

# Legend of the Five Rings Errata and FAQ

## Core Rulebook Errata

The following are corrections and updates to the rules that appear in the *Legend of the Five Rings* core rulebook.

### CHAPTER 1

**p. 26, Margin Note "Universal Tiebreaker":** The second bullet should read "Adversary NPCs supersede minion NPCs"

### CHAPTER 2

**p. 65, Kakita Duelist (Rank 1):** "Iaijutsu Cut: Crossing Cut" should read "Iaijutsu Cut: Crossing Blade."

**p. 65–85, Curriculum Tables:** A number of technique entries are redundant, and should be replaced as follows:

- ✿ **p. 65, Kakita Duelist (Rank 1):** Replace Striking as Air 𠂔 with Cadence 𠂔
- ✿ **p. 74, Asako Loremaster (Rank 2):** Replace Civility Foremost 𠂔 with Tea Ceremony 𠂔
- ✿ **p. 76, Shiba Guardian (Rank 2):** Replace Iron Forest Style 𠂔 with Slippery Maneuvers 𠂔
- ✿ **p. 76, Kaito Shrine Keeper (Rank 2):** Replace Pelting Hail Style 𠂔 with Divination 𠂔
- ✿ **p. 79, Akodo Commander (Rank 1):** Replace Warrior's Resolve 𠂔 with Honest Assessment 𠂔
- ✿ **p. 86, Utaku Battle Maiden (Rank 1):** Replace Striking as Air 𠂔 with Courtier's Resolve 𠂔

**p. 74, Asako Loremaster, School Ability:** The first sentence should read: "...you may treat your ranks in the skill as being equal to your school rank."

**p. 82, Ide Trader, School Ability:** This should read: "When acquiring, selling, or gifting an item, you may treat its rarity as reduced or increased by your school rank."

**p. 85, Shinjo Outrider, Starting Techniques:** Lady Shinjo's Speed should be listed as a shūji (𠂔).

### CHAPTER 4

**p. 173, Prerequisites, second paragraph, first sentence should be replaced with:** "Note that all prerequisites are waived if a character is granted a technique directly during character creation (or at another time), or if the technique appears by name on their curriculum. If a technique is part of a listed group (e.g. "Rank 1–3 Kata"), the character ignores school rank prerequisites, but not other prerequisites (clan, etc)."

As an example of this principle in practice, see the Emerald Magistrate title found on page 305. The curriculum grants access to Rank 1–2 Kata, which waives the rank (2) prerequisite and the technique group prerequisite (kata).

However, this title does not grant access to clan-specific techniques, such as Lord Hida's Grip (page 176) because that technique is limited to Crab Clan members, unless a curriculum specifically calls out that technique by name.

**p. 179, Iaijutsu Cut: Rising Blade, Activation:** This should read "As an Attack action using one sheathed Razor-Edged weapon, you may make a **Martial Arts [Melee]** check targeting one character at range 0–1. The TN of this check is equal to the target's vigilance."

**p. 221, Slippery Maneuvers, New Opportunities:** The opportunity for this technique this technique's header should read "𠂔" instead of "𠂔+" (indicating that the opportunity does not scale with effect). Note that this is already corrected in some printings.

### CHAPTER 5

**p. 230:** The following margin note should be added:

#### IMPROVISED WEAPONS

An improvised weapon uses the most similar weapon profile (often a club or a knife), with DMG and DLS reduced by 1, or more at the GM's discretion. They are wielded with **Martial Arts [Unarmed]**.



p. 231, Table 5–1: Weapons

- ✪ **Dao entry:** The deadline (DLS) of this weapon should be 6.
- ✪ **Jian entry:** The 2-hand grip should grant the Razor-Edged quality in addition to +1 DLS.
- ✪ **Zanbatō entry:** The damage (DMG) of this weapon should be 6. The deadline (DLS) of this weapon should be 7.

## CHAPTER 6

p. 241, 257, 263, 273: All instances of “Intrigue action” should read “Scheme action.”

p. 264, **Wait (Action), Activation:** The first clause should read “As an Attack, Scheme, and Support action”

## CHAPTER 7

p. 296, “Varying Difficulty in Text,” **Example:** When discussing the **TN 3 Fitness Check (Earth 1, Fire 4)**, the example should list the Fire approach’s TN as 4 (not 3).

p. 305, **Emerald Magistrate:** The title ability should be included, reading:

**Voice of Authority (Title Ability):** Once per game session when making a Scheme or Support action check using a Social skill, you may choose additional targets equal to your Glory rank. You cannot choose any additional target with vigilance higher than the highest among your initial targets.

p. 305, **Emerald Magistrate:** The Status Award should be listed as, “**Status Award:** +15 (to a minimum of 40)”

## CHAPTER 8

p. 306, **Peasant Family, Skill Increase:** This should read “+1 to any two Trade skills of your choice.”

## CHAPTER 9

p. 324, **Manifest Fire Kami:** This NPC’s Earth Ring should be 2 and its Fire Ring should be 6.

## APPENDIX

p. 328, Table 8–1: **Opportunities, Conflict and Martial Skill Examples of ✪, Fire, Entry 1:** This entry should read: “Choose another character in the scene; increase the TN of the next check they make before the start of your next turn if it does not include you as a target.”

## Shadowlands

The following are corrections and updates to the rules that appear in the *Shadowlands* supplement.

## CHAPTER 2

p. 93, **Moto Avenger School:** In the Avenger’s starting outfit, the following should be added, “Unicorn warhorse (see page 326 of the core rulebook).”

p. 119, **Commune with Evil, New Opportunities:** The first opportunity’s final sentence should read “it persists until the end of the next scene” rather than “it persists until the end of the scene.”

Additionally, the third opportunity should read “...1 additional scene per ✪ spent this way.” rather than “...1 additional round per ✪ spent this way.”

p. 119, **Fiend’s Retreat, New Opportunities:** The second opportunity for this technique this technique’s header should read “✪+” instead of “✪” (indicating that the opportunity scales with effect).

p. 120, **Spiritual Shackles, Activation:** All instances of “Intrigue action” should read “Scheme action.”

## Path of Waves

The following are corrections and updates to the rules that appear in the *Path of Waves* supplement.

## CHAPTER 2

p. 52, **Voice of the Wilds, Starting Techniques:** The “Invocations” category should read “Rituals” instead.

p. 56, **Qamarist Shield Bearer:**

- ✪ **Techniques Available:** Should read “Shūji” instead of “Earth Shūji”
- ✪ **Curriculum, Rank 2:** “Iron Shield Style” should read “Iron Shell Style”
- ✪ **Starting Outfit:** Should include “scimitar”

p. 98, **Summoning Mantra:** The activation for this technique should read “... make a **TN 4 Theology check...**” The second sentence should read “The ring of the check...” rather than “The ring and TN of the check...”



**p. 113, Table 3–1: Weapons:** The following weapons should have the “Unarmed” skill listed under the Skills column instead of the “Melee” skill:

- ☸ chair
- ☸ lute
- ☸ sake bottle and cups
- ☸ scroll case

**p. 113, Table 3–1: Weapons:** The umbrella’s third Grip should read “2-hand (stab)” instead of “1-hand (stab).”

**p. 130, Reo, the Dōshin (Profile):** Reo’s vigilance should be “2” instead of “9.”

**p. 243, Rhinoceros:** The Furious Charge ability’s final sentence should read “If they fail, they suffer a critical strike of severity 8 and the Unconscious condition.”

**p. 243, Furiribi:** The Burns the Soul ability’s final sentence should read “If the target is already Exhausted, they suffer the Unconscious condition.”

## Frequently Asked Questions

The following are answers to some frequently asked questions.

### CORE RULES

**Q: When two effects that are not dice modification (which is covered on page 27) occur at the same time, how is their order of resolution decided?**

A: Unless stated otherwise in an individual entry, these effects follow the order for simultaneous dice modification (see p. 27 of the core rulebook).

**Q: When a character’s advantage is inverted during a check, do they gain 2 Void points if they then fail the check (or receive strife)? Do they gain 0 Void points if the inverted advantage is canceled by a different advantage?**

A: A character whose advantage is inverted during a check always gains back 1 Void point after the check, regardless of their success or failure on the check, or the cancellation of the inverted advantage by another advantage.

**Q: How should NPC Void points be handled?**

A: Minion NPCs do not have (and cannot spend) Void points. Adversary NPCs have a number of Void points equal to half their Void Ring, rounded up.

### CHARACTER ADVANCEMENT

**Q: Can a character count multiple purchases from a single entry on the current school rank of their curriculum toward their current school rank?**

A: Yes. A character can count any number of purchases of ranks of a skill or skill group or techniques from a listed category (e.g., Kata Rank 1–2) toward their current school rank.

**Q: If a character has access to an advancement with the ☸ symbol that they could not normally purchase at a specific school rank or via a specific title, can they purchase it after completing that rank or title?**

A: No. The special access to purchase that advancement does not persist once the rank is completed.

### SCHOOL ABILITIES

**Q: When does the Asahina Artificer’s school ability apply?**

A: It applies to invocations that use the listed keywords to do the following (and other checks with related narrative function):

- ☸ Summon an illusion (e.g., Token of Memory, Matsu’s Battlecry)
- ☸ Summon an object, which in this case means any manifestation of an element that is not a being like a Manifest Kami (e.g., Blessed Wind, Katana of Fire, Earthquake)
- ☸ Augment an object (e.g., Cloak of Night, Armor of Radiance)
- ☸ Awaken an object (e.g., the school’s Mastery Ability)

**Q: Can a Matsu Berserker’s school ability (see p. 73) trigger even if that character is already suffering the Enraged condition?**

A: Yes. A Matsu Berserker may suffer the Enraged condition to trigger their ability even while Enraged (though they only end up with one instance of the condition, per **Persistent Effects** on p. 174 of the core rulebook).



## TECHNIQUES

**Q: Can an Iaijutsu Cut techniques on p.179 of the core rulebook be performed with a Razor-Edged weapon that has no one-handed grip (such as a naginata or nodachi) or a one-handed grip without Razor-Edged (such as the jian)?**

**A:** The short answer is that these techniques cannot be used with weapons that cannot be wielded in a one-handed grip or lack Razor-Edged for their one-handed grip.

These Iaijutsu Cut techniques instruct the character to ready the weapon in a one-handed grip. If the chosen weapon has no one-handed grip, or the one-handed grip lacks Razor-Edged, it is ineligible to be used for these techniques.

**Q: Can a character pick up and wield a weapon profile that is part of an NPC's body?**

**A:** No, it only has that profile as part of the NPC's body. A character could use a severed limb or broken tusk as an improvised weapon (based on the club or knife profile).

**Q: Can Crimson Leaves Strike or Coiling Serpent Style be used to disarm or restrain a target's unarmed attack profiles?**

**A:** No—while unarmed attack profiles function in the same way as weapons for many things, they are not strictly considered weapons (per p. 237).

**Q: Can Crimson Leaves Strike and Coiling Serpent Style be used to disarm or restrain an NPC's weapon profile that is part of its body?**

**A:** No, these are treated as unarmed profiles. Just as they cannot pick it up and use it, another character cannot use Coiling Serpent Style or Crimson Leaves Strike to affect such a weapon profile.

**Q: If a character performs a multi-target action check (e.g. Thunderclap Strike) on two or more characters with effects that increase the TN to affect them, what happens?**

**A:** The character takes the highest TN from among the targets as the TN for the check.

For example, if a character performs the check for Thunderclap Strike (base TN 3) targeting three characters of rank 2, two of whom are in Air stance and one of whom is in Fire stance, the attacker determines the highest TN among the targets (4, for each character in Air stance) and uses that as the TN for the check. The stance bonus for Air stance is not applied multiple times, even though multiple targets are in Air stance.

**Q: When an NPC performs a Mahō technique, how many of its rings count as having the Shadowlands Taint disadvantage for the purposes of the Mahō technique's scaling effect?**

**A:** If the NPC is not a Tainted being, it counts as having no Tainted rings for the purposes of scaling effects.

If the NPC is a Tainted being but not an Otherworldly being, it counts as having two rings with the Shadowlands Taint disadvantage for the purposes of scaling effects.

If an NPC is an Otherworldly, Tainted being, it counts as having four rings with the Shadowlands Taint disadvantage for the purposes of scaling effects. If its threat rating is also 10 or higher, it may count as having five Shadowlands Taint disadvantages at the GM's discretion.

**Q: When must a character choose to use Fiend's Retreat, Laughing Fox Style, and other effects that change the target of an action?**

**A:** A character chooses whether to use this ability after the character making the check that incited the ability has chosen kept dice, but before symbols on kept dice are resolved (after Step 5, before Step 6).

## LORE

**Q: Why is Kisshōten noted as one of the Eight Great Fortunes in the core rulebook, but isn't in Emerald Empire?**

**A:** Kisshōten is widely considered to be one of the Eight Great Fortunes, though some in Rokugan disagree. Unfortunately, those dissenters managed to remove Kisshōten's entry from Emerald Empire in an attempt to confuse and confound its readers.



## Further GM Guidance

The following topics are recommendations to GMs seeking more guidance on specific topics. They do not represent formal rules clarifications, but rather offer extra context, new options, and helpful tips we have found in playing the game!

### MODIFIERS TO TNS

**What are some guidelines on modifying the TN of a check based on circumstances?**

As noted in the **Example of Play** on page 23 of the core rulebook, the GM should always feel free to alter the base TN for a check if the circumstances dictate that the activity should be easier or harder. In the example, the fresh snow on the rooftop raises the TN of Sakura's check to leap across it by 1.

See **Table 1-1: Modifier Examples** (right) for additional examples. Keep in mind, though, that these are just examples, not hard-and-fast rules—ultimately, the GM will need to decide whether a helpful (or hindering) narrative circumstance warrants increasing or decreasing the TN for a given character at a given time.

For example, if Johei and Hikaru are trying to start a campfire during a blizzard, the cold might inflict a penalty on both characters. However, if Johei grew up in a cold region, he might receive a modifier (a +1 to the TN instead of a +2) than Hikaru, who is unused to the cold, even if they are both equally skilled in Survival. Conversely, there would be situations where Hikaru should receive the smaller modifier based on his own experiences.

### STAKING SOCIAL ATTRIBUTES

**What are some guidelines on staking social attributes, and the benefits characters can receive?**

As discussed on page 37 of the core rulebook, sometimes a character will encounter a situation that they can resolve only by putting something on the line—their honor, glory, status, or some combination of the above. This can come about because the character needs to convince someone of something by invoking their shared belief in Bushidō (usually through an oath or public statement).

See **Table 1-2: Staked Social Attribute Examples** (p. 6) for some examples of things characters might be able to accomplish by staking honor, glory, or status as part of an oath or public statement.

**TABLE 1-1: TN MODIFIER EXAMPLES**

MODIFIER	NARRATIVE CIRCUMSTANCE
TN PENALTY EXAMPLES	
+1 to TN	<ul style="list-style-type: none"> <li>Fresh snow on a rooftop you are trying to jump across</li> <li>Very scarce or poorly maintained versions of necessary tools or resources</li> <li>Lacking a shared cultural context with someone you are trying to convince of a perspective</li> <li>Radically different elevation or climate that you have not yet acclimated to</li> <li>Biting flies or mosquitoes</li> <li>Another character's predisposition to distrust you based on past encounters</li> </ul>
+2 to TN	<ul style="list-style-type: none"> <li>A tool or implement that is entirely foreign to you</li> <li>Being very rushed in a task (attempting it in half the usual time or less)</li> <li>Life-threateningly hot or cold conditions</li> <li>Being weak with hunger or thirst</li> <li>Significant encumbrance, such as trying to act while carrying two silhouette 2 creatures or objects or an especially heavy or unwieldy combination of smaller creatures or objects</li> </ul>
+3 to TN	<ul style="list-style-type: none"> <li>Not sharing a language someone you are trying to convince of a perspective</li> <li>Storm winds on an open sea</li> <li>Acting overtly against the will of a celestial being (such as one of Rokugan's founding Kami or an Elemental Dragon) in that being's presence</li> </ul>
TN BONUS EXAMPLES	
-1 to TN	<ul style="list-style-type: none"> <li>Uncommonly good tools or resources</li> <li>Having significantly more time (double or more) than strictly needed to attempt a task</li> <li>A gentle downhill slope in the direction you are marching</li> <li>Primary sources (rather than just later summations) on a topic you are researching</li> <li>Acting in accordance with your own giri or ninjō immediately after unmasking</li> <li>Another character's predisposition to trust you based on a few past encounters</li> <li>Appealing directly to another character's giri or ninjō in an offer you make to them</li> <li>Favorable winds on a sea journey</li> </ul>
-2 to TN	<ul style="list-style-type: none"> <li>An entire library or institution dedicated to a topic you are researching</li> <li>An attendant to carry your goods on a long march</li> <li>Another character's predisposition to trust you based on many past encounters</li> <li>The cover of deep shadow or significant cover when trying to sneak or hide</li> <li>Appealing to both a character's giri and ninjō in an offer you make to them</li> </ul>
-3 to TN	<ul style="list-style-type: none"> <li>Access to a cart while moving objects of significant weight (objects of silhouette 3 or larger, or especially heavy small objects)</li> <li>Acting with the blessing of a celestial being (such as one of Rokugan's founding Kami or an Elemental Dragon) in that being's presence</li> </ul>



Generally, based on the situation, it varies whether a character must stake a portion of their honor, glory, status, or some combination of the three.

- ⊗ **Personal oaths** to other individuals require staking honor
- ⊗ **Public statements** of intent require staking glory
- ⊗ **Guarantees or contracts** based on one's social position or finances require staking status
- ⊗ **Any oath that combines one or more of these** requires staking all attributes it invokes, and should gain added benefits for the added risk

If a character fails to uphold the oath, statement, or their end of the contract, they lose the staked points.

If the opportunity for a character to lose their stake passes (such as if they return an item borrowed, or an oath is fulfilled), their staked points of the attribute are returned. In the case of an oath that cannot be fulfilled within one's lifetime, if the GM and player agree that it is *narratively* fulfilled, they may treat it as such (even if it is technically ongoing, such as a promise to keep a secret unto death).

Sometimes, it is appropriate to award honor, glory, or a title that confers a bonus to status after a character stakes social attributes on a particular oath, statement, or contract and then fulfills it. The amount awarded should vary based the difficulty of the task, and the sacrifices required to achieve the task. See page 300 of the core rulebook for more on awarding social attributes.

#### IS THIS EVERY OPTION?

This is by no means intended to be the list of all possible examples. GMs and players alike should consider it a starting point for ideas of what staking honor, glory, and status can accomplish.

**TABLE 1–2: STAKED SOCIAL ATTRIBUTE EXAMPLES**

TYPE	DESIRED OUTCOME (STAKE NEEDED)	STAKE NEEDED	STAKE LOST IF...
Honor	<b>Honor's Demand:</b> Convincing another samurai to uphold a particular aspect of Bushidō for yourself or another, such as hospitality to captured foes or mercy to the wounded	Honor equal to the character's focus	You break any reciprocal restrictions of Bushidō that their act entails, such as violating hospitality you accepted or refusing to properly acknowledge mercy shown
	<b>Trust My Blade:</b> Convincing someone of to entrust you with a task on their behalf or a specific assignment for them without a check	Honor equal to that character's status rank	You give up on the task, or somehow definitively fail in accomplishing it
	<b>I Will Return It:</b> Convincing someone to lend you an item of rarity without a check	Honor equal to the rarity of the item	You lose the item, or otherwise render it so that it cannot be returned
	<b>To Betray Others Betrays Oneself:</b> Convincing someone to put their trust in you without a check when you could benefit by betraying them	Honor equal to that character's focus	You betray their trust or use their trust to act significantly against their interests
	<b>The Wise Listen:</b> Convincing someone to accept your expertise on a specific matter without a check	Honor equal to that character's status	See above, but it must become publicly known that you did so (whether or not this actually transpired)
Glory	<b>This Oath I Claim:</b> Any of the above, but instead of approaching the matter privately or appealing to their faith in Bushidō, you appeal to the character publicly or leverage your reputation to convince them	Glory instead honor, or in addition to honor at the GM's discretion	See above, but it must become publicly known that you did so (whether or not this actually transpired)
Status	<b>Trust My Conviction:</b> Convincing someone to back you or your ambitions socially or financially without a check	Status ranging from 1 for a single helpful item or connection to 10 for significant military backing, such as the use of an army	You fail to either make a gift of similar value at a later date, or otherwise answer your backer's future requests for assistance
One or More	<b>Hear My Plea:</b> Based on narrative circumstances, the GM might decide that any of the above are not appropriate without making one or more checks. If the GM rules that a character must still make one or more checks, it is recommended that the character instead be allowed stake an amount of the attribute(s) to reduce the TN of the checks required to convince that person	Relevant attribute equal to the focus of the character for –1 to the TN, plus an additional 3 of the attribute for each additional –1 to the check, to a maximum of –3	See relevant entry above



## USING OPTIONAL RULES

*How do I decide which optional rules to use for the campaign I'm running?*

*L5R* seeks to empower the GM to run the game the way it will be most fun for their group (including the GM themselves!). Thus, from a certain perspective, all rules are “optional,” insofar as each group is encouraged to find the way that the game plays best for its individual needs. If an individual school or item from a supplement does not fit the tone or themes of the campaign, for instance, the GM is free to ask a player to make a different selection. In general, the GM can always add, alter, or remove rules to best pursue everyone's enjoyment at the table.

Even so, *L5R* specifically calls some rules out as Optional Rules, to denote the fact that they are not assumed to be in effect unless the GM has chosen to implement them for the campaign. Ideally, optional rules should be implemented at the start of a campaign so that players can make informed choices, though if a GM and group agree that implementing an optional rule mid-campaign is a good idea, there is no reason it cannot work.

Here is a list of optional rules available in *L5R*.

- ✳ **Bonds:** Adds rules for developing relationships mechanically (p. 136 of *Courts of Stone*, p. 187 of *Path of Waves*—note that bonds are assumed to be in effect if using the campaign style presented throughout *Path of Waves*)
- ✳ **Cross-Ring Opportunities:** Allows opportunities to be used from adjacent rings at higher cost (p. 298 of the core rulebook)
- ✳ **Grittier Games:** Makes weapons deadlier and Bleeding potentially lethal (p. 288 of the core rulebook)
- ✳ **Experienced PCs:** Gives newly created characters XP to spend (see p. 305 of the core rulebook)
- ✳ **One-Roll Duels:** Lets duels be decided with a single dice roll per combatant (p. 261 of the core rulebook)
- ✳ **Range Bands on a Tactical Grid:** Adds rules for using a tactical grid (p. 266 of the core rulebook)
- ✳ **Risky Checks:** Adds a risk/reward element to certain checks (p. 9 of this document)
- ✳ **Rōnin Honor and Glory:** Allows characters to customize their attachment to individual tenets of Bushidō (p. 181 of *Path of Waves*)

- ✳ **Shoddy Improvised Weapons:** Causes improvised weapons to break more easily (p. 10 of this document)
- ✳ **Subskills:** Adds more granular skill options to represent specialized training (p. 143 of the core rulebook)
- ✳ **Trifling Breaches and Small Sacrifices:** Adds more ways to forfeit and earn honor (p. 143 of *Shadowlands*, p. 135 of *Courts of Stone*)
- ✳ **Unmasking for Effect:** Allows characters to gain a mechanical bonus after unmasking (p. 135 of *Courts of Stone*)

But options can be overwhelming at times, too. Here are several **OPTIONAL RULE PLAYSETS** we that combine existing optional rules into thematic packages, along with where to find them: These can be considered similar to the **Alternative Campaign Styles** found on page 307 of the core rulebook.

## BLOOD AND CONSEQUENCES

There is vast potential for emotional storytelling that resides in the struggle between the desire for life and the knowledge of death's inevitability. By placing death at the forefront, a story can ask “why do people live?” In *L5R*, this could be found a campaign set around schemes of the Imperial Court, the daily struggles of a group of peasants, or any story in between, so long as its core themes are rooted in the fragile beauty of life and the question of how best to live it.

### Campaign Goals

The goal of this playset is facilitate games focused around emotionally driven drama with high personal stakes (though not necessarily high stakes on the scale of Rokugan itself). This playset makes violence extremely deadly but also very quick to resolve, giving characters an incentive to use it judiciously and seek other solutions when possible, and expands social and emotional mechanics to give players more tools to engage with this element of the game. Player characters should be expected to die much more easily with this playset in effect, and so it works well only if the GM and players have “buy-in” on the idea that the transience of life is a core theme of the campaign, and creating new characters periodically will be expected.

### Optional Rules Used

Bonds, Grittier Games, Experienced PCs (+20 starting XP), One-Roll Duels, Rōnin Honor and Glory, Trifling Breaches and Small Sacrifices, Unmasking for Effect



## COURTLY FANTASY

Rokugan has room for life-and-death stories, but it also has room for stories of characters living their lives, with a greater emphasis on the day-to-day than any grandiose schemes. Courtly fantasy campaigns could focus on various members of a lord's court or on the inhabitants of a small town in some far-flung province, but whatever its setting, the themes are of community, relationships between individuals, and the ways in which those two can inform one another or conflict.

### Campaign Goals

This playset endeavors to give the GM and players tools for social roleplaying in a single environment or community. While these sections do not strictly constitute an optional rule, the seconds of GM guidance on **Assembling a Court in Seven Steps** (see p. 139 of *Courts of Stone*) and **Developing NPC Motivations Through Needs** (see p. 140 of *Courts of Stone*) are very useful to setting up this sort of campaign.

### Optional Rules Used

Bonds, Experienced PCs (+15 starting XP and one starting Bond), Subskills (Artisan, Social, and Trade skills), Unmasking for Effect

## HEROIC ACTION

Rokugan is a setting defined by choice and consequence, but that does not mean that there is no room in it for stories of daring feats, grand gestures, and heroes who save the day.

### Campaign Goals

The goal of this playset is to empower players to take exciting, creative actions and reward them for doing so. This does not apply only to combat, but also to other types of encounters, for which it provides players have a wide number of additional tools at their disposal to cleverly solve problems and vanquish their nefarious foes.

### Optional Rules Used

Bonds, Cross-Ring Opportunities, Experienced PCs (+20 starting XP), Range Bands on a Tactical Grid, Risky Checks, Shoddier Improvised Weapons, Unmasking for Effect

## INTRIGUE AND MEDIATION

Many players of *L5R* enjoy games where all of the PCs are assumed to be ambassadors, mediators, or peace-keepers, working together to keep the people of their community safe by understanding the threats to it and finding ways to defuse them. Communities in Rokugan face challenges social, political, spiritual, economic, and supernatural, and PCs in this campaign style must help their community navigate these problems.

### Campaign Goals

The goal of this playset is to equip the GM and players to face complex problems with flexible tools, and grapple with questions of personal and societal morality as people. The interests of one group may appear to conflict with those of another, and the PCs might face hard choices, or need to find compromises. The PCs are assumed to be characters who have some sway in society, but they still cannot solve every problem they encounter through force of personality or arms alone—cleverness, creative thinking, and empathy are also needed.

### Optional Rules Used

Bonds, Cross-Ring Opportunities, Experienced PCs (+30 starting XP and the Emerald Magistrate [p. 305 of the core rulebook] or Clan Magistrate [p. 249 of *Emerald Empire*] title, or other suitable title for an attendant of one of these individuals), Grittier Games, Risky Checks, Rōnin Honor and Glory, Shoddier Improvised Weapons, Trifling Breaches and Small Sacrifices, Unmasking for Effect

## POLITICS OF POWER

In Rokugan, samurai are atop the social hierarchy—and this campaign style asks players and GMs to explore what people with the ability with that power, and why. The PCs are assumed to be rulers of their domain, and grapple not just with questions of what they can accomplish, but what they *should* accomplish.

### Campaign Goals

The goal of this playset it to make characters who have substantial personal power from the outset, both in their extra XP and in the wide array of tools they have available. However, it also pursues the nuances of problems such individuals face with subskills, as well as reinforcing the perils faced by those who occupy the heights of power.



### Optional Rules Used

Bonds, Cross-Ring Opportunities, Experienced PCs (+50 starting XP and the Daimyō [p. 250 of Emerald Empire] or other suitable title), One-Roll Duels, Risky Checks, Subskills (Scholar and Social skills), Unmasking for Effect

### TACTICAL ENGAGEMENT

Sometimes, you just want to get together with your friends battle it out against the foes of Rokugan. Whether the store plunges into a war between the Great Clans, takes place on a bold venture into the Shadowlands, or concerns exploring ancient ruins in the Shinomen Forest, there are many places such a campaign could occur in Rokugan.

### Campaign Goals

This playset is meant to put the focus of the game on combat, maximizing the potential of the game as a team-based tactical exercise and encouraging collaborative play.

### Optional Rules Used

Experienced PCs (+30 starting XP), Range Bands on a Tactical Grid, Shoddier Improvised Weapons

## EXTRA OPTIONAL RULES

This section contains a few house-rules that we've found while playing the game since its release. These are fully optional, but GMs should feel free to include them if they fit the tone of the campaign and will be fun at the table!

### RISKY CHECKS

Sometimes, a character's narrative circumstances don't make a task easier or harder per se, but might allow them to get more out of succeeding (or suffer worse consequences for failure). These can be reflected with **RISKY CHECKS**, which add extra bonus successes or shortfall to a check based on its outcome.

The **RISK LEVEL** of a risky check is the number of additional bonus successes a character receives for succeeding, or the additional shortfall they suffer for failing. The default risk level for a check is 0.

### How to Use This Rule

The GM announce should announce that a check is risky along with the TN, before a player rolls dice. This announcement should also include the risk level of the check. The player should be allowed to reconsider and propose another path if they think their character wouldn't take the risk.

After success or failure is determined, if the character succeeds, add a number of bonus successes equal to the risk level. However, if the character failed, add that amount to the shortfall instead.

### When to Implement This Rule

Risky checks work best for campaigns that tend toward the dramatic, where heroic action or large swings in fortune are desirable. Because a check being risky does not affect the TN, characters are more incentivized to attempt these checks than they would be to simply attempt checks with a higher TN, where the higher risk of shortfall is necessarily accompanied by a higher up-front chance of failure. Further, a character is actually rewarded for succeeding on a risky check, creating an even greater incentive to attempt daring feats.

TABLE 1-3: RISKY CHECK EXAMPLES

MODIFIER	NARRATIVE CIRCUMSTANCE
EXAMPLES	
+1 bonus success/shortfall	<ul style="list-style-type: none"> <li>Charging an enemy down a steep incline</li> <li>Flirting with someone of higher status rank</li> <li>Trying to outfox an opponent you know very personally</li> </ul>
+2 bonus success/shortfall	<ul style="list-style-type: none"> <li>Tackling an enemy by leaping onto them from the rafters</li> <li>Speaking openly about your emotions in front of someone of higher status rank</li> <li>Using an experimental or unconventional technique for an art piece</li> </ul>
+3 bonus success/shortfall	<ul style="list-style-type: none"> <li>Jumping out a second story window to land in a bale of hay below</li> <li>Obliquely bring up the personal failure of someone of higher status rank</li> <li>Eschewing conventional wisdom on a matter of etiquette or artistry</li> </ul>



## ALTERNATE SCHOOL ABILITY (TREASURE HUNTER)

For campaigns using the rules for Risky Checks, GMs may wish to have the Treasure Hunter school (see p. 50 of *Path of Waves*) use this alternate school ability, which replaces the printed Risk and Reward school ability:

**Fortune and Folly (School Ability):** When you succeed at a risky check or a check to which one of your disadvantages applies, you may add a number of bonus successes up to your school rank.

## When to Implement This Rule

Adding destructibility to improvised weapons keeps them a tempting option as a quick fix, but makes them less appealing than a proper weapon over the long run. This rule is good for campaigns where the GM wants the players to feel the value of their weapons and unarmed attacks, as these will not fail them. It is also good for campaigns in which the players and/or GM enjoy breaking things.



## SHODDY IMPROVISED WEAPONS

Improvised weapons are generally less durable than forged steel or lacquered wood. As such, this rule reflects their more transient nature, and their inconvenient tendency to break when wielded.

If implemented, this applies to the improvised weapons described on page 230 of the core rulebook, the ones included with full profiles in *Path of Waves*, but **not** the ones created with the Improvised Assault technique (see page 87 of *Path of Waves*), which are automatically destroyed at the end of the scene already.

## How to Use This Rule

After a character performs an Attack action check using an improvised weapon, it gains the Damaged quality, or if it is already Damaged, gains the Destroyed quality instead.

A character may spend + from their Attack action check to handle the improvised weapon especially carefully, preventing it from becoming Damaged as a result of this rule. The  spent must be greater than or equal to the number of Attack action checks performed with the improvised weapon this scene.