



WHO'S WHO IN THE HIDDEN EMPEROR

There are a number of important characters who play a role in the Hidden Emperor Saga. For the sake of convenience, many of the biggest players are presented here. Their stats are given at the time in the story when they are most likely to play a part in the campaign. Characters that have already appeared in past volumes are updated here not only to their current level of skill, but to both 2nd Edition *Legend of the Five Rings* rules and the d20 system.

Male human Scorpion Ninja 15: CR 15; Medium-sized Humanoid (human); HD 15d6+60; hp 120; Init +15; Spd 55 ft.; AC 19 (touch 15, flat-footed 14); Atk ninja-to +20/+15/+10, 1d8+7 damage; SQ class skill – Diplomacy (family bonus), Blind Fight, Deflect Arrows, Improved Uncanny Dodge, Ninja Dodge +4, Poison Use, Shadow Run, Sneak Attack +8d6, Speed of Darkness; Honor: 1; AL N; SV Fort +10, Ref +14, Will +9; Str 20, Dex 21, Con 21, Int 20, Wis 18, Cha 21; Maximum Void: 2; Height 5 ft. 7 in.

Dojo: The Brother's Gift; *Kata:* None

Skills and Feats: Speak Language (High Rokugani, Rokugani, Senpet), Balance +21, Bluff +17, Climb +19, Decipher Script +10, Diplomacy +19, Disable Device +19, Disguise +13, Escape Artist +15, Gather Information +20, Hide +23, Innuendo +11, Jump +17, Listen +14, Move Silently +23, Open Lock +17, Read Lips +14, Search +15, Spot +14, Tumble +19; Ninjutsu Novice, Ninjutsu Intermediate, Ninjutsu Advanced, Ninjutsu Expert, Void Use, Way of the Scorpion.

Possessions: +2 keen katana, +3 ghost touch ninja-to, +2 armored gi, broach of invisibility, mask of true sight, rainbow cloak

BAYUSHI ARAMORO

Earth: 4

Stamina: 5

Water: 5

Fire: 5

Agility: 6

Air: 6

Void: 5

School/Rank: Shosuro Assassin 5

Dojo: The Brother's Gift

Glory: 5.3

Status: 7.8

Honor: 1.9

Advantages: Kharmic Tie (Kachiko), Great Destiny,

Ninjutsu: Novice to Master, Shadowbrand (1), Silent

Disadvantages: Dark Secret (in love with Kachiko),

Yogo Curse

Skills: Athletics 5, Defense 6, Explosives 4, Hisomu 5,

Kenjutsu 7, Kuenai 7, Kuji-kiri 4, Locksmith 4, Ninjutsu 8,

Poison 6, Sleight of Hand 4, Stealth 9

Kata: None.

BAYUSHI KACHIKO

Female human Scorpion Courtier 18: CR 18; Medium-sized Humanoid (human); HD 18d6+36; hp 108; Init +5; Spd 30 ft.; AC 18 (touch 18, flat-footed 13); Atk +3 keen aiguchi +16/+11, 1d4+6 damage; SQ class skill – Poison (family bonus), Gossip, The Immovable Hand of Peace, Iron Will, No More Masks, Scrutiny's Sweet Sting, Shallow Waters, Style and Grace, Talent, Weakness is My Strength, Wealth; Honor 2 (1); AL CG; SV Fort +8, Ref +11, Will +16; Str 16, Dex 20, Con 14, Int 21, Wis 21, Cha 30; Maximum Void: 8; Height 5 ft. 5 in.

Dojo: None; **Kata:** None

Skills and Feats: Speak Language (High Rokugani, Rokugani, Senpet), Bluff +30, Decipher Script +10, Diplomacy +30, Gather Information +20, Innuendo +30, Listen +15, Perform +10, Sense Motive +30, Tea Ceremony +26; Depths of the Void x 2, Dodge, Improved Initiative, Perceived Honor, Political Maneuvering, Versatile (Appraise, Escape Artist, Forgery, Knowledge (Senpet), Move Silently, Tumble), Void Use
Possessions: +3 *keen aiguchi*, *circlet of persuasion*, *courtier's obi*, +6 *kimono of charisma*, *ring of protection* +3

BAYUSHI KACHIKO

Earth: 3

Willpower: 7

Water: 4

Perception: 5

Fire: 4

Intelligence: 6

Air: 6

Awareness: 8

Void: 5

School/Rank: Bayushi Courtier 5

Dojo: None

Glory: 10

Status: 8.6

Honor: 1.2

Advantages: Blackmail, Benten's Blessing, Clear Thinker, Dangerous Beauty, Great Destiny, Kharmic Tie (Doji Hoturi, 2), Luck (6)

Disadvantages: Dark Secret, Lost Love (Bayushi Dairu, Doji Hoturi), Vanity

Skills: Acting 7, Conversation 7, Courtier 7, Dance 5, Etiquette 7, Go 5, Investigation 4, Law 4, Lore (Senpet) 4, Manipulation 9, Poison 6, Seduction 9, Shintao 3, Tanto 3, Tea Ceremony 6

Kata: None

BAYUSHI TANGER

Male human Scorpion Samurai 5/Bitter Lies 5: CR 10; Medium-sized Humanoid (human); HD 10d10 + 20; hp 55; Init +10; Spd 30 ft.; AC 20 (touch 13, flat-footed 17); Atk +2 *keen katana* +17/+12, 1d10 + 5 damage; SQ class skill – Diplomacy (family bonus), Foolish Bravery (+2/3 levels), Embrace the Dark Sword, Glory of Bitter Lies, Luck of the Dark Sword; Honor 2; AL N; SV Fort +12, Ref +8, Will +8; Str 20, Dex 16, Con 14, Int 16, Wis 17, Cha 18; Maximum Void: 2; Height 5 ft. 3 in.

Dojo: The Dojo of Bitter Lies **Kata:** None

Skills and Feats: Speak Language (High Rokugani, Rokugani, Senpet), Bluff +16, Iaijutsu Focus +17, Intimidate +14; Armor Focus (lamellar armor), Dodge, Great Fortitude, Improved Initiative, Void Use, Way of the Scorpion

Possessions: +2 *keen katana*, +2 *wakizashi*, +2 *lamellar armor*

BAYUSHI TANGER

Earth: 3

Water: 5

Fire: 4

Air: 4

Void: 3

School/Rank: Bayushi Bushi 3, Bitter Lies Swordsman

Dojo: None

Glory: 3.6

Status: 4.2

Honor: 2.1

Advantages: Luck (9 Points)

Disadvantages: Brash, Gullible

Skills: Acting 2, Archery 4, Athletics 3, Battle 2, Defense 2, Iaijutsu 3, Kenjutsu 6, Lore (Senpet) 2, Poison 3, Sincerity 4, Shintao 3, Sincerity 2, Stealth 3

Kata: None

DAIDOJI UJI

Male human Crane Samurai 13/Ninja 3: CR 16; Medium-sized Humanoid (human); HD 13d10 +3d6 + 50; hp 96; Init +9; AC 21 (touch 15, flat-footed 16); Atk +3 *keen speed katana* +26/+21/+16, 1d10+10 damage; SQ class skill – Hide (family bonus), Ninja Dodge +1, Poison Use, Sneak attack +2d6, Uncanny Dodge; Honor 2; AL NG; SV Fort +14, Ref +12, Will +13; Str 20, Dex 21, Con 20, Int 16, Wis 18, Cha 21; Maximum Void: 5; Height 5 ft. 6 in.

Dojo: Mountain's Shadow Dojo **Kata:** None

Skills and Feats: Speak Language (High Rokugani, Rokugani), Bluff +18, Climb +15, Diplomacy +18, Iaijutsu Focus +21, Jump +18, Ride +14, Sense Motive +24; Armor Focus (armored gi), Cleave, Daisho Technique (katana), Depths of the Void, Dodge, Improved Initiative, Power Attack, Run, The Sudden Strike (katana), Void Use, Way of the Crane, Weapon Focus (katana)

Possessions: +3 *keen speed katana*, +2 *wakizashi*, +2 *armored gi*

DAIDOJI UJI

Earth: 5

Water: 4

Strength: 5

Fire: 3

Agility: 5

Air: 6

Void: 4

School/Rank: Daidoji Bodyguard 5, Daidoji Harrier 1

Dojo: Mountain's Shadow Dojo

Glory: 7.6

Status: 7.9

Honor: 2.2

Advantages: Ancestor (Daidoji Yurei), Multiple Schools, Quick Healer, Way of the Land

Disadvantages: Fascination (Gaijin)

Skills: Archery 4, Appraisal 3, Battle 8, Commerce 4, Defense 6, Etiquette 2, Explosives 2, Hunting 2, Iaijutsu 4, Kenjutsu 6, Lore (Gaijin Culture) 2, Lore (Gaijin Warfare) 4, "Sai-bore" Technique (gaijin weapon) 2, Shintao 3

Kata: None

THE DAINI (FORMERLY MURUMOTO DAINI)

Male human Samurai 10/Fighter 8: CR 18; Medium humanoid (human); HD 10d10+20 plus 8d10+16; hp 135; Init +9; Spd 20 ft.; AC 22 (touch 15, flat-footed 17); Atk +5 *keen katana of speed and defending* +25/+20/+15/+10 melee (1d10+11 damage) and +5 *wakizashi* +23 (1d6+9 damage); AL LG; Honor: 2.8; Glory: 5; Rokugani Status: 6; Naga Caste 5.5; SV Fort +15, Ref +7, Will +12; Str 18, Dex 20, Con 14, Int 18, Wis 16, Cha 18; Maximum Void: 2; Height 5 ft. 7 in.

Dojo: Iron Mountain Dojo **Kata:** The Empire Rests On Its Edge

Skills and Feats: Speak Language (Rokugani, High Rokugani, Naga), Battle +16, Climb +13, Diplomacy +18, Handle Animal +12, Iaijutsu Focus +20, Intimidate +12, Jump +9, Knowledge

(Dragon territory) +6, Knowledge (Naga territory) +6, Knowledge (Etiquette) +8, Knowledge (Fortunes) +6, Knowledge (History) +6, Knowledge (Law) +12, Perform +14, Ride +17, Sense Motive +15, Swim +6; Ancestral Daisho, Cleave, Combat Reflexes, Daisho Specialization (katana), Daisho Technique, Depths of the Void, Different School, Dodge, Heart of the Dragon, Improved Initiative, Leadership, Togashi's Technique, Void Use, Way of the Dragon, Weapon Finesse (katana), Weapon Focus (katana)

Possessions: +3 Naga armor, +5 keen katana of speed and defending (ancestral daisho ability), +5 wakizashi (ancestral daisho), traveling papers, courtier regalia

THE DAINI (FORMERLY MURUMOTO DAINI)

Earth: 3

Willpower: 4

Water: 4

Fire: 6

Air: 5

Void: 4

School/Rank: Mirumoto Bushi 4 / Naga Warrior 3

Dojo: Iron Mountain Dojo

Glory: 5

Rokugani Status: 6

Naga Caste: 5.5

Honor: 2.8

Advantages: Allies (various among the Naga and Toturi's Army), Ambidextrous, Benten's Blessing, Kharmic Tie (Toturi), Luck, Multiple Schools, Quick, Way of the Land (Naga, Dragon)

Disadvantages: Black Sheep

Skills: Battle 4, Courtier 4, Defense 4, Etiquette 5, Etiquette (Naga) 4, Heraldry 4, History 3, Horsemanship 4, Iaijutsu 3, Kenjutsu 5, Kyujutsu 3, Meditation 4, Lore (Naga) 7, Lore (Shugenja) 3, Naga Language 4, Yarijutsu 4

Kata: The Empire Rests On Its Edge

Weapons & Armor: Custom-made Fine quality Naga armor, Excellent quality daisho, traveling papers, courtier regalia

DOJI KUWARAN

Male human Crane Samurai 19: CR 19; Medium-sized Humanoid (human); HD 19d10 + 95; hp 140; Init +5; AC 28 (touch 20, flat-footed 26); Atk +5 mighty keen honorable shocking burst flaming katana +35/+30/+25/+20, 1d10+11, plus 1d6 flame, plus 2d6 vs. dishonorable damage; SQ class skill – Knowledge (etiquette)(family bonus); Honor 3; AL LN; SV Fort +16, Ref +11, Will +16; Str 21 (27), Dex 20, Con 20, Int 18, Wis 20, Cha 14; Maximum Void: 5; Height 5 ft. 7 in.

Dojo: None **Kata:** One Leg Stance, Striking as Water, Striking as Fire

Skill and Feats: Speak Language (High Rokugani, Rokugani), Battle +27, Climb +20, Diplomacy +27, Iaijutsu Focus +24, Sense Motive +26, Tea Ceremony +27; Depths of the Void, Different School (Crab, Lion), Dodge, Kakita Technique, Run, A Single Moment, Speed of the Kami, The Sudden Strike, Tread on the Blade, Way of the Crab, Way of the Crane, Way of the Lion, Weapon Focus (katana), Void Use

Possessions: +5 mighty keen honorable shocking burst flaming katana (ancestral sword of the Crane), +2 keen honorable wakizashi, +3 great armor, amulet of natural armor +4, kimono of giant strength +6, ring of protection +4

DOJI KUWARAN

Earth: 5

Water: 6

Fire: 4

Agility: 5

Air: 3

Reflexes: 5

Void: 4

School/Rank: Daidoji Bodyguard 5, Hida Bushi 1, Lion Bushi 1

Dojo: None

Glory: 8.7

Status: 8.4

Honor: 3.8

Advantages: Clear Thinker, Different School: Lion Bushi, Multiple Schools: Crane & Crab, Kakita Blade (Omeka)

Disadvantages: Driven, Lost Love (Isawa Nosuriko), Sworn Enemy (Matsu Hiroru)

Skills: Armorer 3, Athletics 4, Battle 7, Courtier 5, Defense 6, Etiquette 5, Horsemanship 4, Iaijutsu 4, Jiu-jutsu 3, Kenjutsu 7, Kyujutsu 4, Lore (Crab Clan) 3, Lore (Lion Clan) 5, Lore (Shadowlands) 2, Oratory 2, Shintao 3, Sincerity 3, Subojutsu 4, Weaponsmith 2, Yarijutsu 3

Kata: One Leg Stance, Striking as Water, Striking as Fire

HIDA O-USHI

Female human Crab Samurai 15: CR 15; Medium-sized humanoid (human); HD 15d10 + 98; hp 138; Init +7; AC 25 (touch 15, flat-footed 23); Atk +3 taint resistant die tsuchi +21/+16/+11, 1d8 +6 damage; SQ class skill – Knowledge (Shadowlands)(family bonus); Honor 2; AL NG; SV Fort +16, Ref +8, Will +14; Str 17, Dex 16, Con 20, Int 17, Wis 21, Cha 13; Maximum Void: 2; Height 5 ft. 10 in.

Dojo: Sunda Mizu Dojo **Kata:** Striking as Water

Skills and Feats: Speak Language (High Rokugani, Rokugani), Battle +23, Climb +20, Diplomacy +10, Iaijutsu Focus +18, Intimidate +19, Knowledge (Shadowlands) +20, Ride +20, Sense Motive +10; Cleave, Great Cleave, Great Fortitude, Hida's Rage, Hida Technique, Improved Initiative, The Mountain Does Not Fall, The Mountain Does Not Move, Power Attack, Toughness, Void Use, Way of the Crab

Possessions: +3 taint resistant die tsuchi, +3 great armor, amulet of natural armor +2

HIDA O-USHI

Earth: 5

Willpower: 6

Water: 4

Fire: 4

Agility: 5

Air: 3

Void: 4

School/Rank: Hida Bushi 5

Dojo: Sunda Mizu Dojo

Glory: 7.6

Status: 8.5

Honor: 2.3

Advantages: Benten's Blessing, Crab Hands, Clear Thinker, Way of the Land (Crab)

Disadvantages: Bad Reputation (Bully)

Skills: Battle 5, Defense 5, Gambling 2, Heraldry 3, Horsemanship 4, Hunting 4, Intimidation 8, Investigation 3, Jiu-jutsu 4, Law 3, Kenjutsu 4, Lore (Shadowlands) 5, Shintao 3, Tsuchi jutsu 7, Wrestling 5

Kata: Striking as Water

HIDA YAKAMO

Male Asp Crab/Naga Samurai 20: CR 21; Medium-sized humanoid (Naga); HD 20d10 + 163; hp 180; Init +4; AC 23 (touch 16, flat-footed 19); Atk +2 taint resistant tetsubo +28/+23/+18/+13, 1d8 +8 damage; SA Spit Venom (Ex.); SQ class skill – Knowledge (Shadowlands)(family bonus); Honor 4; AL LG; SV Fort +20, Dex +10, Will +18; Str 22, Dex 18, Con 23, Int 20, Wis 22, Cha 16; Maximum Akasha: 5; Height 6 ft.

Dojo: Sunda Mizu Dojo **Kata:** Shards of Earth, Soul of Stone, Striking as Water

Skills and Feats: Speak Language (High Rokugani, Naga, Rokugani), Battle +28, Diplomacy +24, Iaijutsu Focus +10, Intimidate +23, Knowledge (Shadowlands) +28, Sense Motive +24; Cleave, Depths of the Void, Dodge, Great Fortitude, Hida's Rage, Hida Technique, The Mountain Does Not Fall, The Mountain Does Not Move, Power Attack, Qatol (Ancestor), Strength of the Earth x2, Toughness, Void Use, Way of the Crab

Possessions: +2 taint resistant tetsubo, +1 masterwork Naga blade, +3 Naga armor, ring of protection +2

HIDA YAKAMO

Earth: 8

Water: 6

Fire: 5

Air: 4

Akasha: 5

School/Rank: Hida Bushi 5, Asp Warrior 3

Dojo: Sunda Mizu Dojo

Glory: 10

Caste: 10

Status: 8.5

Honor: 4.2

Advantages: Ancestor (Hida), Crab Hands, Great Destiny, Immune to Fear, Large, Past Life (Qatol), Strength of the Earth (4)

Disadvantages: Brash, Nemesis (Mirumoto Hitomi), Unluck (3)

Skills: Athletics 5, Battle 5, Defense 5, Hunting 4, Iaijutsu 2, Intimidation 6, Jiujutsu 4, Kenjutsu 4, Kyujutsu 3, Lore (Naga Civilization) 6, Lore (Shadowlands) 4, Moksha 4, Tetsubo 8, Wrestling 5, Yarijutsu (Naga) 3

Kata: Shards of Earth, Soul of Stone, Striking as Water

HITOMI KOKUJIN (FORMERLY KOKUJIN)

Male human ronin Inkyo 9: CR 9; Medium-sized humanoid (human); HD 9d10+27; hp 68; Init +9; AC 16 (touch 16, flat-footed 11); Atk unarmed strike +8/+3 or Togashi's daisho +12/+7, 1d6+2 damage or 1d10+7 damage; SQ Purity +3; Honor 0; AL CE; SV Fort +8, Ref +11, Will +8; Str 14, Dex 20, Con 16, Int 17, Wis 15, Cha 10; Maximum Void: 5; Taint +2; Height 5 ft. 7 in.

Dojo: None **Kata:** None

Skills and Feats: Speak Language (High Rokugani, Rokugani), Balance +10, Climb +14, Concentration +15, Diplomacy +12, Hide +3, Knowledge (Shintao) +10, Move Silently +14, Sense Motive +10; Cleansing Spirit, Depths of the Void, Exotic Weapon Proficiency (katana), Improved Initiative, Improved Unarmed Strike, Ryoku, Soul of the Four Winds, Spirit Strike, Tattoos (Chameleon, Crescent Moon, Spider), Void Use

Possessions: netsuke of natural armor +1, sandals of dexterity +2, Togashi's Daisho (unique)

HITOMI KOKUJIN (FORMERLY KOKUJIN)

Earth: 3

Water: 3

Fire: 4

Air: 2

Reflexes: 4

Void: 5

School/Rank: Togashi Ise Zumi 3

Glory: -6.3

Status: 0

Honor: 0.4

Advantages: Combat Reflexes, Daredevil, Great Destiny, Hands of Stone, Kaze-do Novice, Kaze-do Intermediate, Kaze-do Advanced, Kaze-do Expert

Disadvantages: Ascetic, Bad Reputation, Dark Fate, Enlightened Madness (6), Fascination (Fu Leng's Name), Insensitive

Skills: Astrology 3, Kaze-do 7, Lore (Shadowlands) 5, Meditation 6, Nazodo 3, Shintao 3, Stealth 5, Tattooing 6, Theology 2, Torture 5

Shadowlands Powers: Child of Darkness, Blood Domination, Book of Souls

Taint Symptoms: Darkened skin and tattoos. Kokujin is also prone to outbursts of maniacal laughter and shouting, but it is unknown if this is the fault of his taint or his natural madness.

Tattoos: Chameleon, Cloud, Crescent Moon, Spider, White Mask

Kiho: Ai Uchi, Cleansing Spirit, Self/No Self

HITOMI REJU (FORMERLY DOJI REJU)

Male human Dragon Samurai 12: CR 12; Medium-sized humanoid (human); HD 12d10 + 24; hp 80; Init +8; AC 27 (touch 17, flat-footed 24); Atk +2 keen katana +19/+14, 1d10 +6 damage; SQ Class Skill – Knowledge (Etiquette)(family bonus); Honor: 2; AL LG; SV Fort +10, Ref +8, Will +9; Str 18, Dex 18, Con 14, Int 20, Wis 13, Cha 13; Maximum Void: 5; Height 5 ft. 3 in.

Dojo: Kakita Dueling Academy **Kata:** Striking as Fire

Skill and Feats: Speak Language (High Rokugani, Rokugani), Battle +16, Iaijutsu Focus +16, Sense Motive +13; Armor Focus (lamellar), Depths of the Void, Improved Initiative, Skill Focus (Iaijutsu Focus), Speed of the Kami, The Sudden Strike, Tattoo (Full Moon), Tread on the Blade, Way of the Crane, Void Use

Possessions: +2 keen katana, +2 wakizashi, +3 lamellar armor, amulet of natural armor +2, ring of protection +2

HITOMI REJU (FORMERLY DOJI REJU)

Earth: 3

Water: 4

Fire: 5

Agility: 6

Air: 3

Void: 5

School/Rank: Kakita Bushi 4

Dojo: Kakita Dueling Academy

Glory: 5.0

Status: 4.3

Honor: 2.4

Advantages: Ambidextrous, Clear Thinker, Major Ally (Hitomi), Strength of the Earth 2

Disadvantages: Unlucky (6)

Skills: Calligraphy 3, Courtier 2, Etiquette 4, Go 3, Heraldry 2, History 3, Iaijutsu 6, Jiujutsu 3, Kenjutsu 4, Kyujutsu

3, Meditation 4, Shintao 3, Sincerity 2

Tattoos: Full Moon

Kata: Striking as Fire

HOSHI

Unique Male half-dragon Dragon Samurai 5/Swordmaster 10/Monk 5: CR 20; Large-sized humanoid (half-dragon); HD 15d10 + 5d8 + 120; hp 150; Int +6; AC 26 (touch 19, flat-footed 23); Atk +3 keen katana +18/+13/+8, 1d10 +9 damage; SQ class skill – Concentration (family bonus), Daisho Stance +4, evasion, One with the Sword +4, Purity +1, still mind, slow fall (20 ft.), stunning attack, Truth Is in the Killing; Honor 4; AL LG; SV Fort +17, Def +14, Will +21; Str 23, Dex 23, Con 23, Int 23, Wis 23, Cha 23; Maximum Void: 5; Height 7 ft. 6 in.

Dojo: Iron Mountain Dojo **Kata:** None

Skills and Feats: Speak Language (High Rokugani, Kami, Rokugani), Battle +24, Concentration +28, Hide +20, Iaijutsu Focus +29, Move Silently +18, Sense Motive +20, Tea Ceremony +24; Armor Focus (lamellar), Cleave, Cleansing Spirit, Daisho Technique, Deflect Arrows, Depths of the Void, Ichi-Miru, Expertise, Quick Draw, Togashi's Technique, Void Use
Possessions: +3 keen katana, +3 wakizashi, +2 lamellar armor, amulet of natural armor +2

HOSHI

Earth: 8

Water: 8

Fire: 8

Air: 8

Void: 8

School/Rank: Mirumoto Bushi 5, Osano-Wo Monk 3

Dojo: Iron Mountain Dojo

Glory: 4.6

Status: 8.1

Honor: 3.1

Advantages: Great Destiny, Immune to Fear, Large, Leadership

Skills: Battle 5, Defense 7, History 8, Kenjutsu 8, Kyujutsu 3, Jiujutsu 8, Lore (Scorpion Clan) 7, Lore (Shugenja) 8, Meditation 6, Shintao 8

Kiho: The Boundless Depths of Water, Cleansing Spirit, Rest, My Brother, Slap the Wave, The Purity of Shinsei

Kata: None.

IKOMA TSARURI

Female Human Lion Samurai 16: CR16; Medium-size humanoid HD 16d10 + 48; hp 165; Init +6; Spd 20 ft.; AC 21 (13 touch, 18 flat-footed); Atk +24/+19/+14/+9 melee (1d10+8, +4 keen vortal katana); SQ Class Skill—Knowledge (Ancestors) (Family Bonus), Ancestral Daisho; AL LG; Honor: 4.3; Glory: 7; Status: 8; SV Fort +14, Ref +9, Will +14; Str 18, Dex 14, Con 16, Int 16, Wis 16, Cha 14; Maximum Void: 2; Height 5 ft. 7 in.

Dojo: None **Kata:** None

Skills and Feats: Speak Language (Rokugani, High Rokugani), Battle +22, Climb +16, Diplomacy +12, Handle Animal +12, Iaijutsu Focus +18, Intimidate +12, Jump +16, Knowledge (Ancestors) +18, Knowledge (History) +18, Ride +13, Sense Motive +13, Swim +16; Akodo's Technique, Armor Focus (lamellar), Cleave, Daisho Specialization (katana), Death Trance, Expertise, The Final Lesson, Improved Initiative, Improved Trip, Power Attack, Void Use, Way of the Lion, Weapon Focus (katana)

Possessions of Note: +4 keen vortal katana (ancestral daisho), +4 defending dancing wakizashi (ancestral daisho), light warhorse, +3 lamellar armor, ring of major elemental resistance, +4 cloak of resistance, Figurines of Wondrous Power (Ivory Goats), Horn of Valhalla

IKOMA TSARURI

Earth: 4

Water: 6

Fire: 4

Intelligence: 5

Air: 4

Reflexes: 5

Void: 4

School/Rank: Akodo Bushi 5 (Insight Rank 6)

Glory: 7

Status: 8

Honor: 4.3

Advantages: Combat Reflexes, Death Trance, Leadership, Luck (2 levels), Tactician

Disadvantages: Bad Reputation (fought for Fu Leng during Clan War), Brash, Proud

Skills: Athletics 8, Battle 8, Courtier 6, Defense 8, Hand-to-Hand 7, History 6, Iaijutsu 7, Kenjutsu 8, Sincerity 6

Weapons & Armor: Fine katana, fine wakizashi, fine light armor

TOTURI KAEDE (FORMERLY ISAWA KAEDE)

Female Human Isawa; Shugenja 20: CR20; Medium-size humanoid; HD 20d12+160 (335hps); Init +7; Spd 30 ft.; AC 18 (18 touch, 15 flat-footed); Atk +16/+11 melee (1d4+6, +5 defending tanto); SQ Class Skill—Spellcraft (Family Bonus), Sense Elements, Oracle of Void (see Creatures of Rokugan, provides SR 30, Damage Resistance 35/+5, Divine the Future, +10 Luck bonus to all saves, Wider spell selection and more spells per day); AL LG; Honor: 4.5; Glory: 9.5; Status: 9.5; SV Fort +16; Ref +16; Will +22; Str 12, Dex 16, Con 18, Int 20, Wis 20, Cha 18; Maximum Void: 6; Height 5 ft. 5 in.

Dojo: None **Kata:** None

Skills and Feats: Speak Languages (Rokugani, High Rokugani, Kami, Yobanjin), Alchemy +20, Concentration +27, Diplomacy +24, Heal +25, Knowledge (Dragon Clan) +18, Knowledge (History) +18, Knowledge (Phoenix Clan) +23, Knowledge (Research) +23, Knowledge (Shintao) +23, Knowledge (Void Magic) +23, Spellcraft +27, Scry +19, Tea Ceremony +19; Combat Casting, Depths of the Void, Empower Spell, Greater Depths of the Void, Improved Initiative, Ishiken-Do, Ritual Magic, Void Use

Spells Known (12/14/14/14/14/12/12/12/12/12); Base DC 14+spell level; **Elemental Focus**—Void, Isawa School; 0—all spells; 1st—calm mind, castle of water, change self, expeditious retreat, feather fall, heart of Osano-wo, sleep, protection from taint, sanctuary, sense void, drawing the void; 2nd—Benten's touch, courage of the seven thunders, detect thoughts, endurance, locate object, remove paralysis, wisdom and clarity; 3rd—call lightning, cure serious wounds, dispel magic, invisibility, haste, prayer, water walk, wind wall, wonderful origami furoshiki; 4th—detect scrying, jade strike, lightning bolt, locate creature, restoration, wisdom of the kami; 5th—atonement, bad karma, commune with nature, confusion, control winds, dispel taint, forever secret, healing circle; 6th—banishment, final rest, heal, karma, stonewalk, teleport, true seeing, Yakamo's anger; 7th—the flow of time, mass invisibility, mislead, sunbeam, tomb of jade, words of the kami; 8th—earthquake, everburning rage, mass heal, regenerate, teleport without error, whirlwind; 9th—elemental swarm, meteor swarm, purity of the Seven Thunders, tsunami, walking the

way, wheel of fortune.

Possessions of note: ring of protection +5, ring of mind shielding, void amulet, +5 defending tanto, staff of power, crystal ball, candle of invocation

ISAWA KAEDA (FORMERLY ISAWA KAEDA)

Earth: 4

Willpower: 6

Water: 5

Perception: 7

Fire: 4

Intelligence: 6

Air: 5

Awareness: 6

Void: 9

School/Rank: Isawa Ishiken 8

Honor: 4.5

Glory: 9.5

Status: 9.5

Advantages: Clear Thinker, Ishiken-do, Social Position (Empress, Master of Void, Oracle of Void), *Special:* Oracle of Void (see below)

Disadvantages: Soft Hearted, Dark Secret (her birth)

Skills: Advanced Medicine 5, Calligraphy 6, Etiquette 5, History 8, Kagaku 6, Lore (Lying Darkness) 5, Lore (Dragon Clan) 4, Lore (Shugenja) 8, Lore (Void) 9, Meditation 8, Research 8, Shintao 8, Tea Ceremony 8, Theology 7

Spells: As the Empress, Kaede has access to all non-secret, non-maho spells in the Empire. In addition, as Master of Void, assume she has all existing Void spells as Innate Abilities.

Special: When acting as Oracle of Void, (protecting herself from direct attack or answering the one question that each person is entitled to ask of her) assume Kaede can perform any task the Dragon of Void deems reasonable.

ISAWA OSUGI

Female Human Phoenix Shugenja 8: CR8; Medium-size humanoid; HD 8d6+16; hp 57; Init +3; Spd 30 ft.; AC 13 (13 touch, 10 flat-footed); Atk +6 melee (1d4+2, +1 tanto); SQ Class Skill—Spellcraft (Family Bonus), Sense Elements; Honor: 4.2; Glory: 3.3; Status: 5.5 SV Fort +4, Ref +5, Will +10; Str 12, Dex 16, Con 14, Int 19, Wis 18, Cha 17; Maximum Void: 4; Height 4 ft 2 in.

Dojo: None *Kata:* None

Skills and Feats: Speak Languages (Rokugani, High Rokugani, Kami, Yobanjin), Bluff +7, Concentration +13, Diplomacy +11, Heal +8, Knowledge (Fortunes) +7, Knowledge (History) +7, Knowledge (Kolats) +10, Knowledge (Lying Darkness) +9, Knowledge (Shintao) +15, Knowledge (Void magic) +12, Profession (Scribe) +14, Scry +8, Sense Motive +8, Spellcraft +14, Tea Ceremony +8; Depths of the Void, Ishiken-Do, Versatile (Bluff, Sense Motive), Void Use

Spells Known (6/7/7/6/3); Base DC 13+spell level; Elemental Focus—Void, Isawa School, 0—commune, dancing lights, detect magic, light, purify food and drink, summon, summon water, whispers on the wind, wisdom of the fortunes; 1st—cure light wounds, drawing the void, eye of the sun, quiescence of air, sanctuary, sense void; 2nd—know the mind, mend the spirit, minor image, wisdom and clarity; 3rd—dispel magic, invisibility, remove disease; 4th—restore the spirit, wisdom of the kami.

Possessions of Note: +1 tanto, staff of healing, void amulet

ISAWA OSUGI

Earth: 3

Willpower: 4

Water: 3

Perception: 4

Fire: 3

Intelligence: 5

Air: 4

Void: 5

School/Rank: Isawa Ishiken 3

Honor: 4.2

Glory: 3.3

Status: 5.5

Advantages: Great Destiny (Save the Tao), Great Potential (Void), Ishiken-do, Magic Resistance (6 points)

Disadvantages: Dark Secret (Kolats), Soft Hearted

Skills: Calligraphy 7, Investigation 5, Lore: Kolats 4, Lore: Lying Darkness 2, Lore: Shintao 5, Lore: Void Magic 6, Meditation 7, Shintao 8, Sincerity 4, Spellcraft 7, Tea Ceremony 5, Theology 4

Spells: (Asterisk denotes innate ability) *Sense, *Commune, *Summon, *Altering the Course, *By the Light of Lord Moon, *Drawing the Void, *Forever Secret, *Moment of Clarity, *Kharmic Intent, *Path to Inner Peace, *Secrets on the Wind, *Sense Void, *Void Release, *Wind-Borne Slumbers

IUCHI SHAHAI

Female Human Unicorn Shugenja 7/Bloodspeaker Cultist 7: CR14; Medium-size humanoid; HD 14d6 + 42; hp 118; Init +2; Spd 30 ft.; AC 22 (touch 14, flat-footed 20); Atk +8/+3 melee (1d4+1, +2 tanto of wounding); SQ Bleeding the Elements, Bloodspeaker's Deal, Class skill—Spellcraft (family bonus), Dark Wisdom, Iuchiban's Legacy, Sense Elements, Yajinden's First Lesson, Yajinden's Final Lesson; Honor: 0; AL CE; Glory: -3.3; Status: -2.5; SV Fort +7, Ref +7, Will +13; Str 9, Dex 15, Con 16, Int 15, Wis 17, Cha 15; Taint +4; Height 5 ft. 5 in.

Dojo: None *Kata:* None

Skills and Feats: Speak Language (Kami, Rokugani, High Rokugani, Oni), Bluff +6, Concentration +15, Heal +13, Hide +4, Innuendo +4, Knowledge (Shadowlands) +10, Knowledge (Maho) +15, Knowledge (Arcana) +12, Spellcraft +17, Torture +4; Blood Sorcerer (Ancestor), Craft Wondrous Item, Empower Spell, Extend Spell, Innate Ability (Speak with dead, dispel magic, slay living), Maximize Spell, Meishodo, Ritual Magic **Spells Known (6/7/7/6/6/6/5/3); Base DC 12+spell level; Elemental Focus—Water, Iuchi School, 0—commune, create water, cure minor wounds, daze, detect magic, purify food and drink, read magic, summon; 1st—blood rite, cure light wounds, detect taint, remove fear, rise again!, silent image; 2nd—cure moderate wounds, death knell, desecrate, detect thoughts, protection from arrows, remove paralysis, 3rd—create food and water, dispel magic, fear, speak with dead, fire and blood; 4th—arcane eye, cloud of Taint, heart ripper, polymorph other, rise again; 5th—magic jar, nightmare, path of the scorpion, slay living, unhallow; 6th—circle of death, create undead, harm; 7th—control undead, finger of death.**

Possessions of Note: +2 tanto of wounding, bracers of armor +6, ring of protection +2, amulet of natural armor +2

IUCHI SHAHAI

Earth: 4

Willpower: 5

Fire: 4

Water: 4

Perception: 6

Air: 5

Void: 3

Taint: 4.0

School/Rank: Iuchi Shugenja 3, Chuda Shugenja 2

Honor: 0.5

Glory: -3.3

Status: -2.5

Advantages: Innate Ability (numerous)

Disadvantages: Obligation (Bloodspeakers)

Shadowlands Powers: Unholy Beauty, Unearthly Regeneration

Skills: Calligraphy 4, Defense 4, Herbalism 4, Horsemanship 4, Hunting 3, Intimidation 4, Lore (Maho) 7, Lore (Shadowlands) 6, Manipulation 4, Meditation 4, Poison 2, Seduction 4, Shintao 2, Sincerity 4, Spell Research 6, Tantojutsu 3

Spells: Shahai has access to all Water spells, and all maho spells of Mastery Level 4 or less. She has access to other spells as the GM sees fit

KAGE (FORMERLY AKODO KAGE)

Male Human Lion Samurai 8/Kolat Agent 10: CR 18; Medium-size humanoid; HD 8d10+24+10d6+30; hp 140; Init +7; Spd 30 ft.; AC 21 (13 touch, 18 flat-footed); Atk +20/+15/+10 melee (1d10+5, +2 katana); SA Sneak Attack +3d6; SQ Ancestral Daisho, Class Skill—Activate Sleeper, Battle (family bonus), Kolat Ability (Kolat Duplicate x3, Perceived Honor, Poison Use), Program Sleeper, Secret Brotherhood, Tell No Secrets; AL LE; Honor: 2.0 (4.0); Glory: -3; Status: -7; SV Fort +12, Ref +8, Will +16, Str 16, Dex 16, Con 16, Int 19, Wis 17, Cha 18 (22); Maximum Void: 2; Height 5 ft. 8 in.

Dojo: None **Kata:** None

Skills and Feats: Appraise +14, Battle +8, Bluff +33, Climb +7, Decipher Script +9, Diplomacy +16, Disguise +16, Forgery +14, Gather Information +10, Handle Animal +10, Hide +7, Iaijutsu Focus +16, Innuendo +21, Intimidate +16, Jump +7, Knowledge (history) +20, Listen +8, Move Silently +7, Pick Pocket +7, Poison +14, Read Lips +7 Ride +7, Search +13, Sense Motive +17, Spot +7, Swim +7, Tea Ceremony +8; Cleave, Expertise, Improved Disarm, Improved Initiative, Improved Trip, Perceived Honor, Versatile (Bluff, Gather Information, Innuendo, Poison), Void Use, Way of the Lion

Possessions of Note: *The Oni's Eye*, *4 Oni's Tears* (see *Way of Shadow*), *kimono of charisma* +4, +2 *katana* (ancestral daisho), +2 *wakizashi* (ancestral daisho), +5 *glamered ashigaru armor*, *ring of evasion*, *obi of regeneration* (as ring)

KAGE (FORMERLY AKODO KAGE)

Earth: 6

Water: 5

Perception: 7

Fire: 5

Intelligence: 7

Air: 5

Awareness: 7

Void: 5

School/Rank: Akodo Bushi 5, Tiger's Claw, Steal the Light (Insight Rank 7)

Glory: -3

Status: -7.0

Honor: 2.0

Advantages: Blackmail (many), Crafty, Higher Purpose (forward the goals of the Kolat), Leadership, Major Allies (Kolat, many others)

Disadvantages: Dark Secret (Kolat Master), Proud, Sworn Enemies (Lying Darkness, much of the Empire)

Skills: Acting 9, Athletics 7, Battle 9, Commerce 8, Courtier 6, Defense 9, Etiquette 6, Hand-to-Hand 8, History (Kolat) 10, Intimidation 5, Investigation 6, Kenjutsu 9, Law 6, Lore (Burning Sands) 5, Lore (Bushido) 7, Lore (Lying Darkness) 7, Manipulation 10, Oratory 7, Shintao 7, Sincerity 8, Stealth 2

KAKITA YOSHI

Male Human Crane Courtier 18: CR 18; Medium-size humanoid; HD 18d6+18; hp 100; Init +2; Spd 30 ft.; AC 17 (12 touch, 15 flat-footed); Atk +13/+8 melee (1d3+4, +5 defending tessen); SQ Class Skill—Courtier Abilities (Voice, Your Life is Mine, The Better Part of Valor, The Eyes See the Heart, The Eyes Betray the Heart), Gossip, The Heart Speaks, The Immoveable Hand of Peace, Perform (Family Bonus), Style and Grace, Talent; AL LG; Honor: 4.7; Glory: 9.1; Status: 8.5; SV Fort +7, Ref +8, Will +16; Str 8, Dex 15, Con 13, Int 16, Wis 16, Cha 21 (25); Maximum Void: 4; Height 5 ft. 2 in.

Dojo: None **Kata:** None

Skills and Feats: Speak Language (Rokugani, High Rokugani), Bluff +31, Decipher Script +13, Diplomacy +32, Forgery +8, Games (go) +13, Gather Information +31, Hide +7, Innuendo +32, Knowledge (Etiquette) +18, Knowledge (History) +13, Knowledge (Local—Otosan Uchi) +13, Knowledge (Nobility and Royalty) +13, Listen +18, Mimic +10, Move Silently +17, Perform (Haiku) +13, Pick Pocket +7, Read Lips +13, Ride +7 Search +13, Sense Motive +27, Spot +13, Tea Ceremony +13; Depths of the Void, Iron Will, Leadership, Skill Focus (Bluff, Diplomacy, Gather Information, Innuendo, Sense Motive), Versatile (Forgery, Hide, Mimic, Move Silently, Pick Pocket, Ride), Void Use

Possessions of Note: *obi of charisma* +4, *haori of natural armor* +5, *medallion of thoughts*, +5 *defending tessen*, *tabi of elvenkind* (as boots)

KAKITA YOSHI

Earth: 4

Willpower: 6

Water: 4

Perception: 7

Fire: 4

Intelligence: 7

Air: 7

Awareness: 8

Void: 5

School/Rank: Doji Courtier 5 (Insight Rank 7)

Honor: 4.7

Status: 9.1

Glory: 8.5

Advantages: Benten's Blessing, Cadence, Major Allies: (numerous) Minor Allies (too many to mention), Social Position (Imperial Advisor), Voice

Disadvantages: Curse (may never draw steel, or Kakita castle will fall), Small

Skills: Bard 6, Commerce 7, Courtier 10, Etiquette 9, Heraldry 9, Investigation 5, Law 7, Lore: Politics 10, Manipulation 5, Oratory 9, Origami 6, Shintao 8, Sincerity 9, Tea Ceremony 7

KITSU MOTSO

Male Human Lion Samurai 14: CR14; Medium-size humanoid; HD 14d10+42; hp 155; Init +6; Spd 30 ft.; AC 19 (12 touch, 17 flat-footed); Atk +21/+16/+11 melee (1d10+12, katana); SQ Class Skill—Ancestral Daisho, Knowledge (Ancestors) (Family Bonus); AL LG; Honor: 3.0; Glory: 8.0; Status: 7.5; SV Fort +12, Ref +6, Will +12; Str 19 (21), Dex 15, Con 17, Int 14, Wis 16, Cha 16; Maximum Void: 2; Height 5 ft. 9 in.

Dojo: None Kata: None

Skills and Feats: Speak Language (Rokugani, High Rokugani), Battle +18, Climb +15, Diplomacy +8, Handle Animal +6, Iaijutsu Focus +20, Intimidate +13, Jump +15, Knowledge (Ancestors) +8, Knowledge (History) +12, Ride +12, Sense Motive +13, Swim +15, Tea Ceremony +13; Cleave, Daisho Specialization (katana), Expertise, Improved Disarm, Improved Initiative, Power Attack, Strength of Purity, The Final Lesson, Void Use, Way of the Lion, Weapon Focus (katana)

Possessions of Note: +5 katana of mighty cleaving (ancestral daisho), +2 wakizashi of speed (ancestral daisho), +4 ashigaru armor, ring of sustenance, figurines of wondrous power (Golden Lions), gauntlets of ogre power

KITSU MOTSO

Earth: 4

Water: 5

Fire: 4

Air: 4

Void: 4

School/Rank: Matsu Bushi 5

Glory: 8

Status: 7.5

Honor: 3.0

Advantages: Balance, Heart of Vengeance (Kitsu), Kaiu Sword, Multiple Schools, Tactician

Disadvantages: Forsaken, Nemesis (Ikoma Tsanuri), Vanity

Skills: Archery 7, Athletics 7, Battle 8, Defense 5, Hand-to-Hand 7, Iaijutsu 7, Intimidation 6, Kenjutsu 8, Tessen 6

Weapons & Armor: Kaiu Sword, fine light armor, wakizashi, tessen

KITSUKI KAAGI

Male Lying Darkness Dragon Samurai 6/Kitsuki Investigator 6/Goju Stalker 4: CR 16; Medium-sized Humanoid; HD 6d10+12+6d8+12+4d6+8; hp 112; Init: +3; Spd 30 ft.; AC 20 (20 touch, 14 flat-footed); Atk +19/+14/+9 melee (1d6+4, +3 ninja-to of speed), +17/+12/+7 (3, +2 returning shuriken) ranged; SA Sneak Attack +1d6; SQ Ancestral Daisho, Class Skill—Sense Motive (family bonus), The Eyes See the Heart, Ichi Miru, Know the Enemy, Learn the Enemy, Open Eyes, Treachery's Reward, Uncanny Dodge (combined class level 10), Voice of the Shadows; AL CG; Honor: 2.1; Glory: 0; Status: 2.0; SV Fort +9, Ref +13, Will +18; Str 13, Dex 16, Con 15, Int 17, Wis 17, Cha 16; Shadow Points +3; Maximum Void: 2; Height 5 ft. 7 in.

Dojo: None Kata: None

Skills and Feats: Speak Language (Rokugani, High Rokugani, Yobanjin), Bluff +11, Concentration +10, Diplomacy +13, Gather Information +17, Hide +28, Iaijutsu Focus +13, Innendo +13, Knowledge (Ninja) +23, Knowledge (Shintao) +8, Listen +13, Move Silently +28, Poison +13, Sense Motive +21, Spot +13, Use Rope +7; Alertness, Cleave, Expertise, Improved Unarmed Strike, Iron Will, Power Attack, Versatile (Bluff, Hide, Listen, Spot), Void Use

Possessions of Note: +1 katana (ancestral daisho), +1 wakizashi (ancestral daisho), +3 ninja-to of speed, 6 +2 returning shuriken, kimono of elvenkind (as cloak), tabi of elvenkind (as boots), stone of alarm, rope of climbing, ring of protection +4

KITSUKI KAAGI

Earth: 4

Water: 3

Perception: 5

Fire: 5

Air: 5

Awareness: 6

Void: 4

Shadow Points: 3.0

School/Rank: Kitsuki Magistrate 4, Goju Ninja 2

Honor: 2.1

Glory: 0

Status: 2.0

Advantages: Clear Thinker, Great Destiny, Kharmic Tie (Brother, Lost to Shadow), Multiple Schools, Read Lips, True Friend (Mielekki)

Disadvantages: Driven, Soft-Hearted

Skills: Athletics 7, Courtier 6, Defense 6, Etiquette 7, Forgery 5, Gambling 4, Heraldry 5, Herbalism 4, History 6, Hunting 5, Investigation 8, Kenjutsu 6, Knife 4, Law 8, Meditation 6, Nazodo 9, Ninja Lore 9, Ninja-to 5, Poison 8, Shintao 6, Slight of Hand 6, Stealth 8

KURI UTAGU

Male Human Crab Shugenja 6/Tsukai-Sagasu 10: CR16; Medium-size humanoid; HD 16d6+80; hp 150; Init +2; Spd 30 ft.; AC 17 (12 touch, 15 flat-footed); Atk +18/+13 melee (1d6+8, +4 keen Inquisitor's Strike wakizashi); SQ Class Skill—Knowledge (Shadowlands) (Family Bonus), Dispel The Darkness, Sense Elements, Hunter's Focus (Spiritual), Sharpened Senses, Shrug Off Darkness, Track The Darkness, Witch's Bane; AL LG; Honor: 3.5; Glory: 5.0; Status: 8.0; SV Fort +18; Ref +11; Will +21; Str 18, Dex 14, Con 20, Int 18, Wis 20, Cha 14; Maximum Void: 4; Height 6ft.

Dojo: None Kata: None

Skills and Feats: Speak Language (Rokugani, High Rokugani, bakemono, ogre, oni, Ratling), Alchemy +9, Concentration +23, Diplomacy +7, Heal +20, Hide +12, Knowledge (Maho) +22, Knowledge (Shadowlands) +23, Listen +17, Move Silently +12, Scry +15, Spellcraft +23, Spot +17; Depths of the Void, Endurance, Heighten Spell, Innate Ability (Heal, Jade Strike, Tomb of Jade), Spell Penetration, Still Spell, Taint Binding, The Mountain Does Not Move, Track, Versatility (Hide, Move Silently), Void Use

Spells Known (6/7/7/6/6/6/6/5/3); Base DC 12+spell level; **Elemental Focus**—Earth; Kuni School; 0—commune with elements, daze, detect magic, know direction, light, mending, purify food and drink, read magic, resistance, summon; 1st—cure light wounds, detect taint, magic weapon, protection from taint, remove fear, sanctuary; 2nd—bull's strength, detect thoughts, hold person, remove paralysis, tetsubo of earth, wisdom and clarity; 3rd—clairaudience/clairvoyance, dispel magic, glyph of warding, greater magic weapon, prayer; 4th—detect scrying, discern lies, jade strike, locate creature, spell immunity; 5th—atonement, dispel taint, improved invisibility, passwall, scrying; 6th—final rest, fires of purity, heal, true seeing; 7th—greater restoration, tomb of jade, words of the kami; 8th—purity of the seven thunders, walking the way

Possessions of note: +4 keen Inquisitor's Strike wakizashi, cloak of resistance +4, bracers of armor +5, necklace of adaptation, ring of regeneration

KUNI UTAGU

Earth: 6

Water: 4

Fire: 4

Intelligence: 5

Air: 4

Void: 4

Shadowlands Taint: None

School/Rank: Kuni Witch Hunter 2, Kuni Shugenja 4

Honor: 3.5

Glory: 5.0

Status: 8.0

Advantages: Heartless, Irreproachable (3), Large, Social Position (Jade Champion), Strength of the Earth (4), Taint Resistance

Disadvantages: Antisocial (4), Contrary, Driven

Skills: Athletics 4, Calligraphy 2, Defense 5, Hunting 6, Law 4, Meditation 6, Herbalism 4, Investigation 8, Katana 5, Shadowlands Lore 9, Stealth 5, Tanto 5, Tetsubo 6

Spells: (Asterisk notes Innate Ability) *Sense, *Commune, *Summon, Benevolent Protection of Shinsei, *Counterspell, *Evil Ward, Fires From Within, Grounding Energy, Hands of Clay, *Jade Strike, *Last Rites, *Major Binding, *Minor Binding, *Path to Inner Peace, *Strength of the Crow, *Tetsubo of Earth, *Tomb of Jade, Wings of Fire

KUNI YORI

Male Human Crab Shugenja 13/Bloodspeaker Cultist 3: CR16; Medium-size humanoid; HD 16d6+80; hp 160; Init +1; Spd 30 ft.; AC 16 (16 touch, 15 flat-footed); Atk +15/+10 melee (1d4+6, +3 life drinker tanto); SQ Bleeding the Elements, Dark Wisdom, Class Skill—Knowledge (Shadowlands) (Family Bonus), Elemental Focus—Earth, Kuni School, Sense Elements; AL NE; Honor: -7, Glory: -5, Status: 0; SV Fort +10, Ref +6, Will +13; Str 16, Dex 12, Con 20, Int 18, Wis 15, Cha 12; Height 5 ft 6 in.

Dojo: None *Kata:* None

Skills and Feats: Speak Language (Rokugani, High Rokugani, bakemono, ogre, oni, Ratling), Alchemy +14, Bluff +6, Concentration +23, Diplomacy +6, Disguise +6, Heal +7, Intimidation +16, Knowledge (Crab Clan) +19, Knowledge (Maho) +23, Knowledge (Shadowlands) +23, Move Silently +11, Profession (Scribe) +9, Profession (Torturer) +23, Scry +12, Spellcraft +22; Combat Casting, Craft Wondrous Item, Empower Spell, Maho Focus, Ritual Magic, Spell Penetration, Still Spell
Spells Known (6/7/6/6/6/6/6/5/3); Base DC 11+spell level; **Elemental Focus—Earth;** Kuni school; 0—Agasha's touch, commune with elements, create water, detect magic, hands of clay, light, mending, read magic, resistance, summon; 1st—doom, earth's stagnation, endure elements; pain, sanctuary, summon undead champion; 2nd—apparition, bull's strength; desecrate, hold person, make whole, scare; 3rd—animate dead, the caress of Fu Leng, prayer, tremor; speak with dead; 4th—cloud of taint, dismissal, fatigue, heart ripper, jade strike, taint strike; 5th—magic jar, obsidian armor, spell resistance, wall of stone; 6th—antimagic field, banishment, circle of death, harm; 7th—control undead, disintegrate, summon oni; 8th; Fu Leng's champion, tainted aura

Possessions of note: +3 life drinker tanto, dust of disappearance, daern's instant fortress, pipes of the sewers, iron flask, ring of protection +5

KUNI YORI

Earth: 6

Water: 4

Fire: 4

Intelligence: 6

Air: 3

Void: 5

Shadowlands Taint: 5.5

School/Rank: Kuni Shugenja 6

Glory: -7

Status: -5

Honor: 0

Advantages: Clear Thinker, Sensei (Yajinden)

Disadvantages: Benten's Curse, Sworn Enemy (Most of the Empire)

Skills: Calligraphy 8, Defense 6, Intimidation 9, Lore (Crab Clan) 7, Lore (Maho) 9, Lore (Shadowlands) 9, Medicine 7, Meditation 8, Sincerity 6, Stealth 8, Tanto 7, Theology 7, Torture 10

Shadowlands Powers: Eternal Health, Jade Sense, Thy Master's Will, Unearthly Regeneration

Spells: Sense, Commune, Summon, Amaterasu's Blessing, Benevolent Protection of Shinsei, Biting Steel, By the Light of Lord Moon, Cloak of Night, Counterspell, Earth's Stagnation, Fear, Fist of Osano Wo, Jade Strike, Major Binding, Minor Binding, Mists of Illusion, The Path to Inner Peace, Tomb of Jade

In addition, Yori has learned all non-family restricted Maho Spells.

Weapons & Armor: tanto

KYOSO NO ONI

Large Outsider (Evil, Shadowlands)

Hit Dice: 14d8 + 42 (140 hp)

Initiative: +8 (Dex)

Speed: 40 ft., burrow 30 ft.

AC: 23 (-1 size, +4 Dex, +10 natural)

Attacks: 4 claws +20 melee; or unholy fire +14 ranged touch

Damage: Claws 1d6 + 6; unholy fire 4d6 + 1d6 temporary Charisma

Face/Reach: 5 ft. by 5 ft. / 10 ft.

Special Attacks: Spell-like abilities, fear aura

Special Qualities: Damage reduction 25/+3, SR 30, oni qualities, regeneration 4, tremorsense, create Kyoso spawn

Saves: Fort + 11, Ref +9, Will +10

Abilities: Str 22, Dex 18, Con 22, Int 20, Wis 20, Cha 20, Taint 14

Skills: Bluff +12, Climb +16, Concentration +20, Diplomacy +15, Hide +15, Intimidate +20, Knowledge (Dragon Clan) +12, Knowledge (Maho) +12, Knowledge (Shadowlands) +18, Listen +15, Move Silently +15, Spot +15, Wilderness Lore +15
Feats: Cleave, Improved Initiative, Multidexterity, Point Blank Shot, Power Attack, Maho Focus

Climate/Terrain: Shadowlands

Organization: Unique

Challenge Rating: 20

Treasure: Standard

Alignment: Chaotic Evil

Advancement:

15-19 HD (Large);

20-27 HD (Huge)

40-52 HD (Gargantuan)

Combat:

Unholy Fire (Su): At will, a kyoso no oni can manifest a ball of crackling black fire and hurl it at a foe. The fire has a range increment of 25 feet. Protection from fire offers no defense against this energy, since it consumes the soul of the target rather than the body.

Spell-like abilities: At will, - blasphemy, charm monster, cloud of Taint, death knell, deeper darkness, desecrate, dispel good, doom, enlarge, ethereal jaunt, fear, suggestion, Tainted aura, telekinesis, teleport without error, and unhallow. These abilities are as the spells cast by a 20th-level maho-tsukai (save DC 25+ spell level).

Fear Aura (Su): Oni are shrouded in a constant aura of terror and evil. Creatures within a 30-foot radius must succeed at a Will save (DC 18) or become shaken. Shaken creatures suffer a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

Regeneration (Ex): Oni take normal damage from jade or Kuni crystal weapons, and from honorable or blessed weapons of at least +2 enhancement.

Tremorsense (Ex): A kyoso no oni can automatically sense the location of anything within 60 feet that is in contact with the ground.

Spawn Kyoso (Su): Kyoso no Oni has the ability to create lesser spawn of herself. These have the same statistics as given in Oriental Adventures.

KYOSO NO ONI

Earth: 6

Water: 6

Fire: 6

Intelligence: 6

Air: 6

Taint: Innate (Oni)

Honor: 0

Glory: 7

Status: -7

Rolls When Attacking: 8k6

Rolls for Damage: HtH: 4k3, Unholy Fire: 5k4

TN to Hit: 30

Carapace: 20

Wounds: 30: +5; 60: +10; 90: +15; 120: dead

Skills: Athletics 6, Hand-to-Hand 8, History 9, Hunting 5, Intimidation 8, Lore (Dragon Clan) 5, Lore (Magic) 5, Lore (Maho) 5, Lore (Shadowlands) 9, Stealth 6

Advantages: Heartless, Heart of Vengeance (Daigotsu)

Disadvantages: Contrary, Meddler, Nemesis (Most of the Empire)

Shadowlands Powers:

Fear: 5

Invulnerability

Multiple Attacks (4 attacks per round)

Unholy Fire (as Kyoso spawn, but 5k4 damage and TN of 20 rather than 10)

Unholy Stamina

Unholy Vision

Speak with the Voices of the Dead

Book of Souls

Spells: All maho spells. Although Kyoso was formerly an Agasha shugenja, her current Oni state prevents her from casting non-maho spells. Treat her as a rank 5 maho-tsukai.

MATSU AGETOKI

Male human Samurai 12: CR12, Medium humanoid (human); HD 12d10+60; hp 126; Init +5; Spd 20 ft.; AC 22 (touch 15, flat-footed 17); Atk +4 katana +20/+15/+10 melee (1d10+5 damage) or +3 dai-kyu +20/+15/+10 ranged (1d8+3 damage); AL LN; Honor: 2.6; Glory: 5.3; Status: 6; SV Fort +13, Ref +9, Will +11; Str 15, Dex 19, Con 20, Int 14, Wis 13, Cha 8; Maximum Void: 2; Height 5 ft. 7 in.

Dojo: None **Kata:** None

Skills and Feats: Speak Language (Rokugani, High Rokugani), Battle +12, Climb +3, Diplomacy +4, Handle Animal +7, Intimidate +4, Jump +3, Knowledge (Etiquette) +4, Knowledge (History) +4, Knowledge (Law) +4, Ride +15, Sense Motive +6, Survival +4, Swim -2; Ancestral Daisho, Endurance, Iron Will, Mounted Archery, Mounted Combat, Remain Conscious, Skill Focus (Battle), Toughness, Void Use, Weapon Finesse (katana), Weapon Focus (dai-kyu).

Possessions: +4 katana (ancestral daisho), wakizashi, +3 lamellar armor, helm, trained war pony with barding, +3 dai-kyu, several bundles of arrows.

MATSU AGETOKI

Earth: 5

Water: 3

Fire: 3

Agility: 5

Air: 4

Reflexes: 5

Void: 3

School/Rank: Matsu Bushi 4

Glory: 5.3

Status: 6

Honor: 2.6

Advantages: Absolute Direction, Large, Perfect Balance

Disadvantages: Benten's Curse, Nemesis (Otaku Kamoko), Overconfident, Proud, Sworn Enemy (Otaku Kamoko)

Skills: Animal Husbandry 4, Archery 2, Athletics 4, Battle 4, Etiquette 1, Hand to Hand 2, History 2, Horsemanship 5, Horse Archery 4, Hunting 2, Kenjutsu 2, Lore (Horses) 4

Weapons & Armor: Daisho, Fine quality light armor, helm, trained war pony with barding, dai-kyu, several bundles of arrows.

MIRUMOTO TAKI

Male human Samurai 15: CR15, Medium humanoid (human); HD 15d10+60; hp 143; Init +5; Spd 20 ft.; AC 23 (touch 15, flat-footed 18); Atk +4 keen katana of dueling +21/+16/+11 melee (1d10+11 damage) and +4 wakizashi +19 (1d6+9 damage); AL LN; Honor: 3.4; Glory: 5.5; Status: 4; SV Fort +13, Ref +10, Will +12; Str 20, Dex 21, Con 18, Int 16, Wis 16, Cha 15; Maximum Void: 4; Height 5 ft. 9 in.

Dojo: Iron Mountain Dojo **Kata:** The Empire Rests on Its Edge, Standing on the Heavens, Striking as Fire, Striking as Water, The Victory of the River, Victory of the Wind, The World is Empty

Skills and Feats: Speak Language (Rokugani, High Rokugani), Battle +15, Climb +11, Diplomacy +12, Handle Animal +12, Iaijutsu Focus +14, Intimidate +8, Jump +11, Knowledge (Dragon territory) +8, Knowledge (Law) +13, Knowledge (Shintao) +8, Sense Motive +13, Survival +13; Ancestral Daisho, Cleave, Combat Reflexes, Daisho Specialization (katana), Daisho Technique, Depths of the Void, Heart of the Dragon, Improved Initiative, Leadership, Togashi's Technique, Void Use, Way of the Dragon, Weapon Focus (katana).

Possessions: +4 keen katana of dueling (ancestral daisho), +4 wakizashi (ancestral daisho), +3 lamellar armor of invulnerability, papers of office
Adjustments: Taki becomes Lost at the Battle of Oblivion's Gate, gaining 6 Ranks of Taint.

MIRUMOTO TAKI

Earth: 4

Water: 3

Strength: 5

Fire: 5

Agility: 6

Air: 4

Reflexes: 6

Void: 4

School/Rank: Mirumoto Bushi 5

Dojo: Iron Mountain Dojo

Glory: 5.5

Status: 4

Honor: 3.4

Advantages: Absolute Direction, Social Position (Magistrate), True Friend (Takuan), Way of the Land (Dragon)

Disadvantages: Dark Fate

Skills: Battle 5, Defense 5, Go 2, Iaijutsu 4, Katana 4, Kenjutsu 6, Kyujutsu 2, Law 4, Lore (Shugenja) 3, Meditation 4, Mountaineer 2, Sensei 4, Shintao 4

Kata: The Empire Rests on Its Edge, Standing on the Heavens, Striking as Fire, Striking as Water, The Victory of the River, Victory of the Wind, The World is Empty

Weapons & Armor: Daisho, light armor, papers of office

Adjustments: Taki becomes Lost at the Battle of Oblivion's Gate, gaining 6 Ranks of Taint.

MITSU

Male human Monk 5/Tattooed Monk 10: CR15; Medium humanoid (human); HD 5d8+20 plus 10d8+40; hp 128; Init +3; Spd 50 ft.; AC 19 (touch 19, flat-footed 19); Atk fist +10/+7/+4/+1 melee (2d6+3 damage); AL LG; Honor: 1.6; Glory: 7; Status: 6; SV Fort +15, Ref +14, Will +14; Str 16, Dex 17, Con 18, Int 14, Wis 17, Cha 15; Maximum Void: 4; Height 5 ft. 11 in.

Dojo: None Kata: None

Skills and Feats: Speak Language (Rokugani), Balance +10, Climb +10, Concentration +9, Craft (Tattooing) +8, Escape Artist +10, Heal +11, Hide +6, Jump +10, Knowledge (Shintao) +14, Listen +10, Move Silently +6, Sense Motive +10, Spot +10, Swim +10, Tumble +10; Ai Uchi, Centipede Tattoo*, Cleansing Spirit, Crow Tattoo*, Evasion, Flurry of Blows, Kaze-do Novice, Kaze-do Intermediate, Kaze-do Advanced, Kaze-do Expert, Ki Strike, Monkey Tattoo*, Pine Tattoo*, Purity of Body, Slow Fall 20 ft., Still Mind, Tiger Tattoo*, Touch the Void Dragon, Unarmed Strike, Unicorn Tattoo*, Void Use.

Possessions: none.

* Refer to Tattooed Monk Prestige Class in *Oriental Adventures™* for Tattoo abilities.

MITSU

Earth: 4

Stamina: 5

Water: 3

Strength: 4

Fire: 3

Agility: 6

Air: 3

Void: 6

School/Rank: Ise Zumi 5

Glory: 7

Status: 6

Honor: 1.6

Advantages: Ambidextrous, Clear Thinker, Great Destiny, Magic Resistance (4), Quick, Daredevil

Disadvantages: Brash

Skills: Athletics 5, Defense 6, Kaze-do 7, Medicine 3, Meditation 5, Nazodo 5, Shintao 6, Tattooing 3, Wrestling 4

Kiho: Ai Uchi, Cleansing Spirit, Touch the Void Dragon

Tattoos: Centipede, Crow, Dragon, Monkey, Pine, Tiger, Unicorn

Martial Arts: Kaze-do Novice, Kaze-do Intermediate, Kaze-do Advanced, Kaze-do Expert

MOTO TSUME

Male undead Samurai 18: CR 22; Medium undead [special]; HD 18d12+3; hp 120; Init +9; Spd 30 ft.; AC 29 (touch 15, flat-footed 24); Atk +5 pit-forged obsidian katana +30/+25/+20/+15 melee (1d10+11 damage plus 1d2 Strength plus 1d4 points of Taint); SA Fear Aura (creatures less than 5 HD in 60-foot radius make Will save (DC 22) or be affected by fear spell cast at 18th level. A creature that saves cannot be affected again for 24 hours.), Paralyzing Touch (Living creatures must make Fort save (DC 22) or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim. Effect cannot be dispelled. Victim seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.); SQ Blood Sense, Call Steed (as a full action, summon an onikage. If within the Shadowlands, the onikage will simply appear from nearby, elsewhere, it will burst forth from the ground.), Child of Darkness, Damage Reduction 15/Bludgeoning and Magic, Father of Lies, Immunities (Cold, Electricity, Polymorph, Mind-Affecting), Taint Sense, Thy Master's Will, Unearthly Regeneration, Unholy Speed, Unholy Vision; AL LN; Honor: 0; Glory: -8; Status: n/a; SV Fort +16, Ref +11, Will +18; Str 22, Dex 20, Con 21, Int 15, Wis 24, Cha 22; Height 6 ft.

Dojo: Shinjo Dojo Kata: None

Skills and Feats: Speak Language (Bakemono, Moto, Oni, Rokugani), Battle +17, Handle Animal +15, Hide +17, Intimidate +16, Knowledge (History) +6, Knowledge (Jigoku) +10, Knowledge (Shadowlands) +10, Knowledge (Shintao) +9, Listen +17, Move Silently +16, Ride +12, Search +17, Sense Motive +23, Spot +17, Survival +14; Cleave, Great Cleave, Hunger of the Maggots, Improved Initiative, Mounted Combat, One Spirit, Power Attack, Ride-by Attack, The Shadow Dragon, Shinjo's Technique, Spirited Charge, Trample, Way of the Unicorn, Weapon Focus (katana).

Taint: 9.9

Possessions: +5 pit-forged obsidian katana, +4 pit-forged obsidian wakizashi, +5 partial armor of greater fire resistance, onikage with barding, Fu Leng's Skull.

Adjustments: During Honor Bound, Moto Tsume returns from destruction when he receives Fu Leng's skull from Kuni Yori.

He is slain again by Kyoso no Oni during *Soul of the Empire*.

Note: Moto Tsume is a close lieutenant to the Dark Kami himself, and as such he retains his intelligence and strength of will, unlike other Lost and undead creatures. He has the undead type, but is a unique creature.

MOTO TSUME

Earth: 9

Water: 7

Fire: 6

Air: 7

Taint: 9.9

School/Rank: Maho-Bujin 5 / Moto Black Guard 5

Dojo: Shinjo Dojo

Glory: -8

Status: n/a

Honor: 0

Advantages: Absolute Direction, Great Destiny, Higher Purpose, Kharmic Tie (Tuchi Karasu), Way of the Land (Shadowlands)

Disadvantages: Bad Reputation, Onikage Stink

Skills: Athletics 4, Battle 5, Defense 5, Hand-to-Hand 5, Heraldry 3, Horsemanship 6, Hunting 5, Iaijutsu 3, Kenjutsu 6, Lore (maho-tsukai) 5, Lore (Shadowlands) 9, Shintao 3, Sincerity 2, Subojutsu 4, Stealth 4, Torture 7, Yarijutsu 4

Shadowlands Powers: With the power of Fu Leng's Skull, Moto Tsume can manifest whatever Shadowlands powers he wishes.

Weapons & Armor: Excellent quality daisho, Fine quality light armor, onikage with barding, Fu Leng's Skull

Adjustments: During *Honor Bound*, Moto Tsume returns from destruction when he receives Fu Leng's skull from Kuni Yori. He is slain again by Kyoso no Oni during *Soul of the Empire*.

NAKA KURO

Male human Shugenja 20: CR20, Medium humanoid (human); HD 20d6+100; hp 170; Init +5; Spd 30 ft.; AC 15touch 15, flat-footed 10); Atk slam +15/+10 melee (1d3+5 damage); AL N; Honor: 2.7; Glory: 6; Status: 6; SV Fort +11, Ref +11, Will +17; Str 20, Dex 20, Con 20, Int 20, Wis 20, Cha 20; Maximum Void: 4; Height 5 ft. 7 in.

Dojo: None **Kata:** None

Skills and Feats: Speak Language (Kami, Rokugani, High Rokugani), Concentration +26, Craft (Origami) +12, Diplomacy +19, Heal +12, Knowledge (Arcana) +12, Knowledge (Elements) +25, Knowledge (Etiquette) +19, Knowledge (Fortunes) +19, Knowledge (History) +12, Knowledge (Research) +12, Knowledge (Shintao) +25, Perform +20, Sense Motive +19, Scry +26, Spellcraft +26; Craft Tsangusuri, Depths of the Void, Elemental Attunement, Innate Ability (*elemental swarm, walking the way, wheel of fortune*), Ritual Magic, Self/No-Self, Sense Elements, Void Use, Way of the Phoenix.

Spells Per Day: (6/8/7/7/7/6/6/6/6); base DC 15 + spell level; **Spells Known:** 0 - *commune with elements, create water, detect magic, flare, flash of insight, know direction, mage hand, purify food and drink, read magic, summon*; 1st - *burning hands, cure light wounds, endure elements, expeditious retreat, protection of Shinsei, sleep*; 2nd - *Benten's touch, endurance, flaming sphere, lesser restoration, silence, wisdom and clarity*; 3rd - *burn the soul, clairaudience/clairvoyance, cure serious wounds, dispel magic, tremor*; 4th - *fire shield, jade strike, restoration, wall of fire, whispering wind*; 5th - *breath of the Fire Dragon, dimension door, greater commune, scrying, wall of stone*; 6th - *heal, fires of purity, know the earth, wind walk*; 7th - *essence of all, Kuro's fire, mislead, tomb of jade*; 8th - *bles-*

ings of Jizo, devastation of stone, incendiary cloud, regenerate; 9th - *elemental swarm, tsunami, walking the way, wheel of fortune.*

Possessions: Simple robes, sandals.

Special: Naka Kuro is unique among all shugenja in Rokugan. He is Grand Master of the Elements and is thus able to ignore the limitations of his Element Focus. He can use any spell from any element. This ability is unique and is possessed only by the Grand Master of the Elements. Any shugenja must relinquish his element focus ability when he assumes that title.

NAKA KURO

Earth: 5

Water: 5

Fire: 5

Air: 5

Void: 7

School/Rank: Isawa Shugenja 5 / Dragon Spirit-Binder 3 (Insight Rank 11)

Dojo: None

Glory: 6

Status: 6

Honor: 2.7

Advantages: Ancestor (Naka Kaeteru), Chosen by the Oracles, Forbidden Knowledge (many), Great Destiny, Higher Purpose, Magic Resistance (6), Precise Memory

Disadvantages: Ascetic, Can't Lie

Skills: Advanced Medicine 4, Astrology 5, Calligraphy 5, Cipher 4, Courtier 3, Etiquette 4, Heraldry 4, History 5, Lore (Elements) 10, Lore (Meishodo) 5, Lore (Nemuranai) 5, Lore (Shugenja) 7, Meditation 6, Mizugusuri 4, Omens 4, Oratory 5, Origami 4, Painting 4, Poetry 4, Research 4, Shintao 9, Spellcraft 8, Spell Research 7, Theology 8, Tsangusuri 4

Spells: All spells, including Void Magic, as Innate Abilities.

Kiho: All Kiho for which he meets Mastery requirements.

Weapons & Armor: Simple robes, sandals

OTAKU KAMOKO

Female human Samurai 8/Battle Maiden 10: CR18; Medium humanoid (human); HD 8d10+32 plus 10d10+40; hp 171; Init +9 (+15)*; Spd 20 ft.; AC 23 (29)* (touch 15, flat-footed 18); Atk +5 *keen katana of wounding and defending* +26/+21/+16/+11 (+34/+29/+23/+18)* melee (1d10+8 damage) or +2 *lance of speed* +23/+23/+18/+13/+8 (+31/+31/+26/+21/+16)* melee (1d8+5 damage) or +4 *dai-kyu of distance* +27/+22/+17/+12 (+35/+30/+25/+20)* ranged (1d8+4 damage); SQ *Heal Mount*; AL LN; Honor: 4.1; Glory: -5; Status: n/a; SV Fort +17, Ref +10, Will +12; Str 16, Dex 20, Con 18, Int 16, Wis 16, Cha 17; Maximum Void: 2; Height 5 ft. 5 in.

Dojo: Shiro Otaku Shoji **Kata:** Shinjo's Breath

Skills and Feats: Speak Language (Rokugani, High Rokugani), Animal Empathy +13, Battle +11, Handle Animal +16, Knowledge (Etiquette) +6, Knowledge (History) +10, Perform +13, Ride +30, Sense Motive +13, Survival +10; Ancestral Daisho, Burst of Speed, Defensive Riding, Depths of the Void, Mounted Archery, One Spirit, Ride Bonus (+6), Ride-by Attack, Shinjo's Technique, Spirited Charge, Strength of Purity, Trample, Utaku's Void of War, Void Use, Way of the Unicorn.

* Statistics in parentheses apply only when she is mounted.

Possessions: +5 *keen katana of wounding and defending* (ancestral

daisho ability), wakizashi, +4 *dai-kyu* of distance, +2 lance of speed, +4 *partial armor*, Otaku steed (special mount, see *Oriental Adventures™* Battle Maiden prestige class)

Shadowlands Taint: 7.3**

Adjustments: Before *Soul of the Empire*, Kamoko was the Otaku family daimyo and had a Status of 7 and Glory of 10. ** Kamoko's Shadowlands Taint is an illusion caused by the presence of Kyoso no Oni's presence within her soul as a result of their deal struck during *Soul of the Empire*. Prior to that event, this illusion does not exist. Kamoko herself has no Shadowlands Taint.

OTAKU KAMOKO

Earth: 4

Water: 4

Fire: 4

Agility 6

Air: 4

Void: 5

Shadowlands Taint: 7.3*

School/Rank: Otaku Battle Maiden 5 (Insight Rank 7)

Dojo: Shiro Otaku Shojo

Glory: -5

Status: n/a

Honor: 4.1

Advantages: Great Destiny, Ancestor (Otaku), Quick

Disadvantages: Bad Reputation (Reckless), Lost Love (Mother)

Skills: Animal Husbandry 3, Battle 4, Chisai jutsu 3, Defense 5, Etiquette 2, History 4, Horsemanship 9, Horse Archery 5, Hunting 5, Kenjutsu 5, Lore (Horse Family) 4, Poetry 3, Singing 5, Umayarijutsu 4, Yomanri 3

Kata: Shinjo's Breath

Weapons & Armor: Daisho, Fine quality *dai-kyu*, Excellent quality light armor, Otaku steed

Adjustments: Before *Soul of the Empire*, Kamoko was the Otaku family daimyo and had a Status of 7 and Glory of 10. Kamoko's Shadowlands Taint is an illusion caused by the presence of Kyoso no Oni within her soul as a result of their deal struck during *Soul of the Empire*. Kamoko herself has no Shadowlands Taint.

THE QAMAR

Male Naga (Greensnake) Ranger 15: CR15, Large humanoid (reptilian); HD 15d8+45; hp 113; Init +10; Spd 40 ft.; AC 23 (touch 18, flat-footed 13); Atk +3 *throwing and returning longspear of speed* +19/+14/+9 melee (1d10+7 damage plus (1 x number of Naga within 100 ft.)) or +4 *seeking yumi of distance* +20/+15/+10 ranged (1d8+4 damage); SQ Spells; AL LN; Glory: 9; Caste: 8; SV Fort +14, Ref +15, Will +8; Str 19, Dex 22, Con 20, Int 17, Wis 16, Cha 15.

Dojo: None Kata: None

Skills and Feats: Speak Language (Naga, Rokugani), Battle +8, Climb +6, Concentration +11, Heal +9, Hide +15, Jump +5, Knowledge (Geography) +9, Knowledge (Nature) +10, Listen +11, Move Silently +15, Search +11, Spot +12, Survival +15, Swim +10, Use Rope +6; Akasha Use, Animal Companion (Medium Viper), Camouflage, Combat Style (Archery), Combat Style Mastery (Archery), Endurance, Evasion, Favored Enemy (Giant (Shadowlands), Humanoid (human), Humanoid (Shadowlands), Outsider (Shadowlands)), Improved Combat Style, Improved Initiative, Swift Tracker, Track, Wild Empathy, Woodland Stride.

Spells Per Day: (2/2/2/2); base DC 13 + spell level.

Possessions: *Ancient Spear of the Naga* (+3 *throwing and returning longspear of speed*), +4 *seeking yumi of distance*, +2 arrows, +3 amulet of protection

THE QAMAR

Earth: 4

Willpower: 5

Water: 5

Fire: 5

Agility: 7

Air: 4

Reflexes 6

Akasha: 4

School/Rank: Greensnake Scout 5

Glory: 9

Caste: 8

Advantages: Acute Smell, Combat Reflexes, Fertile, Large, Quick, Way of the Land (Naga, Shinomen, Unicorn)

Disadvantages: Fascination (Rokugani), Soft-Hearted

Skills: Athletics 5, Battle 5, Conceal 6, Defense 4, Jiujutsu 5, Hunting 6, Investigation 5, Meditation 3, Moksha 4, Rokugani Language 3, Stealth 7, Swordsmanship 4, Yarijutsu 6, Yomanri 8

Weapons & Armor: *Ancient Spear of the Naga*, Naga bow, arrows

RYOSEI

Female human Shugenja 6/Ranger 6: CR 12, Medium humanoid (human); HD 6d6+12 plus 6d8+12; hp 72; Init +2; Spd 30 ft.; AC 21 (touch 12, flat-footed 16); Atk +4 *keen katana of silent moves and agility* +12/+7 melee (1d10+5 damage) and +1 *wakizashi* +10/+5 (1d6+2 damage); AL LN; Honor: 2.5; Glory: 5; Status: 7.5; SV Fort +7, Ref +7, Will +7; Str 13, Dex 15, Con 15, Int 16, Wis 17, Cha 19; Maximum Void: 4; Height 5 ft. 5 in.

Dojo: None Kata: None

Skills and Feats: Speak Language (Chikushudo, Kami, Rokugani, High Rokugani) Battle +6, Climb +4, Concentration +10, Diplomacy +10, Handle Animal +10, Heal +6, Hide +5, Jump +4, Knowledge (arcana) +9, Knowledge (Elements) +13, Knowledge (Etiquette) +5, Knowledge (geography) +12, Knowledge (history) +9, Knowledge (nature) +13, Knowledge (Shintao) +7, Listen +9, Move Silently +1, Ride +4, Search +9, Sense Motive +12, Scry +16, Spellcraft +12, Spot +17, Survival +12, Swim +1, Use Rope +5; Animal Companion (Fox), Combat Style (Two-Handed Fighting), Depths of the Void, Element Focus (Fire), Endurance, Favored Enemy (Humanoid (Human, Goblinoid)), Improved Combat Style (Two-Handed Fighting), Self/No-Self, Sense Elements, Superior Element Focus (Fire), Track, Void Use, Way of the Fox, Wild Empathy. *Shugenja Spells Per Day:* (6/7/6/6/1); base DC 14 + spell level; *Spells Known:* 0 – *call fire, dancing lights, flickering flame, light, resistance, read magic, summon, whispers of the kami*; 1st – *burning hands, earth's stagnation, endure elements, pass without trace, sense spirit*; 2nd – *barkskin, the fires that cleanse, flaming sphere*; 3rd – *protection from the elements, walk through the mountains*.

Ranger Spells Per Day: (2) base DC 13 + spell level.

Possessions: *Ancestral Sword of the Fox* (+4 *keen katana of silent moves and agility*), +1 *wakizashi*, +2 *partial armor*.

RYOSEI

Earth: 4

Water: 3

Fire: 4

Agility: 5

Air: 2

Void: 3

School/Rank: Kitsune Shugenja 4

Glory: 5

Status: 7.5

Honor: 2.5

Advantages: Ancestor (Osusuki & Akomachi), Crafty, Quick, True Friend (Yoshun), Way of the Land (southern Rokugan)

Disadvantages: Heart of Vengeance (Hare), Kitsune Taboo (must follow word of honor)

Skills: Battle 4, Calligraphy 4, Defense 2, Etiquette 2, Herbalism 4, History 4, Hunting 5, Kenjutsu 5, Lore (Black Scrolls) 3, Lore (Scorpion Clan) 1, Lore (Shadowlands) 2, Meditation 1, Seduction 3, Shintao 3, Yarijutsu 4

Weapons & Armor: Ancestral Sword of the Fox, light armor

SANZO

Male human Samurai 3: CR 3, Medium humanoid (human); HD 3d10+6 hp 23; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +6 *bloodthirsty katana of silent moves* +11 melee (1d10+8 damage); SQ *confusion* (3/day)*, *knock* (3/day)*, *greater dispelling* (1/week)*, *weird* (1/week)*; AL LN; Honor: 2.0; Glory: 1.2; Status: 0; SV Fort +4, Ref +4, Will +4; Str 15, Dex 16, Con 13, Int 14, Wis 13, Cha 12; Maximum Void: 2; Height 5 ft. 7 in.

Dojo: Iron Mountain Dojo *Kata:* None

Skills and Feats: Speak Language (Rokugani), Bluff +17*, Climb +1, Iaijutsu Focus +6, Intimidate +6, Jump +1, Knowledge (Etiquette) +3, Knowledge (History) +3, Knowledge (Law) +5, Sense Motive +4, Swim -3, Tea Ceremony +4; Daisho Technique, Improved Unarmed Strike, Toughness, Void Use.

Possessions: *Ambition* (Bloodsword) (see *Magic of Rokugan*, p. 81), lamellar armor, wakizashi.

* Bonus from *Ambition*.

SANZO

Earth: 2

Water: 3

Fire: 3

Air: 3

Void: 3

School/Rank: Mirumoto Bushi 1

Dojo: Iron Mountain Dojo

Glory: 1.2

Status: 0; ronin

Honor: 2.0

Advantages: None

Disadvantages: Coward (6), Dishonored, Driven, Haunted (4), Social Disadvantage (Ronin)

Skills: Defense 3, Hand-to-Hand 1, History 1, Iaijutsu 1, Intimidation 3, Investigation 2, Kenjutsu 4, Meditation 2, Stealth 2, Tea Ceremony 1, Wrestling 2, Kuenai 2, Hisomu 3

Weapons & Armor: *Ambition* (bloodsword), poor quality light armor, poor quality wakizashi

TAKAO

Male human Shugenja 7/Inkyo 8: CR 15; Medium humanoid (human); HD 7d6+21+8d8+24; hp 106; Init +5; Spd 30 ft.; AC 15 (touch 15, flat-footed 10); Atk unarmed +15/+10 melee (1d3+3 damage); AL N; Honor: 3.2; Glory: 2.5; Status: 0; SV Fort +11, Ref +13, Will +15; Str 16, Dex 20, Con 16, Int 19, Wis 18, Cha 16; Maximum Void: 4; Height 5 ft. 7 in.

Dojo: None *Kata:* None

Skills and Feats: Speak Language (Rokugani), Balance +14, Bluff +12, Climb +9, Concentration +10, Diplomacy +12, Heal +10, Hide +11, Jump +12, Knowledge (Elements) +13, Knowledge (Fortunes) +13, Knowledge (History) +13, Knowledge (Shintao) +13, Listen +9, Move Silently +11, Search +10, Sense Motive +13, Spellcraft +10, Spot +10, Tumble +13; Combat Expertise, Depths of the Void, Element Focus (Fire), Flame Fist, Improved Grapple, Improved Unarmed Strike, Investigator, Power Attack, Purity +2, Ryoku, Sense Elements, Spirit Strike, Steady Soul, Stunning Fist, Void Use, Weapon Finesse (unarmed), Weapon Focus (unarmed).

Spells (6/7/7/5): base DC 13 + spell level; 0-level - *Agasha's touch*, *call fire*, *commune with elements*, *dancing lights*, *Isawa's eye*, *jade touch*, *light*, *virtue*, *summon*, *wisdom of the Fortunes*; 1st-level - *burning hands*, *by the light of Lord Moon*, *eye of the sun*, *fear*, *touch of thunder*, *wind-borne slumbers*; 2nd-level - *the fires that cleanse*, *katana of fire*, *know the shadows*, *way of fire*; 3rd-level - *armor of the kami*, *burn the soul*, *sun's eye*.

Possessions: simple robes

TAKAO

Earth: 4

Water: 4

Perception: 5

Fire: 6

Air: 3

Void: 4

School/Rank: Isawa Shugenja 3

Glory: 2.5

Honor: 3.2

Status: 5

Advantages: Great Destiny, Great Potential (Fire), Precise Memory, Social Position (Acolyte of Fire)

Disadvantages: None

Skills: Astrology 3, Calligraphy 4, Cipher 4, Investigation 3, Jiujutsu 5, Kenjutsu 1, Meditation 5, Oratory 3, Shintao 5, Sincerity 3, Spellcraft 2, Theology 4

Spells: Sense, Summon, Commune, Evil Ward, Fire from Within, Inflammation, Know the Shadows, The Light of Lord Moon, Wind-Borne Slumbers.

Kiho: Flame Fist, Kuzushi, Ryoku

Weapons & Armor: simple robes.

TCHICKCHUK

Male Nezumi Fighter 14/Courtier 2: CR 16; Medium monstrous humanoid (Nezumi); HD 14d10+70 plus 2d6+10; hp 165; Init +6; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); Atk +4 *tetsubo of speed* +23/+18/+13 melee (1d8+6 damage); SQ Tattered Ear tribe and Nezumi racial traits; AL NE; Name: 2.1; Glory: 8; Niche: 8; SV Fort +14, Ref +7, Will +9; Str 18, Dex 15, Con 20, Int 13, Wis 15, Cha 16; Maximum Void: 2; Height 4 ft. 10 in.

Dojo: None *Kata:* None

Skills and Feats: Speak Language (Bakemono, Naga, Nezumi, Oni, Ogre, Rokugani), Battle +6, Climb +9, Diplomacy +7, Forgery +2, Hide +2, Intimidate +5, Jump +6, Knowledge (etiquette) +3, Knowledge (Shadowlands) +3, Listen +8, Move

Silently +4, Spot +5, Survival +5, Swim +1; Alertness, Athletic, Combat Expertise, Dodge, Improved Initiative, Leadership, Lightning Reflexes, Mobility, Power Attack, Run, Scent, Spring Attack, Style and Grace, Talent, Void Use, Weapon Focus (tetsubo), Whirlwind Attack.

Possessions: +4 *tetsubo* of speed, stolen +3 *lamellar armor*, horde of assorted treasures (all shiny).

TCHICKCHUK

Earth: 5

Water: 4

Fire: 3

Agility: 5

Air: 3

Awareness: 4

Void: 3

Mi'letch-k'thatch/Rank: Chieftain 5 / Bayushi Courtier 1

Glory: 8

Name: 2.1

Niche: 8

Advanced Nezumi Abilities: Bigjump, Hardy, Sharptooth, Sharpears

Advantages: Rokugani Culture (4 ranks), Sensei (Bayushi Kagetoki), Shine-Shiny Eyes

Disadvantages: Brash

Skills: Athletics 5, Battle 7, Defense 4, Etiquette (Rokugani) 4, Forgery 5, Hand-to-Hand (Mochatchikkan) 7, Heraldry (Rokugani) 3, Hunting 6, Law (Rokugani) 4, Lore (Deep Shadowlands) 4, Seduction (Nezumi) 3, Sincerity (Nezumi) 6, Sincerity (Rokugani) 5, Stealth 6, Tetsubo 7, Tribal Lore 3

Weapons & Armor: Tetsubo, stolen lamellar armor, horde of assorted treasures (all shiny).

TE'TIK'KIR

Male Nezumi Shaman 9: CR 9; Medium monstrous humanoid (Nezumi); HD 9d6+18; hp 49; Init +8; Spd 40 ft.; AC 12 (touch 11, flat-footed 11); Atk +2 *returning spear of initiative* +8/+3 melee (1d8+2 damage); SQ Crippled Bone tribe and Nezumi racial traits; AL NE; Name: 2.3; Glory: 7; Niche: 8.1; SV Fort +5, Ref +4, Will +9; Str 11, Dex 13, Con 15, Int 14, Wis 18, Cha 13; Maximum Void: 2; Height 4 ft. 10 in.

Skills and Feats: Speak Language (Bakemono, Naga, Nezumi, Oni, Ogre, Rokugani), Climb +2, Concentration +10, Diplomacy +4, Heal +12, Hide +6, Knowledge (Arcana) +6, Knowledge (Religion) +10, Knowledge (Spirits) +10, Listen +7, Move Silently +7, Scry +9, Spellcraft +4, Survival +8; Alertness, Animal Companion (Rat), Improved Initiative, Scent, Spirits' Favor, Spirit Sight, Turn or Rebuke Undead, Unarmed Strike, Void Use.

Spells (6/5+1/5+1/4+1/3+1/2+1): base DC 14 + spell level; **Domains:** Nature, Trickery

Possessions: +2 *returning spear of initiative*, dagger, staff

Adjustments: Te'tik'kir becomes cursed by the Transcendent and unable to die during *Soul of the Empire*.

TE'TIK'KIR

Earth: 3

Willpower: 4

Water: 2

Perception: 4

Fire: 3

Intelligence: 5

Air: 3

Awareness: 4

Void: 4

Mi'letch-k'thatch/Rank: Shaman 3

Glory: 7

Name: 2.3

Niche: 8.1

Advanced Nezumi Abilities: Sharpears, Spirit Sight

Advantages: Clear Thinker, Namebound (Name Weapon)

Disadvantages: Cursed by the Transcendent, Small

Skills: Defense 3, Hunting 3, Lore (Deep Shadowlands) 5,

Meditation 4, Mee-thich 3, Name Lore 4, Remembering 2,

Rokugani Language 2, Scrounging 3, Stealth 4, Yarijutsu 3

Spells: Beast Speech, Burn Name, Conjure Named Weapon, Name Weapon, Seek Name, Share Cunning, Smite the Nameless

Weapons & Armor: Named spear, a Poor quality dagger, a staff

Adjustments: Te'tik'kir becomes cursed by the Transcendent and unable to die during *Soul of the Empire*. Before that, he has the Dark Secret (Betrayed His Tribe) disadvantage instead.

TOKU

Male human Commoner 3/Samurai 4: CR 7; Medium humanoid (human); HD 3d4+9 plus 4d10+12; hp 47; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +2 *katana* +13/+8 melee (1d10+5 damage); AL NG; Honor: 2.8; Glory: 5; Status: 7.5; SV Fort +9, Ref +5, Will +11; Str 14, Dex 15, Con 16, Int 13, Wis 16, Cha 16; Maximum Void: 2; Height 5 ft. 8 in.

Dojo: None **Kata:** Striking as Fire

Skills and Feats: Speak Language (Rokugani), Battle +6, Diplomacy +6, Handle Animal +4, Iaijutsu Focus +6, Knowledge (Bushido) +4, Knowledge (Law) +4, Profession (Farmer) +11, Perform +6, Ride +6, Sense Motive +6, Spot +5, Use Rope +5; Ancestral Daisho, Dodge, Iron Will, Mobility, Skill Focus (Profession: Farmer), Void Use, Weapon Focus (Katana).

Possessions: +2 *katana* (ancestral daisho), +2 *wakizashi* (ancestral daisho), +1 *lamellar armor*, horse and barding.

TOKU

Earth: 3

Water: 2

Perception: 3

Fire: 2

Agility: 3

Air: 2

Reflexes: 4

Void: 4

School/Rank: Monkey Bushi 2 / A Samurai's Fury

Dojo: None; True Ronin

Glory: 5

Status: 7.5

Honor: 2.8

Advantages: Social Position (Monkey Clan Champion), Kharmic Tie (Toturi - 5), Luck (9)

Disadvantages: Driven, Idealistic

Skills: Archery 2, Battle 3, Defense 3, Horsemanship 2,

Hunting 3, Iaijutsu 2, Kenjutsu 4, Katana 3, Law 4, Lore

(Bushido) 4, Poetry 3, Shintao 3

Kata: Striking as Fire

Weapons & Armor: Monkey Clan Daisho, lamellar armor, horse and barding,

Adjustments: Though he is Insight Rank 4, Toku possesses only three techniques. He develops the third technique in the Monkey Bushi school in *Soul of the Empire*.

TOTURI I

Male human Sam20: CR20, Medium humanoid (human); HD 20d10+80; hp 190; Init +5; Spd 30 ft.; AC 22 (touch 13, flat-footed 14); Atk +5 *vorpal katana* +33/+27/+23/+18 melee (1d10+14 damage); AL LN; Honor: 4.4; Glory: 10; Status: 10; SV Fort +16, Ref +9, Will +18; Str 20 (24), Dex 16, Con 18, Int 21, Wis 18, Cha 18 (22); Maximum Void: 2; Height 5 ft. 10 in.

Dojo: None **Kata:** Striking as Fire, Fury Without End

Skills and Feats: Speak Language (Rokugani, High Rokugani), Battle +30, Bluff +14, Climb +10, Diplomacy +18, Handle Animal +12, Iaijutsu Focus +22, Hide +16, Intimidate +20, Jump +15, Knowledge (History) +13, Knowledge (Lying Darkness) +12, Knowledge (Shintao) +10, Move Silently +16, Ride +20, Sense Motive +20, Swim +11; Akodo's Technique, Ancestral Daisho, Daisho Specialization (Katana), Death Trance, The Final Lesson, Ichi-Miru, Improved Initiative, Iron Will, Leadership, Political Maneuvering, Power Attack, Skill Focus (Battle), Strength of Purity, Void Use, Way of the Lion, Weapon Focus (katana).

Possessions: As the Emperor, Toturi may have nearly any item he wishes. On his person he carries a +5 *vorpal katana* (ancestral daisho ability), +5 *vorpal wakizashi* (ancestral daisho ability), *Toturi's Fan* (unique item: +5 enhancement bonus to Battle and Spot skills, and +4 enhancement bonus to Charisma), a *ring of protection* +5, *haori of resistance* +3, *ring of protection* +4, *obi of giant strength*.

Adjustments: When Toturi is recovered during *Dark Journey Home*, he is tainted by the Lying Darkness and possesses two Shadow Points. He commits seppuku during *Ambition's Debt* and is reborn as above at the Battle of Oblivion's Gate.

TOTURI I

Earth: 4

Water: 5

Perception: 7

Fire: 3

Intelligence: 7

Air: 4

Awareness: 5

Void: 7

School/Rank: Akodo Bushi 5 / A Samurai's Fury

Dojo: Castle of the Swift Sword

Glory: 10

Status: 10

Honor: 4.4

Advantages: Death Trance, Denizen of Yomi (III), Social Position (Emperor), Tactician, Natural Leader

Disadvantages: True Love, Lost Love

Skills: Athletics 2, Battle 10, Courtier 6, Defense 7, Etiquette 5, Jiujutsu 5, Heraldry 3, History 6, Iaijutsu 5, Kenjutsu 5, Katana 6, Law 5, Meditation 5, Oratory 5, Shintao 4, Theology 6

Kata: Striking as Fire, Fury Without End

Weapons & Armor: Daisho, ornate Excellent quality armor, nearly any item he wishes

Adjustments: Toturi is kidnapped before the events of *A Hidden Emperor* begin. He is recovered during *Dark Journey Home*, but he is tainted by the Lying Darkness and possesses two Shadow Points. He commits seppuku during *Ambition's Debt* and is reborn as above at the Battle of Oblivion's Gate.

TSURUCHI

Male human Fighter 8/Wasp Bounty Hunter 10: CR 18; Medium humanoid (human); HD 8d10+32+10d8+40; hp 121; Init +9; Spd 30 ft.; AC 23 (touch 15, flat-footed 18); Atk *Tsuruchi's Yumi* +25/+20/+15/+10 ranged (1d8+12+1d10+1d6 fire damage); AL N; Honor: 2.1; Glory: 7; Status: 7; SV Fort +18, Ref +11, Will +10; Str 18, Dex 21, Con 18, Int 16, Wis 18, Cha 17; Maximum Void: 2; Height 5 ft. 5 in.

Dojo: None **Kata:** None

Skills and Feats: Speak Language (Rokugani), Bluff +9, Climb +9, Craft (bowmaking) +10, Diplomacy +6, Gather Information +11, Handle Animal +9, Heal +6, Hide +9, Intimidate +9, Jump +9, Knowledge (law) +9, Knowledge (history) +9, Poison +6, Move Silently +10, Ride +6, Search +10, Sense Motive +10, Spot +10, Survival +11; Damage Bonus (+1d10), Far Shot, Greater Weapon Focus (Yumi), Improved Critical (Yumi), Improved Initiative, Improved Precise Shot, Increased Range, Manyshot, Point Blank Shot, Precise Shot, Quick Shot, Ranged Attack Bonus (+5), Rapid Shot, The Arrow Knows the Way, Void Use, Way of the Wasp, Weapon Focus (Yumi), Weapon Specialization (Yumi).

Possessions: *Tsuruchi's Yumi* (+5 *flaming yumi* of speed and distance, range increments for Point Blank Shot, Far Shot, Called Shot, and Precise Shot increased by one range increment, if wielder carries or uses a katana, yumi loses all magical powers until katana is relinquished), ample supply of hand-made arrows, rations, +5 *ashigaru armor*.

Adjustments: Tsuruchi is Fighter 6/Wasp Bounty Hunter 9 prior to *Fire and Shadow*, at which point he develops the Wasp Bounty Hunter level 10 technique, The Arrow Knows the Way.

TSURUCHI

Earth: 4

Water: 4

Fire: 4

Air: 4

Reflexes 6

Void: 4

School/Rank: Tsuruchi Archer 5

Dojo: Kyuden Ashinagabachi

Glory: 7

Status: 7

Honor: 2.1

Advantages: Allies (Dragon, Sparrow, Unicorn), Clear Thinker, Quick, Way of the Land (Crane, Dragon, Lion, Mantis, Scorpion, Unicorn, Wasp)

Disadvantages: Driven, Unluck

Skills: Athletics 6, Battle 4, Courtier 3, Defense 5, Fletchery 6, Heraldry 5, Horsemanship 3, Hunting 6, Intimidation 4, Investigation 6, Jiujutsu 5, Kyujutsu 9, Lore (Lion Clan) 5, Lore (Scorpion Clan) 5, Lore (Crane Clan) 3, Lore (Unicorn Clan) 3, Lore (Dragon Clan) 1, Lore (Mantis Clan) 5, Lore (Bushido) 2, Medicine 3, Poison 3, Shintao 3, Sincerity 1, Stealth 6, Theology 1

Weapons & Armor: *Tsuruchi's Yumi*, ample supply of hand-made arrows, rations

Adjustments: Tsuruchi is Rank 4 until *Fire and Shadow*, at which point he develops the Rank 5 Technique for the Tsuruchi Archer School.

YOKATSU (FORMERLY SHINJO YOKATSU)

Male human Samurai 17: CR 17; Medium humanoid (human); HD 17d10+85; hp 179; Init +5; Spd 30 ft.; AC 22 (touch 13, flat-footed 19); Atk +5 *keen wounding katana of speed* +23/+18/+13/+8 melee (1d10+10 damage); AL LE; Honor: 0; Glory: -8; Status: -10; SV Fort +15, Ref +7, Will +14; Str 20, Dex 15, Con 20, Int 15, Wis 18, Cha 16; Maximum Void: 2; Height 5 ft. 10 in.

Dojo: None **Kata:** Shinjo's Breath, Striking as Fire, Striking as Wind, Thundering the Sky

Skills and Feats: Speak Language (Rokugani, High Rokugani), Battle +9, Diplomacy +9, Handle Animal +8, Hide +9, Iaijutsu Focus +10, Intimidate +13, Jump +6, Knowledge (Burning Sands) +5, Knowledge (History) +5, Knowledge (Kolats) +10, Move Silently +5, Perform +7, Ride +17, Sense Motive +9, Swim -1; Alertness, Ancestral Daisho, Ichi-Miru, Mounted Archery, One Spirit, Perceived Honor +2, Ride-by Attack, Shinjo's Technique, Spirited Charge, Trample, Utaku's Void of War, Void Use, Way of the Unicorn, Weapon Focus (katana).

Possessions: Forged travel papers, disguise kit, Unicorn steed, +5 *keen katana of speed and wounding* (ancestral daisho ability), wakizashi, +4 lamellar armor.

Adjustments: Yokatsu has Glory and Status 8 until Shinjo returns and unmasks him as a Kolat Master during *Honor Bound*. Before that event, his deadly secret is that he is the Kolat Master, and he is the Champion of the Unicorn Clan.

YOKATSU (FORMERLY SHINJO YOKATSU)

Earth: 5

Water: 4

Strength: 5

Fire: 4

Agility: 5

Air: 3

Reflexes: 5

Void: 4

School/Rank: Shinjo Bushi 5 / Tiger's Claw

Dojo: Shinjo Dojo

Glory: -8

Status: -10

Honor: 0

Advantages: Clear Thinker, Higher Purpose, Quick Healer, Way of the Land (Unicorn)

Disadvantages: Sworn Enemy (Kami Shinjo)

Skills: Acting 3, Animal Husbandry 4, Battle 4, Etiquette 4, History (Burning Sands) 4, History (Rokugani) 3, Horse Archery 7, Horsemanship 9, Kenjutsu 6, Kuenai 6, Lore (Kolats) 4, Lore (Horses) 4, Shintao 3, Sincerity 6, Singing 2, Stealth 5

Kata: Shinjo's Breath, Striking as Fire, Striking as Wind, Thundering the Sky

Weapons & Armor: Katana, wakizashi, Unicorn steed, forged traveling papers, disguise kit

Adjustments: Yokatsu has Glory and Status 8 until Shinjo returns and unmasks him as a Kolat Master during *Honor Bound*. Before that event, he has the disadvantage Dark Secret (Kolats Master) instead and is the Champion of the Unicorn Clan.

YORITOMO

Male human Samurai 4/Fighter 9/Yoritomo Elite Guard 5: CR 18; Medium-size humanoid; HD 19d10 + 57; hp 180; Init +3; Spd 20 ft.; AC 27 (touch 13, flat-footed 24); Atk *Yoritomo's kama* +30/+25/+20/+15 melee (1d6+13 damage + 1d6 shocking); AL LE; Honor: 2; Glory: 8; Status: 8; SV Fort +17, Ref +11, Will +11; Str 26, Dex 16, Con 16, Int 13, Wis 12, Cha 16, Max Void 5; Maximum Void: 4; Height 5 ft. 9 in.

Dojo: None **Kata:** None

Skills and Feats: Speak Language (Rokugani), Balance +14, Battle +13, Bluff +9, Climb +15, Intimidate +27, Jump +22, Profession (Sailor) +6, Sense Motive +8, Swim +16, Tumble +27, Use Rope +20; Armor Focus (Lamellar), Claws of the Mantis, Cleave, Cold and Cunning, Depths of the Void, Dodge, Great Cleave, Iron Will, Power Attack, Soul Forge (Kama), Soul of the Storm, Storm Rising, Void Use, Way of the Mantis, Weapon Focus (Kama), Weapon Specialization (Kama), Weaving, Dodging, Rolling

Possessions: *Yoritomo's Kama* (each +3 *defending shocking kama*), *Yoritomo's Armor* (as *breastplate of command*, but +4 bonuses and made of lamellar), *bracers of Hida's might* +6, *charm of natural armor* +5

YORITOMO

Earth: 7

Water: 5

Strength: 6

Fire: 4

Agility: 6

Air: 4

Void: 5

School/Rank: Yoritomo Bushi 5 / Yoritomo Elite Guard

Dojo: Dojo Raiden

Glory: 8

Status: 8

Honor: 2.2

Advantages: Ancestor (Gusai), Combat Reflexes, Great Destiny, Inheritance (Mantis Kama), Natural Leader, Quick, Strength of the Earth

Disadvantages: Bad Reputation, Brash, Insensitive

Skills: Athletics 5, Battle 6, Commerce 3, Defense 5, Etiquette 3, Hand-to-Hand 5, History 2, Iaijutsu 3, Intimidation 6, Investigation 3, Kama 8, Kenjutsu 4, Nofujutsu 7, Sailing 4, Shintao 4

Kata: Howl of the Son of Storms, Prayer's End, Strike of the Cliff's Edge, Striking as Earth, Striking as Water

Weapons & Armor: *Yoritomo's Armor*, *Yoritomo's Kama*

SCROLLS OF THE DEAD

Asako Hosigeru: Killed in accident during training.
Bayushi Kachiko: Merged her soul with Shosuro's at Sleeping Lake
Daidoji Kedamono: Killed at the Battle of Oblivion's Gate.
Dairyra: Killed at the Battle of Oblivion's Gate.
Dashmar: Killed at the Battle of Oblivion's Gate. Reincarnated in the Akasha.
Dengai: Killed at the Battle of Oblivion's Gate.
Doji Shizue: Killed by a Goju assassin.
Eshru: Killed at the Battle of Oblivion's Gate. Reincarnated in the Akasha.
Hasame: Unmade by the avatar of Lord Moon.
Heichi Chokei: Killed at the Battle of Oblivion's Gate.
Hida Kisada: Died of wounds from the Clan War.
Hida Tampako: Killed at the Battle of Oblivion's Gate.
Hida Tsuru: Killed at the Battle of Oblivion's Gate.
Hiruma Yoshi: Killed by Kuni Yori during the retaking of Hiruma Castle.
Hitomi Iyojin: Sacrificed himself to fight the Darkness along with several kikage zumi.
Ikoma Tsanuri: Killed at the Battle of Oblivion's Gate.
Isawa Osugi: Executed as a Kolat by Toturi I.
Iuchi Daiyu: Killed by Iuchi Shahai.
Kakita Ariteko: Killed by the Bloodspeaker, Doji Adoka.
Kakita Toshimoko: Killed by Dairyra at the Battle of Oblivion's Gate.
Kakita Yoshi: Killed by Seppun Toshiken.
Kitsu Okura: Destroyed by Oni no Akuma.
Matsu Agetoki: Killed by Otaku Kamoko.
Matsu Morishigi: Killed at the Battle of Oblivion's Gate.
Mikio: Slain by the Goju while protecting Toturi I.
Moto Tsume: Resurrected by Kuni Yori and slain by Kyoso no Oni.
Naka Kuro: Sacrificed himself to destroy a legion of Goju assassins.
Otaku Kamoko: Slain by Moto Tsume.
Otaku Kojiro: Killed by an unknown assassin.
Radakast: Killed at the Battle of Oblivion's Gate. Reincarnated in the Akasha.
Shashakar: Sacrificed his place in the Akasha to restore Hida Yakamo to life.
Shosuro Taushi: Killed at the Battle of Oblivion's Gate.
Takuan: Committed seppuku.
Togashi Gaijutsu: Executed by Hitomi.
Yoritomo: Killed by Goju Adorai.
Yoritomo Furiake: Killed at the Battle of Oblivion's Gate.