unicorn

Benefit: Once per day, you may claim a flash of insight on any single Sense Motive or Gather Information skill check. You gain an insight bonus equal to your character level.

HORIUCHI JUNICHIRO

(2 POINTS)

Once per day, you gain a flash of insight. This insight takes the form of a message given to you by the GM, regarding a specific event or person. You may, for example, suddenly realize a person's true identity, or recognize that someone is lying. This is not a magical ability; it can only tell you when a normal human could discover (so it will not, for example, reveal Taint or a sworn allegiance to another lord) by conversing with the character. Alternately, your GM may inform you of some fact about a recent event. Again, this ability cannot provide more than cursory information, and it can never be used intentionally. Essentially your GM will tell you when your insight proves useful, generally once per adventure.

For example: Horiuchi Tomo has the guidance of Junichiro, and is visiting the Bayushi winter court. While in court one day, his intuition has him realize that a Soshi has only spoken to Lion representatives all day, and carefully avoided all Phoenix. He concludes that the Soshi are seeking an alliance with the Lion to the detriment of the Phoenix.

CHAPTER SEVEN:

BEHIND THE VEIL

THE BURNING SANDS

"Rich men, powerful men, crafty men, wise men, witty men, handsome men, and cunning men. Without water, they are all dead men."

— The 47 Sayings of Mekhem

Over the course of nearly eight centuries of travel, the Ki-Rin traveled extensively across the continent. Their journey took them through dozens of civilizations. When the Unicorn returned to Rokugan, they combined the most useful gaijin philosophies and customs they had learned and discarded the rest. One trait the Unicorn never forgot was restlessness. Since the return, not all Unicorn have been satisfied with Rokugan. Travel is in the clan's blood, and many Unicorn samurai of all ages occasionally travel beyond the Empire's borders to ease their restless nature.

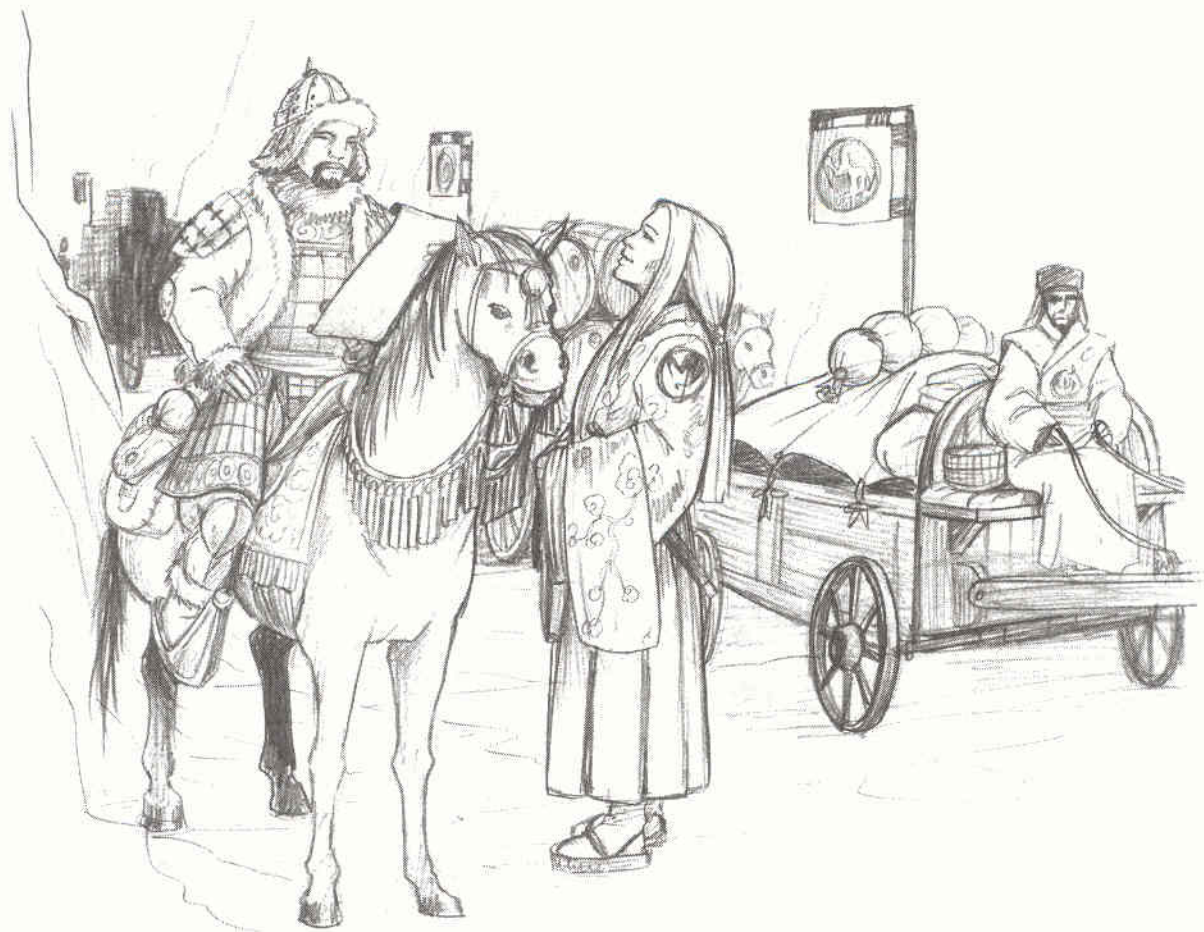
In the northwest, along the river Nahr'umiar in the desert known as the Burning Sands, there is a great city called at times Aliquet-Ra, the Jewel of the Desert (or Jewel of the Horizon), Kala Jahir, the 'City of One Thousand Stories', but most commonly Medinaat al-Salaam, the 'City of Peace'. This major city sprawls out all along the river and dwarfs the great cities of Rokugan — only lost Otosan-Uchi was of a comparable size. It is the greatest source of food and water in the area, and this makes it also a center for trade and conflict — nothing in the desert is more valuable than water, even blood.

Twelve major factions and countless minor factions have, over the last century, warred with each other over control of the city and the surrounding environs. In the year 1132 IC, a great war was fought between jinn and men over Medinaat al-Salaam. One result of this war, known even in Rokugan, was the Kami Shinjo's release (although she was known only as "the Goddess" in the Burning Sands). For many years, corrupted jinn had imprisoned her in the Black Earth. Her release allowed the corrupt Caliph, who ruled over the city with the Sultan as her pawn, to be overthrown. Adira, the Order of Assassins' adopted daughter, was installed as the new Sultan. Her idealism has opened the door to enhanced trade and prosperity between the Burning Sands' warring factions.

While the city has settled into an uneasy peace in recent decades, there is still an atmosphere of fear and mistrust amongst the factions. The Burning Sands are not a unified Empire like Rokugan or the Ivory Kingdoms. A language known as Mekhem, named for a well-respected philosopher, is the only unifying thread in the Burning Sands.

Medinaat al-Salaam, for visitors, is a bustling intimidating urban environment filled with traders, travelers, and emissaries from across the desert. In the daytime, the marketplaces are filled with people buying and selling fruits, spices, and trinkets of all kinds, hoping to line their pockets with enough copper to survive. The Ebonite temple, an order of holy warrior-priests, keep the order in the city and defend the population against supernatural dangers.

The wealthy lack for nothing, as their money allows them to have lush green gardens, exotic pets, and magical aids and protections. Nearly anything can be found —



or made — for a price. Flying carpets carry the wealthy across the sky, and sahirs (magicians) and astrologers act as advisors. It is not necessary to be nobility to attract hangers-on and sycophants, merely wealthy.

Outlawed for centuries, the Qabal academy has recently opened once again. The Qabal wizards are teachers and wizards extraordinaire. Their power is quite different from Rokugani shugenja magic, though it sacrifices nothing in effectiveness. Modern Unicorn scholars have found stark similarities between Qabal magic and their *meishodo*; appropriate as *meishodo* was developed as a hybrid of Qabal and Rokugani magical styles.

Beneath the city, a group of brutal men known as Jackals collect human souls and command undead *ghuls*, occasionally leading raids into the city to collect rare and valuable souls. In the sewers, free *ghuls* feast on the flesh of any mortal foolish enough to enter. While *ghuls* are undead creatures resembling Rokugani undead, they bear no Shadowlands Taint — in fact, the Taint has little power beyond Rokugan.

The Burning Sands' metaphysics are vastly different from those of Rokugan. Shugenja who have visited the Sands have felt a great emptiness, as the kami are silent there. As a result, shugenja elemental magic has no power in the Sands (though *meishodo* still retains its full effectiveness). Locals have attributed this to a side effect from the desert's mythical creation, when Shilah, the Sun, blasted the land and transformed it into a barren wasteland. In place of elemental harmony and the Void between them, the Sands' inhabitants have developed other forms of magic: most notably in stars, names, stories,

water, blood, and jinn. (Note: For the Burning Sands' inhabitants, the Sun and Moon have not changed identities as they did in Rokugan; they are still Shilah and Kaleel, respectively. Unicorn scholars have many theories as to exactly how this is possible, but in the end it appears that the gods care little if their existence makes sense to mortals.)

OTHER IMPORTANT GROUPS IN THE BURNING SANDS

THE KHADI

For over three hundred years, the heartless *sahir* known as the Khadi, led by their creator, the Caliph Hanan, ruled the city. Her draconian punishments and absolute insistence on loyalty and order in the city kept the peace, even if it had to be kept at the point of a spear.

Physically, Khadi are human, though they remove their hearts through an arcane process that renders them immortal as long as their heart remains intact. The only Rokugani to ever study the Khadi's magical techniques was a young Imperial noble named Otomo Jama, who combined their power with his *maho* to become the heartless immortal, Iuchiban. Though the association with Iuchiban is not public knowledge, most Rokugani are capable of recognizing that undead sorcerers are creatures to be avoided, Taint or no.

Some years ago the Ashalan purged all Khadi from Medinaat-al-Salaam. Only a few remain, mostly scattered throughout the desert. Those survivors are independent, paranoid, and incredi-

bly selfish creatures. Some dwell in the sewers and prey on humans alongside *ghuls*. Others maintain their power in secret, retain their wealth and power, and watch their enemies from the city's high minarets. Still others have been reduced to transients, several of whom would appreciate the new opportunity that could be provided by a land unaccustomed to their power — such as Rokugan... or the Shadowlands.

THE SERPET EMPIRE

The Senpet do not live in Medinaat-al-Salaam, though they maintain a significant number of holdings and embassies there. Their Empire lies even further across the sands, and is a sprawling nation nearly the size of Rokugan. The Senpet are an ancient people ruled by a Pharaoh, a young woman named Neferet. Their detailed history claim that they were the first humans to construct a building anywhere, and visitors to the Senpet Empire can witness the majesty of their brilliant architecture. Their lands have gargantuan monuments, pyramids, and temples, all built with techniques that show centuries of refinement. It is not uncommon for an important Senpet building to be the size of a small Rokugani city. They have an immense pantheon, many concerned with different divine aspects of death. Their temples are decorated in hieroglyphs to honor their ten thousand gods in both peace and wartime.

Their Empire lies downstream from Medinaat al-Salaam, and for nearly fifty years, the Senpet's supplies of food and water have slowly dwindled. Within another fifty years, if this trend continues, the Senpet Empire will be reduced to dust, sand, and stone.

The Senpet are well aware of Rokugan, as for several years the Scorpion Clan was enslaved by the Senpet. Some Senpet even returned to Rokugan at the Scorpions' side when they were freed. If the Senpet become truly desperate, they will likely turn to Rokugan as a source of food and water to feed their people. If that were to happen, Rokugan would face a threat on a scale it has never known — the Senpet forces are equally well-trained, equally numerous, and just as human as the children of the Celestial Order. The Senpet are a generally peaceful people, but they meet all threats with uncompromising, brutal force. With Rokugan's general disdain for outsiders, any meeting between these two nations is likely to end in bloodshed.

THE ASHALAN

The Ashalan are a secretive and mysterious race of gaunt, pale, blue-skinned, tattooed, immortal humanoids. They are a dying people. Only two children have been born to the race in seven hundred years, both human half-breeds. The Ashalan, as Moto Kara discovered decades ago, share only twelve souls among their entire race. Only the twelve ensouled Ashalan are capable of reproduction.

Despite their soulless nature, the Ashalan have a great deal of sympathy and compassion for humanity. They feel responsible for the Younger Races' welfare (as they term all other races save the Naga) and often manipulate human politics if they feel such would bring things to a beneficial end. The human-led victory over the Khadi and their allies convinced the Ashalan that their meddling is no longer required on the scale to which they are accustomed. The ruling Council of Twelve decided that the time Ashalan's time was over, and with the Ra'Shari gypsy tribe, the Ashalan left for parts elsewhere.

They abandoned the City of the Seventh Star, a vast cavern-city underneath Medinaat al-Salaam, and scattered across the world. Only the Ashalan know where they all went, but there are a small number in Rokugan, now. Some have found a place hidden within the Unicorn Clan, but more have found shelter with the Scorpion.

The Ashalan do nothing without cause and contemplation. The presence of hundreds of individuals older than the Empire would be cause for alarm, were humans fully aware of their allies' actions. Though their time in Medinaat-al-Salaam is over, the Ashalan see many elements of Rokugani society that could stand to be improved by their influence.

THE QOLAT — HOUSES OF DAHAB

The Kolat's Roc Sect, also known as the Qolat or House of Dahab, exist in the Sands, organized into a unified but fiercely competitive alliance of merchant houses. They work with the Kolat in the Hidden Temple to further the continent-spanning conspiracy's various agendas. See *Way of the Ninja* for more information on the Kolat Sects and organization.

What no Kolat outside the Roc Sect knows is the sheer scope of Qolat operations. The Qolat have agents in every nation on the continent, at varying levels of authority except the Celestial Alliance. The Qolat intend to destroy the Celestial Alliance along with their foes, the Khayel. Both sects of jinn pose a clear threat to mortals simply by existing; there is no room for such meddling gods in the Qolat's world vision.

THE MOTO

Few Moto remain in the Sands. The Ujik-hai lived in the desert for three thousand years before Shinjo first arrived and many remained outside of Rokugan even after swearing fealty to the Unicorn. When Shinjo returned, Khan Moto Gaheris and a vast army of desert Moto followed her to Rokugan. Those that remain in the desert are scavengers and raiders, with little honor to speak of. Many of them still claim to be Moto, and that nomadic lifestyles are their heritage. Others are less eloquent, and are a frequent source of shame and trouble for those Unicorn who venture into the Sands. These desert raiders act as scouts and guides for the Baraunghar troops that occasionally patrol the desert, but usually demand water and gold in return.

THE KHAYEL AND THE CELESTIAL ALLIANCE

Rokugani histories place an event known as the Twenty-Seven Days of Darkness in the year 1132. At that time, Onnotangu was destroyed and Amaterasu hid her face in shame. The ramifications of this event are ill understood in Rokugan, but when Shilah left the skies, a force was released from the same prison that bound Shinjo: the Khayel jinn.

The Khayel, led by a jinn with the Moon's name, Kaleel, seek nothing less than the reinstatement of an age of jinn rule over the mortal races, as they claim was the case during the world's Second Age. The Khayel, like all jinn, have taken a very long view; there is no problem with waiting thirty years for a single offensive. Nor do they choose to interfere closely in matters

The most credible opponent to the Khayel is an alliance of men, jinn, and other beings called the Celestial Alliance. Composed of jinn who wish to protect mankind and a large

contingent of skilled sahir from all nations, the Alliance seeks the defense of mankind against the Khayel's depredations. Also among their number is the silent Senpet god Sedjem, who has proven himself an enemy of those who threaten any of his followers.

THE JINN

Jinn are a race of magical entities, far superior to mortals in many ways, but also restricted from a number of mortal freedoms. They take humanoid form, and concern themselves with human affairs often, but out of fear many avoid prolonged contact with humanity. They are called the "children of the smokeless fire", and are well known to the sahir.

The life force of a jinn can be easily manipulated by a mortal sahir, thus binding it to service, commanding it, or even harvesting its essential energies to create wondrous items.

Jinn histories paint creation myth that few Rokugani would believe. The jinn claim that the Ashalan were the first mortal race, followed by humanity, and that both were created by the jinn. In the beginning, the two races lived in peace, and for a time the world's First Age was united until the rule of Sun and Moon. Then, the two gods left the world, leaving the jinn in charge. The jinn fell to infighting and competition, and the cosmic battles that erupted led to the jinn's near-extinction. Today there are only nine hundred and ninety-nine left, scattered throughout the world. In the aftermath of that conflict, the Ashalan became the dominant race. In time the Ashalan's numbers began to dwindle. The strange immortals receded into the shadows, surrendering the world to the humans.

THE LORDS OF DEATH

"The Ujik-hai did not know the Fortunes' grace and the kami's protection. We worshipped strange demons of fire and smoke, called the Shi-Tien Yen-Wang, or the Lords of Death. We worshipped them not out of the respect that we Rokugani show our gods, but out of fear, for their wrath was great."

— Moto Chagatai, the Last Ride

THE LORDS OF DEATH (SHUGENJA DOJO)

Classes: Shugenja

Schools: Moto Shugenja (see Chapter One)

HISTORY

The Shi-Tien Yen-Wang, by their own claim, always existed. They cared little for the other gods and set themselves apart, making their home deep in the desert. After many years of solitude, they became aware of human society and were disgusted. These humans had come to worship the weak, foolish, and decadent gods and had been corrupted by them in turn.

The Shi-Tien Yen-Wang saw only one option. These mortals

needed to be punished. Only the afterlife's scathing fires would show them the true path, and lead them to be more virtuous in future lives. To this end, the Lords of Death selected the bravest and noblest of all mortals and called them to be their people. These were the Ujik-hai.

The Shi-Tien Yen-Wang commanded the Ujik-hai to ride forth and destroy the other crude nations. For three thousand years, the Ujik-hai scoured the Burning Sands, destroying everything in their path. The Shi-Tien Yen-Wang crafted a complicated system of brutal punishments for every imaginable crime, and passed it down to the Ujik-hai. The Ujik-hai referred to this system of punishments as the Iron Book; in time the Ujik-hai, their Iron Book, and their merciless gods became synonymous with terror. Entire cities would flee rather than face the Ujik-hai. One tribe destroyed its religious idols and replaced them with the Death Lords' images in an effort to appease the Ujik-hai. The Shi-Tien Yen-Wang condemned this tribe to death as well, as they had compounded their corruption with disloyalty.

Ironically, in time, the Shi-Tien Yen-Wang became corrupted. With the influx of worship from the Ujik-hai, they became more powerful than ever before. Soon they began to lose sight of their original cause — the cause of justice — and existed only for murder and destruction. The revealed in the fear their followers caused, and inspired their priests to new heights of mania.

Then the Ujik-hai met the Ki-Rin Clan. Unlike the other tribes the Ujik-hai had faced, these strange wanderers were noble and honorable. They were leader was the goddess, Shinjo, whose power rivaled the Lords of Death. The Lords were afraid of this new threat. Despite the fact that the Ki-Rin had committed no crime, the Lords ordered the Ujik-hai to make war upon the Ki-Rin.

Many Ujik-hai who still believed in the justice and honor their tribe once stood for saw true honor in the Ki-Rin and were ashamed. The surviving Ujik-hai abandoned the Lords of Death and swore fealty to Shinjo, becoming the Moto. The Lords of Death, left with no followers to fuel their power, were forgotten. Their Iron Books and idols were cast into the desert sands and buried for a thousand years. The Shi-Tien Yen-Wang wandered the realms between Toshigoku, the Realm of Slaughter and Yume-do, the Realm of Dreams.

But gods take a long time to die. The Shi-Tien Yen-Wang chased the Moto through their dreams, driving them to madness when they could. For this reason, the Moto were even more nomadic than most Unicorn families, continually moving to avoid the vengeance of their fallen gods.

In time the Lords came to make an arrangement with Fu Leng, a mutual enemy of Rokugan. They entered a bargain with him. If the Lords agreed to drive the Moto into the Shadowlands with their nightmares, Fu Leng agreed to surrender the Moto souls back to them once he had Tainted their bodies. One day, when Fu Leng had conquered the Unicorn and no longer needed the Moto, he would return the Ujik-Hai's undead bodies as well.

This bargain was named the Burning Words. It was passed on to the first Moto to join Fu Leng's armies — Moto Tsume — as a promise that one day his family would be united as one under their true lords again one day. Thus were the Dark Moto born. The Lords despised working with Fu Leng, who they considered a corrupt and foolish god, but they had little choice.

The Burning Words were subverted during the War Against the Shadow, when Otaku Kamoko tricked the Dark Moto into an ambush against the larger Unicorn armies. The Lords were

irritated that their arrangement with Fu Leng had been broken, but they soon realized that matters had been resolved to their advantage. The Moto now ruled the Unicorn Clan. Shiro Moto was built, and many Moto settled in one place for the first time in centuries. The Moto could run no more — the Lords could now find them in their dreams and take their vengeance.

When the Lords gathered to collect the soul of Moto Gaheris, things took an unexpected turn. Using Naga magic, Moto Chagatai and Moto Chen were able to join Gaheris' soul on its path to the afterlife and stand with him against the Lords. Moto Chagatai faced the Lords of Death defiantly — and offered them a deal. In return for their promise to cease hunting the souls of his people, Chagatai offered to build shrines to them in Rokugan. They would be worshipped once more. They would be gods again.

The Shi-Tien Yen-Wang were astounded by the boldness of his offer, but they were equally astounded by Chagatai. Here was a man who was cold, ruthless, and violent but at the same time cunning, practical, and loyal to his own. He was what the Ujik-hai once were, before the Lords had allowed power to corrupt them. This was a second chance, a new beginning, an opportunity to become the gods of justice they had once been. The Lords of Death accepted. Over time, the Lords of Death have accumulated a small cult following among the Moto family.

In the meantime, the Lords have shown their willingness to join the Rokugani pantheon by aiding the gods and Fortunes against Fu Leng's armies in Heaven. Given their bloody history, the Lords realized that it was unlikely they would ever find a place in the Celestial Heavens. Instead, they sought a place in Meido, hoping to overthrow Emma-O, the Fortune of Death, who they considered foolish and inept for allowing Fu Leng to escape. Once more it was a mortal, Kitsu Hisashi, who intervened and brought about a peaceful resolution. The Lords agreed to help Emma-O restore his good name and share his rule over the Realm of Waiting. From their standpoint, the Shi-Tien Yen-Wang gained much and sacrificed little — power that was once shared among ten is now shared among eleven, and they have gained a true place among the gods of Rokugan.

TRADITION

The Shi-Tien Yen-Wang are gods of justice, first and foremost. They are, however, not gods of mercy. They believe that every crime deserves a punishment, and that punishment must be swift, sure, and severe. By Rokugani standards, many of their punishments would seem bizarre and excessive, such as forcing a man who kills his own family members to drink molten steel, or forcing a thief to place his hand within a heated cauldron filled with panicking rats. These punishments extend not only to the mortal realm, but beyond it as well. The spirit

of a criminal who is unfortunate enough to fall into their hands will endure unspeakable torment before being allowed to reincarnate.

Despite their sadistic tendencies, the Lords take no joy in the punishments they inflict. They keenly remember how they once let the thrill of power overwhelm their sense of duty and honor. For this reason they are more cautious now in their worship, and each Lord monitors the others to make certain their rulings are just.

The Lords currently dwell in Meido, which they share with the Fortune of Death, Emma-O. While Emma-O determines how long a soul will remain in Meido, the Lords of Death determine if that soul must endure any punishment during its time there. Though they have promised to aid Emma-O, there is little true friendship between the Fortune and the Lords. Power struggles between the Fortune and the Lords are frequent, though there has been no violence since Kitsu Hisashi's intervention.



TRAINING AND SENSEI

They have granted their blessings to only a few priests, and seldom interfere in the mortal realm. They have no large temples, only a few remote shrines scattered about Unicorn territory. To their surprise, the Lords find their status as lesser gods a relatively comfortable arrangement. Rokugan is a land of law, order, and honor. The Fortunes and Kami who dwell in the Celestial Heavens are noble, admirable gods, unlike the ones the Ujik-hai battled thousands of years ago. In many ways the Empire is everything that they dreamed the Ujik-hai would one day create. They wonder if perhaps it was due to entities such as Shinjo, who understood the gods' power but also knew what it meant to be mortal.

Priests of the Fortune of Death are mostly Moto family members. Most Moto bushi do not exclusively worship the Lords of Death, but they cannot deny the combat ability of Shi-Tien Yen-Wang priests. These priests are like most other shugenja, if a bit more unsettling than most. They do not fear death, for they know that the Lords will find them deserving and return them to life. They are kind and helpful to those who seek justice, and ruthlessly violent toward those who defy the law. They refer to death as a "blessing" for it offers the soul its only true chance at atonement and renewal. More peaceful shugenja such as the Asahina or Isawa avoid the Shi-Tien Yen-Wang priests pointedly. The Iuchi find their Moto brethren wildly eccentric and often engage in prolonged theological debates with them.

MOTO TSUSUNG, PRIEST OF THE SHI-TIEN YEN-WANG

[Shugenja 10; Iuchi Shugenja 4]

Tsusung was once a low-ranking priest in the Khol Army. As Moto, the Iuchi assumed he was not as devout or powerful as they, and as a shugenja his Moto brothers treated him more

like support personnel than an equal. When Moto Chagatai made his deal with the Shi-Tien Yen-Wang, he looked upon Tsusung — an clever, powerful, ambitious man — and immediately realized he was the best choice to become the Lords of Death's first priest.

While Tsusung was skeptical about these ancient death gods at first, he has come to truly respect and worship them. He finds their method of cold, relentless justice to suit his tastes quite well. He also enjoys the fact that others tend to underestimate his strange gaijin gods, allowing him to act with greater freedom.

Justice does not require adoration — it requires certainty. Any who share his zeal and dedication are welcome to study with him.

Mechanical Notes: Tsusung has great power in Water magic, along with a large number of Air-related spells. He also has some moderate talent in crafting meishodo.

THE SHI-TIEN YEN-WANG

Though the Lords of Death can change their appearance at will, they usually appear as tall, skeletal figures dressed in fine robes. They are fond of jewelry, with many gold rings and bracelets. Each Lord wears a golden crown set with shining jewels. Though each Lord is an individual, they are quite similar in appearance and mannerisms. The Lords do not have names, and claim that only the truly wise can tell one from the other.

The Lords appear and disappear at will, and seldom participate in direct combat. They are protected by an honor guard of Ujik-hai and Moto who have willingly died in their service, bold spirit warriors dressed in pale white armor, mounted on white horses.

DOJO BENEFITS

SOCIAL BENEFIT

The priests of the Shi-Tien Yen-Wang radiate an aura of unease, causing others to be on their guard.

Benefit: You gain a +2 bonus to all Intimidate checks.

Benefit: You may add your Insight rank to all Intimidation rolls.

TRAINING BENEFIT

The priests of the Shi-Tien Yen-Wang are instruments of justice, and are adept at rooting out falsehoods.

Benefit: Sense Motive is always a class skill for you. You gain a +4 bonus when opposing a Bluff check with a Sense Motive check.

Benefit: You gain two Free Raises on all opposed rolls against Sincerity.

MASTER OF THE IRON BOOK

(SHI-TIEN YEN-WANG SECRET SPELL)

Necromancy

Level: Shu 4 (Water)

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature (see text)

Duration: 1 round/level

Saving Throw: Will negates (Special)

Spell Resistance: Yes

This spell draws the Lords of Death's attention upon the target, whereupon they judge its worthiness or lack thereof. An unworthy target is left in a weakened state, vulnerable to punishing spells. The target gains a bonus to his saving throw equal to his Honor minus two (with a negative bonus possible for dishonorable targets). If you can name a crime the target has committed during the casting of this spell, and the target is truly guilty, he suffers an additional -2 penalty to his saving throw. A specific crime committed by a specific target only grants this penalty once in the target's life.

If the target fails his save, he is staggered (can only take partial actions) for the duration of this spell. In addition, any damaging spells cast upon the target by a Shi-Tien Yen-Wang priest during the duration do an additional point of damage per die.

MASTER OF THE IRON BOOK

(SHI-TIEN YEN-WANG SECRET SPELL)

Element: Water

Mastery Level: 4

Duration: 1 minute

Area of Effect: 1 creature

Range: 100 ft.

This spell draws the Lords of Death's attention to the target, whereupon they judge its worthiness or lack thereof. An unworthy target is left in a weakened state, vulnerable to punishing spells. To cast this spell, the shugenja must make a number of raises equal to the target's Honor minus two (targets with 2 Honor require no Raises. Targets with 1 or 0 Honor grant one and two Free Raises, respectively). If the caster can name a crime the target has committed during the casting of this spell, and the target is truly guilty, the caster gets an additional Free Raise. A specific crime committed by a specific target only grants this penalty once in the target's life.

If the spell is successful, the target must make two Raises to succeed at any action for the spell's duration. In addition, any damage-inflicting spells cast upon the target by a Shi-Tien Yen-Wang priest during the duration gain a Free Raise for damage.

SHI-TIEN YEN-WANG

MUCHITSUJO, NIGHTMARE OF THE UNICORN

The Unicorn are a clan of contradictions. Though the other clans look down upon them for polluting their traditions, it was their willingness to adopt new ways while maintaining their own culture that allowed them to survive in the lands beyond Rokugan. While other clans see them as uncouth and untrustworthy, they are among the most honest and steadfast samurai in Rokugan. While they are a clan that values peace, their warriors are a terror on the battlefield.

These contradictions come to life in the demon that embodies their nightmare. Muchitsujo — the Onisu of Chaos — represents the worst things the Unicorn Clan can become. It is violent, unpredictable, and possesses an uncanny insight into the hearts of its opponents.

MUCHITSUJO, ONISU OF CHAOS, NIGHTMARE OF THE UNICORN

Large Outsider (Evil, Oni, Shadowlands, Spirit)

Hit Dice: 18d8 + 126 (207 hp)

Initiative: +11 (+7 Dex, +4 Improved Initiative)

Speed: 80 ft.

AC: 26 (-1 size, +7 Dex, +10 natural)

Attacks: 2 claws +27 melee, bite +25 melee

Damage: Claw 1d18+9, bite 1d8+4

Face/Reach: 5 ft. by 5 ft. / 10 ft.

Special Attacks: Chittering, enhancement, pounce, spell-like abilities

Special Qualities: Oni Qualities, damage reduction 15/+3 (jade), honorable vulnerability, regeneration 2, rejuvenation, SR 25, scent

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

Abilities: Str 28, Dex 25, Con 24, Int 16, Wis 15, Cha 20, Taint 12

Skills: Bluff +23 Intimidate +23, Intuit Direction +20, Jump +27, Knowledge (Unicorn) +18, Knowledge (Shadowlands) +18, Knowledge (Yume-do) +18, Listen +20, Sense Motive +20, Spot +20, Wilderness Lore +20.

Feats: Cleave, Great Cleave, Improved Initiative, Multiattack, Power Attack, Track.

Climate/Terrain: Shadowlands, Yume-do, any land and underground

Organization: Solitary

Challenge Rating: 15

Treasure: Standard

Honor: Always 0 Honor

Alignment: Always chaotic evil

Advancement: 19–27 HD (Large), 28–36 HD (Huge)

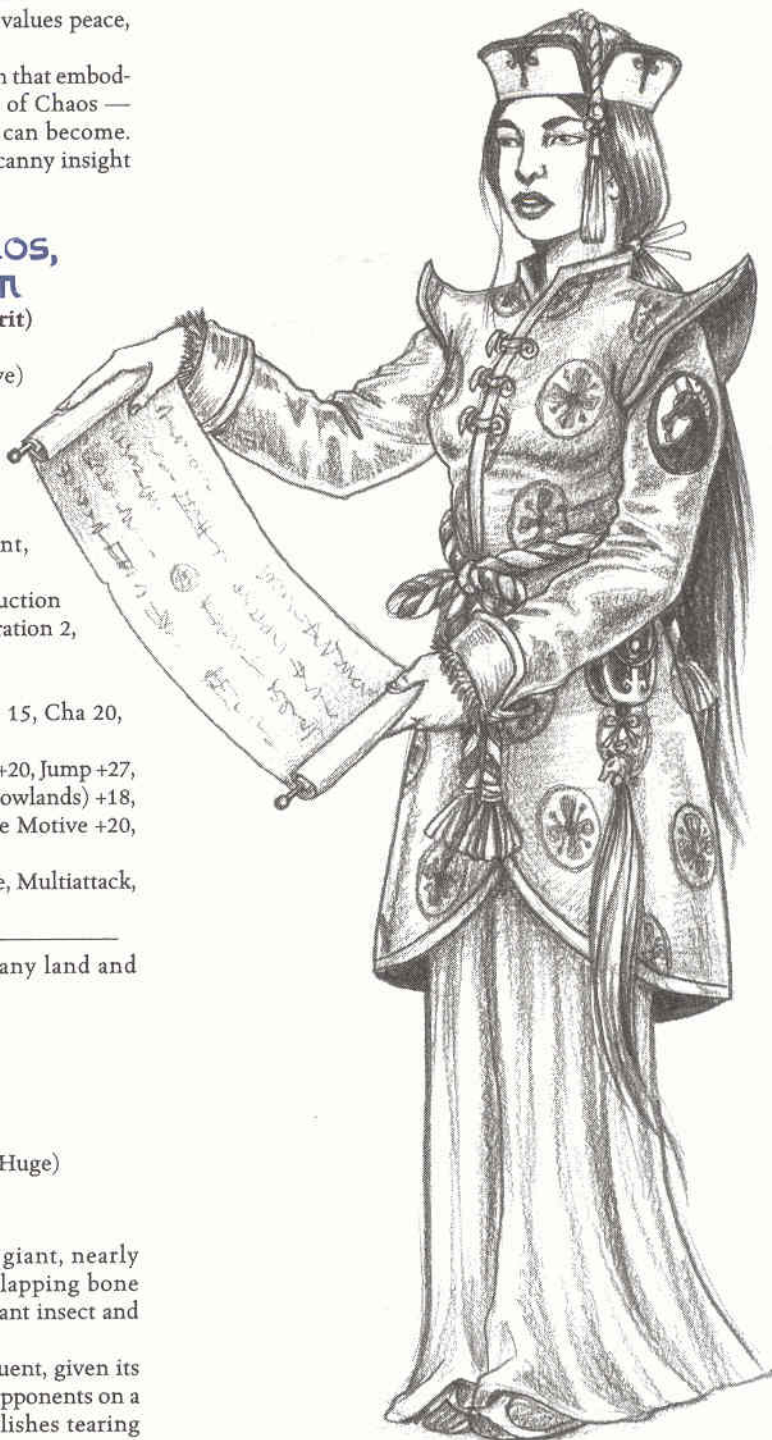
COMBAT

Muchitsujo usually appears as a humanoid giant, nearly twelve feet tall, with a body covered in overlapping bone plates. It resembles a strange mix between a giant insect and an undead warrior.

Muchitsujo is strangely intelligent and eloquent, given its demonic appearance. It enjoys toying with its opponents on a psychological level every bit as much as it relishes tearing

them apart with its claws. Its moods are impossible to predict, and its tactics are suitably random for a demon of chaos.

Enhancement (Ex): Any time a person within 100 feet of Muchitsujo commits a dishonorable act due to irrational emotion (including running away despite orders to the contrary or attacking comrades due to Muchitsujo's chittering ability) the Onisu gains 1d8 temporary hit points. All other benefits of advancement (such as higher saves, base attack, and caster level for spell-like abilities) are also gained. This benefit lasts for one week, after which time the Onisu loses one bonus hit die per week until it returns to the above statistics. Each time the Onisu gains ten levels from this ability, it increases by one size category.



Honorable Vulnerability (Ex): Any time a person within 100 feet of Muchitsujo behaves in a focused, rational manner when it would be easier to react with emotion (such as remaining to delay the Onisu while companions rush to get reinforcements), the Onisu receives a negative level. This negative level remains for one week, or until the Onisu can cancel the effect with its Enhancement ability. If the Onisu is reduced to zero levels due to this effect, it perishes. Its damage reduction and spell resistance are entirely negated for any opponent who has committed an act of selfless mercy within the last minute.

Oni Qualities (Su): All oni have certain qualities, described on page 5 of *Creatures of Rokugan*.

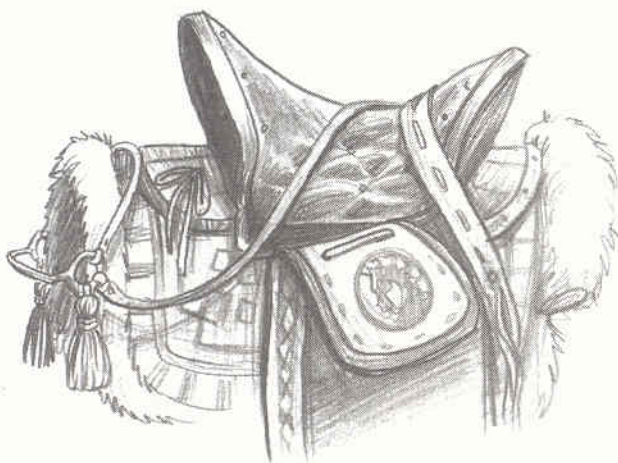
Chittering (Su): The sound of the Onisu's bony plates clicking together creates a constant, cloying, chittering sound. All those within sixty feet who hear it must make a Will save (DC 25) or be affected by confusion (as per the spell, cast by an 18th level sorcerer) for one round. All targets must continue to save every round they remain in the area of effect. This is a mind-affecting sonic affect, which the Onisu can cancel or reinstate as a free action.

Pounce (Ex): If Muchitsujo leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Regeneration (Ex): Holy and honorable weapons do normal damage to Muchitsujo, as do weapons that have been immersed in the water of Yume-do, the Realm of Dreams. Weapons blessed by the Lords of Death also inflict normal damage to it.

Rejuvenation (Su): If slain, Muchitsujo can be harvested from the Realm of Dreams once more via a special ritual known only to the Dark Lord Daigotsu and the Tsuno Soultwisters. The Onisu cannot be restored more often than once a month.

Spell-like abilities: at will — *cause fear*, *detect passage**, *dispel magic*, *know alignment*, *passage into darkness**, *passage into dream**, *protection from good*. 3/day — *desecrate*, *emotion*, *gaijin flames*, *haste*. These abilities are as cast by a 20th level sorcerer (DC 15 + spell level). Spells marked with an asterisk are described in *Fortunes and Winds*.



MUCHITSUJO, ONISU OF CHAOS, NIGHTMARE OF THE UNICORN

Earth: 4

Fire: 4

Water: 8

Air: 4

Rolls when Attacking: 6k6

Rolls for Damage: 7k5

TN to be Hit: 30

Carapace: 5

Wounds: 25: +5; 50: +10; 75: +15; 100: +25; 150: Dead.

SPECIAL ABILITIES

Multiple Attacks: Muchitsujo can attack twice per round, once with its claws and once with its bite.

Enhancement: Any time a person within 100 feet of Muchitsujo commits a dishonorable act due to irrational emotion (including running away despite orders to the contrary or attacking comrades due to Muchitsujo's chittering ability) one of the Onisu's Traits (and all associated attributes) increases by one. This benefit lasts for one week, after which time the Onisu loses one bonus Trait per week until it returns to the above statistics. The oni grows slowly larger each time it draws upon betrayal in such a manner.

Honorable Vulnerability: Any time a person within 100 feet of Muchitsujo behaves in a focused, rational manner when it would be easier to react with emotion (such as remaining to delay the Onisu while companions rush to get reinforcements), one of the Onisu's Traits (and all associated attributes) decreases by one. This penalty remains for one week, or until the Onisu can cancel the effect with its enhancement ability. If one of the Onisu's Traits is reduced to zero, it perishes.

Passages: The Onisu can cast *detect passage*, *passage into darkness*, and *passage into dream* at will.

Carapace: Weapons that have been dipped in the waters of Yume-do may ignore Muchitsujo's Carapace rating. Weapons blessed by the Lords of Death also ignore its Carapace.

Charge: Muchitsujo runs twice the normal speed for a creature with his Water Ring. He can make a Full Attack action after a run with no additional penalty.

Chittering: The sound of the Onisu's bony plates clicking together creates a constant, cloying, chittering sound. All those within sixty feet who hear it must make an opposed Willpower roll with the Onisu or behave randomly for that round. There is a fifty percent chance the character will do nothing, and a fifty percent chance he acts as the GM directs, usually either running away or attacking comrades as if they were the Onisu. Opponents within range must continue making opposed Willpower rolls each round to resist the effect and behave normally so long as they can hear the Onisu. Muchitsujo can cancel this effect at will.

Rejuvenation: If slain, Muchitsujo can be harvested from the Realm of Dreams once more via a special ritual known only to the Dark Lord Daigotsu and the Tsuno Soultwisters. The Onisu cannot be restored more often than once a month.

CHAPTER EIGHT:

OUTSIDER KEEP

If this remote Unicorn outpost were to be described with a single word, that word would be "foreign." No place in the Empire is more exotic than Outsider Keep. It is the last outpost at the farthest northern reaches, situated at the edge of the Burning Sands. From fort's walls, the vast, pale expanse of shifting dunes and dust devils driven by parched winds can be seen in the distance. Those who call this place home would swear that every year the desert's edge inches closer, devouring the sparse greenery tough enough to survive the arid climate, until one day the dunes will settle against the fort walls and eventually devour it all together. The sun is hot, and water is scarce. The Empire seems quite distant from Bugaisha's walls, and even survival is not guaranteed.

There are few places as lonely and desolate as Outsider Keep. The people here are a strange collection of misfits, vagabonds, traders, and wanderers. Ostensibly it is a military outpost maintained by the Unicorn clan to guard its northwest border and prevent any attack by barbarians from the Burning Sands. In effect it has become a haven for the Unicorn Clan's dishonored and forgotten as well as the single place in the Empire most frequented by barbarians. Semi-regular caravans cross the vast deserts from the Senpet Empire to trade with Rokugani merchants brave enough to traffic in such illicit goods.

The Unicorn troops assigned here tolerate this trade and activity for several reasons. The first reason is that they do not share the xenophobia of other Rokugani clans. In fact, these barbarian traders are sometimes distantly related to the Ki-Rin who once wandered the Burning Sands. Another reason is that the goods they trade for are often the

only way they receive real supplies. The supply lines back to Unicorn territory are so long that adequate supply shipments to Outsider Keep are few and far between, and as Bugaisha is manned mostly by dishonored samurai, sending supplies to Outsider Keep is a low priority. The commanders of Bugaisha long ago took it upon themselves to see that the troops were adequately supplied and began to trade with the gaijin, in defiance of Rokugani law. As they were already dishonored and forgotten, such crimes could not possibly make things worse and would, in fact, prevent a slow death by starvation.

That practice became a tradition that continues to this day. The Khan knows this trade continues, but ignores it. Outsider Keep is the Unicorn clan's least respected installation. Troops are assigned here for any number of distasteful reasons, such as punishment, incompetence, or simply because their attitudes and talents fit nowhere else in polite society. People sometimes come here voluntarily to escape unpleasant situations or to lose themselves by falling through the cracks of society. The keep's denizens long ago named the hard-packed dirt path passing alongside the fort the *Komichi no Kanashimi*, the Path of Regret. For each person who comes here, this name means something different.

The majority of Unicorn troops assigned here are Shinjo. The Shinjo family's dishonoring house thirty years ago has saddled all Shinjo with the stigma of being "soiled" or dishonorable, even though that is not generally the case. As a result, many unwanted Shinjo are sent here to be away from the public eye.

Outsider Keep's remote location far from the prejudices of samurai society also make it a favorite of ronin. In fact, the fort's commander occasionally takes ronin into service. They are not sworn to the Unicorn clan, but they are given a place to live and food to eat, and they stand alongside Unicorn troops. The ronin are sometimes viewed with disdain by the Unicorn samurai, but the general air of careless tolerance that pervades the fort precludes any real friction between them.

The presence of so many gaijin in a military installation would shock most other Rokugani. At any given time, slightly less than half the people in the area are gaijin. There are Senpet traders, barbarian nomads, and even some Ashalan. These foreigners mix freely, if uneasily at times, with the Unicorn troops and the merchants from various clans who come here to trade. Most merchants are Unicorn and Scorpion clan, but a fair number of Mantis, and even a few Crab. Other clans would not stoop to trading with barbarians in such an unseemly place as Bugaisha, even though gaijin goods that originate here might find ways into their hands.

Because Outsider Keep is a military installation, it does have rules for conduct and movement, loose as they may be. Gaijin are not allowed to remain within the compound's walls after dark. Outside the fortress, perhaps a hundred yards to the north, is the semi-permanent but ever-shifting gaijin tent village. During the day, the gates are open unless the fort is under threat, and anyone can come and go in the main compound. About half the booths and tents gathered in the bazaar belong to gaijin traders and merchants. The rest are Unicorn and Scorpion, with an occasional Mantis or a Crab.

The northern tent village changes like the wind. Thanks to the oasis lying sheltered in a depression among some tall rocks, many tribes of desert nomads rely on Outsider Keep as a place for rest and re-supply, often selling items looted from enemy tribes, or discovered in ancient ruins uncovered by the shifting sands. The oasis is used only by the gaijin. The Unicorn keep gets its water from a well inside the walls.

TYPICAL INHABITANTS

The inhabitants of Outsider Keep and its environs are a wildly varying group. Provided here are statistics for the most prevalent types of characters, the Unicorn bushi garrisoned here and the barbarian nomads who frequent the area. While the Ashalan traders are not common, they are a force to be reckoned with when they choose to visit. (See *Secrets of the Scorpion* for more information about the Ashalan race.)

OUTSIDER KEEP SHINJO BUSHI

Ranger 3/Samurai 3: CR 6; Medium-size humanoid (human); HD 3d10+9 plus 3d10+9; hp 51; Init: +1; Spd 20 ft.; Atk +2 katana +11/+6 melee, 1d10+6 damage, daikyu +7/+2 ranged, 1d8 damage; AC 15 (touch 11, flat-footed 14); SQ Ancestral Daisho, Favored Enemy (various), Way of the Unicorn/ Ride-By Attack in light or no armor; Honor 2; AL LN; SV Fort +9, Ref +4, Will +5; Str 16, Dex 13, Con 16, Int 11, Wis 12, Cha 10; Maximum Void: 2; Ht: 5 ft. 8 in.

Skills and Feats: Speak Language (Rokugani, Senpet), Animal Empathy +5, Climb +2, Handle Animal +5, Heal +2, Hide +2, Intuit Direction +2, Knowledge (nature) +1, Listen +2, Move

Silently +2, Ride +6, Search +2, Spot +1, Wilderness Lore +1; Mounted Archery, Shinjo's Breath, Spirited Charge, Track, Void Use, Weapon Focus (katana).

Possessions of Note: +1 ashigaru armor, katana +2, wakizashi, riding horse.

BARBARIAN NOMAD

Barbarian 4/Ranger 2: CR 6; Medium-size humanoid (human); HD 4d12+12 plus 2d10+6; hp 55; Init: +2; Spd 40 ft.; Atk +2 katana +9/+4 scimitar, 1d8+3 damage, composite short bow +8/+3 ranged, 1d6 damage; AC 16 (touch 13, flat-footed 16); SQ Rage 2/day, Fast Movement, Uncanny Dodge, Favored Enemy (humans), Track; AL LN; SV Fort +10, Ref +3, Will +3; Str 16, Dex 15, Con 17, Int 10, Wis 11, Cha 10; Ht: 6 ft. 0 in.

Skills and Feats: Speak Language (Senpet or Yobanjin), Climb +1, Handle Animal +5, Hide +1, Intimidate +1, Intuit Direction +1, Jump +1, Knowledge (nature) +1, Listen +1, Move Silently +1, Ride +5, Search +1, Spot +1, Wilderness Lore +1; Mounted Archery, Mounted Combat, Power Attack, Iron Will.

Possessions of Note: riding camel, light hide armor, scimitar, composite short bow

ASHALAN TRADER

Sorcerer 4/Ranger 2: CR 7; Medium-size humanoid (Ashalan); HD 4d4+4 plus 2d10+2; hp 22; Init: +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; Atk +2 khadja +11 melee, 1d8+2 damage; AC 17 (touch 14, flat-footed 13); SQ Immunity (non-magical poison, disease), Shadow Cloak, Tattoo of Domination, Will Save, Spells, Familiar (adder), Favored Enemy (humans), Track; AL CN; SV Fort +5, Ref +5, Will +8; Str 12, Dex 18, Con 12, Int 17, Wis 16, Cha 20; Ht: 6 ft. 3 in.

Spells per Day (6/8/4; base DC 19 + spell level for Air spells, 13 for other spells): Spells Known: 0-Level — create water, detect magic, know direction, mage hand, mending, read magic; 1st — change self, hypnotism, magic missile; 2nd — detect thoughts.

Skills and Feats: Speak Language (Rokugani, Senpet, Ashalan), Alchemy +7, Animal Empathy +6, Appraise +7, Concentration +5, Handle Animal +8, Intuit Direction +3, Knowledge (arcana) +7, Profession (merchant) +7, Ride +8, Scry +7, Spellcraft +7, Wilderness Lore +7; Improved Initiative, Weapon Focus (khadja), Weapon Finesse (khadja).

Possessions of Note: light hide armor, khadja +2, camel.

OUTSIDER KEEP SHINJO BUSHI

Earth: 3

Water: 3

Strength: 4

Fire: 2

Agility: 3

Intelligence: 2

Air: 3

Void: 2

School/Rank: Shinjo Bushi 2

Dojo: None

Honor: 2.5

Glory: 1.0

Advantages: Quick

Disadvantages: Social Disadvantage

Skills: Defense 4, Hunting 4, Horsemanship 4, Kenjutsu 4, Naginata 2, Yomanri 4.

Weapons and Armor: Katana, wakizashi, naginata, daikyu, light armor.

BARBARIAN NOMAD

Earth: 2

Stamina: 4

Water: 2

Strength: 4

Fire: 2

Agility: 3

Air: 3

Reflexes: 4

Void: 2

School/Rank: Shinjo Bushi 2 (equivalent)

Dojo: None

Honor: 0.0

Glory: 0.0

Advantages: Daredevil, Large

Disadvantages: Social Disadvantage (barbarian)

Skills: Athletics 4, Climbing 3, Defense 4, Gambling 3, Herbalism 2, Horsemanship 3, Hunting 5, Kenjutsu 4, Lore: Burning Sands 4, Poison 2, Stealth 4, Yomanri 4.

Weapons and Armor: Scimitar (wakizashi equivalent), yumi (equivalent), light armor.

ASHALAN TRADER

Earth: 2

Willpower: 4

Water: 2

Perception: 4

Fire: 4

Air: 4

Void: 3

School/Rank: Ashalan 2

Dojo: None

Honor: 0.0

Glory: 0.0

Advantages: Benten's Blessing, Crafty, Quick

Disadvantages: Social Disadvantage (gaijin)

Spells: (Spells marked with * are memorized) Call Upon the Breeze*, Fires from the Forge*, Mists of Illusion*, Reflections of Pan Ku*.

Skills: Appraise 4, Commerce 4, Hunting 4, Khadja 5, Lore: Burning Sands 5, Seduction 3.

Immunity: Immune to all non-magical poison and disease.

Indomitable Will: Any attempt to confuse or control thoughts of Ashalan has TN increased by 15. If Ashalan is entitled to roll to resist, he rolls and keeps three additional dice.

Weapons and Armor: Khadja (Strength plus 1k3 damage, plus Free Raise to all Attack rolls.), light armor.

SHINJO KHUBUTAI, COMMANDER OF BUGAISHA

Shinjo Khubutai is a spare, taciturn man, with skin tanned like leather by the desert sun. His long mustache exaggerates his lean, gaunt face. His dark eyes are sharp, perceptive, and humorless. Outsider Keep's location makes it a hard place, and Khubutai is a hard man. His distaste at being made the commander of a backwater military outpost was made plain to the rulers of his clan, but he could do little to resist the assignment aside from going ronin. His distaste at his presence here is made plain to all who speak to him, and is evident in the lax enforcement of Imperial law. As a result, Outsider Keep

is practically a land unto itself, living by its own set of rules. This has always been the case, but since Khubutai assumed command, it has become more pronounced. While he is lax about imperial law, he is strict regarding military discipline and the tenets of bushido. He knows that military discipline is all that maintains his control over this otherwise lawless outpost and keeps the barbarian nomads and gaijin visitors in line. He is harsh and unflinching, but he is fair and canny, and he understands the unyielding environment where Outsider Keep rests. His troops do not like him, but they respect him.

While Khubutai's displeasure at being the military commander of Outsider Keep is plain, it is a façade. It is in fact exactly where he wants to be. Khubutai was a child of six years old when the Shinjo family was gutted and dishonored by the Kolat purge. Khubutai's uncle was among the Kolat agents exposed and executed during the purge. Suspecting that Khubutai's uncle had been training other agents, the Unicorn clan executed the traitor's children as well. The anti-Kolat investigators had looked in the wrong place. Eschewing the samurai's hereditary favoritism, Khubutai's uncle had not recruited his own children into that secret society. Instead, he had indoctrinated his clever and impressionable nephew. Almost from the time he could talk, Khubutai had been fostered by his uncle, conditioned, indoctrinated into the Kolat ways. These days, Khubutai is a Roc Sect oyabun, and is the chief contact between the Qolat of foreign parts and Rokugan. Nearly all contact between foreign lands across the Burning Sands and Rokugan passes through Outsider Keep, and Khubutai keeps perfect records of all comings and goings. He reports directly to the Qolat master known as Master Roc, with agents inside Outsider Keep and scattered across the Burning Sands and northern Unicorn lands.

SHINJO KHUBUTAI, COMMANDER OF OUTSIDER KEEP

Ranger 3/Samurai 7/Ninja 2: CR 12; Medium-size humanoid (human); HD 3d10+9 plus 7d10+21 plus; hp 85; Init: +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft.; Atk +3 katana +16/+11 melee, 1d10+5 damage, shuriken +13/+8 ranged, 1 damage plus poison of choice; AC 21 (touch 13, flat-footed 18); SA Sneak Attack +1d6, SQ Kolat (Roc Sect) +2 circumstance bonus to Charisma checks vs. non-Rokugani, Favored Enemy (humans), Track, Ancestral Daisho, Ninja Dodge, Poison Use; Honor 0; AL LE; SV Fort +11, Ref +5, Will +7; Str 14, Dex 16, Con 17, Int 18, Wis 16, Cha 13; Maximum Void: 3; Ht: 5 ft. 10 in.

Skills and Feats: Speak Language (Rokugani, Senpet), Animal Empathy +5, Battle +7, Climb +6, Decipher Script +9, Diplomacy +6, Disable Device +7, Disguise +5, Handle Animal +6, Heal +5, Hide +9, Iaijutsu Focus +7, Forgery +9, Gather Information +8, Intimidate +6, Intuit Direction +5, Knowledge (Burning Sands) +7, Listen +5, Move Silently +9, Open Lock +6, Read Lips +8, Ride +12, Search +8, Sense Motive +12, Spot +8, Use Rope +8, Wilderness Lore +9; Depths of the Void, Improved Initiative, Mounted Archery, Mounted Combat, Shinjo's Breath, Strike of the Wolf, Void Use, Way of the Unicorn, Weapon Focus (katana).

Possessions of Note: +3 lamellar armor, katana +3, Oni's Tear, riding horse and saddle.

SHINJO KHUBUTAI, COMMANDER OF OUTSIDER KEEP

Earth: 4

Water: 2

Strength: 3

Fire: 4

Air: 3

Void: 3

School/Rank: Shinjo Bushi 4

Dojo: None

Honor: 1.0

Glory: 7.0

Advantages: Quick, Combat Reflexes, Major Ally (Master Roc), Read Lips

Disadvantages: Dark Secret (Kolats oyabun), Insensitive

Skills: Battle 3, Climbing 3, Defense 4, Etiquette 2, Forgery 2, Hunting 3, Horsemanship 5, Investigation 3, Kenjutsu 5, Lore (Burning Sands) 4, Lore: Kolat 3, Naginata 4, Poison 2, Shuriken 3, Stealth 3, Yomanri 4.

Kolat Ability (Roc Sect): Free raise on all social interactions with non-Rokugani.

Weapons and Equipment: Light armor, fine katana and wakizashi, 6 poisoned shuriken, Oni's Tear, horse and saddle.

SECRET AREAS

Several areas in Outsider Keep are secret, their existence and entrances known only to Shinjo Khubutai and Shinjo Zhen-Ping. All the secret areas have doors that are not only locked but also carefully hidden. These two men possess the only keys. Below are the rules for finding and opening the secret doors.

D20 SYSTEM™

A Search check (DC 30), reveals the door's existence. Picking the lock requires an Open Lock check (DC 27). The door can be smashed in with a Strength check (DC 25).

LSR RPG 2E:

A Perception / Investigation roll vs. TN 25 reveals the door's existence. Picking the lock requires an Agility / Locksmith roll vs. TN 20. The door can be smashed in with a Strength roll vs. TN 20.

OUTSIDER KEEP OVERVIEW

When the location of Outsider Keep was chosen decades ago, its proximity to the Burning Sands and other foreign lands could not help but influence its design. As a result it holds little resemblance to traditional Rokugani fortresses. Whereas Rokugani fortifications are more compact, centered around a multi-storied central torid-e, or keep, with narrow, cramped passageways, Outsider Keep is spread out, with a large compound open to the sky, surrounded by straight stone walls. The chief reason for this difference is that most Rokugani fortresses are built in places with prominent,

defensible natural features, like mountainsides, hills, and riverbanks, forcing their layout to fit the terrain features, and Outsider Keep is built on relatively open ground with its back to a rugged cliff side.

A stone wall surrounds Outsider Keep thirty feet high, with six forty foot watchtowers, one at each corner. The torid-e is wide and squat, only fifty feet tall, with only two floors, unlike the four or five floors found in most Rokugani castles. The castle walls are twenty feet thick, made from light brownish gray stone blocks taken from a nearby quarry. The walkways atop the walls are covered with wooden roofs to shield the guards from the sun, with small square arrow slits.

The trail that leads out of Unicorn territory toward the Burning Sands, the Path of Woe, winds before the imposing structure, and goes through the semi-permanent tent-settlement about a hundred yards north of the fort before disappearing into the sun-baked, wind-swept gulfs beyond. The rock formation against which the tent-settlement is nestled is a different section of the same rock formation that buttresses the rear of Outsider Keep, around a shaded oasis.

OUTER CASTLE

1. **Main Gate:** A huge pair of wooden doors roughly twenty-five feet across, with a huge wooden bar on the inside to lock the gate. Opening and closing the gate requires at least two men to move the bar into place. One door contains a small postern door just large enough to admit a single man or horse. During daylight hours, four Unicorn guards are stationed here, and the gates are open. During the night, the gates are closed, with two Unicorn guards inside the gate on night watch.

2. **Portcullis:** The portcullis is unique in Rokugani castles. It is an innovation suggested by contacts with the gaijin. The portcullis is a heavy grid of thick, interlocking timbers, reinforced with iron pins. It is open at all times, unless the castle is under threat.

3. **Portcullis winch:** Raising or lowering the portcullis requires one man on each winch. The winches must be operated simultaneously or the portcullis lifts unevenly and may become stuck, binding itself in place.

4. **Gatehouse:** The gatehouse walls that face the space between the gate and portcullis are fraught with arrow slits. Each gatehouse has four Unicorn guards on duty at all times.

Melee attacks attempted through the arrow slits suffer a -10 circumstance penalty to attack rolls. Ranged attacks suffer the same penalty unless the attacker is within five feet of the opening.

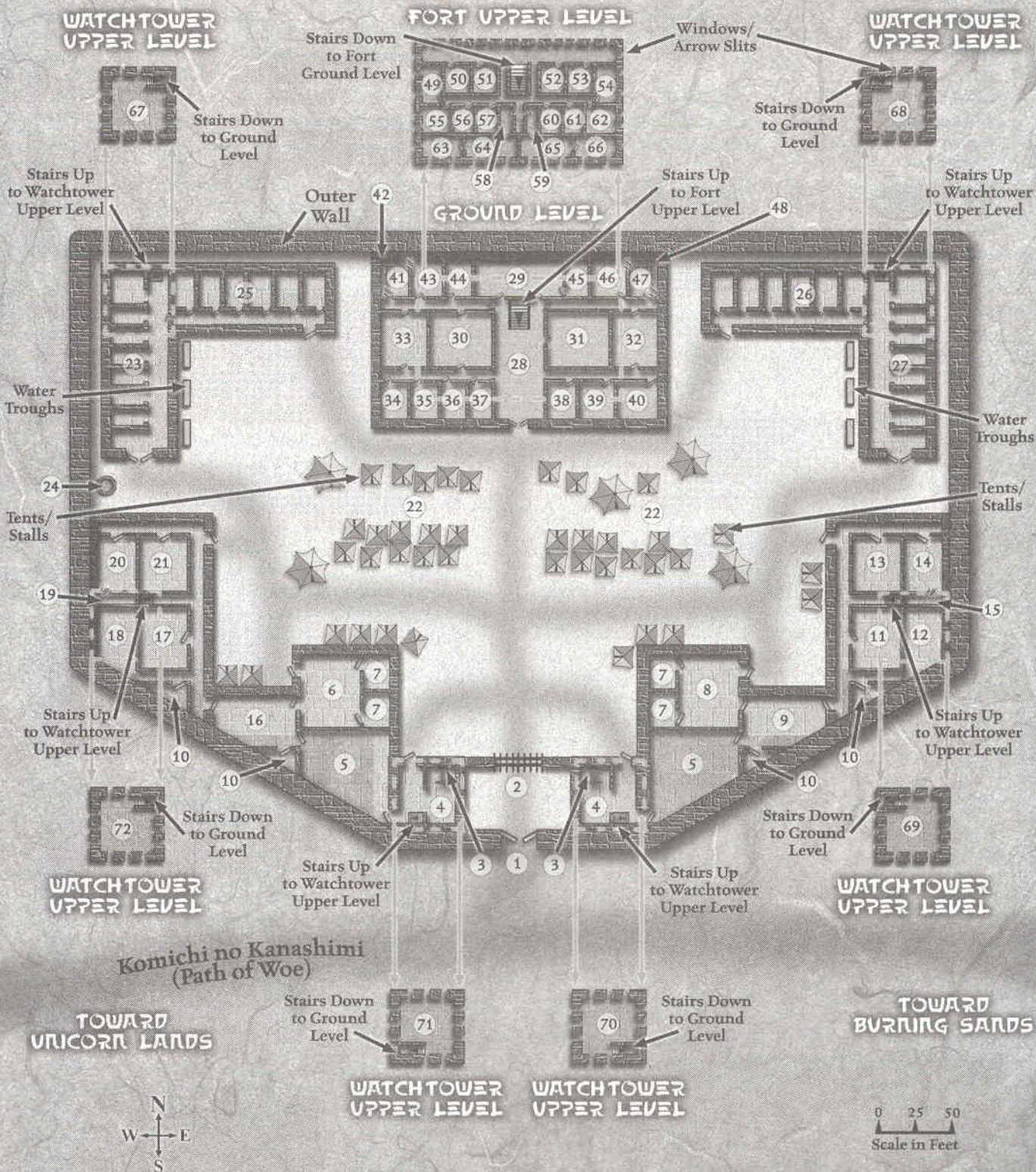
Melee attacks attempted through the arrow slits impose a +20 TN penalty. Ranged attacks suffer the same penalty unless the attacker is within five feet of the opening.

5. **Guard Room:** This large room is where the gate guards spend most of their time. Their living quarters are here, so that they are always near the gate, even when off duty.

6. **Sergeant of the Gate's Office:** This large room is where the Sergeant of the Gate guards meets with his troops, dispensing orders. Aside from the desk over-laden with documents and a shelf sagging with dusty books, the room's only ornamentation is a large tapestry on the rear wall bearing the Unicorn Clan mon. The Sergeant of the Gate is Shinjo Kinzo, a broad, thick man with dark, bushy eyebrows.

7. **Armory:** These small rooms contain bundles of arrows stacked to the ceiling, along with bows and other supplies, like whetstones, bowstrings, oil, rope, and tools.

OUTSIDER KEEP



8. Stable Master's Office: A large desk covered with neatly stacked books and documents dominates this office. The room smells heavily of horses. From here, the castle stable master administers to the extensive stables, a post of great importance. The stable master is a thin, wiry man named Shinjo Zhen-Ping. Zhen-Ping is a Roc Sect Qolat agent, who often sends encoded messages hidden in the saddles and equipment of unsuspecting travelers.

9. Dojo: Shinjo Khubutai imposes daily training sessions in the castle dojo for all troops, including the ronin mercenaries. Khubutai knows that practice drills help keep his troops from succumbing to boredom and isolation. The dojo has three sensei. Shinjo Umaji teaches kenjutsu and iaijutsu, Utaku Shen-Zhan teaches yarijutsu and naginata, and Moto Shatsu teaches sumai, jiujutsu, and bojutsu.

10. Arms Storage: These small rooms contain dozens of wooden boken, suits of practice armor, blunted spears and naginata, and bo staves.

11-12. Troop Quarters: Thirty Unicorn clan soldiers are housed here. At any given time, five to fifteen of them can be found here. The rest are on duty, either standing guard at various locations around the castle or walking their post atop the castle wall.

13. Tack Storage: All the tack and saddles for the keep's horses stabled in the northern stables are stored here. The equipment of guests and visitors is kept in the stables, near the respective horses.

14. Granary: Sacks of grain are stored here to feed the horses in the northern stables. Enough grain is kept on hand to feed fifty horses for a month. Behind the sacks of grain stacked against the east wall is a secret door leading to area 15.

15. Hidden Storage Area: Stashed within this long, narrow chamber are dozens of barrels of "gaijin pepper," a potent explosive outlawed in the Empire. There is enough explosive hidden here to level the northern half of the castle. The only people in the castle who know about this room are Shinjo Khubutai, Shinjo Zhen-Ping, and Ruqayah, Master Roc of the Kolat. The gaijin pepper was stored here at the behest of Master Roc, in case the Kolat should ever need such a powerful weapon.

16. Quarters: This large room is the living quarters for the Sergeant of the Gate, Shinjo Kinzo. It contains all the amenities of a seasoned warrior who is not partial to the niceties of life.

17-18. Troop Quarters: Housed here are thirty Unicorn clan soldiers. At any given time, five to fifteen of them can be found here. The rest are on duty, either standing guard at various locations around the castle, or walking their post atop the castle wall.

19. Hidden Storage Area: Secreted inside this long, narrow chamber are piles of personal possession stolen from individuals who have been eliminated in assassinations. Killing troublesome gaijin and is sometimes necessary to preserve the peace, and even Rokugani magistrates have occasionally met their fate at Bugaisha when they drew too close to the Kolat's secrets. There is nothing of great value here, mostly clothes, weapons, and personal possessions that might be recognized by those close to the victims. The variety of goods hidden here is broad, from gaijin weapons and pieces of art to Rokugani armor, clothing, luggage, daisho, and other weapons.

20. Granary: Sacks of grain are stored here to feed the horses in the southern stables. Enough grain is kept here to feed fifty horses for a month. Behind the sacks of grain stacked against the east wall is a secret door leading to area 19.

21. Tack Storage: All the tack and saddles for the keep's horses stabled in the northern stables are stored here. The equipment of guests and visitors is kept in the stables themselves, near the respective horses.

22. Bazaar : During daylight hours, the diversity and excitement of Outsider Keep is made plain in the raucous bazaar scattered across the large central yard of the castle. Traders and merchants from across the known world set up tents here to hawk their wares. Exotic items from across the Burning Sands like textiles, foods, spices, medicines, and other oddities are sold alongside traditional Rokugani wares of the same types. This bazaar is the main hub of trade between Rokugan and the lands across the Burning Sands, even though Imperial Law forbids such trade. The authorities here turn a blind eye in the interests of wealth and trade. This bazaar is viewed by most as the real strength of Outsider Keep. Without the bazaar, the castle would be nothing more than a forsaken, forgotten military outpost.

The merchants who work here are allowed by the authorities to bring at most two bodyguards with them. Therefore, many rough-looking gaijin warriors are usually present during business hours, watching over the safety of their masters and their wares.

When the beating sun finally goes down, the bazaar is closed. All of the foreigners must vacate their booths and return to the tent village north of the castle. The Rokugani merchants and their yojimbo are allowed to stay within the castle in the richer quarters designated for this purpose.

23. Stables: These open stables house roughly half of the fort's horses, some fifty or so well-bred Unicorn steeds.

24. Well: This large, circular stone well extends roughly fifty feet down into the cool, dank depths of the earth, and supplies all the water for the castle.

25-26. Stables: These special stables house steeds of high quality whose owners do not wish them housed with the common horses, or whose temperament makes them a danger to other horses. Each individual chamber houses a single horse, and requires a special fee of ten koku per day to ensure the best treatment. There is a 25% chance that each chamber is unoccupied.

27. Stables: These open stables house roughly half of the fort's horses, some fifty or so well-bred Unicorn steeds.

INNER KEEP

28. Main Hall: This large hall is the most grandiose tribute to the Unicorn Clan's military might and rich history. A traditional Rokugani mural covers every wall, beginning on the right hand side of the entrance and circling the room. The mural is painted on delicate rice paper, now yellowing with age, and depicts the journeys of the Ki-Rin clan and their tribulations during the Ki-Rin's Exodus. The mural ends on the left side of the entrance, depicting their return to Rokugan and the battles they fought to reclaim their rightful place among the Great Clans.

29. War Room: This sparsely decorated room is where Shinjo Khubutai meets with his sub-commanders. The only decoration is a large map of the area. The map details areas stretching far into the Burning Sands.

30. Dining Hall: The troops assigned as guards inside the castle and other samurai with high enough rank are allowed to eat in this large dining hall. The meals served here include a sizeable portion of red meat that would be unacceptable elsewhere in the Empire, but the lack of fish and other more traditional Rokugani foods necessitate the gaijin-style diet.

31. Dojo: The troops assigned to the castle are required to attend drills in the dojo once per day. The castle's three martial arts teachers, Shinjo Umaji, Utaku Shen-Zhan, and Moto Shatsu rotate between this dojo and the other in the outer castle (see area 9). Each training session lasts two hours.

32. Temple: This temple of Shintao is sparsely decorated, like most of the castle. Two monks reside here to administer the teachings of Shinsei and the Fortunes to the castle's inhabitants. The head monk is a wizened, leathery old man named Issa. Issa is often tired these days, and allows his acolyte, Ransetsu, to perform rites and services.

33. Officers' Dining Hall: The castle's top-ranking officers dine here in more quiet environs. Occasionally, they enjoy entertainment provided by traveling musicians and poets.

34-36. Troop Quarters: These rooms contain living quarters for the troops assigned to the castle. Each room houses ten Unicorn soldiers.

37. Kitchen: Feeding so many troops makes this small kitchen a hectic, crowded place, filled with cooks and servants throughout daylight hours. The food for the regular troops is prepared here. The food here is remarkably good, including a variety of exotic foreign delicacies. Shinjo Khubutai is a man who knows how to keep troop morale high, and knows that a staff of skilled chefs can stop a potential troop rebellion before it even begins.

38-40. Servants' Quarters: The rooms are the crowded living quarters of the castle's heimin servants. Each room houses twenty to twenty-five servants.

41. Pantry: The inner keep's food supply is stored here. Barrels of salted fish and pickled fruit, sacks of rice, barley, and millet, herbs, vegetables, and a variety of spices to rival those of the Imperial Kitchens fill the shelves to the ceiling. The secret door to area 42 is hidden behind a set of shelves.

42. Hidden Passageway: This narrow passageway has a secret door at each end, between area 41 and area 43. Stacked along the walls are all the most valuable items taken from dead gaijin and assassination victims. The total value of the items stored here runs into tens of thousands of koku. Jeweled foreign artifacts, exquisitely crafted Rokugani weapons, objects of art, and magical items are all left here in darkness to gather dust until they can be of use.

43. Pantry: Same as area 41.

44. Kitchen: Same as area 37, except that this kitchen makes food of even finer quality to feed the castle's military officers and authorities.

45. Shinjo Khubutai's Office: Here the castle commander takes care of most of his daily business, and sometimes meets visitors.

46-47. Armory: All of the inner keep's weapons are stored here. Spears, bows, arrows, spare suits of armor, and supplies to repair armor and weapons are stored on racks filling the room. The secret doors to area 48 are concealed behind racks of spears.

48. Hidden Passageway: The passageway is identical to area 42, except for one special addition. In the corner of the passageway is a trapdoor in the floor. This trapdoor opens into a cramped, rough-hewn passageway that leads to a secret exit approximately half a mile away. Only Shinjo Khubutai knows of this passageway. He had it built secretly by Kolat-affiliated stonemasons who were thereafter reassigned to a Kolat operation on the far side of the Burning Sands.

49. Shinjo Khubutai's Private Dojo: He practices here every morning while the air is still cool, visited by a different one of the castle's three martial arts teachers.

50-53. Guest Bedroom: These bedrooms are reserved for affluent or powerful guests. Their decorations are rich but not extravagant, with finely carved and polished wooden beams, beautifully painted shoji screens, and fine furniture.

54. Shinjo Khubutai's Private Shrine: This shrine to the Fortunes and to Khubutai's ancestors is adequately maintained, but not lavish. He is not a pious man, though he strives to appear to be one.

55-57. Guest Bedroom: Same as areas 50-53.

58. Foyer: This small room serves as the entry for Shinjo Khubutai's chambers. The walls are lavishly decorated with paintings depicting the Unicorn clan's glorious battles of decades past.

59. Foyer: This foyer is similar to area 58, except that this suite of chambers is unoccupied. It is reserved for high-ranking dignitaries such as family daimyo, imperial guests, or the Khan.

60-62. Guest Bedroom: Same as areas 50-53.

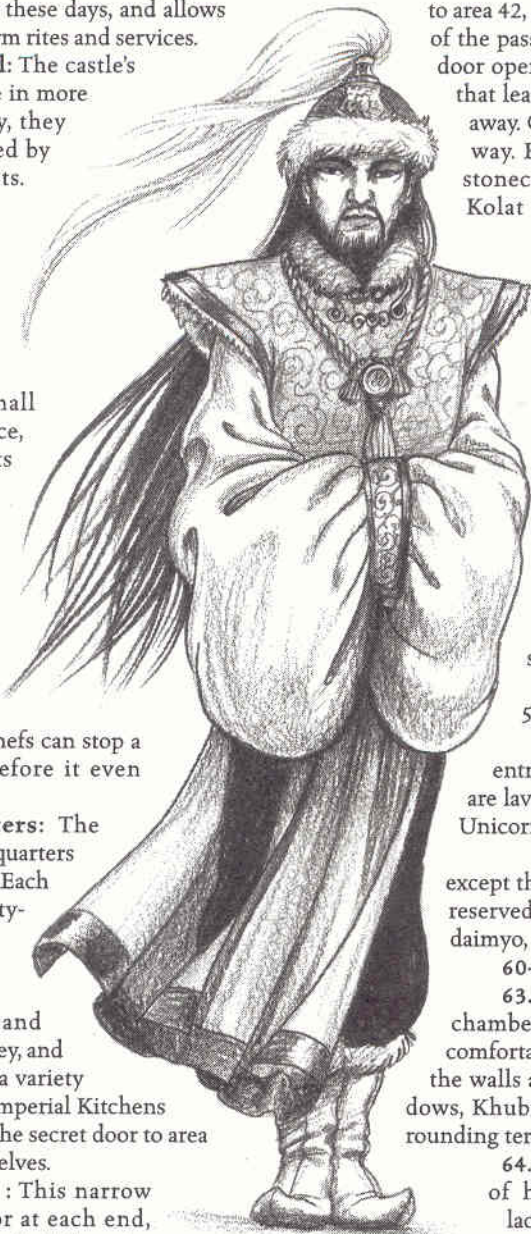
63. Khubutai's Bedroom: This bedroom is the chamber of a no-nonsense military man, spare but comfortable, with relics of past encounters decorating the walls and shelves. From the wide, shuttered windows, Khubutai can survey most of the castle and surrounding terrain.

64. Sitting Room: Here, Khubutai spends most of his private time. There is a beautifully lacquered writing desk, fine sitting cushions, a polished Go board fashioned from fine alabaster and obsidian, and small library of military books and histories. He has studied them all in intricate detail.

65. Sitting Room: This room is similar to area 64, with fine, tasteful furnishings. It is part of the suite of chambers reserved for the highest ranked visitors.

66. Bedroom: This bedroom is usually empty, part of the suite reserved for high-ranking dignitaries. Like area 63, its wide, shuttered windows provide a spectacular view of the castle and the surrounding terrain.

67-72. Watchtower: four Unicorn soldiers man each of the castle's six watchtowers.





UNICORN TERRITORY

UNICORN PROVINCE KEY

- | | |
|-------------------------|------------------------|
| Hor1 – Ujidera Province | S1 – Aishou Province |
| Ide1 – Garanto Province | S2 – Haisho Province |
| Ide2 – Bijitsu Province | S3 – Kouryo Province |
| Iu1 – Shinten Province | S4 – Bugaisha Province |
| Iu2 – Kaihi Province | Ut1 – Isei Province |
| M1 – Zenzan Province | Ut2 – Manaka Province |
| M2 – Kawabe Province | Ut3 – Tsuriai Province |
| M3 – Ikoku Province | Ut4 – Koubaku Province |
| M4 – Enkaku Province | Ut5 – Senseki Province |

SHIMONEN FOREST

[N1]

"The other clans think us foolish, uncouth barbarians with no understanding of the Empire. They shall see how much we understand once they have fallen beneath our hooves."

— Moto Chagatai, the Khan

Secrets of the Unicorn explores the strange nomads of the west, the Unicorn Clan, illustrating their customs, holdings, and way of life. Though many fail to understand their gaijin ways, the Unicorn possess a strength and honor as strong as any other clan.

Within, you will find:

- The history, traditions, and holdings of the Unicorn families: Moto, Shinjo, Utaku, Ide, Ichi, and Horiuchi.
- New techniques, schools, and special abilities for elite Unicorn characters, including members of the Khan's Three Armies.
- Tales of the Unicorn's travels beyond the borders of the Empire, and unique insight into their unconventional blend of Rokugani and gaijin customs.
- Maps and descriptions of Outsider Keep, the most remote location in all the Unicorn lands, home to gaijin traders, smugglers, and a secret conspiracy.
- Many of the darkest secrets of the Unicorn finally revealed.

This book is a dual-system supplement for the Legend of the Five Rings Role-Playing Game, Second Edition, and Rokugan, the d20 Companion for Legend of the Five Rings. Players and DMs may also find it useful as a source of interesting new feats and abilities for any d20 System campaign.

Game Masters running the Second Edition L5R RPG will need a copy of the Legend of the Five Rings Game Master's Guide™ and the Player's Guide™. Players need only the Player's Guide.

Dungeon Masters running d20 System™ games will need a copy of the Player's Handbook™, the Dungeon Master's Guide™, Oriental Adventures™, and Rokugan™. Players will need only a Player's Handbook™.

