

Running the Battle

Organize the PCs into groups according to objectives and, if possible, commitment levels. Multiple judges for each group to help things run smoothly.

Step 1: Overall Status. The Overall Commander makes a **Contested Battle/Awareness** roll against Toturi the Black (who rolls 9k6). If the commander beats Toturi, all subordinates get a Free Raise on their rolls. Every 5 by which the commander wins awards another Free Raise. If the commander loses, the bad guys get a Free Raise, plus one for every 5 by which Toturi wins.

- The commander gets a Free Raise if the Naga have joined the battle.
- The commander gets a Free Raise if Hida O-Ushi's troops have joined the fighting.
- Toturi the Black gets a Free Raise if the Mantis are not fighting.

The commander is normally Heavily Engaged, but gets no Battle Events. If he has bodyguards, they are automatically Heavily Engaged (no Battle Events), but he is in Reserves (no Battle Events).

Step 2: Tides of Battle for Individual Divisions. The commanders of each divisional effort must make **Contested Battle/Awareness** rolls against their opponents. The division commanders get Free Raises to their rolls based on the Overall Status roll, as well as any awards based on Battle Events from the troops under their command. If a division is supported by the Naga, the commander gets a +10 to the roll.

- Attack on Imperial Palace is opposed by Otaku Taro: Battle roll of 4k4.
- Attack on Seppun Hill is opposed by the First Goju: Battle roll of 5k5.
- Attack on Crab forces is opposed by Hida Atarasi: battle roll of 7k5.
- Attack on Temple of the Kami is opposed by Kakita Kailun: battle roll of 4k4.

If the roll is less than 5 apart, Tides of Battle are Even. If the PC wins by 5 or more, Tides are Winning. If the PC loses by 5 or more, the Tides are Losing. Resolve separately for each of the four divisions.

Step 3: Individual PCs Resolve. Each PC makes a Battle Table roll and resolves the results. Attacks on Imperial Palace and Crab Forces are considered to be Shadowlands fights (Battle skill limited by Shadowlands Lore).

Any Heroic Opportunity or Duel results are resolved as Battle Events. These are normally rolled from the appropriate tables. However, if a PC falls, the next PC from that group to get a Battle Event will automatically get "Rescue a Fallen Comrade" as the event.

OPTION: Naval Fighting. Some PCs may wish to join the Mantis fleet in attacking the Crab Turtle-Ship fleet in the bay. They may also decide that one or more of the main

efforts should be amphibious (both the Imperial Palace and the Temple of the Kami can be reached from the River of the Sun). This does not change the overall game effect, but they use a different Battle Event chart. Also, they must add one Round of Battle to the time it takes them to reach any objective. While on shipboard, they reduce their damage dice by one every round due to protection of being on a ship. However, their last Round of battle must be spent on land.

How Long Must the PCs Fight?

PCs who are going after the False Kisada will need a minimum of three Battle Rounds to reach him. They can go on to another mission afterward if they wish – this will take one more Battle Round for Seppun Hill or the Temple of the Kami, two more for the Imperial Palace.

PCs who are going after Seppun Hill or the Temple of the Kami must spend a minimum of four Battle Rounds to reach them. They cross the Enchanted Walls on the fourth round. PCs who go to the Temple of the Kami (only) can go on to Seppun Hill if they wish – this will take one more Battle Round.

PCs who are going after the Imperial Palace must spend a minimum of five Battle Rounds to reach it. They cross the Enchanted Walls on the fourth round and invade the Forbidden City on the fifth round. They cannot go anywhere else afterward.

- Each round which the PCs' division Loses adds one round to their remaining time. Every two rounds they Win subtracts one round from their remaining time.
- If they spend at least one round Heavily Engaged, reduce the total number of rounds needed by one. This can only apply once.
- If they spend at least one round Disengaged, add one round to the time needed. Again, this can only apply once.
- Rounds spent in the Reserves do not count – the PC cannot reach the objective while in the Reserves.
- Certain successful Battle Events may result in a PC getting to their objective faster or slower.

Isawa Kaigen: PCs may call for the assistance of Isawa Kaigen at any time. Kaigen will also appear the first time that a PC goes down in battle. He swoops in on the wind (Call Upon the Wind) and heals one PC with Path to Inner Peace for 25 Wounds. (If the PC actually died, he casts Force of Will and then Path.) If the PCs ask him for additional help, he will Master Cast up to three Paths to Inner Peace for 10 Wounds each.

Kaigen will appear a maximum of five times. After his first appearance, he will warn the PCs “my powers are limited, and there are many who need my help,” before swooping away again.

Battle Events: Before/After Crossing the Enchanted Walls

Roll on the chart each time that a PC gets a “Heroic Opportunity” or “Duel” result. Subtract 2 from the roll if the PC is a shugenja.

If information is shown twice with a slash (example: extra Wounds totaling 4k3/3k2), the first information is for High-End characters (Insight rank 4-5) and the second is for Low-End characters (Insight rank 1-3).

Substitution Event: Rescue a Wounded Comrade. If a PC falls in the battle, but is not dead, the next PC to roll a Battle Event will automatically get this event instead. Dragging the wounded PC out of the fight will require a **Simple Strength** roll against a TN of the wounded PC’s Earth x 5. The rescuing PC is automatically relocated to Reserves at the start of the next round of battle.

-1: Fury of the Elements. The Shugenja can roll Spellcraft/Awareness at TN 20 or Shintao/Awareness at TN 25 to sense that the spirits in Otosan Uchi are very angry at the massive infestation of Taint and Shadow. By casting Commune with at least five/three Raises, the shugenja can unleash their power. (A suitable dramatic scene ensues, based on the appropriate element – the earth heaves, air howls and blasts the enemy, the river rises up to smash and drown foes, fires leap out of buildings, etc.) With a success, the PC’s division commander gets a Free Raise on the next Tides of Battle roll.

0: Taryu Jiai! The shugenja PC is challenged to a one-on-one combat by an enemy shugenja. The exact identity of the shugenja depends on the PC:

- If the PC is Phoenix, Lion, Unicorn, or Crane, the challenger is a Tainted Agasha Fire Shugenja.
- If the PC is Dragon, Dragonfly, or Scorpion, the challenger is a Tainted Isawa Air Shugenja.
- If the PC is Crab, Mantis, Imperial, or other Minor Clan, the challenger is a Shadowlands Necromancer.

Stats are listed separately. Use Low-End stats for PCs of Insight rank 1-3, High-End stats for PCs of Insight rank 4-5.

1:Shadow Infiltrator. Have the PC make a **Simple Perception** roll at TN 20. The PC may add any ranks in Lore: Shadow or Lore: Ninja to the total of the roll. With a success, the PC notices that an officer in their division is showing signs of Shadow corruption. The PC can expose the infiltrator with crystal, or strike him down with a blow against TN 25/20. Exposed, the infiltrator slithers away, bleeding smoke. If the PC fails to uncover the infiltrator, the opposing division commander gets a Free Raise on the next Tides of Battle.

2: Fallen Standard/Attack on the Standard/Recover the Standard. This event is different depending on whether the PC is a standard-bearer or not, and whether a standard from that PC’s division has been lost.

- If the PC is a standard-bearer, s/he comes under attack from a Goju Assassin or a Goblin Warmonger (GM's choice), which attempt to kill the PC and steal the standard. If the standard is lost, the enemy gets a Free Raise on the next Tides of Battle.
- If the PC is not a standard-bearer, and no standard has been lost, the PC witnesses another standard carried by an NPC "going down" as the NPC is killed, his throat slit by a Goju or a Goblin Warmonger. If the PC picks up the standard, he becomes a standard-bearer and his commander gets a Free Raise on the next Tides of Battle roll, but the PC must go Engaged or Heavily Engaged at all times.
- If a standard has been lost, the PC gets a chance to retake it from the Goju/Goblin which is carrying it away. Success means the PC becomes a standard bearer as above (Free Raise to commander's next roll).

3. March of the Dead. The PC's unit runs headlong into a relentless horde of Undead, many of them recent dead wearing the armor and clothing of samurai and noblemen. The PC must make a Fear Test at rank 4 in order to stand and fight in the face of this hideous horde. If the PC runs, he loses 2 Honor and the unit will also run – and the enemy gets a Free Raise next round. If the PC stands, the PC takes an extra 2k2/1k1 Wounds, but the heroic example inspires the rest of the unit to stand firm, and the PC's commander gets a Free Raise next round.

4: Demonic Horror. A huge Oni smashes through the lines, ripping squads apart and shattering the position. The PC can engage the Oni to try to stop it. The PC can also try calling other PCs for help – if the PC is Low-End (Rank 1-3), up to two other PCs can respond, if the PC is High-End (Rank 4-5) one other PC can respond.

- A low-end (rank 1-3) PC faces an Oni no Ugulu.
- A high-end (rank 4-5) PC faces an Oni no Kyoso.

If the PC fails to engage the Oni, it completely disrupts the entire division, and the division is automatically Losing on the next round, regardless of Tides of Battle rolls.

5: Protect the Archers. An enemy breakthrough is threatening the archers who are supporting the advance of the PC's division. The PC can lead his unit to protect the archers by rolling Battle/Awareness at TN 25/20, Oratory/Awareness at TN 25/20, or having the Leadership advantage and rolling Simple Awareness at TN 20/15. A failure means the PC takes an extra 1k1 Wounds. Success grants the PC's division commander a Free Raise on the next Tides of Battle roll.

6. Opportunity Knocks. The PC can roll Battle/Perception at TN 25/20. With a success, the PC spots a tactical opportunity (an exposed flank, a gap in the enemy line, etc). The PC's unit exploits the opportunity and the PC is able to reach his objective one Battle Round faster. Each PC can get this Event only once – if it is rolled again, re-roll.

7: Maho. The PC's unit is targeted by a maho-tsukai who hurls dark magics against them. Samurai collapse on all sides, gruesomely crippled or slain. The PC takes an additional 3k2/2k1 damage and must roll Simple Earth at TN 15 to avoid gaining a point of Shadowlands Taint.

8: Call of Dishonor/Call of Shadow. The PC is cut off and trapped in the blood-soaked streets of Otosan Uchi, and the enemy troops are closing.

- If the PC does not have Shadow Corruption: The PC can stand and fight (gain 1 point of Honor, but suffer 4k2/3k2 additional Battle Table Wounds), try to hide (Stealth/Intelligence at TN 20, or Hunting/Intelligence at TN 25 – success costs 3 points of Honor, failure means same Honor loss plus take 4k2/3k2 Wounds as above), or pretend to be one of the enemy (Acting/Awareness at TN 15, Sincerity/Awareness at TN 20, or Simple Awareness at TN 30 – success means the PC gets away but loses 5 points of Honor, failure means the PC loses the Honor and takes 4k2/3k2 Wounds).
- If the PC has Shadow Corruption: S/he hears the whispering voice offering rescue from the situation. If the PC listens, the Shadow snatches him/her safely out of the fight, but the PC must immediately roll Simple Void at TN 20 or gain another Shadow point. If the PC rejects the offer, s/he takes an extra 4k2/3k2 Wounds, but gains 1 point of Honor.

9. Monstrous Challenger. The PC encounters a monster which has just killed a samurai and is mutilating the corpse. The PC can choose whether or not to engage the monster.

- If the PC is Low-Rank (ranks 1-3), the monster is a Goblin Warmonger or a Goju Assassin (GM's choice).
- If the PC is High-Rank, the monster is an Oni no Shikibu or an Ogre (GM's choice.)

If the PC defeats the monster, his division commander gets a Free Raise on the next Tides of Battle roll.

10: Challenge of Honor? The PC is challenged to a duel by a Tainted samurai. The alignment of the enemy samurai depends on the PC's Clan affiliation.

- Crab, Mantis, and Sparrow PCs will be challenged by a Tainted Crab bushi.
- Lion, Phoenix, and Unicorn PCs will be challenged by a Tainted Dragon bushi.
- Dragon and Dragonfly PCs will be challenged by a Tainted Shiba bushi.
- Crane, Scorpion, Imperial, and Minor Clan PCs will be challenged by a Lost bushi.

If the PC wins the challenge, his division commander gets a Free Raise on the next Tides of Battle roll.

Battle Events: Round of Crossing the Enchanted Walls

On the Round that a PC crosses the Enchanted Walls of Otosan Uchi (normally Round Four, but might be modified by commitment levels and Battle Events), use this chart for Battle Events. Again, shugenja subtract 2 from their rolls. However, any PCs with the Haunted disadvantage do not roll on the chart – if they get a Battle Event, it is automatically this special Event:

Special Event: Wrath of the Dead. Any ghosts which haunt the PC manifest as Tainted gaki, infused with the foul magic which has twisted and distorted the Enchanted Walls. The PC must do battle with these ghosts, using the stats listed.

Substitution Event: Rescue a Wounded Comrade. If a PC falls in the battle, but is not dead, the next PC to roll a Battle Event will automatically get this event instead. Dragging the wounded PC out of the fight will require a **Simple Strength** roll against a TN of the wounded PC's Earth x 5. The rescuing PC is automatically relocated to Reserves at the start of the next round of battle.

-1: The Enchanted Walls. The PC can roll Spellcraft/Perception at TN 25/20 or Lore: Shugenja/Perception (or other suitable skill) at TN 25/20. With a success, the PC realizes that some of the sacred power of the Enchanted Walls is still intact. By casting *Commune* (any element) with four/three Raises, the PC can unleash some of that power against the enemy. The PC can then choose to either reach his objective one Battle Round faster, or give his division commander a Free Raise on the next Tides of Battle roll.

0: Taryu Jiai! The shugenja PC is challenged to a one-on-one combat by an enemy shugenja. The exact identity of the shugenja depends on the PC:

- If the PC is Phoenix, Lion, Unicorn, or Crane, the challenger is a Tainted Agasha Fire Shugenja.
- If the PC is Dragon, Dragonfly, or Scorpion, the challenger is a Tainted Isawa Air Shugenja.
- If the PC is Crab, Mantis, Imperial, or other Minor Clan, the challenger is a Shadowlands Necromancer.

Stats are listed separately. Use Low-End stats for PCs of Insight rank 1-3, High-End stats for PCs of Insight rank 4-5.

1: Strike the Siege Weapons. The PC is attacking a section of the Enchanted Walls which is defended by siege weapons of the corrupted Crab. The PC can defeat the siege weapons by rolling Engineering/Intelligence or Siege/Intelligence at TN 20/15, or by making a heroic solo attack and taking 3k3/2k2 additional Wounds. Alternatively, a shugenja can cast an attack spell that inflicts at least 25/20 Wounds. Regardless, a successful attack on the siege weapons awards a Free Raise to the PC's division commander for the next Tides of Battle.

2. Trapped! The PC has just gotten across the walls when Goju come popping out of the shadows, cutting off the entire unit. The PC can rally the unit to fight on by rolling Oratory/Willpower at TN 20/15, Battle/Willpower at TN 20/15, a Shadow or Ninja Lore skill with Willpower at TN 20/15, or Simple Willpower at TN 25/20. If the PC fails the roll, the PC must choose to either take more damage (3k3/2k2) or be delayed by one Battle Round reaching his objective.

3: Through the Gates. The PC is part of the massive surge that pushes through the main gate of the Enchanted Walls. Enemy forces are raining down missiles, boiling oil, and other horrible attacks. The PC must roll Defense/Reflexes at TN 20/15, Yodomarijutsu/Reflexes at TN 20/15, or Athletics/Reflexes at TN 25/20 in order to avoid taking damage. Low-End PCs (ranks 1-3) must roll twice, High-End PCs (ranks 4-5) must roll three times. Each failed roll results in the PC taking 2k1 damage.

4: Fallen Standard/Attack on the Standard/Recover the Standard. This event is different depending on whether the PC is a standard-bearer or not, and whether a standard from that PC's division has been lost.

- If the PC is a standard-bearer, s/he comes under attack from a Goju Assassin or a Goblin Warmonger (GM's choice), which attempt to kill the PC and steal the standard. If the standard is lost, the enemy gets a Free Raise on the next Tides of Battle.
- If the PC is not a standard-bearer, and no standard has been lost, the PC witnesses another standard carried by an NPC "going down" as the NPC is killed, his throat slit by a Goju or a Goblin Warmonger. If the PC picks up the standard, he becomes a standard-bearer and his commander gets a Free Raise on the next Tides of Battle roll, but the PC must go Engaged or Heavily Engaged at all times.
- If a standard has been lost, the PC gets a chance to retake it from the Goju/Goblin which is carrying it away. Success means the PC becomes a standard bearer as above (Free Raise to commander's next roll).

5: Goju Counterattack. Enemy Goju come pouring out of the shadows, launching a massive counterattack. In order to stand against the assault, the PC must roll Simple Willpower at TN 25/20 (PCs with Death Trance, or armed with crystal, get a Free Raise on the roll). A PC who fails the roll breaks and runs, losing 2 points of Honor and is delayed by one Battle Round in reaching his objective. A PC who makes the roll stands and fights, taking an extra 2k2/2k1 damage.

6:Shadow Infiltrator. Have the PC make a **Simple Perception** roll at TN 20. The PC may add any ranks in Lore: Shadow or Lore: Ninja to the total of the roll. With a success, the PC notices that an officer in their division is showing signs of Shadow corruption. The PC can expose the infiltrator with crystal, or strike him down with a blow against TN 25/20. Exposed, the infiltrator slithers away, bleeding smoke. If the PC fails to uncover the infiltrator, the opposing division commander gets a Free Raise on the next Tides of Battle.

7. Corruption of the Walls. A foul Oni spirit oozes out of the Enchanted Walls and attacks the PC's unit. If the PC confronts the Oni, it is a one-on-one fight.

- A Low-End (rank 1-3) PC faces an Oni no Genso.
- A High-End (rank 4-5) PC faces an Oni no Jimen (Elemental Terror of Earth).

If the PC defeats the Oni, the division commander receives a Free Raise on the next Tides of Battle roll.

8: Direct the Archers. The PC discovers an archery unit which is momentarily leaderless. The PC can take command and direct the archers' fire effectively by rolling Battle/Awareness at TN 25/20, Kyujutsu/Awareness at TN 25/20, or having the Leadership advantage and rolling Simple Awareness at TN 25. A successful roll awards a Free Raise to the next Tides of Battle roll for the division commander.

9: Scale the Walls. The PC joins an assault attempting to scale the Enchanted Walls with ropes, grapple hooks, and bare hands. The PC must roll Climbing/Agility or Mountaineering/Agility at TN 15/10, Athletics/Agility at TN 20/15, or Simple Agility at TN 25 to make it up the wall. A failed roll results in the PC suffering 4k3/3k2 damage from a fall. A successful roll means the PCs' unit outflanks the defenders, awarding a Free Raise to the division's next Tides of Battle roll.

10: Challenge of Honor? The PC is challenged to a duel by a Tainted samurai. The alignment of the enemy samurai depends on the PC's Clan affiliation.

- Crab, Mantis, and Sparrow PCs will be challenged by a Tainted Crab bushi.
- Lion, Phoenix, and Unicorn PCs will be challenged by a Tainted Dragon bushi.
- Dragon and Dragonfly PCs will be challenged by a Tainted Shiba bushi.
- Crane, Scorpion, Imperial, and Minor Clan PCs will be challenged by a Lost bushi.

If the PC wins the challenge, his division commander gets a Free Raise on the next Tides of Battle roll.

Battle Events: The Forbidden City

If and when a PC enters the Forbidden City, use this chart for that PC's Battle Events. Again, shugenja subtract 2 from their roll.

Substitution Event: Rescue a Wounded Comrade. If a PC falls in the battle, but is not dead, the next PC to roll a Battle Event will automatically get this event instead. Dragging the wounded PC out of the fight will require a **Simple Strength** roll against a TN of the wounded PC's Earth x 5. The rescuing PC is automatically relocated to Reserves at the start of the next round of battle.

-1: The Touch of the Spirit Realms. Within the Forbidden City, the PCs are close to a major gate to the Spirit Realms. As a result, the power of Jigoku is much stronger here. The PC hears the voices of kansen whispering in his head, offering power and immortality. In order to resist the kansen, the PC must roll Shintao/Willpower at TN 20/15 or Simple Willpower at TN 25/20. An Honor Test can serve as a back-up to a failed roll. If the PC fails the roll, he immediately gains a full Rank of Taint and loses 5 points of Honor, but also heals a Rank of Wounds and recovers one spell ring in each Element.

0: Taryu Jiai! The shugenja PC is challenged to a one-on-one combat by an enemy shugenja. The exact identity of the shugenja depends on the PC:

- If the PC is Phoenix, Lion, Unicorn, or Crane, the challenger is a Tainted Agasha Fire Shugenja.
- If the PC is Dragon, Dragonfly, or Scorpion, the challenger is a Tainted Isawa Air Shugenja.
- If the PC is Crab, Mantis, Imperial, or other Minor Clan, the challenger is a Shadowlands Necromancer.

Stats are listed separately. Use Low-End stats for PCs of Insight rank 1-3, High-End stats for PCs of Insight rank 4-5.

1: Shadow Infiltrator. Have the PC make a **Simple Perception** roll at TN 20. The PC may add any ranks in Lore: Shadow or Lore: Ninja to the total of the roll. With a success, the PC notices that an officer in their division is showing signs of Shadow corruption. The PC can expose the infiltrator with crystal, or strike him down with a blow against TN 25/20. Exposed, the infiltrator slithers away, bleeding smoke. If the PC fails to uncover the infiltrator, the opposing division commander gets a Free Raise on the next Tides of Battle.

2: Ambush! Inside one of the palaces, corrupted Goju are about to come leaping through the walls. Have the PC roll Contested Hunting/Perception or Investigation/Perception against the Goju's Stealth/Agility of 5k3/4k2. If the PC fails the roll, the Goju ambush inflicts an additional 3k3/2k2 damage.

3. Corruption of the Gardens. The ponds and streams in the Imperial grounds have been corrupted, reeking with Taint, and the koi have mutated into foul amphibious

abominations. The creatures leap out at passersby, trying to latch onto them and drain their blood with disgusting, sucker-like mouths. The PC must roll Defense/Reflexes at TN 20/15, Yadamarijutsu/Reflexes at TN 20/15, or Athletics/Reflexes at TN 25/20 in order to avoid taking damage. Low-End PCs (ranks 1-3) must roll twice, High-End PCs (ranks 4-5) must roll three times. Each failed roll results in the PC taking 2k1 damage.

4: Goblin Sneaks. A pack of Goblin Sneaks are skulking through the palaces and gardens, watching for opportunities to ambush hapless PCs. Have the PC roll Contested Hunting/Perception or Investigation/Perception against the Goblin's Stealth/Agility of 5k3/4k2. If the PC fails the roll, the Goblin Sneak manages to steal a small but useful item (GM's choice – suggested options include a dagger, a Naga pearl, a scroll satchel, or a crystal broach.)

5: Possession. The PC is targeted by some kind of maho spell which attempts to possess and control him/her. The PC must roll **Simple Willpower** at TN 20/15 to resist. An Honor Test can serve as a backup. Otherwise the PC begins killing allies, screaming madly. The PC automatically spends the next Battle Round fighting on the enemy side before coming out of the spell. If the PC survives, s/he loses a Rank of Honor and must roll **Simple Earth** at TN 15 or get 1-5 points of Taint.

6. Shinsei's Servants. The PC spots a group of monks, including Koun, who are surrounded by Tainted samurai and Shadowlands monsters. If the PC goes to help, he must spend an extra round on the Battle Table, but gains a Void point and is healed 16 Wounds by the monks. If the fails to help, the PC loses 3 points of Honor and will probably not be a Thunder...

7: Maho. The PC's unit is targeted by a maho-tsukai who hurls dark magics against them. Samurai collapse on all sides, gruesomely crippled or slain. The PC takes an additional 3k2/2k1 damage and must roll Simple Earth at TN 15 to avoid gaining a point of Shadowlands Taint.

8: Call of Dishonor/Call of Shadow. The PC is cut off and trapped in a narrow corridor inside one of the Palaces, and enemy troops are closing in.

- If the PC does not have Shadow Corruption: The PC can stand and fight (gain 1 point of Honor, but suffer 4k2/3k2 additional Battle Table Wounds), try to hide (Stealth/Intelligence at TN 20, or Hunting/Intelligence at TN 25 – success costs 3 points of Honor, failure means same Honor loss plus take 4k2/3k2 Wounds as above), or pretend to be one of the enemy (Acting/Awareness at TN 15, Sincerity/Awareness at TN 20, or Simple Awareness at TN 30 – success means the PC gets away but loses 5 points of Honor, failure means the PC loses the Honor and takes 4k2/3k2 Wounds).
- If the PC has Shadow Corruption: S/he hears the whispering voice offering rescue from the situation. If the PC listens, the Shadow snatches him/her safely out of the fight, but the PC must immediately roll Simple Void at TN 20 or gain another Shadow point. If the PC rejects the offer, s/he takes an extra 4k2/3k2 Wounds, but gains 1 point of Honor.

9. Monstrous Challenger. The PC encounters a major, powerful monster which is directing the defense of the Forbidden City. The PC can choose whether or not to engage the monster. The PC can also try calling other PCs for help – if the PC is Low-End (Rank 1-3), up to two other PCs can respond, if the PC is High-End (Rank 4-5) one other PC can respond.

- If the PC is Low-Rank (ranks 1-3), the monster is Kyoso no Oni.
- If the PC is High-Rank (ranks 4-5), the monster is Moto Sada.

If the PC defeats the monster, he and any fellow combatants immediately reach their objective, and the division commander gets a Free Raise on the next Tides of Battle roll (if one is needed).

.10: Challenge of Honor? The PC is challenged to a duel by a Tainted samurai. The alignment of the enemy samurai depends on the PC's Clan affiliation.

- Crab, Mantis, and Sparrow PCs will be challenged by a Tainted Crab bushi.
- Lion, Phoenix, and Unicorn PCs will be challenged by a Tainted Dragon bushi.
- Dragon and Dragonfly PCs will be challenged by a Tainted Shiba bushi.
- Crane, Scorpion, Imperial, and Minor Clan PCs will be challenged by a Lost bushi.

If the PC wins the challenge, his division commander gets a Free Raise on the next Tides of Battle roll.

Battle Events: Naval Assault

If any PCs participate in a Mantis Clan amphibious assault, use this chart for their Battle Events. The Special Event will still occur to any Haunted PCs on the round they pass through the Enchanted Walls (the River of the Sun goes right through the middle of the city). Note that PCs will eventually have to go ashore in order to reach any of the objectives – in general, the PCs must spend their last round of battle ashore (rolling on the appropriate chart).

Special Event: Wrath of the Dead. Any ghosts which haunt the PC manifest as Tainted gaki, infused with the foul magic which has twisted and distorted the Enchanted Walls. The PC must do battle with these ghosts, using the stats listed.

Substitution Event: Rescue a Wounded Comrade. If a PC falls in the battle, but is not dead, the next PC to roll a Battle Event will automatically get this event instead. Dragging the wounded PC out of the fight will require a **Simple Strength** roll against a TN of the wounded PC's Earth x 5. The rescuing PC is automatically relocated to Reserves at the start of the next round of battle.

-1: The Wrath of Wind and Wave. The waters of the Bay and River of the Sun are convulsed with fury as the pure spirits of Air and Water rebel against the presence of so much Taint. A shugenja who can Commune with Air or Water with at least four/three Raises can get gain their allegiance, awarding a Free Raise to the division commander for the next Tides of Battle roll. If the shugenja PC tries to Commune but fails, the spirits become even more angry, and the PC is delayed by one Round of Battle in reaching his objective.

0: Taryu Jiai! The shugenja PC is challenged to a one-on-one combat by an enemy shugenja. The enemy shugenja is a Corrupted Kuni, riding on a Turtle Ship. Stats are listed separately. Use Low-End stats for PCs of Insight rank 1-3, High-End stats for PCs of Insight rank 4-5.

1: Shadow Infiltrator. Have the PC make a **Simple Perception** roll at TN 20. The PC may add any ranks in Lore: Shadow or Lore: Ninja to the total of the roll. With a success, the PC notices that their ship's captain is showing signs of Shadow corruption. The PC can expose the infiltrator with crystal, or strike him down with a blow against TN 25/20. Exposed, the infiltrator slithers away, bleeding smoke. If this happens, the PC's ship lags behind while a new captain takes over (add 1 round to time spent on Battle Table), but if the infiltrator is not exposed, the opposing division commander gets a Free Raise on the next Tides of Battle.

2: We're Sinking! The ship the PC is on is going down. The PC must swim to another ship by rolling Athletics/Agility at TN 20/15. If the roll is failed, the PC is stuck in the water and must roll Simple Stamina at TN 15/10 to stay afloat. Each subsequent Round of Battle, the PC is considered to be in Reserves, gets no Battle Event, and can make another attempt at swimming to a ship. The Stamina roll to stay afloat rises by 5 each

Round. A PC can use “Rescue a Wounded Comrade” to save someone who is in danger of drowning.

3. The Skull Tide. The PC’s ship has sailed into the Skull Tide. The PC must make a Willpower roll at TN 20/15 or lose 3 Honor from raving insanely, attacking fellow crewmembers, etc. If the PC flubs (fails with three 1’s), the PC jumps in the water, takes 3k2 damage, and starts the next Round of battle floating in the water (as per result #2 above).

4: Troll Boarders! A pack of trolls clambers on board the PC’s ship. The PC must do battle one-on-one with a Troll. If the PC wins, the Trolls are repelled, and the time needed to reach the objective is shortened by one Battle Round.

5: Collision. The PC’s ship collides with another vessel. The PC must roll Simple Agility at TN 20/15 to avoid being knocked over for 3k2/2k1 damage. If the PC fails with three 1’s, he is knocked overboard and starts the next Battle Round in the water as above.

6. Opportunity Knocks. The PC can roll Battle/Perception at TN 25/20 or Sailing/Perception at TN 20/15. With a success, the PC spots a tactical opportunity (an isolated ship, a gap in the enemy fleet’s line of battle, etc). The PC’s ship exploits the opportunity and the PC is able to reach his objective one Battle Round faster. Each PC can get this Event only once – if it is rolled again, re-roll.

7: Demon of Water. The PC’s ship is boarded by an Oni no Mizu, an elemental terror of Water. The PC must fight the monster, but can choose to call for help from other PCs who are fighting on water. If the PC is Low-End (Rank 1-3), up to three other PCs can respond, if the PC is High-End (Rank 4-5) two other PCs can respond. If the creature is defeated, the PC’s division commander gains a Free Raise on the next Tides of Battle roll. If the PC defeats the monster entirely “solo,” without help, the PC also gains +1 Honor and reaches his objective one round faster.

8: Rain of Death. The PC’s ship is hit with a massive barrage of arrows. The PC must roll Defense/Reflexes at TN 20/15, Yadamarijutsu/Reflexes at TN 20/15, or Athletics/Reflexes at TN 25/20 in order to avoid taking damage. Low-End PCs (ranks 1-3) must roll twice, High-End PCs (ranks 4-5) must roll three times. Each failed roll results in the PC taking 2k1 damage.

9. Repel Boarders! A Crab “turtle ship” rams the PC’s ship, and corrupted Crab bushi pour aboard. The PC must fight a Corrupted Hida Bushi one-on-one. With a success, the Crab are repelled decisively and the PC’s division commander gets a Free Raise on the next Tides of Battle. If the PC loses the battle, the boarders are still eventually repelled, but the enemy commander gets a Free Raise next round.

10: Ramming Speed! The PC’s ship slams into an enemy vessel, and the crew charges across to attack the enemy. The PC must decide whether to cross onto the other ship, or remain on his own vessel. If he crosses, he must fight two Corrupted Hida Bushi

simultaneously. (Victory shortens the time spent on the Battle Table by one round, and awards a Free Raise to the division commander's next Tides of Battle roll.) If the PC does not cross, or loses the fight, there is no effect.

Mini-Mission #1: Rescuing the Empress

The PCs storm into the Otomo Palace, fighting their way through waves of fanatical Tainted ronin and Shadowlands monsters. Finally they reach an antechamber outside the rooms where the Empress is supposedly being held prisoner. There, the former Emerald Champion is waiting for them.

This was once an elegant room where samurai guests would have waited in comfort and dignity for an audience with the Otomo family. Rebuilt after the terrible fire of two years ago, it was decorated with the finest and most beautiful artwork from across the Empire, and skilled artisans put their utmost effort into every joint and surface.

Now the tatami mats are soaked in rotten blood, and the impaled corpses of Otomo courtiers line the walls where once fine paintings stood. Seated cross-legged on the far side of the room is a beautiful young woman, dressed in the kimono and colors of the Otaku family, swords thrust through her belt. Standing behind and to her right is a slim young man with long black hair and delicate features: Otaku Taro, the Emerald Champion. His hand rests on the hilt of his sword, and his face is locked in an expression of barely-suppressed rage. His skin is a ghastly grayish-yellow color, and his flesh seems to have shrunk back slightly against the underlying bone, giving him a gaunt, half-starved look.

“Welcome to the chambers of the Empress,” says the Otaku maiden in a sweet voice. “I am Otaku Kiku, wife and aide to my lord Otaku Taro-sama, the magnificent Champion of our new Emperor Toturi the First. How may I assist you?”

Most likely the PCs will simply attack, but some may decide to talk instead. In this case Kiku can make the following responses.

- Taro will not speak to or answer anyone, and if PCs try to speak with him, Kiku will be irritated. “Lord Taro-sama is no Crane, and does not have time for idle chit-chat. State your business or be done.” If the PCs persist, repeatedly appealing to Taro in person, etc., Kiku will huff with impatience. “Deal with these ill-mannered intruders, husband.” Taro will immediately attack.
- If any PCs mention Iuchi/Bayushi Nishari, Kiku will sneer. “That brazen harlot will not besmirch Taro-sama’s reputation any longer.” She lays a hand possessively on Taro’s leg.
- If the PCs ask about the Empress, Kiku will pleasantly explain that she is “quite safe, under our care and protection.” She will not allow anyone past her: “The Empress is under the protection of the Emerald Champion.”
- Any overtly hostile action will result in immediate attack.

Once the fight begins, Taro and Kiku alike will fight with absolute mercilessness. Taro is completely enthralled by the Bloodsword he carries, and it often appears as though the sword is using him to fight, rather than the other way around. His blood is slimy black, and when he is badly wounded his eyes glow with a reddish, feral light.

- Taro will normally split his attacks between multiple targets, attempting to cripple the entire party. However, if one or more PCs do serious damage to him, he will focus the majority of his attacks against them.
- If Taro is killed, Kiku will scream in fury and grief, her face contorting into a horrible gorgon's mask. She will Full Attack continuously against whoever struck the death blow against Taro.
- If Kiku is killed, Taro will show no reaction. He is incapable of any emotion beyond the rage and bloodlust which already possess him.

If the PCs defeat Taro and Kiku, they can proceed unmolested into the next room, where Otomo Kaede is bound, gagged, and drugged with a massive dose of opium. Aggressive PCs might charge in earlier, in hopes of enlisting her aid – however, until the drug wears off she cannot focus enough to cast spells. She can be cleansed with *Hands of Jurojin* or *Peace of the Kami* – otherwise it will take several hours for her to recover from the heavy dose.

Low-Rank Stats

Otaku Taro, Fallen Emerald Champion, servant of Fu Leng

FIRE 4	AIR 4
	Reflexes 5
EARTH 4	WATER 3
VOID 1	

Shadowlands Taint Rank: 3.8

TN to be Hit: 25

School/Rank: Shinjo Bushi 3/Shadowlands 1 (resists magic as Insight Rank 4).

Honor/Glory: 0/8.1

Skills: Athletics 2, Battle 4, Defense 3, Courtier 2, Etiquette 2, Horsemanship 5, Hunting 2, Iaijutsu 3, Investigation 3, Katana (specialized weapon skill) 3, Kenjutsu 5 (+1 for sword), Law 2, Sincerity 2, Yomanri (gaijin archery) 2.

Advantages/Disadvantages: Ear of the Emperor/Contrary, Shadow Corruption (rank 3), Shadowlands Taint.

Wounds: 81: Dead.

Shadowlands Powers: Blessing of the Dark One (+1 Wounds per rank), Undead Strength (no Wound penalties), Unholy Beauty (no visible Taint symptoms).

Equipment: Kimono, fine daisho, Bloodsword Treason (3k3 weapon, +1 kenjutsu skill, rank 2 bloodsword).

Otaku Kiku, Corrupted Battle Maiden

FIRE 3	AIR 3
	Reflexes 4
EARTH 3	WATER 2
	Perception 3
VOID 0	

Shadowlands Taint Rank: 4.5

TN to be Hit: 20

School/Rank: Otaku battle maiden 1/Moto Black Guard 1 (resist magic as Insight Rank 2)

Rank 1: *Power in the Darkness*. Add twice her Shadowland Taint Rank to all damage rolls.

Honor/Glory: 0/4.5

Skills: Athletics 4, Battle 3, Defense 4, Etiquette 1, Heraldry 2, Iaijutsu 4, Kenjutsu 4, Horsemanship 5, Horse Archery 4, Hunting 3, Lore: Shadowlands 4, Naginata 3, Sincerity 2, Umayarijutsu 4, Yarijutsu 3, Yomanri 2.

Advantages/Disadvantages: True Love (Otaku Taro), Lost

Wounds: 14: +3; 21: +6; 28: +10; 35: +15; 42: +20; 63: Dead.

Shadowlands Abilities: Blessing of the Dark One (+1 Wounds per rank), Unholy Beauty (no visible Taint symptoms).

Equipment: Kimono, daisho set.

High-Rank Stats

Otaku Taro, Fallen Emerald Champion, servant of Fu Leng

FIRE 4	AIR 5
Agility 5	Reflexes 6
EARTH 5	WATER 4
VOID 1	

Shadowlands Taint Rank: 4.8

TN to be Hit: 30

School/Rank: Shinjo Bushi 3/Shadowlands 2 (resists magic as Insight Rank 5).

Honor/Glory: 0/8.1

Skills: Athletics 2, Battle 4, Defense 4, Courtier 2, Etiquette 2, Horsemanship 5, Hunting 2, Iaijutsu 3, Investigation 3, Katana (specialized weapon skill) 4, Kenjutsu 6 (+1 for sword), Law 2, Sincerity 2, Yomanri (gaijin archery) 2.

Advantages/Disadvantages: Ear of the Emperor, Quick/Contrary, Shadow Corruption (rank 3), Shadowlands Taint.

Wounds: 120: Dead.

Shadowlands Powers: Blessing of the Dark One (+1 Wounds per rank), Greater Blessing of the Dark One (+2 Wounds per rank), Invulnerable, Undead Strength (no Wound penalties), Unholy Beauty (no visible Taint symptoms).

Equipment: Kimono, fine daisho, Bloodsword Treason (3k3 weapon, +1 kenjutsu skill, rank 3 bloodsword).

Otaku Kiku, Corrupted Battle Maiden

FIRE 3	AIR 3
	Reflexes 4
EARTH 3	WATER 3
VOID 0	

Shadowlands Taint Rank: 4.5

TN to be Hit: 20

School/Rank: Otaku battle maiden 1/Moto Black Guard 2 (resist magic as Insight Rank 3)

Rank 1: *Power in the Darkness*. Add twice her Shadowland Taint Rank to all damage rolls.

Rank 2: *Death is an Illusion*. No TN Penalties from any wound rank.

Honor/Glory: 0/4.5

Skills: Athletics 4, Battle 3, Defense 4, Etiquette 1, Heraldry 2, Iaijutsu 4, Kenjutsu 5, Horsemanship 6, Horse Archery 4, Hunting 3, Lore: Shadowlands 4, Naginata 3, Sincerity 2, Umayarijutsu 4, Yarijutsu 3, Yomanri 2.

Advantages/Disadvantages: True Love (Otaku Taro), Lost

Wounds: 63: Dead.

Shadowlands Abilities: Beyond the Elements (+10 resistance to non-maho magic), Blessing of the Dark One (+1 Wounds per rank), Invulnerable, Unholy Beauty (no visible Taint symptoms).

Equipment: Kimono, daisho set.

Mini-Mission #2: Confronting the False Kisada

Kisada battles his way through the ranks of Tainted Crab, trying to reach his counterpart. He forges ahead of the entire allied army and finds himself confronting his Tainted son, Yakamo. In a desperate battle, Kisada brings down Yakamo and destroys the “Kamioni” demon who holds Yakamo’s soul. The PCs catch up with Kisada just as the False Kisada, Hida Atarasi, storms forward to face him.

“Old fool!” the akutenshi roars, brandishing a massive tetsubo of gleaming obsidian. “The Crab are mine now. Your day is past, and the reign of Fu Leng begins!”

“Not while I stand,” Kisada wheezes, swaying on his feet, clutching the blood-stained jade testubo with which he took the life of his Lost son.

The watching Crab are divided – some are clearly horrified to discover that the man they thought was Hida Kisada is actually a dark monster of Fu Leng. But many of them are too far gone in the Taint to turn back.

Kisada is, in fact, dead – he is 22 Wounds past Dead, kept alive by the Rank Five Hida Technique. At the point the PCs arrive, he has 1 Void point left (2 Void points if the PCs are Low-End). PCs with powerful healing magic may be able to bring him back before it is too late.

Hida Atarasi will strike at least one blow every round against Kisada until Kisada drops. He will distribute his other attacks among the PCs, preferentially targeting those who did the most damage to him previously.

- If Atarasi is defeated, the “pure” Crab will rally, turning on their Tainted brethren and destroying them.
- If Atarasi is victorious, he leads the Tainted Crab to overwhelm and annihilate the pure Crab.

Low-Rank Stats

Hida Atarasi, the First Akutenshi

FIRE 5	AIR 4
	Awareness 5
EARTH 7	WATER 5

Shadowlands Taint Rank: 8

TN to be Hit: 20 (30 with Heavy Armor)

School/Rank: Hida Bushi 3/Shadowlands 3 (resists magic as Insight Rank 3)

Wounds: 144: Dead

Skills: Athletics 8, Battle 7, Defense 5, Hunting 5, Investigation 4, Jiu-jutsu 6, Kenjutsu 6, Kyujutsu 4, Lore (Crab Clan) 6, Lore (Shadowlands) 10, Shintao 2, Sincerity 5, Tetsubo (specialized weapon skill) 4, Tsubojutsu 6, Stealth 6, Torture 8, Wrestling 5.

Advantages: Allies (Fu Leng's forces), Dark Fate (evil version of Great Destiny), Hands of Stone, Large, Magic Resistance (rank 1), Social Position (general of the Shadowlands).

Equipment: Heavy armor, obsidian tetsubo (1k3, affects all targets regardless of immunities).

Shadowlands Abilities: *Blessing of the Dark One* (+1 Wounds per rank), *Command the Taint* (Contested Willpower to control Tainted creatures, but humans get a Free Raise if Taint is not their highest Trait, and two Free Raises if it is their lowest Trait), Fear 4, *Invulnerable* (magic, jade, crystal, or obsidian to wound), *Regeneration* (5 Wounds per round).

High-Rank Stats

Hida Atarasi, the First Akutenshi

FIRE 5	AIR 5
Agility 6	
EARTH 8	WATER 6
	Strength 7

Shadowlands Taint Rank: 9

TN to be Hit: 25 (39 with excellent Heavy Armor)

School/Rank: Hida Bushi 3/Shadowlands 5 (resists magic as Insight Rank 5)

Wounds: 153: Dead

Skills: Athletics 8, Battle 7, Defense 6, Hunting 5, Investigation 4, Jiu-jutsu 7, Kenjutsu 8, Kyujutsu 4, Lore (Crab Clan) 6, Lore (Shadowlands) 10, Shintao 2, Sincerity 5, Tetsubo (specialized weapon skill) 4, Tsubojutsu 8, Stealth 6, Torture 8, Wrestling 5.

Advantages: Allies (Fu Leng's forces), Dark Fate (evil version of Great Destiny), Hands of Stone, Large, Social Position (general of the Shadowlands).

Equipment: Excellent heavy armor, obsidian tetsubo (1k3, affects all targets regardless of immunities).

Shadowlands Abilities: *Armor of Death* (has Carapace Armor equal to the number of Wounds inflicted on his last strike, cannot be bypassed by tetsubo or dai tsuchi), *Beyond the Elements* (all non-Maho spells are at +10 TN to affect him), *Blessing of the Dark One* (+1 Wounds per rank), *Command the Taint* (Contested Willpower to control Tainted creatures, but humans get a Free Raise if Taint is not their highest Trait, and two Free Raises if it is their lowest Trait), *Death Never Stops* (Free Raises on attack equal to number of Wound Ranks inflicted on the last blow), Fear 4, *Invulnerable* (magic, jade, crystal, or obsidian to wound), *Regeneration* (9 Wounds per round), *Undead Strength* (no Wound penalties).

Hida Kisada, Champion of the Crab

FIRE 4 Intelligence 5	AIR 3
EARTH 8 Willpower 9	WATER 3 Strength 5
VOID 4	

TN to be Hit: 15 (25 in Heavy Armor)

School/Rank: Hida Bushi 5

Honor/Glory: 3.4/9.0

Skills: Athletics 4, Battle 9, Defense 9, Heraldry 2, History 4, Hunting 5, Intimidation 7, Jiu-jutsu (kobo) 10, Kenjutsu 7, Law 3, Lore (Shadowlands) 10, Tetsubo (specialized weapon skill) 5, Tsubojutsu 10, Wrestling 8.

Advantages/Disadvantages: Crab Hands, Clear Thinker, Large, Magic Resistance (rank 3), Social Position (Clan Champion), Strength of the Earth (rank 3)/Missing Eye (right), Missing Limb (left arm), Shadowlands Taint.

Equipment: Heavy armor, daisho set, jade-studded tetsubo.

Mini-Mission #3: Rescuing Otomo Onatsu

The PCs and their troops reach the Temple of the Kami. The Temple grounds are empty and abandoned, no sign of the monks and shugenja who cared for them. A pack of Tainted bushi are guarding the facility, but the PC's accompanying troops are able to deal with them.

The Temple is surrounded by a powerful protective aura of Air Kansen, an invisible barrier that repels intruders. Physically forcing through the barrier requires a roll of Simple Earth against TN 25/20. Alternatively, the barrier can be breached temporarily by striking it with a jade or crystal weapon (will briefly open a way for one person to get through), or a shugenja can blast a similar hole with a Jade Strike. Finally, a shugenja can Summon enough pure Air spirits to overcome and destroy the barrier (cast Summon Air with at least seven Raises). Other spells might be able to bypass the barrier in different ways, such as by tunneling under it.

Inside the Temple, the air throbs with foul maho energies. A circle of thirteen children lies bound on the floor of the Temple's main chamber, with Isawa Akei kneeling in the center, slitting their throats with a dagger while intoning a vile chant. Kakita Kailun (her corrupted bodyguard) and a pair of Shadowlands Revenants stand guard. Kailun is a handsome young man with long elegant white hair, and immediately goes into a practiced swordsman's stance while smiling pleasantly at the PCs. "I'm very sorry, but I cannot allow you to interrupt the lady Akei-sama. Not when she is so close to fulfilling her destiny."

Akei has already sacrificed nine of the children when the first PCs arrive, and will continue to sacrifice them at the rate of 1 per round until she completes the ceremony. Otomo Onatsu will be the last victim. She can be stopped by physically or magically attacking her for at least 20 points of damage (enough to force her to stop her incantation), or interrupting her in some other way, such as dragging away one of the children. Needless to say, Kailun and the two Revenants will do their best to protect her until the ritual is completed.

If Akei successfully sacrifices all thirteen children, she throws up her hands in triumph as the room suddenly howls with unearthly power. Her eyes blaze and then go completely black as she becomes the new Dark Oracle of Rokugan. At this point Akei uses the Dark Oracle stats listed, and does her best to destroy these interlopers who thought to stop her.

If the ritual is halted, Akei screams in fury and attacks the PCs to the best of her ability.

Tactics:

- Akei has pre-cast Obsidian Armor on herself, and has a Silent Waters set to trigger another Obsidian Armor when the first is expended.
- Akei will make good use of Call Upon the Wind (rank 4 spell). Her preferred method is to hurl a PC into the wall or ceiling of the Temple, inflicting 3k3

damage and stunning the PC. After one round, the PC can start rolling Simple Stamina at TN 20/15 to shake off the stun.

- Akei will also employ other vicious tactics, such as using Inferno's Tooth to burn a PC's scroll satchel, or using Sympathetic Energies to steal a spell from a PC.
- If Kakita Kailun falls, Akei will cast a maho spell (6 Wounds) to bring him back as another Revenant.

Low-End Stats

Shadowlands Revenants

FIRE 3	AIR 2
EARTH 4	WATER 2
	Strength 3

TN to be Hit: 10 (15 in light armor)

Attacks: 5k3

Damage: 5k2 (rusty katana)

Wounds: 10: +5; 25: +10; 40: +15; 55: +20; 65: Dead.

Special Abilities: Fear 3. Anyone who strikes the revenant for 25 or more points of damage in a single blow will be splashed with the vile, putrescent ichor which fills its rotting body. Such PCs must make a **Simple Earth** roll at TN 10 or gain one point of Shadowlands Taint.

Kakita Kailun, fallen Crane bodyguard

FIRE 3	AIR 4
Agility 4	
EARTH 4	WATER 3
VOID 1	

Shadowlands Taint Rank: 4.5

TN to be Hit: 24 (29 in light armor)

School/Rank: Kakita Bushi 1/Lost Bushi 3

Rank 1: Add Taint rank to TN to be Hit.

Rank 2: Add Taint rank to attack and damage rolls.

Rank 3: Two attacks per round.

Honor/Glory: 0/5.5

Skills: Battle 4, Etiquette 3, Defense 3, Horsemanship 3, Iaijutsu 5, Investigation 3, Jiu-jutsu 4, Law 3, Lore (shugenja) 3, Sincerity 3, Stealth 4, Theology 3.

Advantages/Disadvantages: Luck (rank 1)/Contrary, Forsaken.

Wounds: 18: +3; 27: +6; 36: +10; 45: +15; 54: +20; 81: Dead.

Shadowlands Abilities: Blessing of the Dark One (+1 Wounds per rank), Uncanny Speed (move at Water+Taint x 5 per round, and gain a point of Taint to add unkept dice equal to twice his Taint rank to an Initiative roll).

Equipment: Fine katana (3k2), fine wakizashi (2k2), light armor.

Isawa Akei, fallen Jade Champion

FIRE 3	AIR 6
EARTH 4	WATER 2 Perception 3
VOID 1	

Shadowlands Taint Rank: 5.7

TN to be Hit: 30

School/Rank: Isawa Tensai (Air) 4

Tensai Technique: Only two Raises to Master Cast in Air, but four Raises to Master Cast any other element. Adds her Air ring to total of roll when casting Air spells.

Honor/Glory: 0/8.2

Skills: Athletics 3, Calligraphy 4, Courtier 2, Defense 3, Etiquette 3, Kenjutsu 3, Lore (Dark Oracles) 9, Lore (Maho) 6, Lore (Shadowlands) 5, Meditation 5, Research 4, Seduction 5, Sincerity 5, Spellcraft 6, Theology 3.

Spells: *Sense, Commune, Summon*, (Air 1) *By the Light of Lord Moon, Cloak of Night, Quiescence of Air, Tempest of Air, Way of Deception, Wind-Born Slumbers*, (Air 2) *Benten's Touch, Call Upon the Wind, Mists of Illusion, Secrets on the Wind, Whispering Wind*, (Air 3) *Essence of Air, The Eye Shall Not See, Summon Fog, Wind-Born Speed*, (Air 4) *Call Upon the Wind, Dominate the Mind, Wall of Air*, (Air 5) *Slayer's Knives*, (Fire 1) *Fury of Osano-Wo, Katana of Fire*, (Fire 2) *Aura of Flame, Fires From Within, Inferno's Tooth*, (Water 1) *Path to Inner Peace, Reflections of Pan Ku, Reversal of Fortunes, Sympathetic Energies*, (Water 2) *Reflective Pool, The Tie That Binds*, (Water 3) *Near to Ice, Silent Waters*, (Maho) *No Pure Breaths, Obsidian Armor*

Advantages/Disadvantages: Dark Fate (evil Great Destiny), Innate Abilities (all Air and Maho spells, plus Inferno's Tooth and Sympathetic Energies), Social Position (Jade Champion), Strength of the Earth (rank one)/Driven (to gain power), Fascination (maho).

Wounds: 25: +10; 50: +15; 81: Dead

Shadowlands Abilities: Blessing of the Dark One (+1 Wounds per rank), Corrupted Blood (all spells fulfilled by Kansen, may cast normal spells like maho), Master of Blood (reduce Wounds needed to cast maho spells by her Taint rank), Strength of the Taint (enhanced Wound ranks).

Equipment: Excellent kimono, wakizashi, scroll satchel.

High-End Stats

Shadowlands Revenants

FIRE 4	AIR 2
EARTH 5	WATER 2 Strength 3

TN to be Hit: 10 (15 in light armor)

Attacks: 6k4

Damage: 5k2 (rusty katana)

Wounds: 15: +5; 30: +10; 45: +15; 60: +20; 75: Dead.

Special Abilities: Fear 3. Anyone who strikes the revenant for 25 or more points of damage in a single blow will be splashed with the vile, putrescent ichor which fills its rotting body. Such PCs must make a

Simple Earth roll at TN 10 or gain one point of Shadowlands Taint.

Kakita Kailun, fallen Crane bodyguard

FIRE 3	AIR 4
Agility 5	Reflexes 5
EARTH 5	WATER 3
VOID 2	

Shadowlands Taint Rank: 4.5**TN to be Hit:** 29 (34 in light armor)**School/Rank:** Kakita Bushi 1/Lost Bushi 4**Rank 1:** Add Taint rank to TN to be Hit.**Rank 2:** Add Taint rank to attack and damage rolls.**Rank 3:** Two attacks per round.**Rank 4:** No Wound penalties.**Honor/Glory:** 0/5.5**Skills:** Battle 4, Etiquette 3, Defense 3, Horsemanship 3, Iaijutsu 6, Investigation 3, Jiu-jutsu 4, Law 3, Lore (shugenja) 3, Sincerity 3, Stealth 4, Theology 3.**Advantages/Disadvantages:** Luck (rank 2)/Contrary, Forsaken.**Wounds:** 108: Dead.**Shadowlands Abilities:** Beyond the Elements (+10 TN for any non-maho spells targeting him), Uncanny Speed (move at Water+Taint x 5 per round, and gain a point of Taint to add unkept dice equal to twice his Taint rank to an Initiative roll), Greater Blessing of the Dark One (+2 Wounds per rank).**Equipment:** Excellent katana (3k2, +1 Iaijutsu), fine wakizashi (2k2), light armor.**Isawa Akei, fallen Jade Champion**

FIRE 4	AIR 8
EARTH 5	WATER 2
	Perception 3
VOID 1	

Shadowlands Taint Rank: 6.7**TN to be Hit:** 40**School/Rank:** Isawa Tensai (Air) 5**Tensai Technique:** Only two Raises to Master Cast in Air, but four Raises to Master Cast any other element. Adds her Air ring to total of roll when casting Air spells.**Honor/Glory:** 0/8.2**Skills:** Athletics 3, Calligraphy 4, Courtier 2, Defense 3, Etiquette 3, Kenjutsu 3, Lore (Dark Oracles) 9, Lore (Maho) 8, Lore (Shadowlands) 5, Meditation 5, Research 4, Seduction 5, Sincerity 5, Spellcraft 7, Theology 3.**Spells:** *Sense, Commune, Summon*, (Air 1) *By the Light of Lord Moon, Cloak of Night, Quiescence of Air, Tempest of Air, Way of Deception, Wind-Born Slumbers*, (Air 2) *Benten's Touch, Call Upon the Wind, Mists of Illusion, Secrets on the Wind, Whispering Wind*, (Air 3) *Essence of Air, The Eye Shall Not See, Summon Fog, Wind-Born Speed*, (Air 4) *Call Upon the Wind, Dominate the Mind, Wall of Air*, (Air 5) *Poison of the Windspider, Slayer's Knives*, (Fire 1) *Fury of Osano-Wo, Katana of Fire*, (Fire 2) *Aura of Flame, Fires From Within, Inferno's Tooth*, (Water 1) *Path to Inner Peace, Reflections of Pan Ku, Reversal of Fortunes, Sympathetic Energies*, (Water 2) *Reflective Pool, The Tie That Binds*, (Water 3) *Near to Ice, Silent Waters*, (Maho) *No Pure Breaths, Obsidian Armor*

Advantages/Disadvantages: Dark Fate (evil Great Destiny), Innate Abilities (all Air and Maho spells, plus Fires From Within, Inferno's Tooth, and Sympathetic Energies), Social Position (Jade Champion), Strength of the Earth (rank one)/Driven (to gain power), Fascination (maho).

Wounds: 33: +10; 66: +15; 99: Dead

Shadowlands Abilities: Blessing of the Dark One (+1 Wounds per rank), Corrupted Blood (all spells fulfilled by Kansen, may cast normal spells like maho), Master of Blood (reduce Wounds needed to cast maho spells by her Taint rank), Skin of Obsidian (Carapace of 8), Strength of the Taint (enhanced Wound ranks).

Equipment: Excellent kimono, wakizashi, scroll satchel.

Dark Oracle of Rokugan (all Ranks)

FIRE 9	AIR 9
EARTH 9	WATER 9

Shadowlands Taint Rank: 9

TN to be Hit: 45

Attacks: Automatic hit

Damage: 9kX, where X is the target's lowest Ring

Wounds: 162: Dead.

Spells: Can cast any spell in the L5R Player's Guide as a Rank 5 shugenja with Innate Ability and Affinity.

Special Abilities: Can only be harmed by Nemuranai (quarter damage), Jade (half damage), Magic spells (half damage), Crystal (full damage), or Obsidian (full damage).

Mini-Mission #4: Summoning the Sun and Moon

The PCs fight their way to Seppun Hill, escorting the group of shugenja who will perform the ritual. (The Togashi monk who usually sits atop Seppun Hill is still there – he grins creepily and shuffles aside as the PCs and their troops approach. “This should be interesting,” he says with a smirk.) As the shugenja form into a great circle around the sacred relics and begin to chant the great spell, swarms of Goju descend on the area, attacking the troops who defend shugenja. The sky overhead is dark, shrouded in black clouds, and the very ground beneath the PCs’ feet seems to lose its color.

Then the swarms of Goju pause and open a pathway. Striding through them is a dark figure, seven feet tall, with black, plastic skin and a featureless laughing face. “Enough,” hisses a voice from the faceless one. “This ends now. The world will be unmade, and Nothing will once again reign supreme and alone, as it should have been.” Razor-sharp claws spring from his hands, and a mouth full of needle teeth appears in the palm of each one. “You will die, now. Die and despair in your failure.”

If any PC demands this creature’s name, it laughs. “I gave my name to the Nothing, and in return, it gave my name to those who followed it. I was Bayushi Goju, once. Now I am simply Goju.”

PCs who roll Lore: Ninja or Lore: Shadow at TN 30 might have caught a rumor of Goju’s legendary book, a book unrecorded in any library: the Black Book, *Celestial Agonies*.

- Goju fights absolutely without mercy. He can and will Shadow-jump multiple times each round, popping up behind different PCs to strike them by surprise.
- Goju will always utilize his Shinobi ability to increase his TN to be Hit by the maximum possible amount (10 or 20, depending on rank of enemy party).
- If any PC has a crystal weapon, Goju will use one of his attacks to attempt to disarm that PC.

If Goju is destroyed, the ritual is completed. A majority of tables of this mini-mission must complete the ritual in order to summon the Sun and Moon.

Low-Rank Stats

The First Goju, supreme minion of Shadow

FIRE 5	AIR 6
	Awareness 7
EARTH 6	WATER 5
Willpower 8	

TN to be Hit: 35

School/Rank: Goju Shinobi 4

Rank One: Keep a number of extra dice equal to School Rank when using Stealth.

Rank Two: When an opponent is unaware/helpless (TN 5 to Hit), may take as many Raises as desired.

Rank Three: May Raise his own TN to be Hit by 10 or 20, but all his actions have their TN increased by the same amount.

Rank Four: Two attacks per round.

Attacks: 8k5

Damage: 7k2

Skills: Acting 8, Athletics 4, Defense 7, Jiu-jutsu 8, Ninjutsu 8, Sincerity 8, Stealth 9.

Wounds: 108: Dead.

Special Abilities: As the first and most powerful servant of the Living Darkness, Goju has the following enhanced Shadow abilities: ***Shadow Invulnerability*** (takes double damage from crystal attacks and half damage from all other attacks); ***Wall-Walking*** (moves on vertical surfaces or ceilings as easily as level ground); ***Insubstantial*** (pass through solid matter at normal speed); ***Mimicry*** (perfectly imitate any other person); ***Claws of Blackness*** (inflicts 2k2 damage with Jiu-jutsu attacks, and those attacks are considered Obsidian for purposes of who they can affect).

High-Rank Stats

The First Goju, supreme minion of Shadow

FIRE 6	AIR 8
EARTH 7	WATER 6
Willpower 8	

TN to be Hit: 40

School/Rank: Goju Shinobi 5

Rank One: Keep a number of extra dice equal to School Rank when using Stealth.

Rank Two: When an opponent is unaware/helpless (TN 5 to Hit), may take as many Raises as desired.

Rank Three: May Raise his own TN to be Hit by 10 or 20, but all his actions have their TN increased by the same amount.

Rank Four: Two attacks per round.

Rank Five: Heal 10 Wounds any time an opponent gains a Shadow Point.

Attacks: 9k6

Damage: 8k2

Skills: Acting 8, Athletics 4, Defense 7, Jiu-jutsu 9, Ninjutsu 9, Sincerity 8, Stealth 9.

Wounds: 126: Dead.

Advantages: Magic Resistance (rank 2).

Special Abilities: As the first and most powerful servant of the Living Darkness, Goju has the following enhanced Shadow abilities: **Superior Shadow Invulnerability** (immune to mundane weapons; takes normal damage from crystal attacks and half damage from all other attacks); **Wall-Walking** (moves on vertical surfaces or ceilings as easily as level ground); **Insubstantial** (pass through solid matter at normal speed); **Mimicry** (perfectly imitate any other person); **Claws of Blackness** (inflicts 2k2 damage with Jiu-jutsu attacks, and those attacks are considered Obsidian for purposes of who they can affect); **Mouths of Darkness** (any hand-to-hand attack which hits requires an immediate Simple Void roll at TN 20 to avoid getting a Shadow Point).

Low-End Villain Stats

Corrupted Agasha Fire Shugenja

FIRE 4	AIR 3
EARTH 3	WATER 2
VOID 1	

Shadowlands Taint Rank: 3.5

TN to be Hit: 15

School/Rank: Agasha Shugenja 2

Agasha Technique: Free Raise on Fire spells.

Honor/Glory: 0/2.0

Skills: Acting 2, Calligraphy 2, Defense 3, Etiquette 2, History 1, Kenjutsu 4, Lore (maho) 4, Meditation 2, Shintao 1, Sincerity 2, Spellcraft 4, Tanto 3

Spells: *Sense, Commune, Summon*, (Fire 1) *Fury of Osano-Wo, Fires That Cleanse, Katana of Fire*, (Fire 2) *Fires From Within, Inferno's Tooth*, (Fire 3) *Breath of the Fire Dragon*, (Fire 4) *Wall of Fire*, (Earth 1) *Earth's Stagnation, Force of Will*, (Air 1) *Cloak of Night, Way of Deception*, (Air 2) *Call Upon the Wind*, (Water 1) *Reversal of Fortunes*, (Maho) *Corruption of the Earth*.

Advantages/Disadvantages: Innate Ability (Fury of Osano-Wo)/Tainted.

Equipment: Kimono, scroll satchel, wakizashi, dagger.

Corrupted Isawa Air Shugenja

FIRE 3	AIR 4
EARTH 2	WATER 3
VOID 1	

Shadowlands Taint Rank: 3.5

TN to be Hit: 25

School/Rank: Isawa Shugenja (Air) 2

Honor/Glory: 0/2.4

Skills: Bojutsu 3, Calligraphy 2, Courtier 3, Defense 2, Etiquette 4, History 2, Kenjutsu 3, Lore (maho) 4, Lore (shugenja) 4, Meditation 3, Spellcraft 4.

Spells: *Sense, Commune, Summon*, (Air 1) *Cloak of Night, Quiescence of Air, Tempest of Air, Way of Deception, Wind-Born Slumbers*, (Air 2) *Call Upon the Wind, Mists of Illusion, Secrets on the Wind*, (Air 3) *Essence of Air, The Eye Shall Not See, Summon Fog*, (Fire 1) *Extinguish, Fury of Osano-Wo*, (Earth 1) *Force of Will*, (Water 1) *Bo of Water, Path to Inner Peace*, (Maho) *No Pure Breaths*.

Advantages/Disadvantages: Innate Abilities (Quiescence of Air, Wind-Born Slumbers)/Tainted.

Equipment: Fine kimono, wakizashi, scroll satchel.

Corrupted Kuni Shugenja

FIRE 3	AIR 2

EARTH 4	WATER 3
VOID 2	

Shadowlands Taint Rank: 3.7

TN to be Hit: 10 (15 with light armor)

School/Rank: Kuni shugenja 2

Honor/Glory: 0/2.3

Skills: Athletics 2, Calligraphy 2, Defense 3, Hand-to-Hand 2, Kenjutsu 2, Lore (Maho) 4, Lore (Shadowlands) 4, Medicine 3, Meditation 3, Spellcraft 3, Tantojutsu 3, Tsubojutsu 3.

Spells: *Sense, Commune, Summon*, (Earth 1) *Know the Ground, Jade Strike, Tetsubo of Earth*, (Earth 2) *Armor of Earth, Tremor*, (Fire 1) *Fury of Osano-Wo*, (Water 1) *Castle of Water*, (Maho) *Tomb of Earth*.

Advantages/Disadvantages: Innate Abilitis (Know the Ground, Tetsubo of Earth), Strength of the Earth (rank 1)/Tainted.

Equipment: Kimono, light armor, wakizashi, tanto, scroll satchel.

Shadowlands Necromancer

FIRE 3	AIR 3
EARTH 4	WATER 2
VOID 1	

Shadowlands Taint Rank: 3.4

TN to be Hit: 15

School/Rank: Shadowlands Shugenja 2 (affinity for Maho, deficiency for Earth)

Honor/Glory: 0/0

Skills: Athletics 3, Defense 4, Jiujujutsu 3, Lore (maho) 5, Lore (Shadowlands) 5, Meditation 4, Tantojutsu 4

Spells: (Maho) *Corruption of the Earth, Mists of Fear, No Pure Breaths, Obsidian Armor (pre-cast), Pain*.

Advantages/Disadvantages: Innate Abilities (all Maho spells)

Shadowlands Abilities: Blessing of the Dark One (+1 Wounds per rank).

Equipment: Clothing, large knife (1k2).

Corrupted Crab Bushi

FIRE 1	AIR 2
Agility 3	Reflexes 3
EARTH 3	WATER 2
	Strength 3
VOID 1	

Shadowlands Taint Rank: 2.6

TN to be Hit: 15 (25 with heavy armor)

School/Rank: Hida Bushi 2

Honor/Glory: 0/1.3

Skills: Athletics 3, Battle 3, Defense 4, Iaijutsu 1, Jiujujutsu 3, Kenjutsu 4, Tsubojutsu 4, Wrestling 3.

Advantages/Disadvantages: Strength of the Earth (rank 1)/Tainted.

Equipment: Heavy armor, daisho set, tetsubo.

Corrupted Dragon Bushi

FIRE 3	AIR 3
EARTH 2	WATER 2
	Strength 3
VOID 2	

Shadowlands Taint Rank: 3.7

TN to be Hit: 22 (27 with Light Armor)

School/Rank: Mirumoto Bushi 2

Honor/Glory: 0/1.5

Skills: Archery 4, Etiquette 3, Defense 4, Iaijutsu 4, Investigation 3, Kenjutsu 4, Lore: Shugenja 3, Meditation 4, Poetry 2, Sincerity 3, Yarijutsu 4.

Advantages/Disadvantages: Tainted.

Equipment: Light armor, daisho set, bow and 20 arrows.

Corrupted Shiba Bushi

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

TN to be Hit: 15 (20 with Light Armor)

School/Rank: Shiba Bushi 2

Honor/Glory: 0/1.3

Skills: Archery 3, Defense 2, Etiquette 1, Iaijutsu 3, Kenjutsu 4, Meditation 2, Naginata 3, Shintao 2, Sincerity 1, Tea Ceremony 1.

Advantages/Disadvantages: Quick/Tainted

Equipment: Daisho set, light armor, bow with 20 arrows, naginata.

Lost Bushi

FIRE 2	AIR 3
Agility 3	
EARTH 3	WATER 2

Shadowlands Taint Rank: 2.1

TN to be Hit: 17 (22 with light armor)

School/Rank: Lost Bushi 2

Rank 1: Add Taint rank to TN to be Hit.

Rank 2: Add Taint rank to attack and damage rolls.

Skills: Athletics 3, Defense 3, Iaijutsu 4, Kenjutsu 4, Kyujutsu 3, Yarijutsu 3.

Advantages/Disadvantages: Shadowlands Taint

Equipment: Light armor, daisho set, bow and 20 arrows.

Tainted Ghost

FIRE 2	AIR 2
	Reflexes 3

EARTH 2	WATER 2

TN to be Hit: 15

Attacks: 4k2

Damage: 2k2

Wounds: 30: Destroyed

Special Abilities: The ghost can only be harmed by jade, crystal, or obsidian weapons, or by magic.

Goju Assassins, servants of Shadow

FIRE 2	AIR 2
Agility 3	
EARTH 2	WATER 2
	Strength 3

TN to be Hit: 15

Attacks: 3k3

Damage: Ninja-to (4k2), Shuriken (3k1), or Garrote (3k2). Damage listed includes Strength.

Skills: Athletics 4, Stealth 5.

Wounds: 26: Dead.

Special Abilities: Shadow Invulnerability (take double damage from crystal attacks and half damage from all other attacks). They can “Shadow-Walk” and move instantaneously between any two shadows within 100 feet. They also have the ability to walk on horizontal surfaces as easily as on flat ones.

Goblin Sneak

FIRE 2	AIR 2
Agility 3	Reflexes 3
EARTH 2	WATER 1
	Perception 2

TN to be Hit: 15

Attacks: 3k3

Damage: 3k2 (knife)

Wounds: 15: +10; 25: Dead.

Skills: Sleight of Hand 6, Stealth 5.

Special Abilities:

Goblin Stealth: The sneak has an uncanny knack for blending into darkness and shadow. As long as there is any darkness for him to hide in, PCs must succeed at a Contested roll of **Hunting/Perception** or **Investigation/Perception** against his **Stealth/Agility** in order to spot him.

Assassination: If the goblin strikes an unprepared opponent (such as one who cannot see him due to his stealth abilities), he may gain a Kept die on damage for every two Raises he calls.

Goblin Warmonger

FIRE 3	AIR 2
	Reflexes 3
EARTH 3	WATER 2

TN to be Hit: 15 (20 with light armor)

Attacks: 4k3

Damage: 4k2 (sword)

Wounds: 15: +10; 30: Dead.

Troll

FIRE 3	AIR 1
	Reflexes 2
EARTH 2	WATER 1
Stamina 4	Strength 4

TN to be Hit: 20

Attacks: 3k3

Damage: 6k2 (club)

Carapace: 6

Wounds: 10: +5; 20: +10; 30: +15; 45: Dead.

Oni no Genso

FIRE 3	AIR 4
EARTH 3	WATER 3

TN to be Hit: 20

Attacks: 6k3 (two attacks per round)

Damage: 5k2 (katana)

Carapace Armor: 3

Wounds: 15: +5; 30: +10; 50: Dead.

Special Abilities: Fear 4, Invulnerable. The Oni no Genso appears to be a red-skinned horned man with hakama pants and a daisho set. He constantly mocks bushido and the ways of samurai as he attacks. Due to the horrible distraction of its mockery, Void points cannot be used within 20 feet of it, and all characters facing it lose the use of their two highest School Rank abilities.

Kyoso no Oni

FIRE 3	AIR 3
Intelligence 4	
EARTH 3	WATER 3
Willpower 4	Perception 4

TN to be Hit: 15

Attacks: 4k3 (two attacks per round)

Damage: 2k1 (claws) or 3k2 (unholy fire, see below)

Carapace Armor: 8

Wounds: 12: +5; 24: +15; 60: Dead.

Spells: The Oni can cast 6 different spells (3 Earth, 1 Fire, 1 Water, 1 Air) like a Rank 2 shugenja with no Proficiency/Deficiency. Treat all spells as innate abilities. The GM should choose whatever spell seems most useful to the circumstances.

Special Abilities: Fear 2, Invulnerability. The Oni's "Unholy Fire" (blasts of dark fire, hurled from the hands) has a range of over five hundred yards and ignores armor. Those struck by it must roll **Simple Void** at TN 10 or lose a Void point. If this is the PC's last Void point, the PC falls unconscious.

Oni no Ugulu

FIRE 2	AIR 1
EARTH 5	WATER 2
	Strength 6

TN to be Hit: 10

Attacks: 4k2

Damage: 6k3 (claws)

Carapace Armor: 10

Wounds: 20: +5; 40: +10; 60: +15; 70: Dead.

Special Abilities: Fear 3. The Oni no Ugulu is immune to all arrows except armor-piercing ones. It is also immune to the spell Tomb of Jade.

High-End Villain Stats

Corrupted Agasha Fire Shugenja

FIRE 5	AIR 3
EARTH 3	WATER 2
VOID 1	

Shadowlands Taint Rank: 3.5

TN to be Hit: 15

School/Rank: Agasha Shugenja 3

Agasha Technique: Free Raise on Fire spells.

Honor/Glory: 0/2.0

Skills: Acting 2, Calligraphy 2, Defense 3, Etiquette 2, History 1, Kenjutsu 4, Lore (maho) 4, Meditation 2, Shintao 1, Sincerity 2, Spellcraft 4, Tanto 3

Spells: *Sense, Commune, Summon*, (Fire 1) *Fury of Osano-Wo, Fires That Cleanse, Katana of Fire*, (Fire 2) *Fires From Within, Inferno's Tooth*, (Fire 3) *Breath of the Fire Dragon*, (Fire 4) *Wall of Fire*, (Earth 1) *Earth's Stagnation, Force of Will*, (Earth 2) *Armor of Earth*, (Air 1) *Cloak of Night, Way of Deception*, (Air 2) *Call Upon the Wind*, (Water 1) *Reversal of Fortunes, Sympathetic Energies*, (Maho) *Corruption of the Earth*.

Advantages/Disadvantages: Innate Abilities (Fury of Osano-Wo, Fires From Within)/Tainted.

Equipment: Kimono, scroll satchel, wakizashi, dagger.

Corrupted Isawa Air Shugenja

FIRE 3	AIR 5
EARTH 3	WATER 3
VOID 1	

Shadowlands Taint Rank: 3.5

TN to be Hit: 25

School/Rank: Isawa Shugenja (Air) 3

Honor/Glory: 0/2.4

Skills: Bojutsu 4, Calligraphy 2, Courtier 3, Defense 2, Etiquette 4, History 2, Kenjutsu 3, Lore (maho) 4, Lore (shugenja) 4, Meditation 3, Spellcraft 5.

Spells: *Sense, Commune, Summon*, (Air 1) *Cloak of Night, Quiescence of Air, Tempest of Air, Way of Deception, Wind-Born Slumbers*, (Air 2) *Call Upon the Wind, Mists of Illusion, Secrets on the Wind*, (Air 3) *Essence of Air, The Eye Shall Not See, Summon Fog*, (Air 4) *Call Upon the Wind, Wall of Air*, (Fire 1) *Extinguish, Fury of Osano-Wo*, (Fire 2) *Aura of Flame*, (Earth 1) *Earth's Stagnation, Force of Will, Know the Ground*, (Water 1) *Bo of Water, Path to Inner Peace*, (Maho) *No Pure Breaths*.

Advantages/Disadvantages: Innate Abilities (Quiescence of Air, Wind-Born Slumbers, Rank 4 Call Upon the Wind)/Tainted.

Equipment: Fine kimono, wakizashi, scroll satchel.

Corrupted Kuni Shugenja

FIRE 4	AIR 2
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EARTH 5	WATER 3
VOID 3	

Shadowlands Taint Rank: 3.7

TN to be Hit: 10 (15 with light armor)

School/Rank: Kuni shugenja 3

Honor/Glory: 0/2.3

Skills: Athletics 2, Calligraphy 2, Defense 3, Hand-to-Hand 2, Kenjutsu 2, Lore (Maho) 4, Lore (Shadowlands) 4, Medicine 3, Meditation 3, Spellcraft 3, Tantojutsu 3, Tsubojutsu 4.

Spells: *Sense, Commune, Summon*, (Earth 1) *Know the Ground, Jade Strike, Tetsubo of Earth*, (Earth 2) *Armor of Earth, Tremor*, (Earth 4) *Shatter*, (Fire 1) *Fury of Osano-Wo*, (Water 1) *Castle of Water*, (Maho) *Tomb of Earth*.

Advantages/Disadvantages: Innate Abilitis (Know the Ground, Tetsubo of Earth, Shatter), Strength of the Earth (rank 1)/Tainted.

Equipment: Kimono, light armor, wakizashi, tanto, scroll satchel.

Shadowlands Necromancer

FIRE 3	AIR 3
EARTH 5	WATER 2
VOID 1	

Shadowlands Taint Rank: 4.4

TN to be Hit: 15

School/Rank: Shadowlands Shugenja 3 (affinity for Maho, deficiency for Earth)

Honor/Glory: 0/0

Skills: Athletics 3, Defense 4, Jiuujutsu 3, Lore (maho) 6, Lore (Shadowlands) 5, Meditation 4, Tantojutsu 4

Spells: (Maho) *Corruption of the Earth, Mists of Fear, No Pure Breaths, Obsidian Armor (pre-cast), Pain, Tomb of Earth*.

Advantages/Disadvantages: Innate Abilities (all Maho spells)

Shadowlands Abilities: Blessing of the Dark One (+1 Wounds per rank), Master of Blood (reduce Wounds needed to cast maho spells by her Taint rank).

Equipment: Clothing, large knife (1k2).

Corrupted Crab Bushi

FIRE 1	AIR 2
Agility 3	Reflexes 4
EARTH 4	WATER 2
	Strength 4
VOID 1	

Shadowlands Taint Rank: 2.6

TN to be Hit: 20 (30 with heavy armor)

School/Rank: Hida Bushi 2

Honor/Glory: 0/1.3

Skills: Athletics 3, Battle 3, Defense 4, Iaijutsu 1, Jiuujutsu 3, Kenjutsu 5, Tsubojutsu 5, Wrestling 3.

Advantages/Disadvantages: Strength of the Earth (rank 1)/Tainted.

Equipment: Heavy armor, daisho set, tetsubo.

Corrupted Dragon Bushi

FIRE 4	AIR 4
EARTH 3	WATER 3
VOID 3	

Shadowlands Taint Rank: 3.7

TN to be Hit: 28 (33 with Light Armor)

School/Rank: Mirumoto Bushi 3

Honor/Glory: 0/1.5

Skills: Archery 4, Etiquette 3, Defense 4, Iaijutsu 5, Investigation 3, Kenjutsu 5, Lore: Shugenja 3, Meditation 4, Poetry 2, Sincerity 3, Yarijutsu 4.

Advantages/Disadvantages: Tainted.

Equipment: Light armor, daisho set, bow and 20 arrows.

Corrupted Shiba Bushi

FIRE 3	AIR 3
Intelligence 4	Reflexes 4
EARTH 3	WATER 2
VOID 3	

TN to be Hit: 20 (25 with Light Armor)

School/Rank: Shiba Bushi 3

Honor/Glory: 0/1.3

Skills: Archery 3, Defense 2, Etiquette 1, Iaijutsu 4, Kenjutsu 5, Meditation 2, Naginata 3, Shintao 2, Sincerity 1, Tea Ceremony 1.

Advantages/Disadvantages: Quick/Tainted

Equipment: Daisho set, light armor, bow with 20 arrows, naginata.

Lost Bushi

FIRE 3	AIR 3
	Reflexes 4
EARTH 3	WATER 2
	Strength 3

Shadowlands Taint Rank: 3.1

TN to be Hit: 23 (28 with light armor)

School/Rank: Lost Bushi 3

Rank 1: Add Taint rank to TN to be Hit.

Rank 2: Add Taint rank to attack and damage rolls.

Rank 3: Two attacks per round.

Skills: Athletics 3, Defense 3, Iaijutsu 4, Kenjutsu 5, Kyujutsu 3, Yarijutsu 3.

Advantages/Disadvantages: Shadowlands Taint

Shadowlands Gifts: Blessing of the Dark One (+1 Wounds per rank).

Equipment: Light armor, daisho set, bow and 20 arrows.

Tainted Ghost

FIRE 2	AIR 2
Agility 3	Reflexes 3
EARTH 2	WATER 2
	Strength 3

TN to be Hit: 15

Attacks: 4k3

Damage: 3k2

Wounds: 30: Destroyed

Special Abilities: The ghost can only be harmed by jade, crystal, or obsidian weapons, by the Elemental Weapon spells, by Jade magic, or by Evil Ward.

Goju Assassin, servant of Shadow

FIRE 2	AIR 2
Agility 3	Reflexes 3
EARTH 3	WATER 2
	Strength 3

TN to be Hit: 20

Attacks: 4k3

Damage: Ninja-to (4k2), Shuriken (3k1), or Garrote (3k2). Damage listed includes Strength.

Skills: Athletics 4, Stealth 5.

Wounds: 36: Dead.

Special Abilities: Shadow Invulnerability (take double damage from crystal attacks and half damage from all other attacks). They can “Shadow-Walk” and move instantaneously between any two shadows within 100 feet. They also have the ability to walk on horizontal surfaces as easily as on flat ones.

Goblin Sneak

FIRE 2	AIR 2
Agility 3	Reflexes 4
EARTH 2	WATER 1
	Perception 2

TN to be Hit: 20

Attacks: 3k3

Damage: 3k2 (knife)

Wounds: 15: +10; 25: Dead.

Skills: Sleight of Hand 6, Stealth 5.

Special Abilities:

Goblin Stealth: The sneak has an uncanny knack for blending into darkness and shadow. As long as there is any darkness for him to hide in, PCs must succeed at a Contested roll of **Hunting/Perception** or **Investigation/Perception** against his **Stealth/Agility** in order to spot him.

Assassination: If the goblin strikes an unprepared opponent (such as one who cannot see him due to his stealth abilities), he may gain a Kept die on damage for every two Raises he calls.

Goblin Warmonger

FIRE 3	AIR 3
	Reflexes 4
EARTH 3	WATER 2
	Strength 3

TN to be Hit: 20 (25 with light armor)

Attacks: 5k3

Damage: 5k2 (sword)

Wounds: 25: +10; 40: Dead.

Ogre

FIRE 3	AIR 1
	Reflexes 3
EARTH 2	WATER 1
Stamina 6	Strength 6

TN to be Hit: 20

Attacks: 5k3

Damage: 8k2 (big club)

Carapace Armor: 7

Wounds: 15: +5; 30: +10; 45: +15; 60: Dead.

Troll

FIRE 3	AIR 1
	Reflexes 3
EARTH 2	WATER 1
Stamina 5	Strength 5

TN to be Hit: 30

Attacks: 4k3

Damage: 7k2 (club)

Carapace: 7

Wounds: 10: +5; 20: +10; 40: +15; 55: Dead.

Kyoso no Oni

FIRE 3	AIR 3
Intelligence 4	Awareness 4
EARTH 3	WATER 3
Willpower 4	Perception 4

TN to be Hit: 15

Attacks: 5k3 (three attacks per round)

Damage: 2k1 (claws) or 3k2 (unholy fire, see below)

Carapace Armor: 10

Wounds: 12: +5; 24: +15; 60: Dead.

Spells: The Oni can cast 11 different spells (4 Earth, 4 Fire, 2 Water, 1 Air) like a Rank 3 shugenja with no Proficiency/Deficiency. Treat all spells as innate abilities. The GM should choose whatever spell seems most useful to the circumstances.

Special Abilities: Fear 3, Invulnerability. The Oni's "Unholy Fire" (blasts of dark fire, hurled from the hands) has a range of over five hundred yards and ignores armor. Those struck by it must roll **Simple Void** at TN 10 or lose a Void point. If this is the PC's last Void point, the PC falls unconscious.

Oni no Shikibu

FIRE 2	AIR 1
Agility 3	Reflexes 3
EARTH 2	WATER 2
	Strength 3

TN to be Hit: 15

Attacks: 2k2

Damage: 2k1

Carapace Armor: 7

Wounds: 6: +5; 24: +10; 50: Dead

Special Abilities: Fear 3. Invulnerable. If it is slain, it can send its spirit into another dead body, twisting it into the same shape. Its spirit can survive for Willpower x 5 rounds if there is no body available. Taking control over a body requires 1-5 rounds.

Moto Sada

FIRE 4	AIR 4
Agility 5	Reflexes 5
EARTH 4	WATER 4

Shadowlands Taint Rank: 5.4

TN to be Hit: 30 (35 in light armor)

School/Rank: Moto Black Guard 4

Rank 1: *Power in the Darkness.* The Black Guard may add twice his Shadowlands Taint Rank to all damage rolls.

Rank 2: *Death is an Illusion.* The Dark Moto suffers no TN Penalties from any wound rank.

Rank 3: *Ride Beyond Death.* By spending an action, the Dark Moto may summon an onikage. If within the Shadowlands, an Onikage simply appears nearby. Within Rokugan, the creature bursts forth from the ground itself.

Rank 4: *Dark Lord's Fury.* May make two attacks per round, but cannot use Full Defense. However, his Defense skill rank is added to his TN to be Hit at all times.

Skills: Athletics 3, Battle 4, Defense 5, Jujutsu 3, Iaijutsu 4, Kenjutsu 6, Horse Archery 5, Horsemanship 6, Hunting 4, Lore (Shadowlands) 4, Stealth 4, Yarijutsu 5.

Wounds: 72: Dead.

Special Abilities: Fear 3, Invulnerable.

Equipment: Light Armor, Katana (6k2+12), bow with 20 arrows (4k2+12), Yari (mounted 5k3+12, dismounted 5k2+12).

Onikage ("demon horse")

FIRE 2	AIR 3

EARTH 4	WATER 4
	Strength 6

TN to be Hit: 15

Attacks: 5k3

Damage: 6k2 (claw-hoof) or 6k3 (bite)

Carapace Armor: 5

Wounds: 16: +5; 24: +10; 36: +15; 72: Down; 84: Dead

Oni no Mizu, Elemental Terror of Water

FIRE 2	AIR 4
EARTH 3	WATER 7

TN to be Hit: 20

Attacks: 5k4

Damage: 6k3

Carapace Armor: 5

Wounds: 25: +5; 50: +10; 100: Dead.

Special Abilities: Teleportation (can collapse in on itself and reform anywhere within 500', and can take an action on the same round), Invulnerability (but is vulnerable to fire, taking double damage from it), Engulf (engulfs and absorbs the body of anyone it kills, taking on their form, appearance, and speech, but cannot teleport while mimicking their form).

Oni no Jimen, Elemental Terror of Earth

FIRE 3	AIR 2
EARTH 7	WATER 4

TN to be Hit: 10

Attacks: 5k4

Damage: 7k4

Carapace Armor: 10

Wounds: 35: +5; 70: +10; 140: Dead.

Special Abilities: Stone Passage (can pass through barriers of earth, metal, or stone at its normal movement), Invulnerability (but takes normal damage from steel weapons of Fine or Excellent quality), Quake (the earth shakes all around the Oni – all skill rolls within 100' are at +5 TN, and within 10' are at +10 TN).

Maho Spells

Maho spells are cast by rolling dice equal to the caster's skill in **Lore: Maho**, and keeping dice equal to the caster's **Earth** ring. The TN to cast the spell is equal to (5 x Mastery Rank) and the caster must spill Wounds in blood (their own or another's) equal to twice the spell's Mastery level. The caster gains a number of points of Taint equal to the difference between the TN and the actual roll.

Casting time is equal to the spell's Mastery level in rounds. This can be reduced with Raises, just like normal magic.

Casters may take Free Raises for each additional amount of blood (equal to twice the Mastery level) which they spill.

Corruption of the Earth

Mastery Level: 3

Duration: 4 rounds

Raises: Area (3 feet diameter per raise), Casting Time, Duration (4 more rounds per raise)

Effect: This spell causes the earth within three feet of the target to turn to mud and swallow them up at the rate of two feet per Action. PCs trying to escape must roll **Simple Earth** at TN 15 to move three feet. Each attempt to move (whether successful or not) requires a **Simple Water** roll at TN 10 to avoid sinking an additional foot into the mud. Pulling free of the mud requires a **Simple Earth** roll at a TN of 5 times the number of feet the victim has sunk into the mud.

Mists of Fear

Mastery Level: 2

Duration: 5 Rounds

Raises: Casting Time, Duration (5 rounds per Raise)

Effect: The caster can summon an image of that which his target fears most (usually a person or thing associated with that fear). To the target, the caster appears as this person or object. This will activate any Phobia disadvantages, and gives the caster a Fear rating of 3 for the duration of the spell.

No Pure Breaths

Mastery Level: 2 (spell's TN is Target's Earth x 5)

Duration: Instantaneous

Raises: Casting Time, Damage (one non-kept die per raise), Number of Targets (one per raise)

Effect: The air within the target suddenly corrupts and explodes out of the body, rupturing the lungs and tissues. The target suffers wounds in kept dice equal to the caster's Taint rank. The victim also suffers a +10 penalty to all TNs until magically healed, due to the pain of ravaged, Tainted lungs.

Obsidian Armor

Mastery Level: 3

Casting Time: 3 Actions

Duration: 10 Rounds

Mastery Level/Wounds Required: 6

Raises: Casting Time, Duration (5 rounds per raise)

Effect: This spell summons a powerful aura of Taint which surrounds and protects the caster. The Taint will absorb and nullify the first Taint-targeting spell or special ability (such as Jade Strike) which targets the caster. The spell disperses once this ability has been used.

Pain

Mastery Level: 1

Duration: 1 Round

Raises: Duration (1 round per raise), Number of Targets (one per raise)

Effect: The target (who must be visible and within 25 feet) is suddenly wracked with terrible, debilitating pain. The victim may not act for the duration of the spell. Further, victims of this spell must roll Simple Earth at TN 15 or cry out in agony, dishonoring themselves.

Tomb of Earth

Mastery Level: 3 (TN is Target's Air x 5)

Duration: Variable

Mastery Level/Wounds Required: 6

Raises: Casting Time, Number of Targets (one per raise)

Effect: A dark reflection of Tomb of Jade, this spell replaces the target's Earth with the caster's Taint. If successful, the spell turns a target to stone, starting from the outside (armor, then clothing, then flesh). Each round the target must make a Contested Air roll against the caster's Earth or suffer 2k2 wounds. The spell ends when the target dies (becoming a statue), or when the target succeeds in the Air roll. The stone remains for 1-10 days before crumbling to dust.