

# *Strange Creatures of Rokugan*

*An unofficial Creature Collection for  
Legend of the Five Rings 5th Edition.*

*For the Game-Masters Eyes only!*

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The creatures described in the document are designed to add variety to *Legend of the 5 Rings 5th Edition RPG* rounds. This document is NOT an official L5R product.

### Short Descriptions of the creatures:

*Akikage*: undead ninja assassin that comes back after being killed  
*Chōchin-Obake*: a living, floating paper lantern  
*Con-Tinh*: an insulting lady that seems invulnerable  
*Dark Baku*: spirit creature that invades dreams and has to be fought there  
*Dokkaebi*: wish-granting kobold  
*Drowning Spirit*: haunting that calls for help from the water, but drowns saviors  
*Head Hunter*: a head on spider legs that decapitates humans to get a new body  
*Hopping Vampire*: the famous jumping undead  
*Ikiryō*: ghost that is the soul of a sleeping human, not an undead  
*Ittan-Momen*: animated bolt of cloth that flies and tries to suffocate people  
*Jinmenju*: deadly tree that grows heads like fruit  
*Jorogumo*: woman-spider creature able to make men fall in love with her  
*Kamaitachi*: blade-footed weasel riding a whirlwind. Really.  
*Kappa*: humanoid turtle that draws power from being in contact with water  
*Kasa-Obake*: an umbrella on its last leg  
*Komainu*: lion-dogs, carved from stone, that guard shrines and palaces  
*Komori Assassin*: flying humanoid bat shinobi  
*Kumo*: intelligent spiders that try to catch prey in their nets  
*Living Blade*: a flying weapon possessed by an evil spirit  
*Long Dragon*: an elemental dragon creature and kami  
*Maho Shikigami*: paper origami spirit filled with deadly blood magic  
*Nue*: chimera hidden in a cloud of darkness  
*Nurikabe*: a trickster looking like a dog that can create walls of stone  
*Okuri Inu*: ghostly hounds that tear their victims apart  
*Onibi* (Witch Light): will-o-wisps  
*Pipe Fox*: a cute pet with the unfortunate habit of stealing and multiplying  
*Shikigami Assassin*: paper origami spirit sent to kill sleepers  
*Shikigami Renegade*: former origami spirit that grew more powerful than its master  
*Tengu*: legendary sword-master yokai  
*Terracotta Warrior*: stone soldiers  
*Totote Gumo*: the terrifying trapdoor spider yokai  
*Ubume*: old woman sitting in the snow carrying a baby  
*Undertaker*: corrupted earth spirit that drags its victims below ground  
*White-Haired Witch*: hag that can animate her long hair  
*Young Bulgasari*: metal-eating creature

## Akikage

**ADVERSARY**      **CONFLICT RANK:**  **4**     **0**

Akikage are undead shinobi, with empty eye-sockets peering out of the slits in their masks, hell-bent on finishing their last mission. Some say they are consumed by the shadow that they hid in all their lives.

Akikage do not die, instead returning again and again until their target is dead - or at least until they think it is.

SOCIETAL	 2  3  3  3  1	PERSONAL
<b>60</b> HONOR		<b>ENDURANCE 10</b>
<b>00</b> GLORY		<b>COMPOSURE 10</b>
<b>00</b> STATUS		<b>FOCUS 6</b>
		<b>VIGILANCE 3</b>

<b>ARTISAN 0</b>	<b>MARTIAL 3</b>	<b>SCHOLAR 0</b>	<b>SOCIAL 0</b>	<b>TRADE 3</b>
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ADVANTAGES	DISADVANTAGES
<b>Relentless:</b>  <i>Martial; Physical</i>	<b>Single-Minded:</b>  <i>Social; Interpersonal</i>

**FAVORED WEAPONS & GEAR**

**Ninjato:** Range 0-1, Damage 4, Deadline 4, Concealable, Razor-Edged, Forbidden

**Poisoned Shuriken (3 per Manifestation):** Range 1-3, Damage 2, Deadline 8, Concealable

**Gear:** Stealth Clothing (Physical 2, Forbidden)

**ABILITIES**

**IMPLACABLE KILLER**

An Akikage is a Tainted, Otherworldly being, that died without fulfilling its last assassination. When it would be killed, it simply vanishes into evaporating shadows, only to reappear at midnight one or more days later. This can only be prevented by killing it on Hallowed ground, by having its target die, or by it believing its target to have died, which can require a complex effort.

**ONE WITH THE SHADOWS**

An Akikage can vanish in any shadowed area and reappear in another shadowed area within 3 Range Bands, even passing walls while doing so. When in Obscuring terrain, the TN to hit it is increased by two, not one.



These shadow brands give a ninja powers, but can lead to him becoming an Akikage after his death: a smart but completely heartless assassin, hell-bent on finishing his last job.

#### GM Advice:

An Akikage is not just a monster, it is a storytelling device: The first time the PCs fight it is only one of possibly many to come. Besting it in combat only works on Hallowed ground, so unless the PC have the Essence of Jade invocation available, facing an Akikage means:

- a) Realizing that they face more than just shinobi
- b) Researching how to finally kill such a thing
- c) Devising a plan to either lure it onto hallowed ground, or alternatively a plan that lets it see its target seemingly die (ideally without actually killing the target).

So the Akikage is less a regular opponent and more of a side adventure of its own.

#### Sidequest Ideas:

An important NPC (or group of NPCs) may be the target of the Akikage, or one of the PC himself. The first option, especially with a group of NPC the PCs have to protect, offers the possibility to play the Akikage dangerously and ruthless, by actually killing some of the target group before being bested. If a PC is targeted, the GM needs to show more restraint and not just assassinate him while he sleeps in bed.

While shinobi are an outlawed but not uncommon feature of Rokugan, ninja are something else: humans branded with the force of Shadow, an entity hostile to life itself.



## Chōchin-Obake

**MINION** CONFLICT RANK: 1 1

A paper lantern that has been used for many decades, especially one spending that time listening to prayers and liturgies in shrines, may develop a sentience and become a Chōchin-Obake. It has a single eye and a mouth with a long tongue, but when those are closed, it just looks like a lantern. It can fly and light the way, but also extinguish lights or even cause fires to thward interlopers.

SOCIAL		PERSONAL	
<b>40</b>	HONOR	ENDURANCE	<b>6</b>
<b>10</b>	GLORY	COMPOSURE	<b>4</b>
<b>00</b>	STATUS	FOCUS	<b>3</b>
+1,  +1,  -2 DEMEANOR - DETACHED		VIGILANCE	<b>2</b>

ARTISAN 0
MARTIAL 0
SCHOLAR 1
SOCIAL 1
TRADE 1

ADVANTAGES	DISADVANTAGES
<b>Looks Inconspicuous</b> Martial; Physical	<b>Overly Curious</b> Social; Interpersonal

**FAVORED WEAPONS & GEAR**

**Tongue:** Range 0-2, Damage 0 (deals 3 Strife), Deadliness 0, Snaring

**Gear:** none

**ABILITIES**

**FLOATING LANTERN**

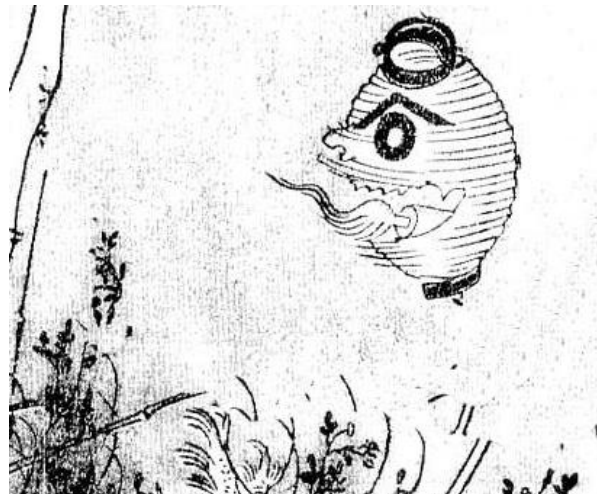
A Chōchin-Obake is an Otherworldly being of silhouette 0. It can fly, so it may move vertically and ignore the negative effects of terrain qualities.

**EXTINGUISH**

As a Support action, the Chōchin-Obake may target up to three mundane sources of fire at range 0-3. It extinguishes each target flame and removes 1 fatigue per target source of fire extinguished this way. It may also end all persistent effects from Fire invocations and flamebased supernatural effects in the area.

**THE CLEANSING FIRE**

As an Attack action, the Chōchin-Obake may make a TN 1 Scholar (Fire) check targeting each other character at range 0-2. If successful, each target suffers the Dazed condition and must resist with a TN 3 Fitness check (Air 4, Water 1) or suffer 2 supernatural damage and gain the Burning condition.



### GM Advice:

The Chōchin-Obake is not a powerful foe, it is better suited as an atmospheric detail in e.g. a shrine to make it special, as a low-level otherworldly contact for the PCs to provide exposition, or as a comic relief creature.

### Sidequest Ideas:

A Chōchin-Obake may be used in a variety of ways:

- in a campaign focused on the supernatural, it may be a relatable and harmless NPC with wisdom to help the PCs
- one or more may be self-appointed guardians of places the PC have to break in, hiding in plain sight and extinguishing their light sources in critical moments
- a Chōchin-Obake may be an easily-overlooked solution to a problem. Maybe the sage the PCs have been looking to meet was killed by their nemesis before he could tell them his secret. But the lantern may have heard it?
- a Chōchin-Obake may be a quite powerless creature, but its ability to prevent fires may make it invulnerable to a library or shrine. So a mischievous Chōchin-Obake could cause trouble and the PCs are ordered to solve the problem, and they have to understand that just killing it would be a terrible waste

# Con-Tinh

ADVERSARY

CONFLICT RANK: 4 4

A Con-Tinh looks like a beautiful woman wearing royal garments, a fine fan and a basket of fruit. She will belittle any man she sees. If attacked, the aggressor is in for a pounding, as his attacks just bounce off the woman. Con-Tinh are corporeal spirits of murdered women whose life-force is bound to a tree, the fruit of which they carry in their basket. Only attacking the tree can wound them.

SOCIETAL

30 HONOR

00 GLORY

00 STATUS

+2, -2 Demeanor - Angry

2

2

3

1

4

PERSONAL

ENDURANCE 12

COMPOSURE 14

FOCUS 7

VIGILANCE 3

ARTISAN 1

MARTIAL 2

SCHOLAR 1

SOCIAL 2

TRADE 2

ADVANTAGES

Sharp-Tongued:

Social; Interpersonal

DISADVANTAGES

Carrying heavy basket:

Martial; Physical

FAVORED WEAPONS & GEAR

Tessen: Range 0-1, Damage 4, Deadliness 3, Ceremonial, Concealable

Gear: Ceremonial Clothes (Physical 1), Tessen fan, basket of fruit of her tree

ABILITIES

TREE-SPIRIT

A Con-Tinh is an Otherworldly being. She is bound to a fruit tree and cannot move further than 100 yards from it without unbearable pain. Any damage done to her will bounce off her harmlessly and instead appear as superficial scars on the bark of her tree. Damage done to the tree wound her, in turn. The fruit in her basket, her limited range and the scratches on the trees bark are the best clues which tree is hers. Felling the tree will banish her.

VICTIM OF INJUSTICE

Being the victim of a brutal murder, a Con-Tinh carries a furious hatred for men. A Con-Tinh will insult any man she can see and give him a sound thrashing if he resists, but will stop attacking him if he has the Unconscious condition. Her aim is to hurt, not to kill. When attacking in Fire stance, she will spend 1 to inflict 2 Strife on a man she can see.

A Con-Tinh cannot remember her death or who killed her, but if she sees the perpetrator, she will attack to kill him, ignoring all others. If the murder is solved and the murderer brought to justice (even long after his death), the Con-Tinh will be freed to go to the afterlife.

### GM Advice:

The GM should be careful using the Con-Tinh, as she is literally immune to the PC (until the right way is found), which can feel very unfair.

The Con-Tinh can be a very funny encounter, when the group find what looks like a princess lost in the woods, who then curses like a sailor and beats the bushi senseless with her fan. However, the GM should keep in mind that especially in L5R, not every character is built for levity. A PC that takes losing face very seriously might be tempted to commit seppuku if that happens to him, which is not a fun outcome. So the GM should use judgement on whether this kind of encounter fits his group.

### Sidequest Ideas:

The Con-Tinh is partly a detective story: The PC have to find out who that strange woman in the woods is, and ideally, who murdered her. Ideas for those investigations:

- When the PCs research or remember legends of such women and are successful, both the fact that she is bound to a tree that is her Achilles' Heel, and that she is a murdered woman hoping for justice, could be revealed.
- Challenges of bringing her murderer to justice include finding out when she lived. Her murder may have been 50 years ago. Also, since she cannot remember her killer until she sees him, the PCs might have to lure potential perpetrators to her. If the murderer is now a powerful person, that might be difficult. Especially since the offender probably remembers the place from when he did the deed.

The Con-Tinh is a tragic story and a chance for levity at the same time. It is designed to not be deadly, but to be quite irritating for the PCs.

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## Dark Baku (Dreameater)

ADVERSARY CONFLICT RANK: 9 6

A Dark Baku is a bizarre ethereal hybrid-animal creature that can enter sleeper's dreams and eat their memories. When possessing a sleeper, others can enter the dream and fight it, but it is very powerful there. Outside of a sleeper's dream, it is much weaker, but its ethereal form means it can move through walls and can only be harmed with magic or jade. It knows many things.

SOCIETAL	PERSONAL
00 HONOR	ENDURANCE 10
00 GLORY	COMPOSURE 10
00 STATUS	FOCUS 6
+2, -2 DEMEANOR - SHREWD	VIGILANCE 4
ARTISAN 0 MARTIAL 2 SCHOLAR 5 SOCIAL 4 TRADE 2	

ADVANTAGES	DISADVANTAGES
<b>A Thousand Memories:</b> Social; Interpersonal	<b>Used to Dream-Logic:</b> Martial; Physical

FAVORED WEAPONS & GEAR
<b>Talons:</b> Range 0-1, Damage 5, Deadliness 4
<b>Gear:</b> Ethereal Body (Physical 10)

### ABILITIES

#### EATER OF DREAMS

A Dark Baku is a Tainted, Otherworldly being of Silhouette 3. It is ethereal, so it can freely pass through walls, move vertically and ignores Terrain. Outside of dreams, it will hide below floors or inside objects and wait for its opportunity to possess a sleeping human.

#### POSSESS SLEEPER

The Dark Baku can possess a sleeping human, who must make a TN 4 Sentiment check (Void in narrative scenes) to resist. A possessed human does not realize it is haunted and only remembers pleasant dreams when it awakes, which happens an hour after the Baku leaves its dreams. If possessed for 7 nights, the sleeper suffers the Cognitive Lapses Disadvantage, which becomes Lost Memories instead after 7 further nights. After a 3rd week, the victim suffers complete amnesia.

Someone falling asleep within Range 3 of a possessed sleeper enters the sleeper's dream, which is a horrendous nightmare. Here, the Dark Baku is more powerful, use the statistics of the Sinister Oni (Core Rulebook p. 320) instead. On its turn, the Dark Baku can change any terrain in the dream at will and is himself immune to Terrain Qualities. Someone killed within a sleeper's dream fails to wake up until the Baku is slain or the possessed sleeper dies, in which case all in his dreams die, too. The Baku can keep a possessed sleeper from waking up indefinitely, which will eventually kill the sleeper from lack of water.

#### LOST MEMORIES

A Dark Baku knows every memory it has ever eaten, and may live for centuries. It may be persuaded to share lost knowledge with a visitor in a sleeper's dream, but its price is usually to possess the one asking for a predetermined time, and it may not leave when that time is up, and steal important memories (and share them with others, again).



#### GM Advice:

The [Dark Baku](#) can be fought in two ways: In reality or in a dream, both are difficult. In reality, it can flee by moving through walls, so immobilizing it e.g. with *Bind the Shadow* or *Grasp of Earth* may be necessary, as well as access to weapons that are Blessed or do supernatural damage. In dreams, the Dark Baku is a lot more powerful and can turn the dream into its weapon, creating Dangerous, Defiled or Imbalanced terrain.

If the target is a PC, the GM should give the players ways to realize the problem before the first 7 days are up, since a Disadvantage is permanent (unless the Dark Baku is persuaded to give the memories back). Animals may start to act uneasy around the house or the possessed, Kami or ancestors may refuse to speak to him, and his pleasant dreams may depict an era the character hasn't lived in.

Since killing a PC within a dream is only fatal if the possessed sleeper dies (which should only happen if the PCs have to give up fighting the Dark Baku altogether), this encounter allows the GM to take the gloves off and fight mean, as the consequences are limited.

#### Sidequest Ideas:

The Dark Baku has two different ways of feeding: It may possess its target every night and leave before dawn, in which case others usually only realize something is wrong when their target becomes very forgetful. The Dark Baku does this when it must fear that strong samurai or its mortal enemy, shugenja of the Moth Clan, are nearby. Alternatively, the Dark Baku enters a sleeper's dream and does not leave until the dreamer is dead from hunger or thirst, which can under medical care take weeks.

A Dark Baku may also be the only source to get a piece of vital information long lost, in which case, the PCs have to decide if they can deal with such a creature, and how far to trust its words.



# Dokkaebi

ADVERSARY
CONFLICT RANK:
5
5

A Dokkaebi is a kobold-like Yokai with uncommon magical powers that is known to play pranks on unsuspecting humans. Dokkaebi can grant wishes to those that amuse them or beat them in a wrestling match. Those wishes do sometimes turn out to be less than hoped, however. Dokkaebi can vanish at will and are almost impossible to find if they do not want to be found.

SOCIETAL

40 HONOR

00 GLORY

00 STATUS

+2, -2  
DEMEANOR - GRUFF

PERSONAL

ENDURANCE 12

COMPOSURE 12

FOCUS 4

VIGILANCE 2

ARTISAN 2
MARTIAL 3
SCHOLAR 1
SOCIAL 2
TRADE 3

ADVANTAGES

**Full of Energy:**  
Martial; Physical

DISADVANTAGES

**Strange Ideas & Manners:**  
Social; Interpersonal

FAVORED WEAPONS & GEAR

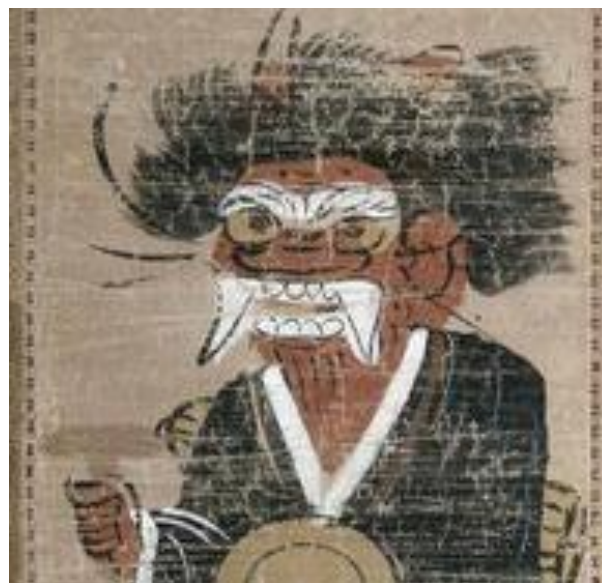
**Club:** Range 0-1, Damage 6, Deadliness 2  
**Punch:** Range 0, Damage 3, Deadliness 2, Snaring  
**Gear:** Traveling Clothes (Physical 2)

ABILITIES

**VANISHING TRICKSTER**  
A Dokkaebi is an otherworldly being. They can vanish at will, which means they dematerialise, can't be touched, can move through walls and can't get the Immobilized condition. This makes it almost impossible to trap them.

**WISHING CLUB**  
A Dokkaebi can use its club to summon any category of item it wants, like a bag of koku, a Kakita-pattern katana or a jeweled crown. They cannot summon specific items (the category must contain at least a few dozen possible items) and these items are not created, they are teleported from their current location to the Dokkaebi. The Dokkaebi will use this ability to fulfill wishes of those that please it, but will not warn the recipient that others might miss the item. It does not even know or care.

**LOVES WRESTLING**  
A Dokkaebi loves wrestling and will challenge those it meets to wrestling matches. These are Competitive Checks (Core Rulebook p. 26) using the Martial Arms (Unarmed) skill. The best out of three is the winner.



### GM Advice:



The GM should be careful to not let the [Dokkaebi](#) wishes derail his campaign. It will not be able to summon one of the Black Scrolls, for example. Too cleverly worded wishes will only confuse the Dokkaebi. The GM should keep in mind that the Dokkaebi is a fey creature that does what it wants and cannot be forced or threatened to provide wishes to someone.

### Sidequest Ideas:



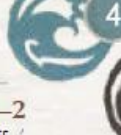




- The Dokkaebi might just be a random encounter in the wild, or the reason why one family in a village seems to get richer and money gets stolen from all kinds of hiding places with no trace of the thief.
- A Dokkaebi is a good way to give the PCs an item they need, e.g. a Sacred weapon for a quest, but keeping the option of giving it all kinds of downsides (since it can be any Sacred weapon with whatever history or curse), or having the real owner show up and demand it back if the GM wants to get rid of it.
- The Dokkaebi is a danger for all who have secrets to keep, for it could produce e.g. documents from you. The PC may be ordered to drive the Dokkaebi away, but that is not easy to do to someone who can vanish and reappear.
- It can also be a way to explain how the local Maho-Tsukai got his hands on a blood-magic tome.





## Drowning Spirit

**ADVERSARY**      **CONFLICT RANK:**  **6**     **3**

Drowning Spirits are victims of murder or suicide whose animated bodies haunt lakes or the sea. They try to drown others, to give them company in their wet grave. They often cry for help, but grab those coming to save them and drag them below. If they themselves are pulled from the water, their spirits leave their bodies, and if the bodies get a proper cremation, they are laid to rest.

SOCIETAL		PERSONAL	
<b>00</b> HONOR	 <b>3</b>	 <b>2</b>	ENDURANCE <b>10</b>
<b>00</b> GLORY	 <b>4</b>	 <b>2</b>	COMPOSURE <b>14</b>
<b>00</b> STATUS	 <b>2</b>		FOCUS <b>6</b>
 +2,  -2 DEMEANOR - GRUFF /			VIGILANCE <b>3</b>

ARTISAN <b>0</b>	MARTIAL <b>2</b>	SCHOLAR <b>0</b>	SOCIAL <b>2</b>	TRADE <b>0</b>
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ADVANTAGES	DISADVANTAGES
<b>Weight of Sorrow</b>  Martial; Physical	<b>Lonely</b>  Social; Interpersonal

**FAVORED WEAPONS & GEAR**

**Clinging Grab:** Range 0, Damage 1, Deadline 2, Snaring Grip (2 Opportunities are enough to cause the Immobilized condition)

**Gear:** Dead Body (Physical 3)

**ABILITIES**

**NOT DROWNING BUT WAVING**

A Drowning Spirit is an Otherworldly being of silhouette 2. They are unaffected by Terrain Qualities of water. If killed, they vanish and return at midnight, unless laid to rest.

**DRAG BELOW**

A creature that suffers the Immobilized condition from the Drowning Spirits must succeed at a TN 3 (Water 2, Air 4) Fitness check or be drawn 2 range bands below water together with the Drowning Spirit.

All terrain below water has both the Obscuring and Entangling qualities for non-aquatic living beings. They suffer the Silenced condition and are Suffocating (see Core Rulebook p. 269) while there.

**A HEAVY BURDEN**

As a Movement action (affected by the Entangling Terrain), someone Immobilized by the Drowning Spirit may make a Fitness check of TN 2 (Earth 1, Air 3) to move himself and the Drowning Spirit 1 Range Band towards the surface, waters edge, a boat or ship etc. If they move this way beyond the water, the Drowning Spirit becomes a lifeless body. If given a proper funeral, it is laid to rest.



### GM Advice:

The GM should be careful with the Drowning Spirit, as the Suffocation rules are pretty deadly, and it is not fair to punish a PC for having his lonely hero try to help a drowning person. Either the rest of the group should be nearby to offer Assistance by throwing ropes etc, or the PCs should be forewarned by hearing stories of the creature.

Also keep in mind that the right invocations can solve the problem very well, like Hands of the Tides or Grasp of the Air Dragon, which may even be importuned.

### Sidequest Ideas:

- The Drowning Spirit may be a chance encounter at a lake or at sea. Alternatively, the PCs may be sent by the drowned person's family to lay her to rest, or perhaps it carried something important with it when it died.
- It also is a good option for a murder mystery, where the drowning spirit kills until its murderer is brought to justice, after whose death it is laid to rest.



# Head Hunter

**ADVERSARY**      **CONFLICT RANK:** 6   4

Head Hunter are terrifying creatures: Human heads on spider legs that use razor-sharp webs to decapitate humans and replace their heads, animating the dead body. They pass as living humans to lure new victims into their traps. Head Hunters prefer to impersonate innkeepers in remote inns, priests in lonely shrines or ferrymen offering transfer across rivers.

SOCIETAL		PERSONAL	
00 HONOR	2    4 3    2 1	ENDURANCE 8	COMPOSURE 10 FOCUS 6 VIGILANCE 4
00 GLORY			
00 STATUS			
+2,  -2 DEMEANOR - SHREWD			
<b>ARTISAN 0   MARTIAL 3   SCHOLAR 0   SOCIAL 2   TRADE 2</b>			
ADVANTAGES		DISADVANTAGES	
<b>Spider's Patience:</b> Martial; Physical		<b>Inhuman Mind:</b> Social; Interpersonal	
FAVORED WEAPONS & GEAR			
<b>Razor Thread between Spider Legs:</b> Range 0, Damage 2, Deadliness 5, Razor-Edged.			
<b>Gear:</b> When using the Puppeteer ability, it will use weapons appropriate to the body inhabited, e.g. a katana if in a samurai's body, or a club otherwise.			
ABILITIES			
<b>PUPPETEER</b> A Head Hunter is a Tainted, Otherworldly being of silhouette 1, but it can take over a decapitated body by pushing its spider legs into the neck opening, replacing the missing head and animating the body. The animated body looks fully alive, with the Head Hunter's face, but its neck shows the gash, which is why Head Hunters wear scarfs or high collars. While a Head Hunter controls a body, damage is not counted towards its Endurance, but hits the body, which has its own Endurance of 12. If the body takes a Critical Hit, it falls down and its head (the Head Hunter) falls off. A horrifying sight, especially as the head then runs away on spider legs. If another headless body is available, the Head Hunter can take it over as a Scheme action.			
<b>RAZOR THREAD TRAPS</b> A Head Hunter stretches razor-sharp threads across paths or corridors in neck height to make traps for its victims. A character needs a Vigilance of 3 to see these nearly invisible threads (4 in bad lighting). Walking into one of these traps requires a Fitness roll against a Critical Hit of Severity 7. A minion walking into such a trap is automatically decapitated. A Head Hunter will prepare multiple traps around its place and if knocked out of its controlled body, will flee below these traps to tempt its opponents into chasing it.			



The Head Hunter is a creature of horror. It should be presented as such.

### GM Advice:

A feeling of horror is not easily achieved in a setting where everyone trained killing with blades since they could walk. Still, the combination of body horror, spider legs, beheading, and simple wrongness offers enough ingredients in a Head Hunter story to shock even veteran bushi.

### Sidequest Ideas:

The Head Hunter, as a creature with the ability to lay traps, is best placed as the resident of a place where the PCs are newcomers, like a run-down tavern or a ship they want to sail with.

A good option to raise the stakes in a Head Hunter side quest is giving the PCs a group of NPCs they care for. This way, the PC can have the NPC make the mistakes and pay the bloody price. These NPC should not be so important that losing them makes the PC ronin, however.






An example: The PC and 3 wilderness guides they need to find their destination reach an inn.

As they sit down for some tea, the two innkeepers draw knives and stab one of the guides. A fight breaks out, and when a PCs deal a critical hit, the GM describes how the innkeeper's head just falls off, rolling on the ground..

When it's the fallen Head Hunter's turn, his head suddenly opens his eyes, spreads spider legs and runs up the stairs into the dark.

On one guides turn, he announces "I'll get that thing" and, if the PCs do not stop him, runs up the stairs. Then a wet sound, something heavy falls down, and next, the guide's head rolls down the stairs. The stair was trapped. Next turn, they see the guide's body with the innkeeper's head walk down the stairs, with the guide's weapon...



Hopping Vampire	
ADVERSARY	CONFLICT RANK:  3  0
<p>When dead bodies are not burnt, as is the law, they sometimes come back as hopping vampires. Rigor mortis make these awkward and almost comical looking from a distance. But they are very strong, can leap far and have a deadly bite. They are mindless, but hunger for blood. Since they can only move by hopping, it is difficult for them to dodge around obstacles.</p>	
<b>SOCIETAL</b> <b>00</b> HONOR <b>00</b> GLORY <b>00</b> STATUS	<b>PERSONAL</b> ENDURANCE <b>12</b> COMPOSURE <b>8</b> FOCUS <b>4</b> VIGILANCE <b>1</b>
	
<b>ARTISAN 0</b> <b>MARTIAL 2</b> <b>SCHOLAR 0</b> <b>SOCIAL 0</b> <b>TRADE 0</b>	
<b>ADVANTAGES</b>	<b>DISADVANTAGES</b>
<b>Relentless:</b>  Martial; Physical	<b>Mindless:</b>  Social; Interpersonal
<b>FAVORED WEAPONS &amp; GEAR</b>	
<b>Bite:</b> Range 0, Damage 5, Deadliness 4, Snaring <b>Drain Blood:</b> In round after successfully Snaring foe: Range 0, Damage 8 & Bleeding, Deadliness 7 <b>Gear:</b> as when it died, e.g. travelling clothes (Physical 2)	
<b>ABILITIES</b>	
<b>HOPPING POUNCE</b> <p>A Hopping Vampire is a Tainted, Otherworldly being. It looks very stiff and can only move by hopping, but it can actually leap surprising distances that way. A Hopping Vampire can use its free movement in the turn to move up to 3 Range Bands instead of one, but only in a straight line. If there is a ceiling with less than 4 meters height, this is reduced to 2 Range Bands. When playing on a grid, moving in a straight line means it can only move a single square into or in dangerous or hindering terrain (though it could leap over such terrain. if the terrain measures less than 10 meters across and it has enough free space over it). In narrative combat, the Game Master's description of the terrain and the players actions within it determine how far the Hopping Vampire can move in a round.</p>	

The Hopping Vampire, or [Jiangshi](#), is a mainstay of the old Hongkong cinema. It is usually not depicted as funny, despite the creature looking that way to western eyes.



#### GM Advice:

Hopping Vampires are primarily special because of their name-giving hopping and jumping. The combat rating is low enough that a group of PCs could face a whole horde of them, two or three at a time, for example defending a house against the creatures coming from outside in best zombie horror tradition.

A good moment that should be cultivated is when the PCs have first seen the creatures stiffly rise from the ground and slowly, almost comically hop a few steps, then notice the PC and suddenly start to jump at them in giant bounds. This change of mood between a distant low menace that suddenly turns into a very close high menace should be deliberately.

#### Sidequest Ideas:

Since Rokugan knows no graveyards (all dead are burnt), the GM has to find a believable reason why a bunch of corpses were either not burned, or treated wrong before burning. This could thus either be a wilderness encounter, where the Hopping Vampires were a group of travelers that died, or happen after a major calamity in a village, where the number of dead was too large to burn them right away and then, during the preparations of the ceremony, something went wrong. A cat walking over the corpses might be enough.

Every inspiration from the Fast Zombie style horror movie trope can be adopted to the Hopping Vampires.



Ikiryō

ADVERSARY

CONFLICT RANK: 4 3

When a person who is afflicted by strong feelings of fear or anger towards someone else sleeps, while his mind goes dreaming in Yume-Do, his soul may leave his body and haunt the source of his feelings as an Ikiryō, a Living Spirit. While Ikiryō are ghosts and thus immune to normal weapons, they are not otherworldly beings, so Sacred tools are no help against them.

SOCIETAL

00 HONOR

00 GLORY

00 STATUS

+2, -2

DEMEANOR - ANGRY

2

2

2

4

2

PERSONAL

ENDURANCE 12

COMPOSURE 8

FOCUS 6

VIGILANCE 2

ARTISAN 0

MARTIAL 2

SCHOLAR 0

SOCIAL 1

TRADE 1

ADVANTAGES

Ghostly

Martial; Physical

DISADVANTAGES

Tormented

Social; Interpersonal

FAVORED WEAPONS & GEAR

**Withering Touch:** Range 0, Damage 5, Deadline 5, each target must resist with a TN 3 Fitness check (Air 4, Water 1) or suffer the Burning condition, as invisible flames envelop it.

**Gear:** Spectral Body (Physical 10)

ABILITIES

GHOST OF THE LIVING

An Ikiryō is a creature of silhouette 2. Since it is not an Otherworldly being, effects related to only those, like the Sacred or Unholy item qualities, have no effect on it.

Since the Ikiryō can fly, it can move vertically as well as horizontally and ignores the negative effects of terrain. It can move through solid objects, like wall or ceilings, but not living beings.



### Sidequest Ideas:

An Ikiryō can be very well used for a group of PCs that have fought ghosts before, but when facing the Ikiryō, they find that many of the usual tools and invocations do not work against it. For example, an Threshold Barrier (Air) ritual will not keep it out, (Void) will. Because of this, the PCs might think they are facing a normal human only pretending to be a ghost.

- The Ikiryō should have a reason to haunt its target or targets, and finding that reason and acting on it, either giving the spirit relief or revenge, is a great alternative way of stopping the Ikiryō. Of course, the person haunted may be powerful and of high status, so it is not always easy to right their wrongs.

- The situation can be further complicated if the Ikiryō is the soul of an important person whom the PCs cannot afford to die, since killing the Ikiryō will either kill the person or at least cause serious damage to his mind and personality.

- Since the person whose soul is the Ikiryō does not act consciously to create it, it can be part of the plot to ask whether the person is responsible for its acts.

### GM Advice:

The Ikiryō is almost immune to mundane weapons. As such, the GM should not have it attack the PC if they have only such weapons. If the target of the Ikiryō is an NPC, however, finding out that their normal methods of fighting spirits do not work is a great twist instead of a death sentence for the PCs.

Ittan-Momen	
ADVERSARY	CONFLICT RANK:  3  -
An Ittan-Momen is a bolt of cloth, like a flag or a blanket, that has been possessed by a spirit. When night falls, it flies about and suddenly wraps around the head of unsuspecting wanderers, smothering them. An Ittan-Momen is not a powerful adversary, but when wrapped around a victim, attackers have to take care not to also hit the poor enveloped victim underneath.	
<b>SOCIETAL</b> <b>00</b> HONOR <b>00</b> GLORY <b>00</b> STATUS +2,  -2 DEMEANOR - FLIGHTY	<b>PERSONAL</b> ENDURANCE <b>8</b> COMPOSURE <b>10</b> FOCUS <b>4</b> VIGILANCE <b>3</b>
ARTISAN 0	MARTIAL 2
SCHOLAR 0	SOCIAL 0
TRADE 1	
<b>ADVANTAGES</b> <b>Flexible</b> Martial; Physical	<b>DISADVANTAGES</b> <b>Burns Easily</b> Martial; Physical
<b>FAVORED WEAPONS &amp; GEAR</b> <b>Smothering Embrace:</b> Range 0-2, Damage 2, Deadliness 1; target is Immobilized on hit & Suffocating (Core Rulebook p. 269) while Immobilized <b>Gear:</b> Made of Cloth (Physical 1)	
<b>ABILITIES</b> <b>WET BLANKET</b> An Ittan-Momen is an Otherworldly creature of silhouette 1 or 2. It can fly, so it can move vertically and ignore the negative effects of Terrain. <b>HOLD TIGHT</b> While the Ittan-Momen has Immobilized a victim, an attack targeting it deals no more than 5 points of damage to it (minus Resistance). Any damage in excess of 5 points is instead dealt to the Immobilized victim. Fire damage ignores this rule.	



#### Sidequest Ideas:

- The Ittan-Momen can be a straightforward monster-of-the-week murder mystery, with victims blue from suffocation being found, but without any strangle marks. Since the Ittan-Momen can spend the day hanging from clothes lines or flagpoles, it is difficult to catch.
- Alternatively, the same setup can lead the PCs to assassins smothering their victims with silk cloths and spreading the myth of an Ittan-Momen to deflect the blame. Or even a rogue shugenja using Suijin's Embrace invocation and draining the seawater afterwards.
- Fans of a certain Marvel magician might even introduce an Ittan-Momen that is a cloak and can be won as a helper for a deserving hero.

#### GM Advice:

The [Ittan-Momen](#) is primarily an opponent for low-level characters. But it can offer an interesting surprise for higher-level characters used to dealing a lot of damage with their attacks.



# Jinmenju

ADVERSARY

CONFLICT RANK: 12 5

A Jinmenju looks like a willow tree with smiling head with closed eyes hanging from its branches like fruit. But if someone approaches, the heads may open their eyes, scream, and fly towards the unlucky, exploding in a burst of poisonous spores. Those poisoned become the carrier of the next generation of Jinmenju. Some scholars seek it out, nevertheless, for it is said to know forgotten secrets.

SOCIETAL

00 HONOR

00 GLORY

00 STATUS

+2, -2

DEMEANOR - OBSTINATE

PERSONAL

ENDURANCE 20

COMPOSURE 12

FOCUS 6

VIGILANCE 2

ARTISAN 0

MARTIAL 3

SCHOLAR 4

SOCIAL 1

TRADE 0

ADVANTAGES

Oaken Toughness:

Martial; Physical

DISADVANTAGES

Many Voices:

Social; Interpersonal

FAVORED WEAPONS & GEAR

Biting Heads:

Range 0-2, Damage 5, Deadliness 4, target hit takes the Bleeding condition.

Gear:

Bark worse than its Bite (Physical 5, Supernatural 5, Durable, Unholy, resistance doubled against small, piercing objects like arrows and bolts)

ABILITIES

KNOWLEDGE OF THE EARTH

A Jinmenju is a Tainted, Otherworldly being of silhouette 4. If awoken, its many heads talk over each other, and although its connection with the earth means that it remembers many things long forgotten by the world, talking it into sharing them is very difficult.

SCREAMING HEAD MISSILE

A Jinmenju can, as a TN 2 Attack action, shoot a screaming, exploding head at a position in Range 0-4, targeting each character in Range 0-2 of that position. Each target hit (except the Jinmenju) suffers 3 Fatigue and 5 Strife, ignoring resistance, plus is Dazed and Exhausted. It must also make a TN 3 Meditation check (Earth 1, Air 4) or gain the Afflicted condition. The area affected becomes Dangerous Terrain. A Jinmenju use this ability three times per scene.

Someone who gets a Shadowland Disadvantage from being Afflicted by a Jinmenju becomes lethargic and withdrawn. Victims have been known to lose the will to live and remain standing where they are, waiting to die.

If someone with a Jinmenju's Shadowlands Disadvantage dies, a new Jinmengu sprouts from his head and grows to a full tree in a day, with heads showing his face.

MANY HEADS

A Jinmenju acts three times in a round: it rolls initiative once and creates three initiative values, based on Focus 6, 4 and 2. It can only change its stance and, if in Water stance, get the Water stance bonus action on the first of those initiatives.

TREE CREATURE

A Jinmenju is always Immobilized. It can change stances.



## GM Advice:

The [Jinmenju](#) is an uncommon opponent in that it is stationary. PCs keeping beyond Range 4 are out of its reach and safe from it. Killing it from this distance with equipment short of a ballista, however, is difficult, as it is highly resistant to arrows and bolts.

The Jinmenju is designed to be a worthy challenge for a whole group of PCs, its Many Heads ability making it act much like a group of foes. A battle versus a Jinmenju will most probably leave one or more PCs Afflicted.

## Sidequest Ideas:

Two side quest options present themselves:

- PCs are called to a village where multiple villagers have fallen into a strange melancholia that leaves them unable to act or even speak without motivating them with a TN 4 Courtesy Fire check. Unbeknown to the PC, this is a race against time, as each one is like a timebomb, a new Jinmenju waiting to happen.
- The PCs need an information lost to history and read that Jinmenju know forgotten things. Getting it to converse with them is a tough challenge.



# Jorōgumo

ADVERSARY

CONFLICT RANK: 10 6

A Jorōgumo is a horrifying hybrid between a giant spider and a beautiful woman, though descriptions vary. It is a powerful enchantress and said to charm human males to lure them to their doom. It is also a fast, smart and resilient creature that is not easily defeated by those that want to free the young love-struck from its wiles.

SOCIETAL

10 HONOR

00 GLORY

00 STATUS

+2, -2 DEEMANOR - HUNGRY

PERSONAL

ENDURANCE 14

COMPOSURE 14

FOCUS 8

VIGILANCE 4

ARTISAN 1

MARTIAL 4

SCHOLAR 3

SOCIAL 4

TRADE 3

ADVANTAGES

Quick on her Many Feet:

Martial; Physical

DISADVANTAGES

Always Hungry:

Social; Interpersonal

FAVORED WEAPONS & GEAR

Spider-Leg Kick: Range 0-2, Damage 6, Deadliness 4, Fitness TN 4 (Earth 2, Fire 5) or Pushed 2 Range Bands.

Spider String: Range 1-4, Damage 1, Deadliness 1, Fitness TN 4 (Earth 2, Fire 5) or Pulled to Range 0.

Gear: Magic Hide (Physical 4, Supernatural 3)

ABILITIES

ENCHANTRESS

A Jorōgumo is a Tainted, Otherworldly being of Silhouette 3. As an action, it can lay a charm on a human that is attracted to women, if the Jorōgumo can see it. The affected must make a TN 4 Sentiment (Void) check or is charmed. If charmed, it will always see the Jorōgumo as a breathtakingly beautiful woman, and its ninjo will temporarily change to „make the lady happy“ (it should be remembered that acting against ones ninjo causes 3 Strife). A charmed human can only unmask with Bend Principles (doing the Jorōgumo's bidding). A Jorōgumo will use this also in combat if the charmed is present, demanding he fight her attackers, which, unless followed, will deal the Strife to him each turn. The charm ends if she charms another or lifts the charm, if she dies, if she unmasks herself, or if ended by an obscure Kuni ritual that consumes 5 Fingers of Jade.

Being charmed by a Jorōgumo also drains life energy: Anyone affected reduces their Endurance by 1 per day, which can only be healed if the charm is stopped.

MANY ARMS AND LEGS

A Jorōgumo can use human weapons with the arms of its upper body.

A Jorōgumo acts three times in a round: it rolls initiative once and creates three initiative values, based on Focus 8, 6 and 4. It can only change its stance, take its free movement and, if in Water stance, get the Water stance bonus action on the first of those initiatives.

MAGIC SPIDER CREATURE

A Jorōgumo can cast the *Cloak of Night* and the *False Realm of the Fox Spirits* invocations. Because of its spider legs, it can walk on walls and ceilings. It can generate spider threads and walk up or down those.

## GM Advice:

In battle, if the charmed person is there, the [Jorogumo](#) will order him (not an action) to kill her attackers. If he does not do that on his turn, it will cause him 3 Strife (for defying his ninjo). The Jorogumo will avoid attacking him, but attack others in Fire stance und use Opportunities to cause him 2 Strife, driving him to unmasking.

It is a crafty and smart opponent that will use its abilities to greatest effect: sitting on a ceiling, cliff or tree and pulling foes up, only to drop them, pushing foes into traps, over edges or into damaging terrain, covering pitfalls with False Realm of the Fox Spirits, turning invisible with Cloak of Night and attacking from hiding.

## Sidequest Ideas:












The Jorōgumo doesn't just go around charming anyone and then asks them to kill their family.

It will choose a solitary person, a woodcutter or boy collecting firewood. It will charm him from hiding, revealing herself afterwards, and the person sees an otherworldly beauty that tells him she is a messenger from the Fortunes or the Kami, sent to gather a few humans to save from the imminent catastrophe. She will show him a vision of the catastrophe (with False Realm of the Fox Spirits), as well as a vision of the near-paradise that awaits him and his family - if they prove themselves worthy of the new world. To test that, she will have to ask him to do a few things, necessary to prove his devotion to the Fortunes, the Kami, and her.

The first few things she asks for are small transgressions, without logic or rhyme - steal a broom or a comb from that woman, tell everybody that that woman is an evil witch... and of course do not talk about me. Only later become the demands worse, all with the intention of getting the family to go into the woods, into the protected paradise. What awaits them, of course, is a spider cocoon and an egg, to feed the next generation of Jorōgumo.

Even if the PCs quickly find out that the affected is charmed by a creature, he only knows that she is a beautiful woman, and where he saw her in the woods. Actually, finding her and getting her to stand and fight is not easy for a creature that can run up trees.

15

Kamaitachi	
ADVERSARY	CONFLICT RANK:  4  1
Kamaitachi are strange yokai: Weasels with sickle-like claws instead of feet that ride dust devils and slash at those caught in their whirlwinds. It is said that sickles left in the fields may turn into Kamaitachi, so they are most often encountered in villages destroyed by war, bandits or famine. They are a danger to peasants and lone travellers that pass through former fields or ruined settlements.	
<b>SOCIETAL</b> <b>00 HONOR</b> <b>00 GLORY</b> <b>00 STATUS</b>  +2,  -2 DEMEANOR -HUNGRY	<b>PERSONAL</b>  2  3  3  2  2 <b>ENDURANCE 8</b> <b>COMPOSURE 10</b> <b>FOCUS 5</b> <b>VIGILANCE 3</b>
ARTISAN 0	MARTIAL 2
SCHOLAR 0	SOCIAL 0
TRADE 1	
<b>ADVANTAGES</b> <b>Riders on the Storm:</b>  Martial; Physical	<b>DISADVANTAGES</b> <b>Blades for Feet</b>  Martial; Physical
<b>FAVORED WEAPONS &amp; GEAR</b> <b>Sickle Claws:</b> Range 0-1, Damage 5, Deadliness 5, Razor-Edged <b>Gear:</b> Fur (Physical 1)	
<b>ABILITIES</b> <b>WHIRLWIND WEASEL</b> A Kamaitachi is an Otherworldly silhouette 0 creature. It can fly and thus ignore terrain and freely move vertically.	
<b>SUMMON TWISTER</b> As a Support action, until the end of the scene, the Kamaitachi creates a small whirlwind centered on itself that covers the area in range 1-2 and moves with it. The area is Obscuring terrain for non-Kamaitachi. At the end of each of its turn, all within the area suffer 3 supernatural damage and make a TN 4 Fitness check (Earth 5, Fire 2) or suffer the Disoriented condition.	

#### GM Advice:

The [Kamaitachi](#) can be a challenging opponent for a low-level group. Fighting in Air Stance and obscured by its whirlwind, the Kamaitachi isn't easy to hit, while its whirlwind inflicts damage on all nearby.



#### Sidequest Ideas:

The Kamaitachi is a good random encounter or a challenging fight without much story effect.

It can also be part of a larger story:

- The PCs might be sent to hunt the strange threat that devastated their lord's fields, uprooting whole plots. Alternatively, a village might approach travelling ronin or samurai for help against the Threat.
- The Kamaitachi are a good option for a monster mystery, where the PCs at first only see the effects it has, with flattened fields and slashed trees and victims, but with no footprints of any kind to be found.
- In a quest to resettle an abandoned village or when encountering ruins e.g. in the Shinomen, Kamaitachi are fitting obstacles.
- There may be a tale of a farmer whom his lord gave the impossible task to reap all the rice fields of his village in one night, and who to everybody's surprise accomplished it. The PCs may find out that he made a deal with a Yokai or Kansen, and that the Kamaitachi summoned for the work are still around. Alternatively, the PCs may be given the task, a Yokai may offer the help, and the PCs may be left with the mess of multiple Kamaitachi devastating the landscape afterwards.



# Kappa

**ADVERSARY**      **CONFLICT RANK:** **6**   **3**

Kappa are powerful Water Yokai that look like humanoid turtles with a bowl-shaped bone crest on their head. In water, a kappa is extremely strong, able to hold an entire ship still from below for hours or days, often demanding tributes before letting go. That tribute can range from cake to children.

SOCIETAL		PERSONAL	
<b>15</b> HONOR	2	ENDURANCE <b>8</b>	
<b>10</b> GLORY	2	COMPOSURE <b>16</b>	
<b>00</b> STATUS	6/3	FOCUS <b>4</b>	
+2,  -2	2	VIGILANCE <b>4</b>	
DEMEANOR - SHREWD			

ARTISAN 0
MARTIAL 3
SCHOLAR 3
SOCIAL 2
TRADE 0

ADVANTAGES	DISADVANTAGES
<b>Slippery:</b> Martial; Physical	<b>Avarice:</b> Social; Interpersonal

**FAVORED WEAPONS & GEAR**

**Fist:** Range 0, Damage 6, Deadliness 5, Snaring

**Spit Water:** Range 3, Damage 3, Deadliness 2, Fitness TN 3 (Fire 4, Earth 1) or pushed back 2 Range Bands

**Gear:** Turtle Shell (Physical 6/3, Supernatural 6/0)

**ABILITIES**

### CREATURE OF WATER

Kappa draw power from water. When in contact with water, a kappa has a physical/supernatural resistance of 6/6 and its Water Ring is 6. Without water, its resistance falls to 3/0 and its Water Ring to 3.

It is not easy, however, to remove a kappa from water contact, because even when it leaves its streams and lakes, it keeps water in its bowl-like head crest.

To remove that, characters can either bow to the kappa with a courtesy check of TN equal to the kappa's vigilance to make it bow, too, spilling the water. Alternatively, making the kappa Prone or forcing a stance change like with the Open Hand Style kata has the same effect.



#### GM Advice:

The [Kappa](#) is another creature that the GM has to be careful to use: PCs usually can expect that a monster they face can be beaten by hitting it. The Kappa, with an ability that the PCs have to find out how to turn off, is a lot stronger than its combat rating if it has contact to water. Thus, the GM should let the players hear stories about the Kappa's weakness before they face it, so that they have a fair chance to realize which way leads best to success.

#### Sidequest Ideas:

The Kappa is well suited as a capricious yokai that holds a fisher community hostage by holding on to their boats and demanding tribute. A story told to the PC might be how a fisher's boat was held when he sailed with his kids by his side, and that the Kappa demanded the gift of a child. The fisher, quick-thinking, found a pregnant fish among his catch and threw the fish eggs overboard, after which the Kappa said "clever, clever" and let the boat go. This makes clear to the PCs that the Kappa is capable of rational thought and language.

It may be possible to avoid fighting the Kappa altogether, instead negotiating a regular pay of tribute of something he cannot get in the water, like cake or tofu. This way, the Kappa may even turn into a sort-of protector of the village, scaring away other water creatures that threaten his income, or even holding fast a ship of pillaging pirates before they can make their escape.



Kasa-Obake	
ADVERSARY	CONFLICT RANK:  2  1
Kasa-Obake are among the weirder yokai: Basically an umbrella with one eye, one mouth and one foot, they are not the most fearsome creatures, but have been known to scare people by suddenly jumping up and licking them with their foot-long tongue. They can also talk one's ear off, but might actually have some insight into crafting, being an object themselves.	
<b>SOCIETAL</b> <b>30</b> HONOR <b>00</b> GLORY <b>00</b> STATUS +2,  -2,  -2 DEMEANOR - ADAPTABLE	<b>PERSONAL</b> ENDURANCE <b>8</b> COMPOSURE <b>4</b> FOCUS <b>4</b> VIGILANCE <b>2</b>
ARTISAN 3	MARTIAL 1
SCHOLAR 0	SOCIAL 2
TRADE 1	
ADVANTAGES	DISADVANTAGES
<b>Long-Tongued:</b> Social; Interpersonal	<b>One-Footed:</b> Martial; Physical
FAVORED WEAPONS & GEAR	
Kick: Range 0-1, Damage 4, Deadliness 2	
Gear: Umbrella Body (Physical 2)	
ABILITIES	
<b>UMBRELLA YOKAI</b> The Kasa-Obake is an Otherworldly silhouette 1 creature that hops on one leg and is easily scared: When it is Compromised, the Kasa-Obake usually tries to flee.	
<b>ALIVE AND LICKING</b> When making a successful Attack action check, the Kasa-Obake may spend opportunities in the following way: : One creature within range 0-1 suffers 2 Strife and the Dazed condition.	

(Creature design by Kiso.)

#### GM Advice:

The [Kasa-Obake](#) is well suited as a comic relief creature or as an opponent for new characters.

If a PCs aims to become a well-known monster hunter, this is a good and funny way to start their quest, as it can only go up from there.



#### Sidequest Ideas:

The Kasa-Obake looks funny and should be played as such. There are a lot of options to use him to provide comic relief: The story might start like a straight poltergeist tale with a house haunted by creaks and bumps from the attic and even a sound like rustling of large wings, and when the PCs enter the attic, this is what they find. Another trope subversion would be an enemy who has found an invocation to summon Yokai, and when the big confrontation arrives, this is all he summons. Or a sensei sending the young monk on a quest to learn how to throw a powerful kick from a “Kasa-Obake” with no additional information what that is, and have the monk find an umbrella at the end. That kicks him.

- The PCs might be sent on a quest by a supernatural creature to get insight into crafting a superior katana from a sage on a mountain-top, and when they reach the top, all that is there is this hopping umbrella. They might not realize that the Kasa-Obake is the sage they were looking for.

Komainu	
ADVERSARY	CONFLICT RANK:  5  -
<p>A Komainu, or Lion Dog, is a stone guardian, usually found in front of shrines or palaces in pairs. While in their form as statue, they have a warding effect on ghosts and undead, but they can also animate and attack, and their stone bodies makes them tough opponents. When active, their warding effect is stopped, which can sometimes trap ghosts inside when they turn to statues again.</p>	
<b>SOCIETAL</b> <b>50</b> HONOR <b>30</b> GLORY <b>30</b> STATUS +1,  +1,  -2 DEMEANOR - DETACHED	<b>PERSONAL</b> 4,  2,  2,  3,  3 ENDURANCE <b>14</b> COMPOSURE <b>12</b> FOCUS <b>5</b> VIGILANCE <b>2</b>
ARTISAN 0	MARTIAL 3
SCHOLAR 0	SOCIAL 0
TRADE 0	
<b>ADVANTAGES</b> <b>Made of Stone:</b> Martial; Physical	<b>DISADVANTAGES</b> <b>Unspeaking:</b> Social; Interpersonal
<b>FAVORED WEAPONS &amp; GEAR</b> <b>Bite:</b> Range 0-1, Damage 5, Deadliness 5, Blessed, Snaring <b>Deafening Roar:</b> Range all in 0-3, Damage 4, Deadliness 2, Fitness TN 4 (Earth 2, Fire 5) or Silenced <b>Gear:</b> Stone Body (Physical 5, Supernatural 4)	
<b>ABILITIES</b> <b>DEVOTED GUARDIAN</b> A Komainu is an Otherworldly being of silhouette 3. In its statue form, it emits a constant effect like the Threshold Barrier ritual on the outer edge of the whole building it is guarding. Usually placed in pairs, one will ward against ghosts and the other against corporeal undead. While a Komainu is active, the ward does not work.	
<b>FIERCE PROTECTOR</b> When it detects a creature entering its building that is not allowed inside, Komainus will animate and attack it until the offender has left the area or is dead. In statue form, Komainu do not communicate, when active, they attack, so it is very hard to reason with them. Because their body is made of stone, their armor cannot get the Damaged or Destroyed properties.	
<b>THE BODY IS AN ANVIL</b> A Komainu is constantly protected by the kiho <i>The Body is an Anvil</i> enhancement effect: When it defends against damage from an Attack action, the attacker suffers 3 supernatural damage and the Dazed condition.	



#### GM Advice:

The [Komainu](#) are very hard to actually wound for the combat rating. The GM should mention that they are territorial protectors that do not follow fleeing opponents.

#### Sidequest Ideas:

A possible Komainu side quest would be the PCs being called to an old shrine whose Kami appear to be furious for an unknown reason, throwing things. The PCs are called to find out why and appease them.

The story behind this is that a week ago, thieves tried to rob the shrine, but the Komainu awakened and chased the robbers off.

Unbeknown to anyone, the spirit of a recently deceased local had entered the shrine at the same time, when the wards were down, and became trapped inside when the Komainu became statues again. This spirit is the one causing the commotion.

The PCs have to find that out, and to reactivate the Komainu long enough for her to leave without destroying these holy guardians of the shrine. For bonus points, they can try to find out what kept the spirit in this world in the first place, and solve that problem.



## Komori Assassin

**ADVERSARY**      **CONFLICT RANK:** **6**   **4**

Humanoid bats from the Islands of Silk and Spice with large wings on their arms, Komori are often allied with the Mantis clan. They tie blades to their wings and slash their victims when flying past them. When someone is found dead in a field, slashed by half a dozen cuts, but only his own footprints can be found near, it is likely that the Komori have found another victim.

SOCIETAL	2    3 4    2 2	PERSONAL
<b>20</b> HONOR		ENDURANCE <b>8</b>
<b>30</b> GLORY		COMPOSURE <b>12</b>
<b>00</b> STATUS		FOCUS <b>6</b>
+2,  -2 DEMEANOR - FLIGHTY		VIGILANCE <b>4</b>

**ARTISAN 0   MARTIAL 3   SCHOLAR 1   SOCIAL 2   TRADE 1**

ADVANTAGES	DISADVANTAGES
<b>Quick Reflexes:</b> Martial; <i>Physical</i>	<b>Heartless:</b> Social; <i>Interpersonal</i>

**FAVORED WEAPONS & GEAR**

**Katana-Bladed Wing:** Range 1, Damage 4, Deadliness 7, Razor-Edged

**Gear:** Stealth Clothing (Physical 1, additional TN+1 when attacked in Obscuring Terrain)

**ABILITIES**

**DEADLY KILLER**  
 The Komori Assassin can fly, so it can move vertically and ignores negative effects of terrain.

**RAPID FLYER**  
 When taking its free movement on its turn or when performing a Maneuver action, the Komori Assassin can move an additional range band. The Komori uses this to stay at range 3 of its targets, then swoop in in Water stance, attack, and move back out of melee reach.

**NIGHT VISION**  
 Like bats, Komori can see in total darkness unless they have the Silenced condition. When flying in darkness, they can sneak up on humans carrying lanterns up to a distance of range 3 without making Skulduggery checks.



### GM Advice:

The [Komori](#) Assassins are a secret cabal of mercenary shinobi, hiring out their services to samurai clans or even merchants who have a vendetta with someone above their station.

### Sidequest Ideas:

- The PC could be investigating a strange murder, believed to have been committed by the ghost of a samurai, because no footprints could be found near the corpse. The family of that samurai is accused of raising his spirit from the dead with blood magic. But can the PCs find the real killer?
- If the PCs have crossed a powerful daimyo or rich merchant, he may order an attack on the PCs.
- The Komori Assassins may have been tasked with stealing something, and the PCs are sent to get it back. But how do you follow a robber that can fly, and lives high in a mountain cave?



Kumo	
ADVERSARY	CONFLICT RANK:  3  1
<p>Kumo are intelligent spiders, hailing from Chikushō-dō, the realm of animals. They are the arch-enemies of the kitsune. A Kumo that lives a hundred years may learn to take human form, and Kitsune and Kuno impersonators have fought each other in Rokugan for centuries. Kumo look like dog-sized spiders. They prefer wild or lonely places, where prey can get caught in their deadly nets.</p>	
<b>SOCIETAL</b> <b>30</b> HONOR <b>00</b> GLORY <b>00</b> STATUS +2,  -2 DEMEANOR - SHREWD	<b>PERSONAL</b> ENDURANCE <b>8</b> COMPOSURE <b>10</b> FOCUS <b>5</b> VIGILANCE <b>3</b>
<b>ARTISAN 1</b> <b>MARTIAL 2</b> <b>SCHOLAR 0</b> <b>SOCIAL 1</b> <b>TRADE 1</b>	
<b>ADVANTAGES</b> <b>Many-Legged:</b> Martial; <i>Physical</i>	<b>DISADVANTAGES</b> <b>Patience of a Spider:</b> Martial; <i>Physical</i>
<b>FAVORED WEAPONS &amp; GEAR</b> <b>Bite:</b> Range 0-1, Damage 4, Deadliness 4, Snaring <b>Gear:</b> Chininous Body (Physical 3)	
<b>ABILITIES</b> <b>GIANT SPIDER</b> A Kumo is an Otherworldly silhouette 1 creature. It can freely move up walls or trees and on ceilings.	
<b>DEADLY POISON</b> When making a successful Attack action check, the Kumo may spend opportunities in the following way: +: If the attack is a critical strike, increase the TN of the check to resist by 1 per Opportunity spent this way. If the check to resist fails, the target suffers the Dying (4 rounds) condition in addition to any other effects.	
<b>SPIN OBSCURING NET</b> As a Support action, the Kumo may target a point within range 2 containing at least one vertical structure like a wall or tree and cover an area within range 2 of that point with spiderwebs. The area gains the Obscuring quality.	
<b>SPIN RESTRAINING NET</b> As a Attack action, the Kumo may target a point within range 2 containing at least one vertical structure like a wall or tree and cover an area within range 1 of that point with extremely sticky spiderwebs. If the area is within an Obscuring Net, it can only be noticed with Vigilance 4+. A non-kumo entering the area of a Restraining Net or starting its turn there must make a Fitness TN 3 (Earth 2, Fire 4) check or be Immobilized. If a creature fails two of these checks in a row, it is permanently immobilized until it gains Assistance to retry the check or the net is destroyed by fire. Weapons will not damage the net.	



#### GM Advice:

A [Kumo](#) in an open field is little challenge.

Entering a forest, cave or ruin where a Kumo lives is a different matter, though, for it will be mostly covered with Obscuring Nets with a few areas of Restraining Nets hidden inside. The Kumo will stay hidden until an enemy is caught Immobilized and then do hit-and-run attacks in Water Stance to move in from above, bite and move out again.

#### Sidequest Ideas:

The Kumo are the foes of the Kitsune, which can be used in a number of ways:

- A kitsune disguised as a young woman begs the PCs to rescue her sister from a dark wood. There is no daughter there, but a Kumo the Kitsune does not want to face itself.
- A kitsune may be willing to help the PCs in their regular adventure if they help it with a small spider problem.
- The Fox clan may put a bounty on anyone clearing out a certain ruin in the Shinomen forest.
- On the other hand, the person asking for help in clearing out a ruin might also be an elder Kumo himself, using his human form to lure strangers into his families nets.

# Living Blade

ADVERSARY

CONFLICT RANK: 4 0

When a murderer dies, his soul can sometime be transferred into his weapon. These levitating weapons try to continue their grisly deeds, but bide their time and may even be used as regular weapons for a long time, before suddenly turning on their owner, at the worst moment. What makes these weapons deadly is also that they seem to be used by an invisible foe, but noone is there.

SOCIETAL

00 HONOR

00 GLORY

00 STATUS

+2, -2

DEMEANOR - SHREWD

PERSONAL

ENDURANCE 12

COMPOSURE 8

FOCUS 5

VIGILANCE 3

ARTISAN 0

MARTIAL 3

SCHOLAR 0

SOCIAL 0

TRADE 0

ADVANTAGES

Hard as Steel:

Martial; Physical

DISADVANTAGES

Lusting for Blood:

Social; Interpersonal

FAVORED WEAPONS & GEAR

As weapon, e.g. Katana: Range 1, Damage 4, Deadliness 5, Razor-Edged, Ceremonial.

Gear: Body of Steel (Physical 4)

ABILITIES

BLOODTHIRSTY KILLER

A Living Blade is a Tainted, Otherworldly being of Silhouette 0-2. It can be any razor-edged weapon, most often knives or swords.

A Living Blade moves as if being wielded by an invisible person. Unless they explicitly attack the weapon itself, characters must roll their attacks against TN+3 (for an invisible foe in Air stance). Missing the TN gives the impression that they missed the wielder. If they beat the TN, they do no damage, but clearly feel that noone is wielding the weapon.

As the Living Weapon is also an object, it can be killed by any effect that destroys the weapon. As it is razor-edged, armor with as much resistance as its damage will damage it and, if it happens again, destroy it outright. Likewise, techniques like the Breaking Blow kiho can break it.



## GM Advice:

The Living Blade is not only a challenging foe; it is also a detective story waiting for the PCs. They might hear tales of an invisible killer, murdering innocents, with only his bloody blade visible. The plot twist is that there is no invisible person there and the blade is the murderer all on its own.

If PCs struggle against the foe and if the group uses the rules for shields found in Shadowlands, the GM might allow the players to use things like pans as improvised shields. Since a shield gives a resistance of 5, such a shield could damage the Razor-Edged weapon.

## Sidequest Ideas:

- The PC are on the train of a bloody, invisible killer. If a PC knows the Cloak of Night invocation or if they research invisibility, they will know that it is very uncommon for a part of the whole to remain visible when the wielder goes invisible. That may be the first clue that this is not just a murderous shugenja.
- If the attacks happen in or near a place where there are more Razor-Edged weapons, e.g. a butcher shop or a weapon arsenal, the Living Blade can hide among the regular weapons and attack surprisingly, only to hide again.
- A Living Blade might also make a good Poisoned Gift for a PC: a gift by someone who only pretends to be on their side. This way, a PC might carry the blade for many adventures, only to suddenly turn on him at the worst possible moment.
- A variation on the latter idea would be the PC knowing that the blade is a Living Blade, but giving it a feature the PCs need, like the ability to wound spirits. In this scenario, the PC use the blade because it is their only option to fight spirits, but know they literally wield a double-edged sword.



## Long Dragon

**ADVERSARY**      **CONFLICT RANK:** **12** **10**

A 'Long' or River Dragon is an ancient elemental creature, servant of the Fortunes and guardian of great natural places like streams and lakes. Seeing one is thought to bring great luck, but they are very rare and secretive. They know things long forgotten by the lesser races, but getting one to concern itself with human problems is a difficult task.

SOCIETAL	4     6 6     4 5	PERSONAL
<b>70</b> HONOR		ENDURANCE <b>16</b>
<b>90</b> GLORY		COMPOSURE <b>20</b>
<b>60</b> STATUS		FOCUS <b>10</b>
+2,  -2 DEMEANOR - SHREWD		VIGILANCE <b>6</b>

<b>ARTISAN 3</b>	<b>MARTIAL 5</b>	<b>SCHOLAR 5</b>	<b>SOCIAL 4</b>	<b>TRADE 2</b>
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ADVANTAGES	DISADVANTAGES
<b>Ancient Wisdom:</b> Social; Interpersonal	<b>Non-Human Concerns:</b> Social; Interpersonal

**FAVORED WEAPONS & GEAR**

**Bite:** Range 0-2, Damage 8, Deadliness 8, Razor-Edged, Blessed.

**Breath:** as *Breath of the Fire Dragon*, but using the Water Ring instead of the Fire Ring

**Gear:** Scales (Physical 6, Supernatural 6, Blessed)

**ABILITIES**

**CREATURE OF WATER AND AIR**

A Long Dragon is an Otherworldly being of Silhouette 4. It can fly and swim, breathe underwater indefinitely and grant those abilities to others as long as they touch it.

**MASTER OF WATER AND AIR**

A Long Dragon can perform any Air or Water invocation as an action of the appropriate type. Once per scene, it can do so and automatically succeed with three Bonus Successes and two Opportunities.

Long Dragons often use the Ever-Changing Waves invocation to take the form of other creatures, like humans.



### GM Advice:

A [Long](#) is a celestial being and as such not meant to be a regular opponent for the PCs. It is rather a difficult ally to negotiate with, or a force of nature to be appeased before it destroys whatever offends it.

### Sidequest Ideas:

- A Long dragon can serve as a source of knowledge on creatures, myths, magic and history.
- When a villager does something transgressive that may be entirely overlooked by his peers, it might well anger the Long protecting the natural habitat, and the PC have to race against time to find out what the transgression was and repair it or make amends for it, before the angry dragon burns down the village.
- A Long dragon might be a savior when all seems lost, capable of even fighting oni on even ground.
- An enigmatic or powerful NPC that has aided or thwarted the PCs goals in the past may well be a Long in disguise. This is even an option for rather unruly groups with the tendency to abuse and mishandle NPC they consider weaker than themselves. The wandering hermit might well really be a dragon.

# Maho Shikigami

MINION

CONFLICT RANK: 1 1

Created by a dark perversion of the *Craft Shikigami* ritual using blood magic, the Maho Shikigami looks like a normal one: a small origami bird or butterfly. It is way more dangerous, though, for it can reanimate corpses into towering Undead Horrors. When these hulks appear again and again on battlefields, their tiny creator must be found - and then, the one that created the Maho Shikigami.

SOCIETAL		PERSONAL	
10 HONOR	3  3 1  1 1	8 ENDURANCE	8 COMPOSURE
00 GLORY		2 FOCUS	2 VIGILANCE
00 STATUS			

+2, -2  
DEMEANOR - FLIGHTY

ARTISAN 1

MARTIAL 1

SCHOLAR 1

SOCIAL 1

TRADE 1

ADVANTAGES	DISADVANTAGES
<b>Tireless:</b> Martial; Physical	<b>Rebellious:</b> Social; Interpersonal

FAVORED WEAPONS & GEAR

**Cutting Edge:** Range 0, Damage 1, Deadliness 1

**Gear:** none

ABILITIES

**PAPER DEFILER**

A Maho Shikigami is a Tainted being of Silhouette 0. Because of its size, it can reroll 2 Dice on any check to hide or sneak, like as if it had a fitting Distinction. It has the Skulduggery and Theology skills at Rank 2 each.

**TWISTED SUMMONS**

As an Intrigue and Support action, the Maho Shikigami makes a TN 3 Theology (Earth) check targeting 3 corpses at range 0-2. If successful, it turns them into one Undead Horror (Shadowlands p. 19). The area at range 0-2 becomes Defiled terrain. Once per scene as an action, it may perform this ability successfully without a check.

**FIEND'S RETREAT**

Once per scene, as an out-of-turn action when targeted by an attack, the Maho Shikigami makes a Theology (Air) check targeting one character at range 2-3. The target must be Incapacitated or a minion NPC, and the TN of the check is equal to the target's vigilance. If it succeeds, the target is forced to exchange physical locations with the Maho Shikigami and becomes the target of any attack that was targeting it.

**FLIGHT**

A Maho Shikigami can fly. It can move vertically and ignores the negative effects of terrain.



### GM Advice:

A Maho [Shikigami](#) is less of a battle threat and more of an insidious enemy. Easily bested in a skirmish, the Maho Shikigami aims to hide itself, sneak into where corpses are, like battlefields and cremation houses, and create its monstrosities from hiding.

Its rebellious side means, however, that if important minion NPC are present, it may sometimes reveal itself on purpose, to invite an attack, which it will redirect towards the NPC with *Fiend's Retreat*.












### Sidequest Ideas:

- A Maho Shikigami is usually not simply encountered. Instead, the PC are called because an Undead Horror is threatening a village, and if it is destroyed, soon the next one appears. The PCs have to use ingenuity and cunning to find the Maho Shikigami behind the acts. And if they do find him, they have not found its master, who can always create a new one. So the Maho Shikigami is like a step in a quest against a maho-tsukai.

- A Maho Shikigami could follow a group of battle-hardened PC around, since these groups tend to kill bandits, ronin and their like and leave them lying around. When Undead Horrors spring up wherever the group went, it will soon be the group itself that are targeted by Kuni Witch hunters and other inquisitors.

A crafty villain may even befriend the group and either give them the normal-seeming origami as a talisman or sneak it into their possessions. Carrying it will cause the Afflicted condition sooner or later, and having it found in one's possessions by a witch hunter is enough for a death-sentence.



Nue	
ADVERSARY	CONFLICT RANK:  6  3
<p>A Nue is a bizarre chimera of a beast, a tiger with a monkey's head and a poisonous snake for a tail. But it usually hides unseen in a cloud of darkness. It can curse victims, causing them to gradually wither away unless the Nue is slain or bargained with. But a Nue is a greedy and evil creature, and the price it demands is high.</p>	
<b>SOCIETAL</b> <b>00 HONOR</b> <b>00 GLORY</b> <b>00 STATUS</b>  +2,  -2 DEMEANOR -HUNGRY	<b>PERSONAL</b>  3  4  3  2  2 ENDURANCE <b>10</b> COMPOSURE <b>12</b> FOCUS <b>5</b> VIGILANCE <b>4</b>
ARTISAN 0	MARTIAL 2
SCHOLAR 0	SOCIAL 1
TRADE 3	
ADVANTAGES	DISADVANTAGES
<b>Stealthy</b>  Martial; Physical	<b>Hungry</b>  Social; Interpersonal
FAVORED WEAPONS & GEAR	
<b>Bite and Claws:</b> Range 0-2, Damage 6, Deadliness 4, Razor-Edged	
<b>Snake-Bite:</b> Range 1, Damage 2, Deadliness 7; if the Fitness check to mitigate the Critical Strike has no Successes, target takes the Dying (3 Rounds) condition.	
<b>Gear:</b> Fur (Physical 3, Supernatural 3)	
ABILITIES	
<b>LURKER IN SHADOWS</b>	
A Nue is an Otherworldly creature of silhouette 3.	
<b>CLOUD OF DARKNESS</b>	
While the Nue has taken no damage, a cloud of darkness engulfs its position to a range of 2 in all directions. It cannot be seen inside this darkness, and all attacks targeting it have their Target Number increased by 2. It is unhindered by the darkness itself. If it takes damage, the darkness vanishes until its fatigue damage is healed.	
<b>WITHERING GAZE</b>	
As a Scheme action, the Nue makes a Martial (Air) check against a target it can see in range 0-3, with the target's Vigilance as Target Number. If successful, the target takes one point of Fatigue every hour until it is Incapacitated, and the Nue heals the same amount of Fatigue. The damage cannot be healed while the Nue is alive and within range 0-5.	

#### GM Advice:

The [Nue](#) curses a victim and then stays within a few hundred meters to slowly drain its life force.



The challenge when fighting it is hitting it for the first time, since its TN in Air Stance in its cloud of darkness is at least 5. Once it was hit once, the darkness dissipates, and the fight gets easier.

#### Sidequest Ideas:

- A Nue is a lurking threat that slowly drains its victims until they are bed-ridden and helpless. At that point, whether peasant or lord, the relatives usually try to ask shugenja or Yokai hunters for help, which is how the PCs can become involved. The first challenge is identifying the source of the curse, then tracking it down despite its stealth skills. Its cloud of darkness is actually a drawback for it during the day, as it has to find a cave or barn or cellar in which to hide, as huge clouds of shadow are rather conspicuous during the day. At night, it likes to lie on roofs.
- Alternatively, a PC himself might be the target of a Nue, whether through bad luck, or because a rival paid it to weaken him, e.g. a few days before an important duel.
- A Nue can also be played as an Intrigue encounter. It will be bound to any deals struck, but will try to use ambiguous wording to mislead.
- The Nue might also be an ally to another treat, like a band of goblins, who use its cloud of darkness to approach a fortification unseen.

## Nurikabe

**ADVERSARY**      **CONFLICT RANK:** **4**    **4**

A Nurikabe is a trickster spirit, looking like a regular dog if it closes its third eye. It has the ability to suddenly create stone walls. It loves to confuse townspeople who, to their surprise, can't find their way in their own town anymore, or to trap people in alleys that suddenly seem to have no exit. It is not malicious, but since its stone walls are permanent, a Nurikabe can be a real problem for a town.

SOCIETAL		PERSONAL	
<b>30</b>	HONOR	<b>12</b>	ENDURANCE
<b>00</b>	GLORY	<b>12</b>	COMPOSURE
<b>00</b>	STATUS	<b>5</b>	FOCUS
+2,  -2 DEMEANOR - SHREWD		<b>3</b>	VIGILANCE

ARTISAN 2

MARTIAL 1

SCHOLAR 0

SOCIAL 1

TRADE 1

ADVANTAGES	DISADVANTAGES
<b>Inconspicuous</b> Martial; Physical	<b>Prone to Mischief</b> Social; Interpersonal

FAVORED WEAPONS & GEAR

**Stony Bite:** Range 0-1, Damage 5, Deadliness 4, Sacred

**Gear:** Rock-hard Hide (Physical 4, Supernatural 2)

ABILITIES

**DON'T MIND ME**

A Nurikabe is an Otherworldly creature of silhouette 1. Since it looks like a regular dog, it just lies around, and the victims of its pranks do not connect them to it.

**STONEWALLING**

A Nurikabe can perform the Wall of Stone invocation at will, using Artisan (Earth). It gets an automatic additional Opportunity for the invocation if successful. It loves to use this to confuse people, or to cut off pursuers or split groups of enemies if threatened.



### Sidequest Ideas:

- A Nurikame can haunt a town the PCs are in, and they are asked to help. Identifying it as the source is challenge number one, catching it when it can cut them off with its walls is challenge number two.
- While slaying the creature will put an end to the appearing walls, a more elegant solution is bargaining with it. It is a spirit of Earth and Air, as such, it may be convinced to let itself be enshrined as a protector spirit for the town it is currently haunting. When properly venerated and given offerings, it may become a valuable ally for the town, suddenly creating walls of defense or even a fortress when the town is threatened.
- A group of PCs that need a ways to defend an indefensible village from a coming threat may actually hunt for a Nurikabe, catching it and offering it something to follow them to the village they are protecting and creating a fortress for them, as a twist on the Seven Samurai story.

### GM Advice:

A Nurikabe is a fun confounding challenge for the PCs: Walls start popping up in their town without explanation, and they have to find the reason. The GM should be careful to work the small dog into the back of the scene description without alerting the PCs to its relevance.



## Okuri Inu

**MINION** CONFLICT RANK: 2 0

Okuri Inu are ghostly black hounds that haunt moors and ancient forests. They instantly pounce on travellers that fall down, which is why legends give advice how to counter that: Behaving as if one hadn't stumbled and instead decided to lie down. This advice has one downside: It does not help at all. Some say Okuri Inu only pursue the guilty. Others say, only the innocent.

SOCIETAL	2 2 2 3 1	PERSONAL
<b>00</b> HONOR		ENDURANCE <b>10</b>
<b>00</b> GLORY		COMPOSURE <b>8</b>
<b>00</b> STATUS		FOCUS <b>5</b>
+2,  -2 DEMEANOR - HUNGRY		VIGILANCE <b>2</b>

**ARTISAN 0** **MARTIAL 2** **SCHOLAR 0** **SOCIAL 0** **TRADE 2**

ADVANTAGES	DISADVANTAGES
<b>Quick Reflexes:</b> Martial; Physical	<b>Glowing in the Dark:</b> Martial; Physical

**FAVORED WEAPONS & GEAR**

**Bite:** Range 0-1, Damage 4, Deadliness 5, Snaring, can use *Rend* ability

**Gear:** Partially Otherworldly Body (Physical 4)

**ABILITIES**

**RELENTLESS PURSUER**

An Okuri Inu is an Otherworldly being of Silhouette 2.

**REND**

When a Okuri Inu succeeds at a Bite attack, the target makes a Fitness TN 3 (Air 4, Water 1) check or suffers the Prone condition. Against targets that already suffer the Prone condition, the Okuri Inu's damage is increased by its Fire ring.



### GM Advice:

The [Okuri Inu](#) are pretty straightforward enemies. For low-level PCs, their higher physical resistance is a challenge, while for higher-level PCs, swarm, tactics where one brings the target down and the others rend him with their bites makes these hounds more dangerous than they first appear.

### Sidequest Ideas:

- Okuri Inu resemble the Hound of the Baskerville's, so they could be used to transfer that story to Rokugan, with a villain using regular dogs painted with fluorescent colors to let his attacks appear to have been caused by a supernatural force (that surely would have no earthly motive).
- As they are said in some stories to only attack the guilty, being attacked by Okuri Inu may actually have worse consequences AFTER the fight, when those that viewed the event immediately believe the attacked PC is guilty of some terrible misdeed and will bring only doom over the others.
- Those two ideas can be combined, with a villain framing an innocent person for some evil deed and then faking an Okuri Inu attack on that person, to support the impression that that person is guilty.
- On the other hand, in another region, the legend that the Okuri Inu only attack the innocent may be widespread and may be used as a perverse witch trial: The accused is sent into the moors at night, and if she returns alive, she surely is a witch and burned. The PC may be tasked by a family with clandestinely protecting an innocent during the trial. And it may be that she is not innocent of being a maho tsukai at all...

## Onibi (Witch Light)

**MINION**      **CONFLICT RANK:** **2**   **2**

A Onibi looks like floating ball of light or fire. It will float in woods or swamps and move like someone is waving a torch, tempting travellers to leave the road and get lost. When they get close, the Onibi flare up and burn their victims or drain their life force. Onibi can come in swarms, with one luring travellers close and the others hiding until they can encircle their prey.

SOCIETAL		PERSONAL	
<b>00</b> HONOR	2 2 2 2 1	ENDURANCE <b>8</b>	COMPOSURE <b>8</b>
<b>00</b> GLORY		FOCUS <b>4</b>	VIGILANCE <b>2</b>
<b>00</b> STATUS			
+2,  -2 DEMEANOR -HUNGRY			

**ARTISAN 0   MARTIAL 2   SCHOLAR 0   SOCIAL 1   TRADE 2**

ADVANTAGES	DISADVANTAGES
<b>Never Tiring:</b> Martial; Physical	<b>Hunger for Life Force:</b> Social; Interpersonal

**FAVORED WEAPONS & GEAR**

**Touch:** Range 0, Damage 5, Deadliness 3

**Gear:** none

**ABILITIES**

**VANISHING TRICKSTER**

An Onibi is an Otherworldly being of Silhouette 0. It flies, so it can move vertically and ignore the negative effects of Terrain. They often try to lure travellers into bogs or similar hindering terrain.

**ARMOR OF RADIANCE**

An Onibi can as an action flare up until the end of the scene. When a character at range 0–1 of a flaming Onibi begins their turn, they suffer the Burning and Dazed conditions.



### GM Advice:

The [Onibi](#) are just Minions, but with their burning aura they can be challenging to overcome for low-level PCs. They have no allegiances, so they are usually not the minions of some other creature. If they appear in a fight, they may attack both sides, although creatures without life force like undead do not interest them.

### Sidequest Ideas:

- An Onibi is a good first impression of a haunted forest or moor, even if the PCs do not even encounter it up close.
- On the other hand, if the PCs are lost in such a terrain for a while and finally see a torchlight up ahead, it is a mean twist to have it turn out to be a Onibi instead of arriving help.
- PCs might be actually warned NOT to provoke the Onibi, as their flaring up may cause wildfires to begin. Then again, doing this might be a way to lose opponents tracking them.



Pipe Fox	
MINION	CONFLICT RANK:  1  1
<p>A Pipe Fox or Kuda-Gitsune looks like a cute mix of fox and snake. It is slim enough to fit into a shakuhachi flute. Pipe Foxes bond with humans and become their hidden helpers, using their magic to steal and spy for them. But Pipe Foxes multiply quickly when in the care of humans, so that soon, the up to 75 foxes eat up the ill-gotten fortune and make keeping them secret very difficult.</p>	
<b>SOCIETAL</b> <b>00</b> HONOR <b>00</b> GLORY <b>00</b> STATUS +2,  -2 DEMEANOR - ADAPTABLE	<b>PERSONAL</b> ENDURANCE <b>2</b> COMPOSURE <b>2</b> FOCUS <b>4</b> VIGILANCE <b>2</b>
<b>ARTISAN 0</b> <b>MARTIAL 0</b> <b>SCHOLAR 0</b> <b>SOCIAL 1</b> <b>TRADE 3</b>	
<b>ADVANTAGES</b> <b>Stealthy</b> Martial; Physical	<b>DISADVANTAGES</b> <b>Kittenish</b> Social; Interpersonal
<b>FAVORED WEAPONS &amp; GEAR</b> <b>Bite:</b> Range 0, Damage 3, Deadliness 2 <b>Gear:</b> none	
<b>ABILITIES</b> <b>FAMILIAR CREATURE</b> <p>A Pipe Fox is an Otherworldly creature of silhouette 0 from Chikusho-do. A Pipe Fox that is fed by a human forms a magical bond with that person, obeying its commands, spying on its orders and trying to help with its abilities, not always to that persons liking. A person with a bound Pipe Fox is called a kuda-tsukai, they are feared and persecuted, because objects from jewelry to whole rice sacks tend to vanish if one lives near.</p>	
<b>OBJECT DISPLACEMENT</b> <p>As a Downtime activity, a Pipe Fox can prepare an object of silhouette 0-3 it is touching. At the end of the activity, the object and the Pipe Fox are teleported to a place within range 6.</p>	
<b>HUNGRY MOUTHS</b> <p>Although weighing less than a pound, a Pipe Fox eats as much as a grown human. If it is well fed, a Pipe Fox will magically split in two after a week, doubling in number each week until there are 75 of them. If one of the Pipe Foxes is not well fed, they all leave the kuda-tsukai, but not without taking anything valuable with them.</p>	

#### GM Advice:

The [Pipe Fox](#) is an atmospheric magical being and a fun detail for an adventure. But don't be surprised if a player wants to keep one. Remind him that a Pipe Fox is a BIG responsibility...



A Pipe Fox can be used in different ways:

- it might be the reason behind impossible heists the PCs are sent to investigate
- the Pipe Fox can also be a Sorcerer's-Apprentice story about the dangers of using magic one does not understand or control.
- the PCs may be asked for help by a friend who has bound one by accident and now has to deal with the multiplying voracious eaters. Remember that killing foxes is bad luck!
- one of the PCs might come across such a cute creature, obviously hungry, and feed it without knowing what it is. The Pipe Fox following the PC, stealing things for him or her and later even multiplying make for a fun challenge.
- alternatively, a shrewd merchant may sell this "one-of-a-kind" creature to a PC (his solution for the multiplying foxes). After dealing with the fox, the PCs may have to track down the travelling merchant who leaves a trail kuda-tsukai behind.
- a PC who finds a workable solution for keeping a Pipe Fox (maybe talking to it with the Nature's Touch invocation can help, or somehow sending its offspring to Chikusho-do) gains a valuable ally and spy
- even if a solution is found for the multiplying of the Pipe Fox, it is impossible to completely teach it to stop stealing things for its master. A kuda-tsukai must deal with sometimes finding their hotel room full of rice bags, or the local daimyo's katana on their pillow.

## Shikigami Assassin

**ADVERSARY**      **CONFLICT RANK:**  **3**     **1**

A Shikigami is an origami figure brought to life with a ritual and imbued with the power to cast invocations. Shikigami Assassins are used as spies and killers. They often take forms like black cranes, dragonflies or dragons. They avoid direct confrontation, hiding or posing as decoration and attack sleeping targets or poison food. Their invocation can be deadly in open space, too.

SOCIETAL	 <b>1</b>  <b>3</b>  <b>1</b>  <b>1</b>  <b>1</b>	PERSONAL
<b>10</b> HONOR		ENDURANCE <b>4</b>
<b>00</b> GLORY		COMPOSURE <b>4</b>
<b>00</b> STATUS		FOCUS <b>4</b>
 +2,  -2 DEMEANOR - SHREWD		VIGILANCE <b>2</b>

**ARTISAN 1   MARTIAL 1   SCHOLAR 1   SOCIAL 1   TRADE 1**

ADVANTAGES	DISADVANTAGES
<b>Tireless:</b>  Martial; Physical	<b>Rebellious:</b>  Social; Interpersonal

**FAVORED WEAPONS & GEAR**

**Cutting Edge:** Range 0, Damage 1, Deadliness 1+4  
**Gear:** Noxious Poison (2x, on its Cutting Edge)

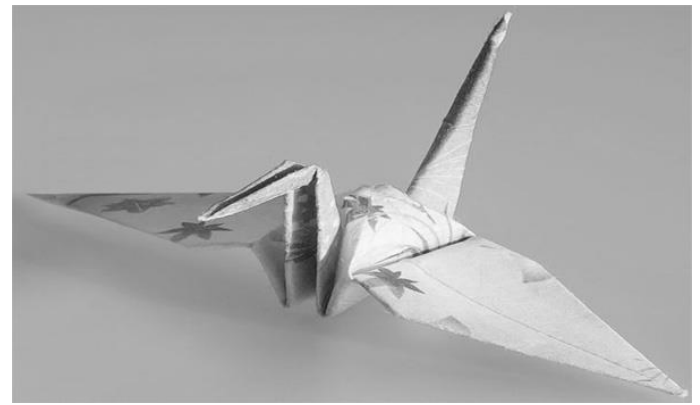
**ABILITIES**

**PAPER ASSASSIN**  
 A Shikigami Assassin is a being of Silhouette 0. Because of its small size, it can reroll 2 Dice on any check to hide or sneak, like as if it had a fitting Distinction. It has a Skulduggery skill of 3 Ranks.

**GRASP OF THE AIR DRAGON**  
 The Shikigami Assassin can cast the *Grasp of the Air Dragon* invocation with a Skill Rank of 3. Once per scene as an action, it may perform it without making a check. It counts as having 2 bonus successes and 2 Opportunities.

**POISONED EDGES**  
 The paper of which the Shikigami Assassin was made is poisoned with Noxious Poison (Core Rulebook p. 244). It can use it to poison food or drinks it sneaks up to, and it also makes its attack more dangerous, especially to sleeping targets.

**FLIGHT**  
 A Shikigami Assassin can fly. It can move vertically and ignores the negative effects of terrain.



to the PCs when their real enemy has yet to be revealed.

It is a crafty spy, listening to conversations, and poisoning food or drinks (which deals a Critical Hit of Severity 10, so unless 4 Successes are rolled on the resist check, it does permanent damage!). It may also murder sleeping targets, which is especially deadly in L5R rules, as Unconscious targets cannot defend against damage unless they spend a Void Point, and increase the deadliness of attacks against them by 10. This means that the Shikigami Assassin need just two successes with its attack to cause a critical hit of severity 15 if the sleeping target has no Void Points. The GM should use this ability on a PC with at least one Void Point or on an NPC the PCs are with first, to show how big the treat is, not simply inform the player that their character is suddenly crippled or dead.

#### Sidequest Ideas:

- a crane shikigami may be sent as a deadly present to a PC and only later turn out to be alive. As the crane is a symbol of happiness, being sent an origami crane can be understood as a message from a secret admirer.
- the Shikigami may be a watchdog, left in a room as decoration and told to sneak into any intruders pocket to follow them to their home.
- killing the Shikigami does not solve the problem, as the creator can perform the ritual again and send a new one the next night. Trapping it (in a box etc) deprives the opponent of the invocation sealed in the shikigami, however.
- As all Shikigami have the rebellious Disadvantage, they can be goaded into attacking if presented with a seemingly perfect assassination target, like a seemingly sleeping person.

#### GM Advice:

The [Shikigami](#) Assassin is not supposed to be a regular skirmish opponent, a single attack will destroy it. It is meant as a way to pose a danger



## Shikigami Renegade

**ADVERSARY**      **CONFLICT RANK:** **10** **6**

When a Shikigami is created more powerful than its master, it may rebel, either just leave or even slay him, becoming a free-willed creature of sorcerous power and chaotic alignment. Some such creatures cause terrible damage, while others search for young shugenja and teach them the invocations that form the heart of their being.

SOCIAL		PERSONAL	
<b>20</b>	HONOR	<b>14</b>	ENDURANCE
<b>40</b>	GLORY	<b>16</b>	COMPOSURE
<b>00</b>	STATUS	<b>7</b>	FOCUS
+2,  -2 DEMEANOR - FLIGHTY		<b>3</b>	VIGILANCE

4
 1
 4
 1
 3

ARTISAN 1
MARTIAL 1
SCHOLAR 1
SOCIAL 1
TRADE 1

ADVANTAGES	DISADVANTAGES
<b>Tireless:</b> Martial; Physical	<b>Rebellious:</b> Social; Interpersonal

**FAVORED WEAPONS & GEAR**

**Metal Claws:** Range 0-2, Damage 6, Deadliness 7 in its current form, in its original form: Cutting Edges (Range 0, Damage 1, Deadliness 1)

**Gear:** Monstrous Skin (physical 4, supernatural 4) in its current form, no gear in original form.

**ABILITIES**

**MONSTROUS REBEL**  
 A Shikigami has Silhouette 0, but this one has used *Ever-Changing Waves* to turn into the form of an Otherworldly being of silhouette 3. It has the Theology skill at 3 Ranks. Once per scene as an action, it may perform one of its abilities without making a check. It counts as having 2 bonus successes and 2 Opportunities.

**EVER-CHANGING WAVES**  
 As a Support action, the Shikigami Renegade makes a TN 4 Theology (Water) check. If successful, it transforms into a natural animal (see page 325) of silhouette 2. While in this form, it uses the ring values and abilities of the creature. Any Fatigue or Strife suffered in one form stays in the other forms.  
 ✨+: The new form can be a sentient species or an Otherworldly being.  
 ✨+: The new form may have a silhouette 1 higher or lower per ✨ spent this way.

**EARTHQUAKE**  
 As an Attack action, the Shikigami makes a TN 5 Theology (Earth) check targeting all in range 0-3. If successful, an earthquake shakes that area. At the end of each of its turns, everyone in the area except the Shikigami and flying creatures makes a TN 5 Fitness check (Air 3, Water 6) or suffer 8 supernatural damage. The quake lasts 4 turns.  
 ✨+: A chasm opens beneath the feet of one character in range, causing that character and anyone at range 0-1 of them to fall (see Falling on page 269) a number of range bands equal to ✨ spent this way.  
 ✨+: One building per 2 Opportunities spent is destroyed. Everyone inside must resist with a TN 3 Fitness check (Air 1, Water 4) to immediately move outside or suffer a critical strike with severity 10.



### GM Advice:

The [Shikigami](#) Renegade is both a cautionary tale of lusting for too much power as well as a shape-changing threat. It allows the GM to have his group face a variety of magical creatures in a normal town setting, as the Shikigami Renegade tries out different forms to cause havoc, but flees if faced with overwhelming odds and comes back as another being another time.

### Sidequest Ideas:

- A Shikigami Renegade is a powerful enemy that is quite challenging and can cause terrible damage to towns with its earthquakes.
- The PCs may have had a rival shugenja as a nemesis for a longer time, and suddenly have him peacefully approach the group, asking for help against his Shikigami that rebelled and now causes havoc. The rival is of course interested in having the shikigami destroyed, to regain the spells contained and to craft a new, better one, afterwards. Do the PCs want their rival to regain his powers?
- A Shikigami Renegade might actually be befriended and act as a teacher for powerful invocations or as help against another threat. It is chaotic, however, and very wary of losing its hard-won freedom.
- If a PC has Shikigami himself, facing a Shikigami Renegade is a good way to make him rethink how much power to grant his little helper.



# Tengu Swordmaster

ADVERSARY
CONFLICT RANK:
6
4

Tengu are reclusive Yokai dedicated to a taoist pursuit of perfection in the art of swordmanship. Samurai seek them out to learn their secrets, but that is a dangerous quest: a Tengu Swordmaster will only accept the best pupils, and they have been known to take a hand of those that do not meet their high standards.

SOCIETAL

60 HONOR
60 GLORY
20 STATUS

+1, +1, -2
DEMEANOR - DETACHED

PERSONAL

ENDURANCE 16
COMPOSURE 12
FOCUS 8
VIGILANCE 4

ARTISAN 3
MARTIAL 4
SCHOLAR 3
SOCIAL 1
TRADE 1

ADVANTAGES

**Quick Reflexes:**  
Martial; Physical

DISADVANTAGES

**Detached from the world:**  
Social; Interpersonal

FAVORED WEAPONS & GEAR

**Kakita-Pattern Katana:** Range 1, Damage 4, DLS 6 (8 two-handed), Razor-Edged, Ceremonial

**Gear:** Ceremonial Clothes (Physical 1), Daisho (Kakita-Pattern Katana & Wakizashi), Knife

ABILITIES

**TAOIST BLADEMASTER**  
Once per round when targeted by a melee attack and wielding a weapon one-handed, a Tengu can use his free hand to trap the foe's weapon. This reduces the TN of his next attack against the attacker in this scene by 3. Because of his taoist training, a Tengu's attacks with a melee weapon in a one-handed grip ignore 6 points of his target's physical resistance.

**HEARTPIERCING STRIKE**  
As an Attack and Movement action in Fire stance, a Tengu can make a TN 3 Martial attack against a target in his weapon's range. If he succeed, the target suffers a critical strike with severity equal to his weapon's deadliness plus his bonus successes. The TN of the Fitness check to resist this critical strike is 3 (Air 4, Water 1) instead of the normal TN.

**DISAPPEARING WORLD STYLE**  
On an Attack in Fire stance, a Tengu can spend in the following way:  
Fire +: The targets must resist with a TN 3 Fitness check (Air 4, Water 1) or suffer the Dazed condition and fatigue equal to their shortfall. Increase the TN of the check to resist by 1 per spent this way.

**FLIGHT**  
A Tengu may move via flight vertically and ignore the negative effects of terrain.



## GM Advice:

The [Tengu](#) Swordmaster is supposed to be a deadly dueling opponent. Having a PC duel him has the very real chance of leading to at least a permanent injury. As such, he is designed more as a real threat that is very dangerous to challenge, than as another opponent to overcome. The GM should not send a PC against him without establishing beforehand that this is a very real threat to the PCs health.

When challenging him to be accepted as his pupil, fighting him as a group is not acceptable, only a one-on-one duel or skirmish.

In a fight, the tengu will use his first strike to try to make his opponent Dazed. His second strike, using the Taoist Blademaster TN reduction, will be a Heartpiercing Strike.

If a PC challenges the tengu to a duel and wins, the GM should decide what kind of reward is suitable for the campaign. The tengu might give the PC access to the Heartpiercing Strike or Disappearing World Style kata before the usual rank prerequisite, like some titles do. Or it could teach him the Water Fist kiho when his school does not usually give access to kiho. At the very least, he could give the PC his Kakita-pattern daisho.

## Sidequest Ideas:

The Swordmaster Tengu could make a good ninjo for a young bushi, to someday fight the Tengu of Kumara Mountain and become his pupil. Alternatively, a situation like in the movie *47 Ronin* or the comic *Usagi Yojimbo*, where the tengu is known as deadly, and the solution is NOT fighting them, is a proper way of using this creature.



Terracotta Soldier				
MINION		CONFLICT RANK:  2  0		
<p>Creating Terracotta Soldiers is a recently rediscovered ancient technique of the Dragon clan, which parts of the clan wants to use to compensate for the sinking number of soldiers the clan has. They are human-sized stone soldiers inhabited by earth kami. They are very resilient, but can't speak or really think for themselves. They can also sometimes be found in ancient crypts and shrines.</p>				
SOCIETAL		PERSONAL		
00 HONOR		ENDURANCE 10		
00 GLORY		COMPOSURE -		
00 STATUS		FOCUS 3		
		VIGILANCE 1		
ARTISAN 0		MARTIAL 2	SCHOLAR 0	SOCIAL 0
		TRADE 0		
ADVANTAGES		DISADVANTAGES		
<b>Hard as Stone:</b> Martial; <i>Physical</i>		<b>Sensitive like a Rock:</b> Social; <i>Interpersonal</i>		
FAVORED WEAPONS & GEAR				
<b>Katana:</b> Range 1, Damage 4, Deadliness 7, Ceremonial, Razor-Edged.				
<b>Gear:</b> Terracotta Body (Physical 4)				
ABILITIES				
<b>Ceramic Soldier</b>				
<p>A Terracotta Soldier is an Otherworldly being. The stone-hard body means that any Razor-Edged weapon that hits them is damaged if it does 5 or less points of damage. Their armor cannot get the Damaged or Destroyed properties, as it is part of their body. Terracotta Soldiers do not age and have the patience of a mountain.</p>				



#### GM Advice:

The [Terracotta Soldier](#) is a pretty plain Minion, with few special abilities beyond its for its Combat Rating unusually high physical resistance.

It is meant as either a challenge for low-level characters, or as a blocker in battle to keep the PCs away from their primary opponent.

#### Sidequest Ideas:

- Terracotta Warriors of course make good guardians of an ancient tomb or shrine.
- They may be used as a cautionary tale, created or awakened as a hope to fight a superior army, only to find out they cannot be deactivated or do no longer follow their master's orders, akin to the Golem's (or Sorcerer's Apprentice) tale.
- They might even be used as a doomsday device, with a villain unearthing hundreds or thousands of them, and the PCs having to find the method to get them to become inactive again, while holding wandering groups of them at bay.

# Totate Gumo

**ADVERSARY**      **CONFLICT RANK:** **6** **-**

A Totate Gumo, or Trapdoor Spider Monster, is an ancient kind of yokai that can be found in the deepest wilderness, like the Shinomen forest. Totate Gumo hide in pools of water and have the ability to link the surface with another water surface, even a puddle. Anyone stepping in the puddle falls through as if it was a deep hole, and appears in the Totate Gumo's pool, prey for the spider.

SOCIETAL		PERSONAL	
<b>00</b> HONOR	3	2	ENDURANCE <b>10</b>
<b>00</b> GLORY	4	2	COMPOSURE <b>14</b>
<b>00</b> STATUS	1		FOCUS <b>4</b>
+2,  -2 DEMEANOR -HUNGRY			VIGILANCE <b>3</b>

ARTISAN 0	MARTIAL 2	SCHOLAR 0	SOCIAL 0	TRADE 2
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ADVANTAGES	DISADVANTAGES
<b>Many-Legged</b> Martial; <i>Physical</i>	<b>Craven</b> Martial; <i>Physical</i>

**FAVORED WEAPONS & GEAR**

**Mandibles:** Range 0-1, Damage 6, Deadliness 4, Snaring, a target hit must make a Fitness TN 3 (Earth 2, Fire 4) check or suffer the Dazed and Bleeding conditions.

**Gear:** Chitinous Body (Physical 4)

**ABILITIES**

**HORROR FROM BELOW**

A Totate Gumo is an Otherworldly creature of silhouette 3. It can breathe underwater and is unhindered by the terrain quality of water.

**DOMINION OF SUIJIN**

As a Movement and Scheme action, the Totate Gumo may connect the surface of the water body it is hiding in with another water surface within range 1-6 it knows about, often choosing a shallow puddle. The surfaces become linked, and the Totate Gumo can peer out of the linked surface as if she sat below it. Anyone stepping on the linked surface must succeed at a Survival TN 4 (Void 3, Fire 5) check or falls through and appears in the Totate Gumo's pool of water, at which point the Totate Gumo ends the connection and attacks the isolated target.

A non-aquatic creature treats all deep water as having the Entangling terrain quality, and while below the surface, it suffers the Silenced condition and may start suffocating.



### GM Advice:

The Totate Gumo is a horror, isolating a single person from the group and forcing him/her to fight in the hindering terrain below water. The GM should be careful to not unfairly kill an unsuspecting PC.



### Sidequest Ideas:

- The Totate Gumo is a great device to represent the horror of the ancient forests, untouched and untamed by men. The PCs may be travelling with NPCs like guides, porters or servants, and one of them steps into a puddle and simply vanishes. The PCs hurrying to help only find a puddle, less than an inch deep, and no sign of the NPC. Having this happen multiple times will make the PC very careful where they step.
- An alternative setting would be having a daimyo collect a menagerie of strange creature in his palace, and having his unsuspecting hunters catch a "giant water spider" alive, for which he builds a large aquarium to impress his visiting dignitaries. Then, people start to disappear in the baths...
- Of course, a straight-forward monster hunt is always an option: People vanish, and the PCs have to stop the threat. A well-prepared PC of higher rank can fight the foe one-on-one.



# Ubume

ADVERSARY

CONFLICT RANK:  4  3



Ubume are undead mothers who froze with their newborn baby in their arms. They appear as grief-bend women in an area of unnatural cold, trying to hand their child to passersby, but the weight of their grief makes the child supernaturally heavy. Dropping the child or laying it onto the cold ground makes the Ubume fly into a deadly rage.

SOCIETAL

05 HONOR

00 GLORY

00 STATUS

 +2,  -2  
DEMEANOR - SHREWD

PERSONAL

ENDURANCE 12

COMPOSURE 8

FOCUS 6

VIGILANCE 2

ARTISAN 0

MARTIAL 2


SCHOLAR 0


SOCIAL 1

TRADE 0

ADVANTAGES

DISADVANTAGES

**Fierce Protector:**  
 Social; *Interpersonal*

**Consumed by Grief:**  
 Social; *Interpersonal*

FAVORED WEAPONS & GEAR

**Freezing Hand:** Range 0, Damage 5, Deadliness 3, target is Immobilized & Burning (in cold flames).

**Terrible Wail:** all in 0-3, Damage 4, Deadliness 4, spent 1 Opportunity per target to make it Dazed.

**Gear:** Torn Clothing (Physical 1, Mundane)

ABILITIES

## FINAL GIFT

An Ubume is an Otherworldly being. The area in 3 Range Bands around it is freezing cold and hoar-covered. It will plead with all near to take the baby it holds in its arms. If she is ignored or threatened, she will lash out. Taking the child from her will make her thank the helper, but the baby magically gets heavier and heavier. This requires 3 Fitness checks, one per round, with TN 3, 4 and 5 (one other character can offer Assistance). Dropping the baby or laying it down will cause it to vanish and the Ubume to attack in blind rage. If she is killed, the frost stays behind, and she will reappear the next dusk. If the baby is held for all 3 rounds, the Ubume will thank the helper and vanish forever. The helper is left behind with a living, healthy baby in their arms. Children of Ubume often later become talented shugenja and are destined for extraordinary deeds - either good or terrible.



### GM Advice:

The [Ubume](#) is more of a storytelling event than a fighting challenge, with the fight only happening as a failure state of the encounter.

The GM should plan ahead for what the PCs can do with the child, however. While a simple solution like giving it to a local villager to raise is an option, a GM can also use it to create an uncommon story for the PCs, who have to care for it themselves. Theirs would not be the only story of samurai travelling with a baby...

### Sidequest Ideas:

- As this is a storytelling event, its application is pretty straightforward. The PC might either be called by villagers to investigate the spooky hut covered in hoar, or when travelling in winter, might come across the Ubume by the wayside without even realizing that that is not a regular woman they are dealing with until they struggle to not drop the heavy child.
- The GM can use the child as a long-term story element: If the PC give it to a villager to raise, they might meet it again, years later (or perhaps it grows unnaturally fast), and they have to deal with the consequences of their decision.

## Undertaker

**ADVERSARY**      **CONFLICT RANK:** 8   5

Undertakers are earth spirits that used to be seen as both guardians and consumers of the bodies of buried dead. When Rokugan started to burn their dead instead, these creatures started to hunger, and turn evil. Today, Undertakers will make their own corpses, by creating quicksand to swallow their victims. But their knowledge of the locations of all buried corpses in an area may be valuable.

SOCIETAL		PERSONAL	
<b>00</b> HONOR	4	2	<b>ENDURANCE 14</b>
<b>00</b> GLORY	2	3	<b>COMPOSURE 12</b>
<b>00</b> STATUS	2	2	<b>FOCUS 5</b>
+2,  -2 DEMEANOR -HUNGRY		<b>VIGILANCE 2</b>	

<b>ARTISAN 0</b>	<b>MARTIAL 2</b>	<b>SCHOLAR 0</b>	<b>SOCIAL 1</b>	<b>TRADE 2</b>
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ADVANTAGES	DISADVANTAGES
<b>Earth Camouflage</b> Martial; Physical	<b>Hungry</b> Social; Interpersonal

**FAVORED WEAPONS & GEAR**

**Claw:** Range 0-1, Damage 5, Deadliness 5, Snaring

**Gear:** Stone Body (Physical 4, Supernatural 2)

**ABILITIES**

**CHTHONIC CREATURE**

An Undertaker is an Otherworldly Tainted creature of silhouette 2.

**CREATE QUICKSAND**

As a Scheme action, an Undertaker can turn terrain made of sand or earth (not stone) within Range 0-3 of it into quicksand, which has the Entangling terrain quality, until the end of the scene. A creature starting its turn on quicksand must succeed at a Fitness TN 3 (Earth 2, Fire 5) check or sink and suffer the Immobilized condition. A creature that failed two such checks in a row suffers the Immobilized and Dazed conditions. A creature that failed three checks in a row suffers the Incapacitated condition and starts to suffocate (Core Rulebook p. 269) until rescued. Creatures that are within Range 0-1 of a sinking creature can try to rescue it as a Scheme action with the same check as above. If successful, the sinking creature counts as having one less consecutive failure per successful rescue action. The Undertaker is unaffected by its quicksand.



### Sidequest Ideas:

- An Undertaker can be used as a straightforward combat encounter, made interesting if PCs start to sink and thus cannot move to engage the enemy together.
- Alternatively, an Undertaker can be used as a social encounter. As a former guardian of the buried, an Undertaker knows the location of any buried corpses in its area, no matter when or by whom it was done. So he might have information on hidden murder victims, ancient tombs long forgotten or the location of heirlooms buried when their owner died on a battlefield. He will demand a corpse for a corpse, however.
- An Undertaker can be played as a tragic tale, of an earth spirit that himself is a victim of the changing times following the war with Fu Leng. Perhaps it is possible to cleanse it and return it to its former Earth Kami status with the proper purification rituals and invocations and regular offerings of paper corpses instead of real ones?

### GM Advice:

The Undertaker represents an interesting combat challenge because the PCs have to fight both it and the quicksand beneath their feet. It should not be used where there is no terrain it can change.



# White-Haired Witch

ADVERSARY

CONFLICT RANK:  5  4



A holdover from the time before the Kami fell to earth, the White-Haired Witches are a secret tradition of sorceresses from an older, less ordered time. They hide their identities and pretend to be just midwives and herbalists, but they have strange and dark powers and try to undermine the reign of the Kami and samurai, using all methods at their disposal, including animal spies they can talk to.

## SOCIETAL

30 HONOR

10 GLORY

10 STATUS

 +2,  -2  
DEMEANOR - SHREWD

## PERSONAL

ENDURANCE 12

COMPOSURE 12

FOCUS 6

VIGILANCE 4

ARTISAN 4

MARTIAL 3


SCHOLAR 3

SOCIAL 2

TRADE 2


## ADVANTAGES

**Tough as Leather:**

 Martial; Physical

## DISADVANTAGES

**Violent Rages:**

 Social; Interpersonal

## FAVORED WEAPONS & GEAR

**Prehensile Hair:** Range 0-3, Damage 3, Deadliness 5, Razor-Edged, Snaring.

**Gear:** Ragged travelling clothes (Physical 2), knife, 2x Noxious Poison among various tinctures

## ABILITIES

### SORCERESS

A White-Haired Witch can use any invocation up to Rank 3 and channel them. Once per scene, she can cast an invocation and attack with her Prehensile Hair in the same action.

### SILENT ELIMINATION

As an Attack and Movement action using her Prehensile Hair, a White-Haired Witch may make a TN 3 Martial check targeting a living character of Silhouette 0-2 in range 0-3. If she successfully performed this action against the same target in the previous round, reduce the TN by 2 (min. 1).

**Effects:** If she succeed, the target suffers the Immobilized and Silenced condition, and is pulled to Range 0 of her. If the target chooses to perform Attack actions, they are limited to making Martial Arts [Unarmed] checks, and they must increase the TN by 1.

✿: If she succeed and the target is a Minion, they suffer the Unconscious condition.

✿+: If she succeed, the target suffers 2 Fatigue and 2 Strife per ✿. If the target suffers Fatigue exceeding their Endurance as a result of this, they suffer the Unconscious condition in addition to the Incapacitated condition.

✿✿: If she succeed, she and her target move one Range Band, ending at range 0 of each other.



### GM Advice:

The White-Haired Witch is supposed to be a leader of minions that provides a challenge even to veteran PCs. Her Silent Elimination ability allows her to mostly shut down one shugenja or bushi, and can be creatively combined with e.g. the Call upon the Wind invocation, to fly above, lift a target up and drop it afterwards.

Alternatively, she makes a decent shinobi-like opponent, sneaking in, eliminating watchmen, poisoning food and the like. This way, a White-Haired Witch may be an opponent for the PCs whose identity remains unknown for a longer time.



Since the White-Haired Witch can cast invocations, it is advisable that the GM familiarize himself with some of those, so the combat does not get bogged down in rules-reading.

### Sidequest Ideas:






- The White-Haired Witch might be a foil for overconfident PCs, who are only too happy to oblige when challenged to a duel by an old woman.
- She might be the archetypical evil witch, and thus be the perpetrator behind attacks on a village or town, from a poisoned well to animal attacks to nightly abductions of children.
- She might be a mastermind behind the scenes, moving her minions and the PC about like chess-pieces, using Mask of Wind to impersonate multiple NPCs the PCs get to know.
- She might be the wise hermit that gives the PC important information, and only later to turn out to have been the enemy all along.





## Young Bulgasari

**MINION**      **CONFLICT RANK:**  **2**    **0**

Highly sought after by Agasha alchemists and feared by bushi, a Bulgasari is a lion-bodied and elephant-headed creature that can eat metal. With enough food, they can over decades grow to gigantic proportions, but as they have been hunted nearly to extinction (with stone weapons), nowadays people only encounter young ones of about the size of a small dog.

SOCIETAL	 3  3  3  2  1	PERSONAL
<b>00</b> HONOR		<b>ENDURANCE 10</b>
<b>00</b> GLORY		<b>COMPOSURE 12</b>
<b>00</b> STATUS		<b>FOCUS 5</b>
		<b>VIGILANCE 3</b>

**ARTISAN 0   MARTIAL 2   SCHOLAR 0   SOCIAL 0   TRADE 0**

ADVANTAGES	DISADVANTAGES
<b>Tough as Nails:</b>  <i>Martial; Physical</i>	<b>Hunger for Metal:</b>  <i>Social; Interpersonal</i>

**FAVORED WEAPONS & GEAR**

**Bite:** Range 0, Damage 4, Deadline 2, Bleeding when causing damage beyond target's resistance

**Gear:** Metal Fur (Resistance 4)

**ABILITIES**

**STEEL BITE**

A Young Bulgasari is an Otherworldly being of silhouette 1. It can spend Opportunities on its attacks to deal the Damaged property to one metal weapon, armor or accessible item per Opportunity spent.

A Bulgasari can smell metal. It will flee from humans that carry none, but hungrily attack those that carry a lot of it, e.g. Ashigaru or Laquered Armor.

**FLEET OF FOOT**

A Young Bulgasari can move two Range Bands on its free movement, instead of one.



### GM Advice:

The Young [Bulgasari](#) is both a source of fun and an uncommon challenge for the PCs.

Hunting a small weird-looking animal, only for it to suddenly turn around, jump the nearest hunter and bite chunks out of their armor can be quite a surprise.

On the other hand, being faced with these critters when traversing the Shadowlands or the Shinomen can be quite dangerous, when options to repair damaged or destroyed weapons or armor is difficult to find. The GM should keep in mind that this encounter can thus have consequences for subsequent ones.

### Sidequest Ideas:

- An Agasha Alchemist might send the PCs on a hunting trip.
- The Bulgasari might be a worthy offering to the Fortunes when praying for something exceptional, or an organ might be a necessary ingredient for an obscure ritual to achieve an important effect.
- It might just be a seemingly random encounter that makes a long voyage much more problematic and challenging.
- Catching one alive and sneaking it onto an enemy's castle armory might not be the very definition of asymmetric warfare. It no doubt will make for a legendary story to bolster the fame of the PCs, though.
- Over a long time, a well-fed Bulgasari can grow into Godzilla-like proportions. Preventing that might require hunts in dangerous forests.



# NPC: Eight Duelists

## Akodo Soldier Duelist

ADVERSARY CONFLICT RANK: 4 4

This Duelist has years of experience and over a dozen duels under his belt, he is a consummate professional, unshakable in his will and secure in his duty. He will treat all opponents with the utmost courtesy, knowing that when the time comes, his blades will speak for him. He will not be part of any unhonorable activity or plan.



ARTISAN 0 MARTIAL 3 SCHOLAR 1 SOCIAL 2 TRADE 0

ADVANTAGES	DISADVANTAGES
<b>Seasoned:</b> Social; Interpersonal	<b>Sworn to Bushido:</b> Social; Interpersonal

### FAVORED WEAPONS & GEAR

**Katana:** Range 1, Damage 4, Deadliness 5, Razor-Edged, Ceremonial

**Wakizashi:** Range 0-1, Damage 3, Deadliness 5, Razor-Edged, Ceremonial

**Gear:** Ceremonial Clothes (Physical 1)

### ABILITIES

#### PARAGON SAMURAI

The Akodo Duelist fights in Fire stance. During the Stare-down, he will bid enough to start his turn with at least three Strife. On his turn, he will use Iaijutsu Cut and Drilled Precision to draw his katana. On a successful attack, he removes 3 Strife, deals 3 Fatigue to himself, and deals damage equal to 8+Bonus Successes (using the three Opportunities on Razor-Edged). On the second round, he will repeat this with his second weapon in the other hand.

#### DRILLED PRECISION

On an Attack action check, remove three Strife to add three Opportunities to the check and take 3 Fatigue.

#### IAIJUTSU CUT - CROSSING BLADE

As Movement and Attack action using a sheathed Razor-Edged weapon, make a TN 2 MA Melee check targeting one character at range 1-2. Draw and ready the weapon in a one-handed grip. If successful, deal physical damage equal to the weapon's deadliness plus Bonus Successes.

#### WARRIOR'S RESOLVE

As a Support Action once per scene, spend 1 Void Point to regain 5 Fatigue. (The Duelist has two Void Points.)

## Asahina Duelist

ADVERSARY CONFLICT RANK: 4 4

This Duelist is the rarest breed of all: one of the pacifistic Asahina Artificier shugenja who has decided that Martial Arts are art and the calling of the Asahina is to perfect art. An outcast in her family, this woman will try to prevent killing whenever possible, but has no qualms about putting an upstart samurai in his place while lecturing him about the artistic defects of his stance, style or weapon.



ARTISAN 2 MARTIAL 3 SCHOLAR 2 SOCIAL 3 TRADE 1

ADVANTAGES	DISADVANTAGES
<b>Quick Reflexes:</b> Martial; Physical	<b>Softheartedness:</b> Social; Interpersonal

### FAVORED WEAPONS & GEAR

**Katana:** Range 1, Damage 4, Deadliness 7, Razor-Edged, Ceremonial

**Katana of Fire (if active):** Range 1, Damage 4, Deadliness 7, Razor-Edged, Wargear, Ceremonial

**Gear:** Sanctified Robes (Physical 1, Supernatural 3)

### ABILITIES

#### CREATIVE ARTIST

The Asahina Duelist will fight in Fire Stance. If she performs a Finishing Blow in a duel, she will stop her strike an inch before hitting her opponent.

#### KATANA OF FIRE INVOCATION

Unless fighting in an Iaijutsu duel, the Asahina will first as a Support action perform the *Katana of Fire* invocation: a TN1 Scholar (Fire) check. If successful, she will create a katana that deal supernatural damage and has the Wargear quality. Her school training will give her 2 extra opportunities, which she uses to deal 3 Strife to her opponent and perform an immediate Strike attack. If she rolls one opportunity on the Strike, she will use it to deal another 3 Strife to her opponent.

#### BITING STEEL INVOCATION

Each round after the first, as Support action, the Asahina makes a TN 2 Scholar (Fire) check. If successful, her weapon's base damage increases to 8. Her school training will give her 2 extra opportunities, which she uses to deal 3 Strife to her opponent and perform an immediate Strike attack. If she rolls one opportunity on the Strike, she will use it to deal another 3 Strife to her opponent.



## Agasha Mystic Duelist

ADVERSARY CONFLICT RANK: 4 4

This Agasha Mystic is a rare breed: A shugenja that likes battles and eagerly accepts to fight as someone weaker's champion in a Warrior's Duel or take part in a tournament. She looks long and lanky and loves to act playful, but she is a strong fighter with a deep connection to the Earth Kami. Those underestimating her pay the price.



ARTISAN 1 MARTIAL 3 SCHOLAR 3 SOCIAL 3 TRADE 1

### ADVANTAGES

#### Large Stature:

Social; Interpersonal

### DISADVANTAGES

#### Irrepressable Flirtation:

Social; Interpersonal

### FAVORED WEAPONS & GEAR

**Katana:** Range 1, Damage 4, Deadliness 7, Razor-Edged, Ceremonial; may instead use *Katana of Fire*

**Gear:** Sanctified Robes (Physical 1, Supernatural 3), may cast *Armor of Stone* over it

### ABILITIES

#### DISCIPLE OF STONE

An Agasha Mystic Duelist will fight in Earth Stance. Three times per scene, when perform an invocation of a different ring, she may use the Earth Ring instead. She can't use the invocations element-bound Opportunities.

#### ARMOR OF EARTH

When faced with opponents that do not wield obviously supernatural weapons like *Katana of Fire*, the Agasha will perform the *Armor of Earth* invocation first. This is a Support action of TN of 2 and, if successful, for 4 turns replaces her armor with one that has a Physical Resistance of 4 plus her Bonus Successes and the Wargear and Cumbersome qualities.

#### THE FIRES FROM WITHIN

When facing multiple foes, the Agasha will perform this invocation with her Earth Ring. It is an Attack action of TN 3, targets up to 4 foes at range 1-3 and does supernatural damage equal to 4 plus her Bonus Successes.

#### KATANA OF FIRE

If facing a foe with physical resistance of at least 4, she will after performing *Armor of Stone* change to Fire Stance on her next turn and perform this invocation. It is a Support action of TN 1, her katana attacks will then do supernatural damage until the end of the scene. If she rolls an Opportunity on the invocation check, she can immediately perform a Strike action with this katana.

## Ronin Duelist

ADVERSARY CONFLICT RANK: 4 4

A real man of the waves, this Ronin Duelist specializes in fighting unarmed or with a butterfly sword, since as ronin, he is not allowed to wield a daisho. His aim is to impress a samurai clan enough to accept him into their ranks or, as long as that does not happen, best one arrogant samurai after the other. He may act humble or charming when it helps him, but he has a vicious streak.



ARTISAN 1 MARTIAL 3 SCHOLAR 2 SOCIAL 3 TRADE 1

### ADVANTAGES

#### Flexibility:

Martial; Physical

### DISADVANTAGES

#### Ronin Background:

Social; Interpersonal

### FAVORED WEAPONS & GEAR

**Punch:** Range 0, Damage 1, Deadliness 2, Snaring

**Butterfly Sword:** Range 0-1, Damage 3, Deadliness 5, Snaring, Concealable

**Gear:** Travelling Clothes (Physical 2)

### ABILITIES

#### ADAPTABLE ARTIST

The Ronin Duelist will fight in Water Stance and begins the fight with empty hands. He will spend opportunities from his checks to heal Fatigue or Strife damage he has taken.

#### JORIKI TRAINING

When making an Attack action with a weapon with the Snaring quality, the Ronin may turn any number of kept dice result showing the Success or Explosive Success symbols into results set to Opportunity.

#### OPEN HAND & COILING SERPENT KATA

When making an attack with his unarmed strike, the Ronin may spend 2 Opportunities to change an opponent's stance, usually he chooses Void. He can also spend 2 Opportunities to deal the Immobilized condition. He uses his Joriki Training ability to turns enough Successes into Opportunities to get 4 Opportunities, even if that means that he misses the TN of the attack. An Immobilized foe cannot change his Stance on his turn.

The Ronin will try to use this ability to force his opponent into Void stance on round one and do a Strike with his butterfly sword on round two, trying to deal a critical strike, if necessary using Joriki Training again.



## Soshi Illusionist Duelist

ADVERSARY CONFLICT RANK: 4 4

This duelist hails from the secretive Soshi Illusionist school. Since most don't notice him performing his invocations, he uses this for all kinds of tricks: creating doses of illegal poison in his opponent's sleeves so that they fall down and are found, creating false travel documents and wanted posters - for this Soshi, the battle begins long before the weapons are drawn.



ARTISAN 1 MARTIAL 3 SCHOLAR 3 SOCIAL 2 TRADE 1

### ADVANTAGES

#### Small Stature:

Martial; Physical

### DISADVANTAGES

#### Disdain for Righteousness:

Social; Interpersonal

### FAVORED WEAPONS & GEAR

**Katana:** Range 1, Damage 4, Deadliness 7, Razor-Edged, Ceremonial

**Zanbato of Air (if active):** Range 1-2, Damage 6, Deadliness 7, Wargear, extra Opportunity

**Gear:** Sanctified Robes (Physical 1, Supernatural 3)

### ABILITIES

#### VICIOUS TRICKSTER

The Soshi Illusionist Duelist fights in Air stance. Unless a viewer has a Vigilance of 5 or more, they will not notice if the Soshi performs an invocation, only the effects are visible.

#### YARI OF AIR INVOCATION

Unless fighting in an Iaijutsu duel, the Soshi will first as a Support action perform the *Yari of Air* invocation: a TN 1 Scholar (Air) check. If successful, he will use one opportunity to create a zanbato instead of a yari. If another opportunity is rolled, he will perform an immediate Guard action.

#### CRESCENT MOON STYLE KATA

The Soshi will perform Guard actions on his turn and use the free opportunity given by his *Yari of Air* invocation to activate this kata. While Guarded, if an opponent in range 1-2 attacks him, he may perform a free Strike action + against him after the attack has concluded.

#### TOKEN OF MEMORY INVOCATION

The Soshi performs a TN 2 Scholar (Air) check to create a silhouette illusion in range 0-1, like a bag of gold or a vial of poison, till the end of the scene. If he rolls two opportunities, the object created has mass and feels real.

## Togashi Monk Duelist

ADVERSARY CONFLICT RANK: 4 4

This Togashi Tattooed Monk believes finding the Tao in the discipline of fighting only works if you fight for real, not just in training. Because of that, he is always eager to face opponents of all stripes, whether in duels, tournaments, Shadowland or back alleys. He says that to gain, you always have to risk first.



ARTISAN 1 MARTIAL 3 SCHOLAR 3 SOCIAL 2 TRADE 1

### ADVANTAGES

#### Quick Reflexes:

Martial; Physical

### DISADVANTAGES

#### Detached:

Social; Interpersonal

### FAVORED WEAPONS & GEAR

**Bo Staff:** Range 1-2, Damage 6, Deadliness 2

**Punch (only when *Flame Fist* is active):** Range 0, Damage 1, Deadliness 6, Snaring, Supernatural

**Gear:** Travelling Clothes (Physical 2)

### ABILITIES

#### EVERYBODY WAS KUNG FU FIGHTING

A Togashi Monk Duelist will fight in Fire Stance. He will start the duel by destroying his opponent's weapon with Breaking Blow, then use The Body is An Anvil in round 2, while unnerving his opponent with weird kung fu moves.

#### BREAKING BLOW

As an Attack and Support action, the monk makes a TN 1 Martial check. If he has one Success and a Bonus Success, the primary weapon of his opponent takes the Destroyed condition, even if sheathed.

#### THE BODY IS AN ANVIL

The monk makes a TN 3 Martial (Fire) check. If successful, the next time a foe damages him, the damage is reduced by 4, the weapon used takes the Damaged condition, and the attacker takes the Burning condition. Until the end of the scene, anyone attacking him takes 4 supernatural damage and the Dazed condition.

#### FLAME FIST

When performing a Finishing Blow in a duel, the monk will activate his Flame Fist kiho as the attack. It is a TN 1 Martial (Fire) check, and if successful, has a Deadliness of 8 (doubled in a Finishing Blow).



## Character Assassin

ADVERSARY CONFLICT RANK: 4 4

A Character Assassin does not try to kill his targets, he tries to kill his target's reputation. While others would do so with gossip or blackmail, this Togashi Chronicler uses his oratory ability to provoke his targets into challenging him to duels, and then embarrassing them in the duel to ruin their glory and honor. He is called the Tongue of Flame for a reason.



ARTISAN 0 MARTIAL 2 SCHOLAR 2 SOCIAL 3 TRADE 1

ADVANTAGES DISADVANTAGES

**Provocation Passion:**

Social; Interpersonal

**Whispers of Cruelty:**

Social; Interpersonal

### FAVORED WEAPONS & GEAR

**Katana:** Range 1, Damage 4, Deadliness 5 (7 if 2h), Ceremonial, Razor-Edged

**Gear:** Ceremonial Clothes (Physical 1), Kubi Bukuro

### ABILITIES

#### TONGUE OF FLAME

As a Scheme action, the Character Assassin makes a Social check with a TN equal to his opponent's Vigilance. If successful, the targets suffers the Dazed condition plus Strife equal to one plus one per two bonus successes. He will use an Opportunity from each check to cause his opponent two Strife.

Unless in a laijutzu duel, he will carry a Kubi Bukuro, a head-carrying net, on his belt. Because that has the Wargear quality, each time he deal Strife to his opponent, the Strife is increased by one.

#### A GRAIN OF TRUTH

Once per scene, when he succeeds on a Social check, the Character Assassin may activate this ability until the end of the scene. While it is active, every time he defends against damage from an Attack, the Attacker suffers 4 supernatural damage and the Dazed condition.

#### GM Advice:

The duelists are supposed to provide a challenge for experienced PC in a one-on-one duel or skirmish. Their combat rank thus is meant to say that they are good opponents to one PC of Rank 3-4, not four rank 1 PCs.

## Qamarist Duelist

ADVERSARY CONFLICT RANK: 4 4

A very uncommon sight, this gaijin survived a 20 Goblin Winter and so is now called Hiruma Jussuf Ben Khalel. Wielding a round metal shield in addition to his katana, his defensive fighting style has bewildered many an opponent, from lowly goblin to mighty samurai. The bewilderment is not lessened by his dark skin or his turban, but he is as honorable and loyal as any Rokugani.



ARTISAN 0 MARTIAL 3 SCHOLAR 1 SOCIAL 2 TRADE 1

ADVANTAGES DISADVANTAGES

**Quick Reflexes:**

Martial; Physical

**Gaijin Appearance:**

Social; Interpersonal

### FAVORED WEAPONS & GEAR

**Katana:** Range 1, Damage 4, Deadliness 5, Ceremonial, Razor-Edged

**Gear:** Shield (Physical 4), Ceremonial Clothes

### ABILITIES

#### CRESCENT MOON STYLE KATA

The Qamarist can use the Guard action also in duels. If he performs the Guard action, he may spent . If he is then attacked from within his weapon's reach (any reach in a duel) before the start of his next turn, he may perform a free Strike action with his katana.

#### AKILAH'S TEACHINGS

Once per round after an Attack from range 0-1 (or any range in a duel) misses the Qamarist, the attacker takes 6 physical damage.

#### Sidequest Ideas:

- The duelists are designed to offer worthy opponents in a tournament arc, where the PC take part in a series of duels, with the winner gaining great prestige and renown.
- They may also be champions, meaning duelists working for a noble whose station allows him to let others fight his/her duels for them.
- They may be high-level enforcers of an underworld boss, providing mini-bosses before the fight with the main villain.
- They could be bounty hunters, Emerald Magistrates or Witch Hunters, pursuing the PCs if they are (wrongly?) accused of some deed.



# NPC: Shinobi

## Shinobi Chain Fighter

ADVERSARY CONFLICT RANK: 4 3

A master in using the kusari-kama, the Shinobi Chain Fighter hinders enemy bushi in a fight, creating openings for his team to exploit. They rarely work alone, instead acting as leaders of strike teams. Since their weapon is concealable, they make have any kind of disguise, but make sure they keep their distance from their targets before attacking, relying on their chain's reach.

SOCIETAL	PERSONAL
50 HONOR	ENDURANCE 12
40 GLORY	COMPOSURE 10
20 STATUS	FOCUS 7
+2,  -2 DEMEANOR - SHREWD	VIGILANCE 3

ARTISAN 0 MARTIAL 2 SCHOLAR 0 SOCIAL 2 TRADE 2

ADVANTAGES	DISADVANTAGES
<b>Voice of Authority:</b> Social; Interpersonal	<b>Dark Secret:</b> Social; Interpersonal

**FAVORED WEAPONS & GEAR**  
**Kusari-Gama:** Range 0 or 2-3, Damage 3, Deadliness 3, Concealable, Snaring, Wargear  
**Gear:** Clothes suitable for its disguise (Physical 1)

**ABILITIES**

### TAKE THEM ALIVE

When making an Attack action using a weapon with the Snaring quality, the Shinobi Chain Fighter may use this way:  
: Choose one weapon a target has readied; that weapon cannot be used for Attack actions. This effect persists until the end of the Shinobi's next turn.  
 : The target becomes Immobilized.

### COILING SERPENT STYLE KATA

When making a Martial check using a Snaring weapon, the Shinobi Chain Fighter may use this way:  
: Choose one weapon a target has readied; that weapon cannot be used for Attack actions. This effect persists until the end of the Shinobi's next turn.  
 : The target becomes Immobilized.

### GM Advice:

The shinobi represent competent and specialized opponents that nevertheless can come in any guise. When the GM decides it is time for a shinobi attack, any previously unimportant background NPC can turn out to be a Shinobi in disguise. They work as a team, with the chain fighter trying to cancel the most powerful bushi.

## Shinobi Hidden Knife

MINION CONFLICT RANK: 3 3

Often disguised as geisha, innkeepers or merchants, the Shinobi Hidden Knives can suddenly spring into action and silence unsuspecting victims. Often working in teams, an encounter with Shinobi Hidden Knives can be over before the opponents really realize it has begun. Their expertise with poison makes their blades a match for any katana.

SOCIETAL	PERSONAL
30 HONOR	ENDURANCE 10
40 GLORY	COMPOSURE 8
20 STATUS	FOCUS 6
+2,  -2 DEMEANOR - SHREWD	VIGILANCE 3

ARTISAN 0 MARTIAL 2 SCHOLAR 0 SOCIAL 2 TRADE 2

ADVANTAGES	DISADVANTAGES
<b>Master of Disguise:</b> Martial; Physical	<b>Dark Secret:</b> Social; Interpersonal

**FAVORED WEAPONS & GEAR**  
**Knife:** Range 0, Damage 2, Deadliness 6, Razor-Edged, Concealable, Mundane  
**Gear:** Noxious Poison (Core Rulebook p. 244), Clothes suitable for its disguise (Physical 1)

**ABILITIES**

### DEADLY STING

Once per scene as an Attack action, the Shinobi makes a TN 3 Martial (Air) check, using up its Noxious Poison and targeting a character at Range 0. If successful, the target suffers physical damage equal to 10 plus its bonus successes.

### Sidequest Ideas:

- The Hidden Knife can be used as a trojan horse: A damsel in distress that begs for the PC's help when the PC are in Scorpion territory, but really being a trained spy. If the PC protect her, she follows them full of thanks, only to suddenly turn on them if the antagonize the Scorpion too much.
- A team of three Hidden Knives and one Chain Fighter pose an interesting challenge in a skirmish.

## Picture Reference

All creature images used are Public Domain. Some have been cropped, mirrored or edited, and some actually show different mythical creatures. The creatures are supposed to enrich a Legend of the Five Rings RPG session. While inspired by real-world myth and legends, they were adapted to provide fitting and interesting challenges and do not faithfully represent the original stories or creatures of the same name.



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