

# Table of Contents



<i>Introduction</i>	
<i>Welcome to Rokugan</i>	7
<i>Welcome to the Emerald Empire</i>	8
<i>What is a Role-Playing Game?</i>	8
<i>But Why</i>	
<i>is it Called "Role-Playing"?</i>	9
<i>Why Use Dice?</i>	9
<i>What is Rokugan?</i>	9
<i>Why Play</i>	
<i>Legend of the Five Rings?</i>	9
<i>What is in This Book?</i>	10



<i>Book of Air</i>	
<i>The Emerald Empire</i>	13
<i>The Birth of the Universe</i>	13
<i>The Fall of the Kami</i>	14
<i>Pre-History of the Empire</i>	14
<i>The History of an Empire</i>	15
<i>The Geography of Rokugan</i>	24
<i>Social Classes and the Celestial Order</i>	26
<i>Rituals of Life</i>	29
<i>Day-to-Day Etiquette</i>	31
<i>Visiting</i>	32
<i>Gift-Giving</i>	33
<i>Time and the Seasons</i>	34
<i>Food</i>	35
<i>Hair</i>	35
<i>Clothing</i>	35
<i>Dwellings</i>	36
<i>Travel</i>	38
<i>Men and Women</i>	38
<i>Religion and Philosophy</i>	39
<i>Kharma and the Celestial Wheel</i>	39
<i>The Spirit Realms</i>	40



<i>The Three Sacred Substances</i>	41
<i>The Tenets of Bushido</i>	42
<i>The Concept of Face (On)</i>	44
<i>Shame and Disgrace</i>	44
<i>Seppuku</i>	45
<i>Politics</i>	46
<i>Economics</i>	47
<i>Crime and Punishment</i>	48
<i>Dueling</i>	49
<i>Blood Feuds</i>	52
<i>War in Rokugan</i>	52
<i>Armies and Tactics</i>	53
<i>Sieges</i>	53
<i>The Great Clans of Rokugan</i>	55
<i>The Crab Clan</i>	56
<i>The Crane Clan</i>	58
<i>The Dragon Clan</i>	60
<i>The Lion Clan</i>	62
<i>The Mantis Clan</i>	64
<i>The Phoenix Clan</i>	66
<i>The Scorpion Clan</i>	68
<i>The Unicorn Clan</i>	70

<i>Book of Earth</i>	
<i>General Mechanics</i>	75
<i>Basic Mechanics:</i>	
<i>The Roll &amp; Keep System</i>	75
<i>Target Numbers</i>	76
<i>Rings &amp; Traits</i>	76
<i>Skills</i>	79
<i>Raises</i>	79
<i>Types of Rolls</i>	79
<i>Skill Rolls, Expanded</i>	80
<i>The Combat Round</i>	81
<i>Definition of Terms</i>	81
<i>Sequence of Events</i>	81
<i>Attack &amp; Defense</i>	82
<i>Wounds</i>	82
<i>Stances</i>	84
<i>Actions</i>	85
<i>Maneuvers</i>	85
<i>Iaijutsu Dueling</i>	87
<i>Grappling</i>	88
<i>Conditional Effects</i>	89
<i>Fear</i>	90
<i>Honor, Glory, &amp; Status</i>	90
<i>Honor</i>	90
<i>Glory</i>	93
<i>Status</i>	93



<i>Book of Fire</i>	
<i>Character Creation</i>	99
<i>Character Creation</i>	
<i>Quick Summary</i>	99
<i>Character Creation, Expanded</i>	100
<i>The Game of Twenty Questions</i>	100
<i>Example of Character Creation</i>	103
<i>Improving Your Character</i>	104
<i>The Great Clans</i>	105
<i>The Crab Clan</i>	105
<i>The Crane Clan</i>	109
<i>The Dragon Clan</i>	112
<i>The Lion Clan</i>	116
<i>The Mantis Clan</i>	120
<i>The Phoenix Clan</i>	123
<i>The Scorpion Clan</i>	126
<i>The Unicorn Clan</i>	129
<i>Skills</i>	133
<i>Emphases</i>	133
<i>Mastery Abilities</i>	133
<i>Skill List</i>	133
<i>High Skills</i>	135
<i>Bugei Skills</i>	139
<i>Merchant Skills</i>	143
<i>Low Skills</i>	144
<i>Advantages &amp; Disadvantages</i>	145
<i>Subtypes</i>	146
<i>Advantages</i>	146
<i>Disadvantages</i>	156
<i>Magic &amp; Spells</i>	163
<i>Spell Casting Rolls</i>	
& <i>Spell Target Numbers</i>	163
<i>Actions &amp; Casting Time</i>	163
<i>Affinities &amp; Deficiencies</i>	164
<i>Spell Descriptions</i>	164
<i>Universal Spells</i>	164
<i>Air Spells</i>	167
<i>Earth Spells</i>	173
<i>Fire Spells</i>	180
<i>Water Spells</i>	187
<i>Void Spells</i>	193
<i>Equipment</i>	198
<i>Armor</i>	198
<i>Weapons</i>	198
<i>Boxes</i>	199
<i>Chain Weapons</i>	200
<i>Heavy Weapons</i>	200
<i>Knives</i>	201
<i>Ninjutsu Weapons</i>	201
<i>Polearms</i>	202
<i>Spears</i>	203
<i>Staves</i>	203
<i>Swords</i>	204
<i>War Fans</i>	205
<i>Miscellaneous Equipment</i>	205
<i>Clothing &amp; Accessories</i>	207





## Book of Water

### Advanced Mechanics . . . . . 211

The Spider Clan . . . . . 211

The Minor Clans . . . . . 215

The Badger Clan . . . . . 215

The Bat Clan . . . . . 216

The Boar Clan . . . . . 217

The Dragonfly Clan . . . . . 218

The Falcon Clan . . . . . 218

The Fox Clan . . . . . 219

The Hare Clan . . . . . 220

The Monkey Clan . . . . . 221

The Oriole Clan . . . . . 222

The Ox Clan . . . . . 223

The Snake Clan . . . . . 224

The Sparrow Clan . . . . . 224

The Tortoise Clan . . . . . 225

The Imperial Families . . . . . 227

The Miya Family . . . . . 227

The Otomo Family . . . . . 227

The Seppun Family . . . . . 227

The Brotherhood of Shinsei . . . . . 231

Monk Schools . . . . . 231

The Four Temples Monk . . . . . 231

The Order of Heroes Monk . . . . . 232

The Shrine

of the Seven Thunders Monk . . . . . 232

The Temple

of Kainetsu-uo Monk . . . . . 232

The Temple

of Osano-Wō Monk . . . . . 233

The Temples

of the Thousand Fortunes Monk . . . . . 233

Ronin . . . . . 233

Clan Ronin . . . . . 234

True Ronin, Option 1 . . . . . 234

True Ronin, Option 2 . . . . . 234

Optional Systems . . . . . 236

The Mass Battle System . . . . . 236

Heroic Opportunities . . . . . 238

Ancestors . . . . . 241

Crab Ancestors . . . . . 242

Crane Ancestors . . . . . 242

Dragon Ancestors . . . . . 242

Lion Ancestors . . . . . 242

Mantis Ancestors . . . . . 243

Phoenix Ancestors . . . . . 243

Scorpion Ancestors . . . . . 243

Spider/Shadowlands

Ancestors . . . . . 244

Unicorn Ancestors . . . . . 244

Alternate Means

of Rank Progression . . . . . 245

Advanced Schools . . . . . 245

Alternate Paths . . . . . 245

Great Clan Advanced Schools . . . . . 247

Great Clan Alternate Paths . . . . . 251

Miscellaneous Alternate Paths . . . . . 256

Basic Crafting Rules . . . . . 258

Kata . . . . . 259

Kiho . . . . . 261

Utilizing Kiho . . . . . 261

Air Kiho . . . . . 262

Earth Kiho . . . . . 263

Fire Kiho . . . . . 264

Water Kiho . . . . . 265

Void Kiho . . . . . 265

Maho . . . . . 267

Learning Maho . . . . . 267

Using Maho . . . . . 267

Maho Spells . . . . . 268

The Shadowlands Taint . . . . . 274

Living with the Taint . . . . . 276

Gaining the Taint

– Active Infection . . . . . 276

Protection From the Taint . . . . . 277

Effects of the Taint . . . . . 277

Levels of Taint Infection . . . . . 277

Calling on the Power of Jigoku . . . . . 279

Shadowlands

Powers and Mutations . . . . . 279



## Book of Void

### the Game Master's Chapter

Running an L5R Campaign . . . . . 285

Playing a Samurai . . . . . 285

Types of Campaigns . . . . . 286

Magistrates . . . . . 286

Imperial Legionnaires . . . . . 286

The Shadowlands Campaign . . . . . 286

Arbiters/Regents (Shikken) . . . . . 287

Imperial Cartographers/Scouts . . . . . 287

Otokodate (Band of Brothers) . . . . . 288

The Restricted Campaign . . . . . 288

The Rank 0 Campaign . . . . . 289

Two-Player Games . . . . . 289

The Sun and Moon: Balancing

Characters and Campaigns . . . . . 291

Adventures and Structure . . . . . 291

Writing Your Own Adventure . . . . . 293

Types of Adventures . . . . . 293

Starting the Adventure . . . . . 297

Adventure Structure: Act Two . . . . . 297

Plot Constraints . . . . . 298

Rewards for Success:

Experience Points . . . . . 300

Building Stories:

The 36 Writer Plots . . . . . 301

Asian Versus

Western Storytelling . . . . . 309

The Hero in Asian Stories . . . . . 309

Death and the Samurai . . . . . 310

The Role of Tragedy . . . . . 310

Making Villains:

Black and White in Rokugan . . . . . 311

Honor, Glory,

Infamy, and Status . . . . . 312

The Art of Being

a Good Game Master . . . . . 313

### Myths: The GM as Entertainer

/ The GM as Adversary . . . . . 313

Actions Have Consequences . . . . . 314

The Rules as a Toolbox . . . . . 314

Changing the Rules . . . . . 315

Alternate Playstyles . . . . . 315

Anime Style . . . . . 316

Cinematic Style . . . . . 317

Grim Realism Style . . . . . 317

The GM's Toolbox . . . . . 318

Creatures of Rokugan . . . . . 318

Creature Statistics . . . . . 318

Special Abilities: . . . . . 319

Standard Special Abilities . . . . . 319

Natural Creatures . . . . . 320

Dog (Inu) . . . . . 320

Dog, Unicorn War Dog . . . . . 321

Falcon . . . . . 321

Horse, Rokugani Pony . . . . . 322

Horse, Unicorn Riding Horse . . . . . 322

Horse, Utaku Battle Steed . . . . . 323

Lion . . . . . 323

Ox . . . . . 323

Wolf (Ookami) . . . . . 323

Monsters and Nonhuman Races . . . . . 324

Bog Hag . . . . . 324

Gaki (Shozai-Gaki) . . . . . 325

Ghost (Yōrei) . . . . . 326

Goblin (Bakemono) . . . . . 327

Kappa . . . . . 327

Ogre . . . . . 328

Oni (Ugulu no Oni) . . . . . 328

Ratling (Nezumi) . . . . . 329

Tsumo (Tsumo Warrior) . . . . . 330

Undead Revenant . . . . . 330

Zombie . . . . . 331

Poison . . . . . 332

Dripping Poison . . . . . 332

Fire Biter . . . . . 333

Night Milk . . . . . 333

Venom . . . . . 333

Emerald Empire Location Guide . . . . . 334

Provinces of the Crab Clan . . . . . 334

Provinces of the Crane Clan . . . . . 337

Provinces of the Dragon Clan . . . . . 340

The Provinces of the Lion Clan . . . . . 343

Provinces of the Mantis Clan . . . . . 346

Provinces of the Phoenix Clan . . . . . 348

Provinces of the Scorpion Clan . . . . . 351

The Shadowlands and the

Provinces of the Spider Clan . . . . . 354

Provinces of the Unicorn Clan . . . . . 357

Minor Clan Holdings . . . . . 359

Unaligned / Imperial Holdings . . . . . 363

Geographical Features . . . . . 366

Sample Adventure Seeds:

Challenge, Focus, Strike . . . . . 369

A Complete Sample Adventure:

Tournament of the Samurai . . . . . 372

Resources and Inspirations . . . . . 384

Non-Fiction . . . . . 384

Fiction and Stories . . . . . 384

Film and Television . . . . . 384

Character Sheet . . . . . 389

Index . . . . . 394

