

## Updated Scorpion Schools

### Bayushi Courtier

This School is updated in Legend of the Five Rings Role-playing Game, Third Edition.

### Bayushi Bushi

This School is updated in Legend of the Five Rings Role-playing Game, Third Edition.

### Bayushi Elite Guard (New Path) [Bushi]

Technique Rank: 4

Path of Entry: Bayushi Bushi 3

Requirement: Know the School (any Great Clan bushi School) 3

Path of Egress: Bayushi Bushi 4

Technique: My Enemy's Eyes – The elite guardians of Kyuden Bayushi are trained to adapt their knowledge to any enemy they face, finding similarities where none exist and exploiting even the most well hidden weaknesses. You gain an additional attack per round. This attack may only be used against opponents who possess ranks of a School for which you possess the Know the School Skill. You may also use this additional attack against opponents with no School ranks while their initiative score is lower than yours.

### Bayushi Saboteur [Ninja]

Benefit: +1 Intelligence

Skills: Acting, Deceit, Engineering, Explosives, Locksmith, Poison, Stealth (Sneaking)

Honor: 1.5

Outfit: Katana, wakizashi, kimono, light armor, traveling pack, any 1 weapon, 2 koku

#### Techniques:

##### Rank 1: Bayushi's Footsteps

The Bayushi Saboteurs are unseen destroyers, striking at military targets just as the Shosuro strike at political ones. You roll and keep a number of additional dice equal to your School Rank on all Stealth rolls. When you spend a Void Point to gain 1k1 on one of your School Skill rolls, you gain 2k2 instead. You also add your Air Ring to your Initiative total.

##### Rank 2: Seeking Weakness

A true saboteur can instantly assess the flaws in any object, and instinctively understand the means by which it can be destroyed. You may study any inanimate object, (armor, weapon, or other object) or building for one round and make a Raw Perception roll (TN 15). If successful, you gain a number of Free Raises equal to your School Rank on any Engineering or Explosives rolls to destroy it (for buildings), or on an attack roll for using the Disarm maneuver. Disarmed weapons and objects are dropped, and disarmed armor confers no bonus to TN to Be Hit. (Disarming armor requires a Contested Roll as normal, when your opponent uses his Agility/Defense. This is not normally possible, but is a function of this Technique.) You also add your Fire Ring to your TN to be Hit.

##### Rank 3: The Soul of Bayushi

A saboteur is a predator, and recognizes when other predators are hunting him. You never suffer Initiative penalties from being surprised or wounded. As long as you are conscious and unbound, your TN to be Hit may never be reduced by an opponent's spells or techniques, unless the spell or Technique has a higher Mastery Level or Rank than your Insight Rank. You also add twice your Air Ring to your Initiative total, replacing the benefit from Rank 1.

#### Rank 4: No Mistakes

A saboteur must never allow his mission to be threatened in the event that he is noticed, but must eliminate the problem as rapidly as possible. You may make an additional attack per round. You add twice your Fire Ring to your TN to Be Hit, replacing the benefit from Rank 2.

#### Rank 5: Follow the Pincers

A true student of Bayushi masters many dark trades, and uses them to ruthless effect against the Scorpion's enemies. When making a roll with any School Skill, your dice explode on an 8, 9, or 10. This effect may only be used once per die per roll. Thus if you roll an 8 then re-roll a 9 on the same die, it only explodes once. If you rolled an 8 and then a 10, the 10 explodes normally. You also add three times your Air Ring to your Initiative total, replacing the benefit from Rank 3.

#### Bitter Lies Swordsman (New Path)

This School is updated in The Four Winds: the Toturi Dynasty from Gold to Lotus.

#### The Folding Leg (New Path)

Technique Rank: 3

Path of Entry: Bayushi Bushi 2 or Bayushi Saboteur 2

Requirements: Jujitsu (Atemi) 3

Path of Egress: Bayushi Bushi 1 or Bayushi Saboteur 1 (enter opposite School)

Technique: Break the Foundation – The master of the Folding Leg understands that by robbing an opponent of his assets, you cripple his spirit before crippling his body. You may spend a Void Point after making a successful Jujitsu (Atemi) attack roll to inflict one of the following effects upon your target:

-Reduce the effectiveness of any non-magical armor by 5 (lasts until repaired by an armorsmith).

-Reduce any bonus to your opponent's TN to be Hit from a Technique or Advantage by double your Jujitsu Skill Rank for three rounds.

-Reduce your opponent's effective Defense Skill Rank by 2 Ranks for 3 rounds. All Defense Mastery Abilities requiring a higher skill rank than the target's effective Defense Skill Rank are suspended during the duration of this effect.

#### Ichiba's Consortium (New Path)

Technique Rank: 4

Path of Entry: Any Scorpion School at Rank 3

Requirement: Commerce 5

Path of Egress: Re-enter the same School at Rank 4

Technique: Ichiba's Technique – Yogo Ichiba was the greatest financial mastermind the Scorpion ever produced. He would have been known throughout the Empire had he not wished to remain unseen. His students share his ability and methods, ensuring that they are wealthy and successful in their dealings. Each month, you gain an amount of koku equal to your Insight Rank x10 so long as you remain within the Empire. You also may spend a Void Point to re-roll any Social Skill roll, keeping the better of the two rolls. You may only use this ability once per roll.

#### The Kuroiban (New Path) [Shugenja]

Technique Rank: 4

Path of Entry: Yogo Shugenja 3 or Soshi Shugenja 3

Requirement: Lore (Shadowlands) or Lore (Maho) 3

Path of Egress: Re-enter same School at Rank 4

Technique: The Black Watch – The Kuroiban are taught to seek the darkness and destroy it, although not at the cost of their other abilities. If an attack or spell of yours damages a person or creature, you may spend a Void Point to immediately learn if the target possesses any level of Shadowlands Taint.

## Scorpion Instigator (Advanced School, formerly Supai) [Courtier]

Requirements:

Rings/Traits: Awareness 5, Intelligence 5

Skills: Courtier 5, Deceit 5, Etiquette 5, Stealth 3

Advantages: Blackmail (on at least three individuals), Perceived Honor

Other: All members of the Instigators must possess the Disadvantage Dark Secret and must divulge this secret to their sensei upon joining.

### Techniques

#### Rank 1: The Depths of Dishonor

To ferret out the secrets that benefit the Scorpion, a true Instigator must be utterly ruthless and willing to commit the basest acts without distaste or hesitation. When making any Social Skill roll, you may spend a Void Point to roll a number of additional dice equal to five minus your Honor Rank. You add your Air Ring to the total of any Skill Roll using a Skill required for entry into this School.

#### Rank 2: Master of Puppets

Those who are weak and unworthy are nothing more than pawns to the Instigator. You may make a contested Awareness roll against any target you choose. If successful, you gain a number of bonus dice on any Social Skill roll made with that individual equal to half the number of points that individual gained from taking Disadvantages. This effect lasts for the remainder of the day. This roll may only be made once per day per opponent.

#### Rank 3: Sheath Your Lies in Truth

An Instigator wraps his lies within the truth, using a unique form of self-hypnosis the Scorpion have developed to constantly reassure himself that the lies he speaks are the truth. The Technique causes some mild discomfort, but is completely effective on others. By spending a Void Point, you force any attempt to determine if you are lying to require a contested Perception/Courtier roll against your Awareness/Deceit. You gain a bonus to your roll equal to three times your Deceit Rank. If you are successful, your opponent believes that you are telling the truth. If you use this Technique to make statements that are blatantly and obviously false (“Lord Kurohito’s armor is purple and black!”), you will quickly gain the Disadvantage Bad Reputation (Lunatic). Also, you add twice your Air Ring to the total of any Skill Roll using a Skill required for entry into this School, replacing the benefit from Rank 1.

## Shadow Hunters (Advanced School)

This School is updated in *The Four Winds: the Toturi Dynasty* from Gold to Lotus.

## Shosuro Actor (Formerly Shosuro Butei) [Ninja]

Benefit: +1 Awareness

Skills: Acting (Disguise), Courtier, Deceit, Etiquette (Sincerity), Knives, Stealth, any one Skill

Honor: 1.5

Outfit: Katana, wakizashi, tanto, aiguchi, 3 kimonos of varying colors, traveling pack

### Techniques:

#### Rank 1: A Scorpion Has a Thousand Hearts

A Shosuro actor is taught to use every possible means to sway the opinions of others, ensure that their secrets remain closely guarded. You roll (but not keep) additional dice equal to your School Rank when using the Acting Skill or when attempting to persuade another using a Social Skill. You also add your Air Ring to your TN to Be Hit.

## Rank 2: The Scorpion's Sting

The Shosuro family employs a number of assassins, but occasionally must call upon its actors to serve in such a capacity. When attacking an opponent who is unaware of your attack, the maximum Raises you may make on your attack roll are not limited by your Void or by your Skill Rank. You gain a number of Free Raises equal to your School Rank on all your Knives rolls. You also add your Fire Ring to all your Initiative rolls.

## Ranks 3-5: The Thousand Masks

From the moment they begin their training, Shosuro actors are taught to adopt the mannerisms and customs of other clans and families. Using correspondence, as well as assistance from senior students all across the Empire, the actors begin creating fictional personas and building networks of contacts in other regions. At Rank 3, you are granted one such persona that is ready to be active, meaning that you may now use this persona when traveling. You are given the appropriate gear for the persona (in for form of another School's beginning Outfit), and you may distribute 10 ranks in Skills that aid you in your impersonation. These Skills are recorded separately from your other Skills, and do not count toward your Insight total (although additional Ranks purchased with experience points count as separate ranks beginning at 1 for Insight purposes). You may not allocate more Ranks in any Skill than your School Rank + 2. You gain an additional persona, complete with new equipment and 10 additional points, at Rank 4 and again at Rank 5. If you prefer, you may instead use these additional Skill Ranks to further develop an existing persona rather than adopt a new one. You may have multiple, separate, instances of the same skill, for instance, you may have Stealth at Rank 2 normally and your first persona might have Stealth at rank 3. Mastery Level benefits for Skills are not shared across persona. It requires ten minutes (and a Simple Action every round) to change into an established persona, but you may change back to your normal personality as a Free Action. While in a persona, you may also use your core personality's Skills freely. This Technique is so long it makes my eyes bleed.

## Shosuro Deceivers (Advanced School, formerly Shosuro Tejina) [Shugenja]

Requirements:

Rings/Traits: Void 4

Skills: Lore: the Nothing 4, Stealth 4

Other: Only Scorpion shugenja may join this School. Students of the Shosuro Shinobi School may join, but the Rank for all Ring and Skill requirements is increased by 2. Characters that were previously shugenja use their Insight Rank when determining what Nothing spells (see below) they may cast. Shinobi characters use only their Shinobi School Rank.

## Techniques

### Rank 1: Shadows & Wind

Students of the Nothing learn to access the tiniest fraction of that infinite primal force, weaving a new form of magic that balances delicately between the Void and the Nothing. You lose all former elemental Affinities and gain an Affinity for Nothing instead. You are instructed in the ways of deception, learning 3 new Nothing-based spells. For the purposes of elemental magic, these spells are considered Void spells (although the Ishiken-do Advantage is not required to cast them). You also roll a number of additional dice equal to your School Rank on all Deceit and Stealth rolls.

### Rank 2: The Silent Soul

You roll bonus dice equal to your School Rank on all attempts to cast with subtlety, and on any Contested Rolls made to conceal your spell casting from onlookers (see page 225 of the L5R RPG). Your Void is considered one rank higher for the purposes of determining how many Nothing spells you may cast per day.

### Rank 3: An Empty Breeze

By focusing their will, a Shosuro Deceiver may infuse their chi with Nothing, becoming far more difficult to damage with conventional weapons. You may spend a Void Point and gain Carapace 4 for 1 minute. Weapons made from crystal bypass this Carapace altogether. This ability may not be used cumulatively.

[Nothing spells can be found in Way of the Ninja]

### Shosuro Shinobi

This School is updated in Legend of the Five Rings Role-playing Game, Third Edition.

### Soshi Shugenja

This School is updated in Legend of the Five Rings Role-playing Game, Third Edition.

### Yogo Shugenja

This School is updated in The Four Winds: the Toturi Dynasty from Gold to Lotus.

### Yogo Ward Master (New Path) [Shugenja]

Technique Rank: 3

Path of Entry: Yogo Shugenja 2

Path of Egress: Yogo Shugenja 3

Technique: Mastery of Wards – The Yogo Ward Masters select the most promising young Yogo students and teach them true mastery of ward magic. Those who excel are considered for membership in the Kuroiban. For every successful Raise you make when creating a ward, or casting a spell with Ward in the title, you gain an additional Free Raise that may not be used to increase the final total of your roll by 5.

## Updated Shadowlands Schools

### The Beauty of Death

Technique Rank: 3

Path of Entry: Maho-tsukai 2 or Chuda Shugenja 2

Requirements: Void 4, Shadowlands Taint 0.4+, Lore: History 1, Lore: Maho 3, Meditation 2

Path of Egress: Re-enter same School at Rank 3

Technique: Strike the Ancestors – Certain Bloodspeaker cells are rumored to have been able to redirect the Taint they acquired through their link to Yomi, cursing their ancestors with the burden of their blood magic. Once per day, you may redirect up to 5 points of Shadowlands Taint acquired by casting a maho spell to your ancestors. You gain no Taint if this reduces the Taint generated by this spell to 0. You may not benefit from Ancestor Advantages once you utilize this Technique.

### Black Guard

Benefit: +1 Strength

Skills: Defense, Horsemanship, Kenjutsu, Kyujutsu (Horse Archery), Lore: Shadowlands, Yarijutsu, and any one Bugei or Low Skill.

Honor: 0.0

Outfit: Katana, wakizashi, dai-kyu (with 20 arrows), yari, Light or Heavy armor.

### Techniques:

#### Rank 1: Power in the Darkness

The embrace of Fu Leng grants the Moto powers beyond that of normal men, granting him unnatural strength. You may add twice your Shadowlands Taint Rank to the total of all your damage and Raw Strength rolls. Also, you may add your Fire Ring to the total of all your Initiative rolls.

#### Rank 2: Death is an Illusion

Once fallen, a Moto discovers that his corrupted form is nearly impervious to injury, and may continue fighting at his peak until utterly destroyed. You suffer no TN increases from any Wound Levels. Additionally, you may subtract your Earth Ring from the total of all Wounds you receive.

#### Rank 3: Ride Beyond Death

Even corruption cannot sever the bond of a Unicorn and his mount. You may spend a Complex Action and summon an onikage, the corrupt steeds of the Shadowlands. If in the shadowlands, one simply appears nearby. If in Rokugan, the beast erupts from the ground. Additionally, you may add twice your Fire Ring to the total of all Initiative rolls, replacing the benefit from Rank 1.

#### Rank 4: The Dark Lord's Fury

The rage of Fu Leng resonates within the souls of the Dark Moto. You may make two attacks per round. You may never use the Full Defense posture. Instead, your Defense Skill is added directly to your TN to Be Hit at all times so long as you are conscious and capable of movement. Additionally, you may subtract twice your Earth Ring from the total of all Wounds you receive, replacing the benefit from Rank 2.

#### Rank 5: Visage of the Damned

The Dark Moto can summon the essence of their corruption and manifest it in a terrifying display of twisted evil. You may sacrifice an attack to force any opponent with a lower Initiative score than you to take the Full Defense stance on his next initiative. Additionally, you may add three times your Fire Ring to the total of all Initiative rolls, replacing the benefit from Rank 3.



## Blood-Forged

Technique Rank: 2

Path of Entry: Maho-tsukai 1 or Chuda Shugenja 1

Requirements: Water 3; Lore: Maho 3, Meditation 2

Path of Egress: Re-enter same School at Rank 2

Technique: Forged in Blood – Through Bloodspeaker techniques, certain maho-tsukai can distance themselves from Jigoku, slowing their accumulation of Taint. The TN for any maho spell you cast is increased by 5. Any Taint you acquire from casting maho is decreased by 2 points, to a minimum of 0.

## Chuda Shugenja [Shugenja]

Benefit: +1 Stamina

Honor: 0.0

Skills: Calligraphy, Etiquette (Sincerity), Knife, Lore: Maho, Lore: Shadowlands, any two Skills.

Outfit: Wakizashi, tanto, stained kimono and sandals, traveling pack, scroll satchel

Affinity/Deficiency: Chuda shugenja are deeply entrenched in the study of blood magic. They possess an Affinity for maho spells and a Deficiency for Air spells.

Technique: Blessings of Blood – The Chuda have studied the secrets of maho for generations, and understand its secrets better than any other sect in existence. Any blood you spill to fuel a maho spell is treated as if its volume were doubled. You gain a number of Free Raises per day equal to your Shadowlands Taint Rank that may only be spent on casting maho spells.

Spells: Sense, Commune, Summon, 4 maho spells, and 2 spells of any one other element except Void

## The Cult of the Blood Red Moon

Technique Rank: 2

Path of Entry: Any Shugenja School at Rank 1

Requirements: Lore: Maho 3, Dark Secret (maho-tsukai), know at least 1 maho spell

Path of Egress: Re-enter the same School at Rank 2

Technique: Bleeding the Elements – The Red Moon Cult is a Bloodspeaker cell with advanced maho techniques. Every time you cast a maho spell, you may make a Willpower roll against the same TN as the spell. If successful, you divert all Shadowlands Taint that you would normally acquire from the spell into the surrounding area, causing plants to wither, animals flee, etc. You gain not Taint from the casting of this spell.

## Daigotsu's Elite Guard

Technique Rank: 4

Path of Entry: Daigotsu's Legion 3 or any Great Clan Bushi School 3

Path of Egress: Black Guard 1

Technique: Embrace the Darkness – By embracing the Taint and the dark lord's favor, Daigotsu's chosen defenders gain virtual indestructibility. You gain a Carapace rating equal to your Shadowlands Taint Rank.

## Daigotsu's Legion

This School is updated in The Four Winds: the Toturi Dynasty from Gold to Lotus.

### Demon's Breath Acolytes

Technique Rank: 2

Path of Entry: Maho-tsukai or Chuda Shugenja 1

Requirements: Awareness 2, Intelligence 3; Lore: Maho 2, Meditation 2

Path of Egress: Re-enter the same School at Rank 2

Technique: Elemental Disassociation – Rather than weakening their link to Jigoku, some power-hungry Blood-speakers embraced it, quickly falling out of favor with the cult. Through elaborate rituals, these individuals could appease the kansen and empower their spells. You may spend more turns casting a spell than required. For every additional turn you spend casting a spell above what is required, you gain a Free Raise to cast that spell. The number of additional turns you may spend casting any spell is limited to your Insight Rank.

### Goju Ninja School

This School is updated in the upcoming sourcebook *The Four Winds: the Toturi Dynasty from Gold to Lotus Edition*.

### Gongsun's Cloak

Technique Rank: 3

Path of Entry: Maho-tsukai 2 or Chuda Shugenja 2

Requirements: Water 4; Battle 2, Lore: Maho 4, Meditation 2

Path of Egress: Re-enter the same School at Rank 3

Technique: Cloak of Gongsun – Some students of corruption can perceive the subtle ebb and flow of energy from Jigoku, and make use of it to great effect. You may wait until after you see the result of your casting roll to declare Raises when casting maho.

### Ninube Shugenja School

Benefit: +1 Awareness

Honor: 0.0

Skills: Athletics, Kenjutsu, Lore: Lying Darkness, Meditation, Ninja Ranged Weapons, Poison, and Stealth (Sneaking)

Affinity/Deficiency: The Ninube are masters of stealth and secrets. They possess an Affinity for Air spells and a Deficiency for Earth spells.

Technique: Wreathed in Shadows – The Ninube are unparalleled masters of stealth and shadow magic. You may cast any spell that hides or conceals an object or individual as if you were one shugenja Rank higher. This effect may be cumulative with your Affinity if it affects an Air spell.

Spells: Sense, Commune, Summon, 3 Air, 2 Water, and 1 Fire spell. If you begin the game with any Shadowlands Taint, you may choose to exchange both of your Water spells or your Fire spell for maho spells.

### Ogre Bushi (Advanced School)

Requirements: Although technically an Advanced School by construction, ogre characters may begin play as students of this School using the following information. Ogres will accept humans or Tsuno in their dojo as long as they possess all the School Skills at Rank 3 or greater and have Strength 6.

Benefit: None

Honor: 0.0

Skills: Battle, Defense, Jujitsu, Hunting, Stealth, any one Weapon Skill, any one Bugei or Low Skill

Outfit: Tattered clothing, Light Armor, enormous club (1k5, -5 Initiative), any 1 weapon



Techniques:

#### Rank 1: Muhomono's Strength

Named for the legendary king of all ogres, this Technique teaches an ogre to channel all his power into his strikes. You may voluntarily reduce an attack roll by any number of dice (although you may not subtract more dice than you have available to roll) in order to add an equal number of rolled dice to the following damage roll. This is declared before dice pools greater than 10 are reduced. This Technique may only be used once per round.

#### Rank 2: Muhomono's Speed

An ogre warrior is an army unto himself. When wielding a large weapon (no-dachi, polearm, or anything larger), you may voluntarily increase the TN of your attack roll by 10 in order to apply that roll to all targets within 10 feet of you, compared against each TN to be Hit individually. This attack is completely indiscriminate, and hits friend and foe alike. You must declare this Technique is being used before making the attack roll. This Technique may not be used with Grapple attempts. This Technique may only be used once per round.

#### Rank 3: Muhomono's Armor

The legacy of Muhomono is invincibility. Your Carapace rating increases to 9 (for ogres) or is increased by +3 (for all others). This Technique may not reduce an existing Carapace rating.

#### “Shadowlands School”

This School has effectively been replaced by the Shadowlands Powers system described in the Legend of the Five Rings Role-playing Game, Third Edition.

#### Temple of Onnotangu

Honor: 0.0

Skills: Athletics, Jiu-jitsu, Lore: Maho, Lore: Shadowlands, Meditation, Theology (Shintao), any one Skill.

Benefit: Monks of this sect are skilled in the ways of deception and misdirection. Any successful attempt to discern your Honor Rank indicates that you possess Rank 2, unless your Honor is actually higher or you have committed a dishonorable act in front of that individual. In addition, you roll one additional die on any Skill roll made under the moon's light.

Outfit: As per Temple of Osano-Wo monk

#### Temple of Venom

Honor: 0.0

Skills: Athletics, Jiu-jitsu, Lore: Maho, Lore: Shadowlands, Meditation, Theology, any one Skill

Benefit: Monks studying at the Temple of Venom aid the Chuda in their research, and have reaped both the benefits and drawbacks as a result. You gain one Minor Shadowlands Power at character creation as well as any you might receive as a result of your Taint Rank. When advancing in Rank, any Kiho you gain are Dark Kiho.

Outfit: As per Four Temples monk

#### Tsuno Bushi

This School is updated in The Four Winds: the Toturi Dynasty from Gold to Lotus.

#### Tsuno Soultwisters

This School is updated in The Four Winds: the Toturi Dynasty from Gold to Lotus.

The Workers of Flesh

Technique Rank: 3

Path of Entry: Maho-tsukai or Chuda Shugenja 2

Requirements: Agility 3, Awareness 3; Anatomy 2, Lore: Maho 2

Path of Egress: Re-enter the same School at Rank 3

Technique: Mohai's Legacy – Although most students of maho are paranoid egomaniacs, some have learned the power of working together. You may cast any maho spell as a ritual (which is not normally allowable) so long as you have willing shugenja or maho-tsukai assisting you. Taint accumulated from casting spells in this manner is equally distributed among all participants. Participants may be unaware of the spell's nature until the end, at which point Taint is accumulated.

## Updated Unicorn Schools

### Baraunghar Shugenja (New Path) [Shugenja]

Technique Rank: 2

Path of Entry: Horiuchi Shugenja 2, Iuchi Shugenja 2

Path of Egress: Reenter the same school at the appropriate rank

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

### Horiuchi Shugenja [Shugenja]

Benefit: +1 Stamina

Beginning Honor: 2.5

Skills: Calligraphy, Defense, Horsemanship, Hunting, Meditation (Void Recovery), any one High skill and any one High or Bugei skill.

Beginning Spells: Sense, Commune, Summon, Counterspell, plus 3 Earth, 2 Water, and 1 Air. Horiuchi shugenja have an Affinity to Earth, and a Deficiency to Fire.

Starting Outfit: As Iuchi Shugenja.

Technique: Harmony of Two Worlds — The Horiuchi shugenja aid the Shinjo family in guarding the Shinomen Forest from those who would harm the Naga. Their magic focuses on surviving in the wilderness and the unique technique of meishodo, a gaijin art that uses magical trinkets to call upon the kami. You gain a Free Raise on all spells on meishodo.

When you create a Horiuchi shugenja, you may use meishodo (as per the rules on page 74 of Way of the Shugenja). In Third Edition, the rules for meishodo remain unchanged from 2E.

### Ide Emissary

This school is updated in Legend of the Five Rings Roleplaying Game: Third Edition.

### Iuchi Shugenja

This school is updated in Legend of the Five Rings Roleplaying Game: Third Edition.

### Junghar Defender (New Path) [Bushi]

Technique Rank: 3

Path of Entry: Any Unicorn bushi school (except Battle Maiden) 2, Any ronin bushi school (if you are a Unicorn bushi) 2

Path of Egress: Reenter the same school at Rank 3

Technique: Shield of the Khan — While in the Full Defense posture, you may immediately make one free attack against any foe that attacks you and misses your TN by 10 or more. This attack is treated as a Standard Attack Action (and occurs while you are in the Full Defense posture). You switch to the Attack posture after your attack, and you may not switch to the Full Defense posture during this round or the next.

Additionally, while in the Full Defense posture, you add your Water Ring to your TN to Be Hit and your attack rolls.

## Khol Raider (New Path) [Bushi]

Technique Rank: 4

Path of Entry: Any Unicorn bushi school (except Battle Maiden) 3, Any ronin bushi school (if you are a Unicorn bushi) 3

Path of Egress: Reenter the same school at Rank 4

Technique: Blade of the Khan — For the purposes of this Technique, your Path of Entry School Rank is considered to be one higher. At the beginning of each combat round, you gain one bonus rolled die per samurai within thirty feet, or two bonus dice if the samurai is Unicorn. The maximum number of dice you may gain with this technique is equal to your Path of Entry School Rank plus one. These dice may be rolled on any attack or damage roll, or any other action you wish to take during that round. Any dice not used before by the round's end are lost.

## Magistrate (Advanced School) [Bushi]

Requirements

Rings/Traits: Fire 5, Water 4

Skills: Hunting 4, Investigation 4, Lore: Law 5, Any Weapon Skill at 4

Advantages: Clear Thinker

Other: The character must be accepted to become a magistrate, and must have at least 2 ranks of Honor.

You may waive the Clear Thinker Advantage requirement by raising all Skill requirements by one.

## Techniques

### Rank 1: Justice Amends

The Magistrate of this rank recognizes that his own needs are unimportant; sacrifices must be made for the sake of justice. You lose no Honor for any actions that are not directly illegal so long as they lead to the apprehension of a criminal. In addition, you add your Honor to your TN to be Hit, all attack rolls, and your Initiative.

### Rank 2: Fist of the Emperor

You gain a number of Free Raises equal to your School Rank on all Lore: Low and Investigation rolls. Further, if you interrogate a subject for at least ten minutes, you may make an opposed Willpower roll; if you succeed, you learn something illegal that the subject has done. You gain two Free Raises to this roll. If the subject has not done anything wrong, nothing is learned – this technique does not invent facts. Also, relevancy to the matter at hand is not guaranteed.

### Rank 3: Shinjo's Technique

You may attack an additional time per round. You add double your Honor Rank to your TN to be Hit, all attack rolls, and your Initiative (replacing the bonus gained at the first Rank).

## Master Horse Archer (New Path) [Bushi]

Technique Rank: 2

Path of Entry: Shinjo Bushi 2

Path of Egress: Shinjo Scout 1

Technique: Hanari's Technique — Devised by Shinjo Hanari, a Unicorn master of horse-archery, this technique allows the archer to fire rapidly from horseback without penalty to hit. While on horseback, all penalties you receive to your attack rolls made while using a bow are reduced by 5. You gain three Free Raises to make an additional attack while using a bow.

## Moto Bushi

This school is updated in Legend of the Five Rings Roleplaying Game: Third Edition.

Moto Bushi School: Pre-Hidden Emperor

Benefit: +1 Willpower

Skills: Defense, Horsemanship, Hunting, Kenjutsu, Kyujutsu (Yomanri), Lore (Shadowlands), Meditation

Honor: 1.5

Outfit: Katana, wakizashi, bow and 20 arrows (any type), any two weapons, heavy armor; gaijin riding horse, kimono and sandals, traveling pack; 10 koku

Rank One: Purity of the Breath

The bushi is first taught how to make every action perfect, from high-level activity like thought and kenjutsu down even to tasks like breathing and the very beating of the heart. The perfection of this technique will take a lifetime. You add 5 + your School Rank to your TN to be Hit and damage rolls.

Rank Two: Facing the Dark Within

You understand the kharmic ties between those of the Moto family and their corrupted kin. As a Simple Action, you may make an Awareness check to attempt to detect Lost Humans or Dark Moto nearby. This sense has a base radius of 5'. The base TN of the check is 5, minus the number of such beings within the area of the effect. You may make raises on this roll in order to glean additional information. You may raise once to know the number of such individuals within the area. You may raise once per such individual to know the size of the individual. You may raise once per such individual to know the distance between you and the individual. You may raise once per such individual to know the direction away from you the individual is. You may raise once per such individual to know their Taint Rank. You may raise once per such individual to know their immediate intentions.

Finally, you may add your Void Ring to all School Skill rolls.

Rank Three: Justice of Our Ancestors

You may make two attacks per round. While in the Full Attack posture, you add your Honor plus School Rank to your attack and damage rolls.

Rank Four: Avenging Our Own

By this time, the bushi is the master of his fate and embraces the doom of his family. You may spend two Void Points on each skill check or attack roll, and may declare whether or not you spend them after making the roll. If you decide to spend Void Points after the roll, you must spend two Void Points. Additionally, you may add double your Void Ring to all School Skill rolls, replacing the bonus gained in the second Rank.

Rank Five: Bloodied but Unbowed

The bushi is perfectly attuned to the doom of the Moto family. When you die, you may shred your body with your will to prevent it from being reanimated by the Shadowlands. This effect occurs even if you are unconscious or otherwise incapacitated. You may also stay alive through indomitable force of will. When you reach the Down Wound level, you ignore all Wound penalties for a number of rounds equal to your Void Ring plus Honor plus School Rank. You may continue to receive Wounds even if all of your Wound Ranks are full, and you ignore all special effects of your current wound rank, including death. However, you must be healed to the Out level or higher before the end of this duration, or you immediately die at that time.

## Ki-Rin Moto Nomad [Bushi]

Benefit: +1 Agility

Skills: Horsemanship, Hunting, Kenjutsu, Kyujutsu (Horse Archery), Lore: Burning Sands, Stealth, any one Bugei Skill

Honor: 1.5

Starting Outfit: As Moto Bushi.

Special: All Ki-Rin Moto may gain the Gaijin Gear feat for three less points. They also gain the Bad Reputation (Ki-Rin Moto) Disadvantage (but not the CP for it).

### Techniques:

#### Rank 1: Under Cover of Night

At the first Rank, Ki-Rin Moto are trained to use shadows and the cover of night to move about without detection. They are also shown given their first Chronicle – their own passage in the continuing verbal tradition that the Moto keep to give to Shinjo on her return. You gain a number of Free Raises on all Stealth rolls equal to your School Rank. Also, choose one of your School Skills as your Chronicle (what you are currently famous for among your clan). You gain a free rank in this skill. This rank does not count towards your maximum skill rank during character creation.

#### Rank 2: Night's Sweet Sting

By this stage of their development, Ki-Rin Moto are shown how to use the darkness to their advantage during combat, and how to manipulate the lingering moonlight to confuse their enemies. During combat, you gain a number of Free Raises equal to your School Rank each round. You may use these Raises on any attack roll or skill roll. These Raises go away at the end of the combat if not used. At the beginning of the round, you may instead choose to waive these Raises to raise your Initiative by 3 per Raise lost, or to temporarily increase your TN by 3 per Raise lost. These bonuses go away at the end of the round. Additionally, you gain a bonus equal to your Chronicle's skill rank to your attack rolls.

#### Rank 3: Ride Until Dawn

Ki-Rin are next taught to endure the rigors often required in the desert wastes, as well as how to outlast their pursuers across the dunes. You may operate normally with minimal sleep (three hours per day) and half the food for a number of weeks equal to half your Earth Rank. At the end of this ordeal, you require three extra hours of sleep each night, for a number of days equal to the number of weeks spent using the ability. Additionally, you gain a bonus equal to your Chronicle's skill rank to your Initiative rolls.

#### Rank 4: Night's Blind Fury

At this, the last true stage of “development” for the Ki-Rin, each is shown the secret of combining all their previous knowledge into one startling (and quite vicious) attack. Though less than honorable by Rokugan standards, this ambush tactic is shockingly effective. Choose a target. As a Simple Action, you may make a contested Agility/Stealth (Ambush) roll against Perception/Investigation (Notice) of everyone around the target. If you succeed, you start combat with a +20 bonus to your Initiative and +10 to all attack and damage rolls against the target. If you fail, you still initiate combat, but with no bonuses.

Additionally, you may make an additional attack per round. Finally, you gain a bonus equal to your Chronicle's skill rank to your damage rolls.

#### Rank 5: The Final Chronicle

By this stage in their life, the Ki-Rin Moto has made a name for themselves among their own people (and probably beyond). They are granted their final Chronicle and recorded in the Great Chronicle of Age, a record of the greatest heroes of the Burning Sands Moto, which will pass directly into the hands of the Kami Shinjo upon her return. You may now reach Rank 11 in the skill chosen as your Chronicle. While using the Chronicle, you gain a number of Free Raises equal to your School Rank.



## Moto Shugenja

This school is updated in The Four Winds.

## Shinjo Bushi

This school is updated in The Four Winds.

## Shinjo Elite Guard (New Path) [Bushi]

Technique Rank: 4

Path of Entry: Shinjo Bushi 3

Path of Egress: Shinjo Bushi 4

Technique: Shinjo's Speed — The Shinjo Elite Guardsman's mastery of mounted combat is breathtaking. While mounted, you gain a Free Raise on all Bugei rolls, and an additional Free Raise on all attack rolls against infantry. In addition, you may add double your Water Ring to your TN to be Hit and all attack rolls.

## Shinjo Magistrate [Bushi]

Benefit: +1 Perception

Skills: Horsemanship, Hunting, Investigation (Notice), Kenjutsu, Lore: Heraldry, Lore: Law, and one Bugei Skill.

Honor: 2.5

Outfit: Katana, wakizashi, jitte, light armor, traveling pack, 3 kimonos, 6 koku, mount.

## Techniques

### Rank 1: Chasing the Wind

The magistrate is driven by the righteousness of her cause. When facing an opponent in a skirmish or duel with an Honor rank of less than 2, you keep an extra die for both attack and damage rolls. You gain a bonus to all Perception rolls equal to your Honor Rank.

### Rank 2: Path of the Hunter

At second Rank, the magistrate is taught the methods of sensing each clue the prey leaves behind; these form a path, straight from the hunter to the prey. You gain a number of Free Raises equal to your School Rank to all Hunting and Investigation rolls. You gain a bonus equal to your Honor Rank to your Initiative rolls.

### Rank 3: Ride until Dawn

The magistrate learns to endure the rigors often required by her work. Her devotion to justice carries her through trying times. You may operate normally with minimal sleep (three hours per day) and half the food for a number of weeks equal to half your Earth Rank. At the end of this ordeal she will require three extra hours of sleep each night, for a number of days equal to the number of weeks spent using this ability. Additionally, you gain a number of Free Raises equal to your Honor Rank on all contested rolls from your School Skills.

### Rank 4: Swift Justice

At this rank, the Shinjo have learned to strike twice per round: once for themselves and once for the Emperor, in whose honor they serve. You may make an additional attack per round. You gain a bonus to all Perception rolls equal to double your Honor Rank (replacing the bonus gained at the first Rank).

## Rank 5: Ki-Rin's Blessing

The Lady Shinjo's true form and spirit was said to be the Ki-Rin. That spirit still guards those who have given their life to the pursuit of justice. Any being with an Honor Rank of 0, 4, or 5 falters when attacking you, dropping their two highest die both to attack and for damage. Finally, you gain a bonus to your Initiative equal to double your Honor Rank (replacing the bonus gained at the second Rank). If you lose standing as a Magistrate, this Technique no longer applies until you regain that position.

## Shinjo Scout

This school is updated in the upcoming book, *The Four Winds*.

## Utaku Battle Maiden

This school is updated in *Legend of the Five Rings Roleplaying Game: Third Edition*.

## Utaku Infantry [Bushi]

Benefit: +1 Agility

Skills: Athletics, Battle, Defense, Kenjutsu, Yarijutsu, Yomanri, any one high skill

Honor: 2.5

Starting Outfit: As Shinjo Bushi, minus steed.

## Techniques

### Rank One: Weapon Path

A first rank Utaku Infantryman chooses to specialize in one of the three main weapons taught by the school – yari, katana, or yumi. The Utaku Infantry is divided into these groups and all have their indispensable place in the armies of the Khan. You gain a Free rank in the weapon skill chosen and a free Emphasis in that skill. (This rank does not count towards your maximum skill rank during character creation.) You gain a bonus to your TN to Be Hit equal to twice your Agility while using that weapon.

### Rank Two: Speed of My Sisters

While the Utaku males are forbidden from riding the famous steeds of their family, nothing prevents them from learning to move like the wind to keep up with their kin. You move as if your Water Ring were two ranks higher. Additionally, you gain a bonus equal to your Fire Ring to attack rolls.

### Rank Three: All-Fronts Attack

You may make an additional attack each round while using your chosen weapon. In addition, you may roll but not keep extra dice equal to your Honor Rank when rolling Initiative.

### Rank Four: Utaku's Thunder

Just like the Battle Maidens, the elite Utaku Infantry are guided by the purity of their souls. After making a skill roll or damage roll, you may spend a Void Point to re-roll all dice with a result less than his Honor plus two. You may choose between the two results for each die. You may not choose to re-roll more than once per roll.

In addition, you may make a single attack in the same round you are running or moving without penalty. Finally, you gain a bonus equal to double your Fire Ring to attack rolls (replacing the bonus gained in the second Rank).

### Rank Five: Epic of My Name

The Utaku Infantryman has become a dizzying whirlwind on the battlefield. Your movements are unpredictable and unavoidable. You gain a bonus to your TN to Be Hit equal to the difference between your Agility and that of your opponent's (if the difference is in your favor) x 5, with this bonus being calculated separately for each opponent. At the start of each combat round, you may choose to forgo all instances of this bonus during that round in order to gain one additional attack that round that may only be used against opponents with lower Agility.

Vigilant (New Path) [Bushi]

Technique Rank: Variable

Path of Entry: Shinjo Bushi School

Path of Egress: Shinjo Bushi School (at the appropriate Rank)

Technique: Iron Soul — The Vigilant is immune to the sleeper programming of the Kolat, and gains a Free Raise on all attack rolls or Perception related rolls against known Kolat agents. This technique may be taken multiple times, and grants another Free Raise each time.

If this technique is taken three times, you may attempt to deprogram sleepers or break willing agents of the Kolat. You must spend at least two days per Insight Rank of the target in seclusion with the target. You must spend twelve hours per day in the target's presence, pointing out flaws in the Kolat philosophy and encouraging the target to break free of Kolat influence. At the end of this time, you make an opposed Willpower roll with the target by spending Void Points equal to the target's Insight Rank. If you succeed, the deprogramming is successful. Sleeper agents will no longer be sleepers. Knowing Kolat agents who fail their opposed roll will offer information to you that harms the Kolat, and will turn away from the Kolat's philosophy.

If unsuccessful, you may immediately try again, beginning another period of deprogramming for a number of days equal to two per Insight Rank of the target. You may not use a number of Void Points during this time equal to the number of Void Points spent in the previous deprogramming attempt. At the end of this time, you may try again.

You may not use torture, threats, or coercion to encourage a sleeper to fail his opposed Willpower roll. You may, however, coerce and threaten Kolat agents into turning their backs on the Kolat.

Once the deprogramming is complete, the process is permanent. If the Kolat wish to reprogram their sleeper, they must start from scratch. Kolat agents encouraged to become disloyal to the Kolat by this process may or may not rejoin the Kolat at a later time if given sufficient reason to do so (Kolat agents broken through threats or coercion may renew their loyalty any time they choose).

Note that this process is automatically ineffective on any willing Kolat agents of higher Insight Rank than the Vigilant. If you attempt deprogramming against a Kolat agent of Insight Rank 5 or higher and who has knowledge of the techniques used to create sleepers, the Kolat may in fact force an opposed Willpower roll upon you in turn. If you fail this save, you fall victim to the Kolat's seductive philosophy and become a willing agent of the Kolat.

Vigilants who become willing agents of the Kolat may not continue to learn this technique. All Free Raises that formerly applied to Kolat now apply to other Vigilants and Emerald Magistrates.