Masters of War Web Supplement

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The Crane Clan

The Daidoji Army
Headquarters: Ostensibly Kosaten Shiro, in reality the Daidoji Training Grounds
Rikugunshokan: Daidoji Kikaze
Chief Shirekan: Daidoji Zoushi
Other Shirekan: Daidoji Takihiro
Officers of Note: Daidoji Yaichiro, Taisa of the Fourth Legion; Daidoji Gempachi, Chui of the Second Company, Fourth Legion; Daidoji Akagi, Chui of the Third Company, Third Legion

Despite its relatively high number of samurai, the Crane Clan has never maintained more than two armies at any given time. Given how many clans tend to view the Crane with animosity, this might seem a poor decision on the part of its leaders, but fortunately two armies has historically been all that the clan needed in order to deal with its enemies, both potential and actual.

The Daidoji army is the second army of the Crane Clan, the army that is generally assigned the duty of securing the clan’s southern provinces against any possible aggression. This is an important duty due to the proximity of those provinces to both the Scorpion Clan and the Crab Clan, both traditionally clans with a hostile attitude toward the Crane. In general, however, open conflict with either the Crab or the Scorpion has been relatively uncommon throughout history, and the Daidoji army has spent more time combating the Lion Clan along their shared border with the Crane than any other opponent. Likewise the Daidoji are typically first dispatched to any unexpected conflict that might arise in the northern regions, such as the relatively recent War of Silk & Steel against the Dragon Clan. Although the duties have never been described as such, it might be appropriate to say that the Daidoji are responsible for securing the Crane’s borders, while the combined Kakita and Doji forces are responsible for protecting that which lies within its lands.

Historically, the Daidoji army has a reputation for questionable conduct and ruthless tactics that are, despite the outrage of their enemies, highly effective. This has been the Daidoji way for centuries, and is unlikely to change any time in the near future. However, in recent years the most dubious of these tactics were formally, if quietly, ended by order of the Crane Champion, Doji Domotai. Despite the dissolution of the Daidoji Harriers and the destruction of their secret training compound at Shiro Giji, the Daidoji army has lost none of its strength, and if anything has emerged from the debacle all the stronger for its newfound emphasis on strength of arms over sabotage and assassination.

Despite their recent reformation, the Daidoji still utilize a number of tactics that many consider questionable, although not necessarily outright dishonorable. Attacks on supply lines are a staple of their combat theory, denying their enemies the goods they need to wage war on the Crane. They also make tremendous use of natural terrain, using it against their enemies in a number of fashions that can include the use of traps or ambushes in order to strike at weak points in an enemy formation.
Recently, the Daidoji have been fully deployed in the southern provinces to engage the Crab Clan over possession of the Yasuki family provinces. Here the Daidoji have been forced to earn their family’s nickname over and over again, as the Iron Crane have withstood a greater assault by the Crab than any force other than those of the Shadowlands has ever had to endure. The Crane have been forced back little by little, but the Daidoji have made the Crab pay for every foot gained, and have left little in their wake that the Crab can put to use against their enemies.

**Elite Units in the Daidoji Army**

- First Legion, 1st Company: Daidoji Elite Guard
- Second Legion, 1st Company: Doji’s Fan
- Third Legion, 1st through 3rd Companies: Daidoji Scouts
- Fourth through Tenth Legions: Daidoji Iron Warriors
- Eleventh Legion, 1st Company: Tsume Pikemen

**Stronghold: Kosaten Shiro**

Although its sister site, Shiro Daidoji, was constructed almost immediately after the creation of the Daidoji family, Kosaten Shiro was not constructed for two centuries after that time, until it became clear to the family’s leaders that the conflict with the Lion would not abate over time. Kosaten Shiro was constructed to serve as the lynchpin of the Crane’s defense over the southern half of their shared border with the Lion, although over the years it has come to serve as the center for the defense of the entire region.

Traditionally, Kosaten Shiro was not the equal of the massive Lion fortresses that served as its opposite number. Because of this, the Crane have relied heavily upon the Daidoji family’s unorthodox tactics in battle to equalize the balance between the two clans. Recent events, however, have changed both of those factors.

During the opening foray of the War of Silk & Steel, a small number of Dragon warriors attacked Kosaten Shiro to safely retrieve two Dragon samurai, Mirumoto Maeshi and Mirumoto Narumi, who were being unlawfully detained by the acting lord of the palace, Asahina Keitaro. Because the two clans were not in conflict at the time, and because neither Maeshi nor Narumi had informed the Daidoji of their entourage’s presence, the Dragon forces were able to get inside the fortress before its gates could be closed. Although only a few dozen in number, the Dragon ruthlessly exploited the element of surprise to rescue their comrades and retreat before they could be engaged by any significant number of Crane forces. To this day, it is not understood how the Dragon were able to inflict such massive structural damage so quickly and with so few soldiers. The truth is somewhat complicated: the Dragon were not responsible for the castle’s destruction. Keitaro had a captive, a former Crane and member of the Lost called Rekai, captive in the castle’s lower levels. Rekai, a former daimyo of the Daidoji, exploited the Dragon attack to escape and set fire to a significant quantity of gunpowder that the Daidoji Harriers had concealed within the castle for storage. The resulting explosions inflicted most of the damage that the Dragon were blamed for, and the Daidoji are still unaware that the Mirumoto were not to blame. To say that the Daidoji hold a grudge against the Dragon would be an understatement.

Kosaten Shiro has been rebuilt, however, and the Daidoji leaders took the opportunity to spend a significant amount of wealth to ensure that it was at last the equal of the great Lion
fortresses it has traditionally opposed. Although the Crane and Lion are at last at peace, the Daidoji are comforted by the notion that, should the peace ever fail, they stand ready to defend themselves against even the most aggressive Matsu assault.

**Function:** Kosaten Shiro’s purpose is war, a fact that none who have ever laid eyes upon the facility have questioned. It was constructed as a means of defending the shared Crane-Lion border, and has served in that capacity since its construction almost without interruption. After its recent gutting and rebuilding, its fortifications have only increased, and to look upon it, one might easily imagine it was a Kaiu fortress rather than the seat of the Daidoji family’s military power.

**Authorities:** Although he calls Shiro Daidoji home, the family daimyo Daidoji Kikaze is present at Kosaten Shiro as often as not. In his periods of absence, such as the recent Winter Court season when he attended the court at Kyuden Ikoma, his chief shirekan Daidoji Zoushi takes command of the military forces there. Unlike other clans, and even other families within the Crane, the Daidoji do not distinguish between governance of provinces and military command, and Zoushi essentially serves as both commander and provincial governor during his periods of command at the castle.

**Facilities:** Kosaten Shiro is a fortress, first and foremost, and as such is equipped with all the facilities one would expect for a major installation of such a nature. There are barracks enough to house several legions of samurai, numerous dojo staffed by sensei who are both learned as well as veterans of many battlefields, and ample supplies of both weapons and food, enough to last for weeks or even months of siege even when fully occupied. With the possible exception of Shiro Daidoji, there is no facility more well-equipped for war anywhere in the Crane provinces. One unique feature of Kosaten Shiro, and a signature tactic of the Daidoji, is a massive war room with large tables depicting various regions of the provinces around it in exacting, miniaturized detail. These tables are used by Crane commanders to train, plan, and execute combat maneuvers.

**Forces:** At present there are very few forces stationed at Kosaten Shiro, as most have been relocated to the southern provinces to deal with the Crab incursions. A skeleton force is present to secure the castle, however, as Daidoji Kikaze has never come to fully trust either the Lion or Dragon clans, and does not wish to leave his family’s holdings unprotected in the event that hostilities should arise.

- The Forty-second through Forty-eighth Legions of the Daidoji army
- The Thirty-seventh and Thirty-ninth Legions of the Kakita army
- Roughly two dozen Doji magistrates and their attendant yoriki
- Roughly two thousand Daidoji students in training

**Iron Crane Dojo**

**Location:** Kosaten Shiro

**Schools:** Daidoji Yojimbo, Kakita Bushi School

**Paths:** Daidoji Duelist, Daidoji Iron Warrior, Doji’s Fan

**Benefit:** Students of Iron Crane Dojo may purchase any Crane Clan kata for 1 point less than normal.
Elite Unit: Doji’s Fan
When the Unicorn first returned to the Empire, it was the Crane who validated their claim as the descendants and heirs of the Ki-Rin Clan. The Crane were able to do this because the Unicorn possessed Doji’s Fan, an artifact given to Lady Shinjo by her sister Lady Doji as she and her followers departed the Empire. Knowing that the Ki-Rin would never have allowed the fan to fall into the hands of others, the Crane Champion at that time gleefully confirmed that the Unicorn were who they claimed to be, and the Empire rejoiced (more or less) at the return of their lost cousins. In return for their aid, the Unicorn presented the Crane with a number of their horses, and training on how to best make use of them. Other than their gift to the Emperor, this is the only time that the Unicorn have ever presented what could be described as breeding stock to anyone outside the clan.

It took only a generation or so before the Crane were able to field an effective cavalry force using the information given them by the Unicorn. Naturally the unit, called Doji’s Fan in recognition of its origins, started very small and has grown over the centuries as the Crane have been able to gradually increase the size of their stable of horses. Now the Fan occupies a place in both the first and second Crane armies, although their presence in the first is larger by far than within the second.

Tactics: The Doji’s Fan is a rapid attack force, used with almost surgical precision against the Crane’s most implacable foes. The Fan are not used lightly, given how rare and valuable their steeds are. Instead, they are held in reserve and deployed either when the situation is extremely dire, or when an opportunity that cannot be passed up presents itself. Generally, the unit’s level of skill ensures the same outcome regardless of which situation arises.

Unit Assignment: Doji’s Fan forces are found primarily within the first Crane army, the one composed chiefly of Doji and Kakita forces. There are some within the Daidoji army as well, however, as that family has a handful of bloodlines that continually demonstrate extraordinary talent at horsemanship. In both armies, the Doji’s Fan are found within the second legion, although in the case of the Daidoji army, they comprise but a single company.

Doji’s Fan (New Path)
Technique Rank: 3
Path of Entry: Kakita Bushi 2 or Daidoji Yojimbo 2
Path of Egress: Re-enter the same School at Rank 3
Technique: Lady Shinjo’s Gift – The greatest strength of the Doji’s Fan is their versatility. When a skirmish begins, you gain a number of bonus dice equal to your Horsemanship Skill. You may use each of these dice to add a 1k0 bonus to any Defense or Weapon Skill roll made during that skirmish. Each die may be used only once. You may not add more than your Void Ring in bonus dice to any roll. Any dice not used by the end of the skirmish are lost. This Technique can only be employed while mounted.
NPC: Daidoji Nagiko
School/Rank: Kakita Bushi 2 / Doji’s Fan 1

Air: 4    Earth: 2    Fire: 3    Water: 3    Void: 3
Stamina: 4    Agility: 4

Honor: 2.9    Status: 3.1    Glory: 3.6

Skills: Athletics 3, Courtier 2, Defense 3, Etiquette 2, Horsemanship 5, Iaijutsu 3, Kenjutsu (Katana) 4, Kyujutsu 4, Polearm 3, Spears 4
Kata: Striking as Fire, Wind in Darkened Skies
Advantages: Heart of Vengeance (Dragon)
Disadvantages: Bitter Betrothal, Brash

Daidoji Nagiko was born of a Daidoji father and a Kakita mother, and has proven time and time again that she bears the best of both families. Even as a child, the natural charisma and agility she inherited from her mother’s family shone through, just as did the unbreakable will of her father’s. She was invited to study with both the Daidoji and the Kakita, and her parents allowed her to choose the nature of her service to the clan. Nagiko chose to study with the Kakita, and never had reason to regret her choice. She flourished with her new unit, and before long a marriage was arranged with another prominent military family, one that would bring great honor to her family.

It was during the War of Silk and Steel that Nagiko’s fortunes began to change. Her betrothed, whom she had known since their days at the dojo together, was killed in the fighting with the Dragon at the northern front. Her family had already begun planning for their wedding, and the sudden loss of potential prestige left them in a poor position. They had no choice but to arrange another wedding, one to a man that Nagiko found extremely distasteful. She did not protest, and intends to marry the man and be a dutiful wife, although she has no intention of surrendering her duties as a soldier, although he may well wish for her to.

Those who know Nagiko well lament the changes that have come over her. Her cheerful laugh brilliant smile are gone, virtually disappeared since the death of her betrothed. She is now the very picture of the grim Daidoji warrior that is so prevalent in the plays and poems of the Empire. There are those who hope that she will overcome her grief, but many fear that the girl they once knew is gone forever.
The Dragon Clan

The Mirumoto Army

Headquarters: Shiro Mirumoto
Rikugunshokan: Mirumoto Kei
Chief Shirekan: Mirumoto Mareshi
Other Shirekan: Mirumoto Hojatsu, Mirumoto Toraizo
Officers of Note: Mirumoto Kenzo, Taisa of the Seventh Legion

Having but one true bushi family in the entire clan, the Dragon maintain only one army. Fortunately, they have never had need of another. This might seem unusual until one considers that the Dragon have never really expanded their clan’s border in any significant manner, meaning that they have no need to conquer and control any new region of land. Likewise, despite that many have tried, no human opponent has ever successfully laid siege to the Dragon lands because of the nature of the mountainous territory they call home; while the Lion and Crane have both attempted to take war to the Dragon’s doorstep, neither has ever successfully progressed beyond Shiro Kitsuki, the gateway to the Dragon lands.

This is not to say that the Dragon army has never been stymied, however; while no human adversaries have ever breached their defenses, a completely unexpected attack by the highly mobile forces of the Naga race once broke through the Dragon’s defenses and made their way all the way to the High House of Light. There, finally, the Mirumoto managed to halt their advance, and held them until the conflict was at an end. Likewise the Dragon have been halted when offense as well. In particular, when the Dragon were deployed by Imperial edict to stem the fighting between the Lion and Unicorn during the War of the Rich Frog, they were unable to make any significant headway because of the nature of their war; two-fronts, both against a larger and more entrenched foe, resulted in little gain during the course of the Dragon’s involvement.

The Dragon army is largely defensive, as the clan has participated in very few large-scale offensive engagements throughout its history. Just because the Dragon most often fight defensively, however, is no indication that they are unable or unwilling to mount an offensive attack. During the Clan War and several subsequent conflicts, the Dragon proved their worth as an attack force, and in the modern age very few have the disdainful attitude toward them that so characterized previous centuries. Because of the nature of the territory they defend, the Dragon also tend to use much smaller units in their day to day operation, with individual companies spread across the Dragon territories to function in virtual autonomy. In particular, the Dragon make extensive use of both scouts and archers, both of which are used to patrol their borders and to harass any enemies who attempt to gain entrance into their inner provinces.
Elite Units of the Dragon Army

First Legion, 1st Company: Mirumoto Elite Guard
Second Legion, 1st through 4th Companies: Hojatsu’s Legacy
Eleventh through Sixteenth Legions: Mirumoto Talons
Seventeenth through Twentieth Legions: Mirumoto Mountaineers
Twenty-seventh Legion, 1st Company: Nightingale Warriors
Thirty-second Legion, Reserve Companies: Dragon Fire Teams
Forty-first Legion: Tamori Yamabushi

Stronghold: Shiro Mirumoto

Shiro Mirumoto was constructed over a thousand years ago by the family whose name it bears. It was ordered built by Mirumoto himself, but sadly he died alongside the other Thunders long before it was ever completed. His son, Hojatsu, was forced to move the building site not long thereafter because the original location was unsuitable for a fortification of its size. In a tragic turn of events, Hojatsu also perished before the castle was finished, dying in a duel with his father’s rival, Kakita. Every Mirumoto daimyos since Hojatsu, however, has called the castle home.

As might be expected of the Dragon, Shiro Mirumoto is something of an oddity. It is not a lavish family estate, nor is it a massive fortress. In truth, it is everything that the Mirumoto require. Other than Iron Mountain Dojo, the dojo built upon the site of Mirumoto’s first build location, it is the northernmost major holding of the Mirumoto family. It is the major site of their military might, and the host of virtually every major Dragon court held in the past thousand years. Despite all that, it is not much to look at, as it seems rather stark and functional. In truth, most of its defense lies in its location, which is so inaccessible to outsiders that it would be virtually impossible to besiege. The Dragon are well aware of this, and have not squandered resources in creating fortifications that would be redundant.

Function: Shiro Mirumoto is an ancestral estate, first and foremost. It is involved in virtually every aspect of the Mirumoto family’s affairs, and serves as the largest dojo for their young students, the largest single barracks for the family’s armed forces, the seat of the family’s court, and the coordination point for all their military affairs. It is also prepared and stocked as thought it were a fortress expecting a siege, although this manner of attack has never taken place in its history.

Authorities: Traditionally the lord of Shiro Mirumoto is also the Mirumoto family daimyo, an individual who also holds the position of rikugunshokan of the Dragon army. In theory, that position is currently held by Mirumoto Mareshi, who was appointed Mirumoto daimyo by the Dragon Champion. Mareshi, however, eschews such responsibility, and negotiated a marriage to the much more capable (in his opinion, at least) Mirumoto Kei, to whom he ceded both the position as daimyo and command of the clan’s army. Mareshi remains the lord of Shiro Mirumoto, however, and is in attendance with relative frequency. If both are out of the castle, however, control generally is ceded to either Mirumoto Hojatsu, a noted duelist and military officer, or Mirumoto Bokkai, one of the senior sensei at the castle’s dojo.

Facilities: Shiro Mirumoto is the archetypal mountain fortress, and is equipped with everything needed to withstand not only the harsh climate of the Dragon lands, but also any siege
that might theoretically threaten the home of the Mirumoto family. As of yet, of course, no such threat has ever presented itself, but the Mirumoto never waver in their readiness. Shiro Mirumoto contains massive stores of supplies, enough to house a large number of troops for a lengthy period of time. Ironically, however, the fortress does not have the barracks space to house more than a quarter of the clan’s standing army, simply because the army is never stationed at the castle in its entirety, and the Mirumoto despise waste of resources. The castle is also known for containing one of the most prestigious dojo for swordsmen in all the Empire, and one of its only rivals, Iron Mountain Dojo, exists within sight of the castle.

**Forces:** As noted above, Shiro Mirumoto has relatively meager barracks space compared to its size and importance, and as such has a comparatively low number of troops stationed there. This is generally not a concern given the castle’s inaccessibility to enemies.

- The First through Eighth Legions of the Dragon army
- The Twenty-Seventh Legion, known as the Nightingale Warriors
- Roughly two thousand Mirumoto students in training
- Approximately one hundred sohei

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**Path of Hojatsu Dojo**
**Location:** Shiro Mirumoto
**Schools:** Mirumoto Bushi School, Mirumoto Swordsmaster School; Hojatsu's Legacy
**Paths:** Mirumoto Mountaineer, Mirumoto Talons, Nightingale Samurai
**Benefit:** Students of the Path of Hojatsu Dojo may purchase the Strength of the Earth Advantage for 1 point less than normal.

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**Elite Unit: Mirumoto Mountaineers**
Most samurai from other clans look at the foreboding peaks of the Dragon lands and wonder how anyone could hope to attack or defend such an area. These men and women have no knowledge of the Mirumoto Mountaineers, or they would not ask such questions. The Mountaineers are young Mirumoto samurai chosen for a particular duty based on their athletic ability, their ability to handle the adverse terrain in which they train, and their clarity of thought. Prospective mountaineers are taken into the most remote sections of the mountain range by their sensei and train there in complete isolation, living off of the land for weeks or even months at a time. Those who cannot survive on their own are quickly removed from the program, but those who succeed emerge from the training stronger and more self-assured than ever.

The Mountaineers are employed by the Dragon as scouts during times of conflict, and as a means of patrolling the most difficult sections of their home provinces during peace time. More than once, the Mountaineers have detected, intercepted, and eliminated threats attempting to infiltrate the Dragon lands via hidden mountain passes. In particular, the Mountaineers are an essential element of the clan’s northern border defense, where they work to prevent the minions of the Dark Oracle of Fire from gaining entrance into the Dragon lands.

**Tactics:** The Mountaineers’ duty is to observe and report, and to attack only when absolutely necessary or when doing so can directly delay an opponent or opposing force from
making further inroads into Dragon territory. Because the Mountaineers are so light and mobile a unit, their traditional tactics are to bait their opponents into dangerous terrain, such as regions that are prone to avalanche, or to harass from higher ground with archery fire.

**Unit Assignment:** The Mirumoto Mountaineers occupy the Seventeenth through Twentieth Legions of the Dragon army. The reserve companies assigned to these legions are constructed so that they can be set up as mobile home bases, from which various patrols are conducted throughout regions as large as an entire province.

**Mirumoto Mountaineers (New Path)**

**Technique Rank:** 3  
**Path of Entry:** Mirumoto Bushi 2 or Mirumoto Swordmaster 2  
**Path of Egress:** Re-enter the same School at Rank 3  
**Technique: Dance of the Avalanche** – Mountaineers are among the finest scouts the Mirumoto have, and are trained to evade and observe above all else. Whenever you are struck by an opponent’s attack, you may immediately roll Athletics/Agility against a TN equal to your opponent’s attack roll. If you are successful, you evade the attack. This Technique may be used a maximum number of times per round equal to your School Rank.

**NPC: Mirumoto Atshushi**

**School/Rank:** Mirumoto Bushi 2 / Mirumoto Mountaineer 1

**Air:** 2  
**Earth:** 3  
**Fire:** 2  
**Water:** 3  
**Void:** 4  
**Reflexes:** 3  
**Agility:** 4

**Honor:** 3.3  
**Status:** 2.1  
**Glory:** 3.7

**Skills:** Athletics (Climbing) 5, Battle (Skirmish) 3, Defense 3, Hunting 4, Instruction 2, Kenjutsu (Katana) 4, Kyujutsu 5, Lore: Shugenja 3, Meditation 3, Stealth (Sneaking) 4, Theology (Shintao) 3

**Kata:** Borrow the Next Breath, Striking as Water

**Advantages:** Absolute Direction, Way of the Land (Dragon provinces)

**Disadvantages:** Idealistic

Mirumoto Atshushi loves the mountains. His father was a member of the Mirumoto Mountaineers, and his mother was a member of the Mirumoto’s Talons, the archery division who patrols the southern foothills to watch for enemies. Given the nature of his parents’ work, Atshushi learned to walk among the boulders, and was scaling crags and outcroppings by the time most children his age were first learning to run. There was never a question as to whether or not Atshushi would join one of his parents’ units, it was merely a question of when, and which one. While the young man proved an excellent archer, the mountains were truly his first love, and when invited, he chose to join his father’s old unit.

Atshushi’s unit have fought with distinction in the past decade. They were not deployed during the War of the Rich Frog, but were instead placed on high alert at the border in the event of a counterattack by the Lion Clan. That attack never came, but some time later the Lion did...
attack in vengeance for the Dragon’s interference, as a prelude to the War of Silk & Steel that the Dragon fought with the Crane. The conflict with the Lion was largely forgotten once the Crane conflict began, and went on for months with little attention from the Empire, up until the Khan’s attack drew the Lion away from the Dragon lands. Atshushi lost many friends in that battle during the long months that he and others like him held the Lion off until the winter weather shut down their offensive. He has not forgiven them, and has not forgotten the pointless death. Still, he looks at others like Mirumoto Yozo, who longs only for the death of all Lion, and refuses to allow himself to fall that far.

The Third Storm

Headquarters: Mobile (officially Kyuden Kumiko)
Rikugunshokan: Yoritomo Jera
Chief Shirekan: Moshi Kiyomori
Other Shirekan: Yoritomo Daishiro, Yoritomo Tadame
Officers of Note: Tsuruchi Ki (currently on extended duty with the Emerald Champion)

The military structure of the Mantis Clan is completely unlike that of any other clan that has ever existed in Rokugan. Due to the clan’s relatively small size, the distance of its primary holdings from the mainland, and the vast regions of ocean that the clan considers its domain, the Mantis military forces are organized into a naval system rather than the traditional army structure first established by Akodo and generally adopted by all the other Great Clans, even the Spider. Because of their naval emphasis, the basic unit of structure in the Mantis navy is a crew rather than a squadron. Crews vary in size in accordance with the vessels on which they serve, which can be grouped into a handful of categories.

The smallest boats employed by the Mantis are called sampan, which require roughly five men to operate successfully. These are largely river-based ships, with some use along the coast. Although the men and women who operate these vessels are considered part of the Mantis navy, they are not generally counted among the fleets because of their size and general lack of military use. Sampan are often confused by mainlanders and called kobune, which is inaccurate.

Kobune are the basic ships of the Mantis navy, and by far the most numerous. On average, a kobune contains twenty five crewmen, which includes its captain and its first mate. Kobune are capable of making the arduous journey from the Mantis Islands to the mainland, barring severe weather.

Sengokobune are significantly larger than kobune, and can have crews of up to sixty or seventy men, although the average is roughly fifty. Sengokobune are typically command ships, and the commander of each fleet within a storm is the captain of a sengokobune.
Barges are very large, slow-moving, and typically heavily laden. They are the supply ships of entire fleets, and the largest among them are staffed by a crew of one hundred (much of which is comprised of peasant workers). Barges invariably trail behind fleets, with smaller ships darting in and out to re-supply as necessary. Barges usually travel in small groups and are protected by at least one shugenja as well as numerous Tsuruchi archers. While the samurai stationed on a barge are considered part of the fleet, the peasants are not counted toward its total membership.

Koutetsukan are the largest and most impressive ships in the Mantis navy. They are extremely rare, due largely to the cost in producing them, and are typically commanded by the rikugunshokan of a storm. Mantis koutetsukan are very hardy and able to withstand almost any weather phenomenon or sea hazards, although they are not as battle-ready as those commanded by the Crab, or the Deathless, commanded by the Lion. Mantis koutetsukan typically have crews of 150 men.

Given these ship types, the unit breakdown of the Mantis navy is as follows:

- **Crew** – The staff of a single ship, typically a kobune, including the “captain” (the equivalent of a gunso in other clan armies) and a first mate (nikutai). Total: 25 men (on average)
- **Fleet** – The crews of 26 kobune, 1 sengokobune (whose captain is considered a taisa by other clans), and 3 barges. Total: 1,000 men (on average)
- **Storm** – 12 fleets and a single koutetsukan, commanded by the rikugunshokan of the storm, as well as a barge specifically carrying supplies for the koutetsukan. Total: 12,250 men

The Third Storm is one of three such groups maintained by the Mantis Clan. The First Storm is the army commanded by the Mantis Champion, and is responsible for the safety and security of the Mantis Islands. The Second Storm patrols the vast reaches of the sea between the mainland and the islands. The Third Storm, headquartered in the newest Mantis stronghold at Kyuden Kumiko, is responsible for the security of all Mantis ports on the mainland, and are often called upon to escort Mantis merchant vessels as well as combating any threat of piracy that arises.

The Third Storm is commanded by Yoritomo Jera, a young and relatively untested commander who is nevertheless rising to the challenge. Jera is an honorable young woman who is well regarded by those who have met her in court at Kyuden Kumiko, but her reputation for ruthlessness and unwavering resolve in battle has already gained her some enemies. For the time being she has stationed the majority of her forces at Kyuden Kumiko and Mura Sabishii Toshi, ensuring that the Mantis interests in both locations are under no threat from the clan’s many enemies. Of particular concern to Jera is the recent loss of three ships that were traveling to a port of call far north of Rokugan. Although unwilling to divert significant resources into such dangerous territory, Jera is extremely interested in determining what happened to her men, and in exacting any vengeance that may be called for if they have been killed.
Elite Units in the Third Storm Mantis Navy
First Fleet: Storm Legion
Second through Tenth Fleets: Yoritomo Marines
Eighth through Twelfth Fleet: All crews contain at least five Tsuruchi archers

Stronghold: Kyuden Kumiko
While it is certainly true that all strongholds are constructed by the Great Clans that use them, the claim has never been more accurate than when describing the Mantis stronghold called Kyuden Kumiko. The palace and the City of Broken Waves that surrounds it occupies the entirety of a small island known as Kaigen’s Island, which is something of a misnomer. The island was created artificially by two extraordinarily powerful shugenja, Yoritomo Kaigen, Master Sensei of Tempest Island, and Isawa Sachi, the Phoenix Master of Earth. The two were facing off against one another at the massive battle that concluded the War of Fire & Thunder between their two clans, when they were attacked by the Dark Wave, a fleet of corrupted Mantis and other Lost. The two were badly wounded and ended up on a small outcropping of rock off the Phoenix coast. Sachi used his magic to transform it into a larger island with massive spires of rock all across its surface, and Kaigen commanded the waves to dash the Dark Wave upon it. The fleet was virtually eradicated, the two shugenja died, and the rock spires were shattered by the impact, leaving a large flat island that the Mantis quickly claimed as their own. Construction of Kyuden Kumiko, named for the fallen Champion Yoritomo Kumiko, began almost immediately.

Kyuden Kumiko and the City of the Broken Waves were constructed from the ground up using the vast wealth ant the Mantis Clan’s command, and the city was envisioned from the beginning as the clan’s principle mainland port, something that had been lacking since the destruction of Otosan Uchi. Every possible section of the island’s coastline that can be developed into port space, has been. Due to the island’s proximity to Phoenix land, and the ongoing threat of those few Dark Wave vessels that escaped the battle, every portion of the coastline is under constant surveillance and monitoring by keen-eyed Tsuruchi scouts.

Function: As a military installation, Kyuden Kumiko’s primary function is as a port. Its massive ports allow an entire Storm to be docked at one time, although this is very rarely the case. It also serves as a re-supply point for the entire Mantis navy, and it is rare for any vessel traveling to the mainland not to dock at Kyuden Kumiko at least briefly unless it is traveling only to the southernmost reaches of Rokugan’s coastline. The island also serves as a center for both commerce and court. (For more information on the court functions of Kyuden Kumiko, see the upcoming sourcebook Masters of Court.)

Authorities: Because of its importance, it is rare for there to be no Mantis daimyo in attendance at Kyuden Kumiko. Since its creation it has been the principle sight of major Mantis courts, preventing the need for guests to make the arduous trek to the Mantis islands. Yoritomo Naizen is in attendance relatively frequently, and in his absence Moshi Amika attends often as well. In the absence of any clear authority figure, however, the Mantis contingent of representatives to the Imperial Court holds authority. Ultimately, Yoritomo Utemaro is the governor of the city, although he shares a great deal of his authority with Yoritomo Jera, the ranking military officer in residence.
Facilities: The principle function of Kyuden Kumiko and its surroundings are as a port and a re-supply station. As such it has a tremendous number of docks, enough to accommodate literally hundreds of ships at one time. Likewise there is an excessive amount of storage space within both the palace and the city, constructed to store the vast amounts of cargo that comes through the city. It is also designed to be able to be quickly converted to barracks space and back again as needed. The palace has lavish court accommodations, enough to host over a hundred guests along with their entourages. Finally, the palace has a sizable dojo for the clan’s bushi, and a massive temple that can accommodate shugenja from all three of the clan’s family traditions.

Forces: There is a great deal of military might stationed at Kyuden Kumiko, owing to its tremendous value to the Mantis as a whole. The forces stationed there include:

- Fleets One through Six of the First Storm
- Approximately one thousand Tsuruchi archers
- Roughly fifty shugenja of the Moshi and Yoritomo families

Storm's Shelter Dojo
Location: Kyuden Kumiko
Schools: Moshi Bushi School, Tsuruchi Bounty Hunter School, Yoritomo Bushi School, Yoritomo Courtier School, Yoritomo Shugenja School
Paths: Yoritomo Kobune Pilot, Yoritomo Marines
Benefit: Students of Storm's Shelter Dojo may select any one School Skill. When increasing the rank of this Skill, the cost is reduced by 1 point.

Elite Unit: Yoritomo Marines
Yoritomo bushi are known for their unorthodox fighting style, which draws greatly from their tendency to fight on the rolling decks of Mantis Clan ships. While the average Yoritomo has also adapted these techniques to fighting on land, the men trained as Yoritomo Marines have perfected the art of fighting on land as they would on the sea.

The Yoritomo Marines are the shock troops of the Mantis navy, typically the first men and women to land on the shore and the last to leave, fighting shoulder to shoulder with the finest and most elite units in the Mantis ranks, including the Yoritomo Elite Guard and the Storm Legion. Their ruthlessness in combat can come as a terrible surprise to many who are only accustomed to facing individual Yoritomo samurai, individuals who typically lack the same military training.

Tactics: As front line troops for any Mantis coastal assault, the Yoritomo Marines do not have any particularly complex or advanced tactics. Their job is to hit the shoreline and clear the way for the other Mantis warriors behind them. Toward that end, their tactics usually consist of rapid attacks against an enemy’s entrenched front lines, with the goal of pushing them back and holding the territory they abandon until reinforcements arrive.

Unit Assignment: The Yoritomo Marines are the first soldiers to land upon the beach in any engagement that requires land forces be deployed. As such, they are found among the
Second through the Tenth Fleets of the Third Storm, and the Second through the Fifth Fleets of the First and Second Storms.

**Yoritomo Marines (New Path)**
Technique Rank: 3
Path of Entry: Yoritomo Bushi 2
Path of Egress: Yoritomo Bushi 3

Technique: Wave Breaker – The Yoritomo Marines are trained to wash over the front lines of their enemies like the waves upon the shore. Combat maneuvers that require Raises (Disarm, Called Shot, Feint, etc.) require one less Raise for you, to a minimum of one. When facing an opponent wielding a katana, wakizashi, or both, you gain a Free Raise each round that may be used on attack, damage, or Defense rolls.

**NPC: Yoritomo Kisho**
**School/Rank:** Yoritomo Bushi 2 / Yoritomo Marine 1

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<tr>
<th>Air:</th>
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**Honor:** 1.8 **Status:** 2.3 **Glory:** 3.3

**Skills:** Athletics 3, Battle 1, Chain Weapons 3, Commerce 2, Craft: Sailing 4, Defense 3, Games: Sadane 4, Kenjutsu 2, Knives 2, Peasant Weapons (Kama) 4, Storytelling (Bragging) 2, Underworld 1

**Kata:** Striking as Water, Twin Mantis Strike

**Advantages:** Crafty, Daredevil

**Disadvantages:** Bad Reputation (difficult soldier), Compulsion (cracking wise)

Yoritomo Kisho is the sort of soldier that commanding officers either despise or greatly appreciate. Likewise, he is of the sort that is either adored or loathed by his fellow soldiers. Kisho is an irascible, irreverent jokester and prankster. He adores making others laugh, and even more so in making others laugh at one another, often not in the kindest manner. It is likely that such behavior would have resulted in severe punishment or disgrace by this point, except that there is one time that Kisho takes things very seriously: battle.

Kisho’s early years in the dojo gave little indication of the warrior he would become. In those days his sensei believed that they could change his wretched behavior, and that he would never have value on the battlefield. He showed little prowess or skill in personal combat, certainly no more than the other students of his class. It was not until his fourth year that he suddenly and inexplicably began dominating weapons exercises with the other students. Everyone wondered what had brought such changes about, but Kisho was not forthcoming. The simple truth of the matter was that he had discovered that the humiliation in the eyes of others as they were defeated by someone they had never considered a threat was more amusing than any joke he could ever envision.

Many who have never seen Kisho’s prowess on the battlefield believe that he was likely promoted to the Marines due to their high rate of attrition. While it is possible that this is true, it is just as likely that he was promoted for his aggressive style and his tendency to completely
overrun anyone he faces in combat. It is also possible that one of his commanders finally recognized his potential, for when the Marines empty onto the shores to face their enemies, the men standing next to Kisho are among the most aggressive and effective in the entire force. Kisho’s constant shouts regarding the lineage and personal habits of their enemies are rather inspiring, after all.

The Phoenix Clan

The Shiba Army
**Headquarters:** Shiro Shiba  
**Rikugunshokan:** Shiba Tsukimi  
**Chief Shirekan:** Shiba Naoya  
**Other Shirekan:** Shiba Erena  
**Officers of Note:** Isawa Kokuten, Chui of the Firestorm Legion; Shiba Rae, Taisa of the Fourteenth Legion; Shiba Sotatsu, Chui of the Legion of Stone

The lone Phoenix army is extremely traditional in its overall structure, deviating from Akodo’s original template only in the composition of units, and adhering to it religiously in terms of how those units are organized. This might seem odd for a clan of supposed pacifists, but traditionally the Shiba have viewed warfare as a largely theoretical pursuit rather than an actual endeavor, and as such have constructed their armies along the lines of the most tried and proven example known to exist.

The Shiba army consists of forty-eight legions, just as Akodo’s order of battle mandates. The Ninth through Forty-Eighth of those legions are constructed exactly as Akodo envisioned in *Leadership*, although the First Company of the Ninth Legion contains the Shiba Elite Guard, where *Leadership* dictates that such troops be placed in the First Company of the First Legion. The first Eight Legions, however, are like nothing that Akodo could ever have envisioned.

As the clan with the highest percentage of shugenja in the Empire, the Phoenix have incorporated them into their military structure in an unprecedented manner. Specifically, the branch of the Isawa school devoted specifically to combat, the Elemental Guard, have been broken down into their individual elemental preferences and assigned individual legions. Those shugenja with an emphasis on earth magic make up the First Legion as the Avalanche Guard. Those who study fire magic make up the Firestorm Legion in the Third Legion, air magic as the Hurricane Initiates in the Fifth Legion, and water magic as the Tsunami Legion in the Seventh Legion. Obviously not ever member of each Legion is a fully trained member of the Elemental Guard, for not even the Isawa could field over three thousand shugenja of such power and skill, but a significant number are, and are attended by initiates, acolytes, and students, all of whom are familiar with their tactics and methods, and who contribute fully to the war effort.
In addition to the Elemental Guard, each legion of shugenja is attended by a legion of Shiba troops who are specially trained to interact with that legion. The Avalanche Guard is followed by the Legion of Stone, the Firestorm Legion by the Legion of Flame, the Hurricane Initiates by the Legion of Wind, and the Tsunami Legion by the Legion of the Wave. These soldiers have received extensive training in working alongside shugenja, far more even than the typical Shiba bushi, so that they can function as a single flawless unit on the battlefield. It is in this manner that the Phoenix have been able to accomplish so much of their recent military victories.

Historically the Shiba have engaged in very few campaigns outside their own lands. The number of times the Shiba have intervened in other conflicts number less than a dozen, and the number of times they have taken the offense against any opponent can be counted on a single hand. Recent changes in the leadership of the Phoenix Clan, and in the prevailing philosophies that govern the clan’s actions, have altered their military strategy considerably. Roughly one year ago, almost the entire Phoenix army descended from their home in the northern reaches of the Empire to intervene in the massive conflict at the Imperial City. The Lion, Unicorn, and Mantis clans were embroiled in a conflict that might well have destroyed Toshi Ranbo, and the Phoenix could not permit that to happen. Supported by the blessing of the mighty Fire Dragon, the Phoenix intervened and put a stop to all hostilities, and in the process preserved the countless libraries, temples, and priceless pieces of art found within the city. The Phoenix have occupied the city through force of arms, at least since the Fire Dragon’s departure, ever since, and have only recently begun plans to transfer control back to the Imperial families. Even as they do so, however, some believe that the Phoenix make plans to intervene in other conflicts around the Empire. If they do have plans for such activities, the Phoenix will doubtless earn many new enemies in the process.

**Elite Units in the Shiba Army**

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<thead>
<tr>
<th>First Legion</th>
<th>Avalanche Guard</th>
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<tbody>
<tr>
<td>Second Legion</td>
<td>Legion of Stone</td>
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<tr>
<td>Third Legion</td>
<td>Firestorm Legion</td>
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<td>Fourth Legion</td>
<td>Legion of Flame</td>
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<td>Fifth Legion</td>
<td>Hurricane Initiates</td>
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<td>Sixth Legion</td>
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<td>Seventh Legion</td>
<td>Tsunami Legion</td>
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<td>Eighth Legion</td>
<td>Legion of the Wave</td>
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<td>Ninth Legion, First Company</td>
<td>Shiba Elite Guard</td>
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**Stronghold: Shiro Shiba**

Shiro Shiba is the second oldest castle in the Phoenix lands, having been constructed immediately after Kyuden Isawa was completed when the Empire was first created. Its location is something of an oddity in the modern age of Rokugan, as many consider it a curiosity that the clan’s most heavily fortified holding lies almost exactly at the midpoint of the clan’s holdings. With no Great Clan holdings to the north of the Phoenix, many find it foolish to have the Shiba’s fortress anywhere but the southern border, where it could defend against the aggression of other
clans. Those who hold this opinion, however, are poor students of history; at least twice in the Empire’s history, the Phoenix lands have been invaded by Yobanjin tribes from the north, and both times the location of Shiro Shiba played a vital role in the clan’s defense.

Militarily, Shiro Shiba is an extremely effective holding, though few would believe that purely by looking at it. The Shiba are a philosophical group, and among them are many who study architecture and siege engineering as if they were an art form. Whenever there is an innovation in those areas, the Shiba are among the first to incorporate them into their defensive structures. As a result, Shiro Shiba has an almost disjointed look that is out of place with most Phoenix structures. Those with an eye for such things can find elements of many clans’ fortifications built into it. Adding to that the fact that the castle has been rebuilt after heavy damage on at least one occasion and its bizarre construction is truly a wonder of the Phoenix Clan.

In relatively recent years, a large series of docks has been constructed on the coastline immediately adjoining Shiro Shiba. This was done in the wake of the War of Fire & Thunder, a conflict in which the Phoenix suffered considerably from the naval attacks of the Mantis Clan. Although the clan as yet commands an extremely meager navy, primarily merchant vessels that have been pressed into service and forces from their regular army that have begun to be trained to fight at sea, they hope to continue building until they never need fear a naval attack again.

**Function:** Shiro Shiba is the seat of power for the Phoenix Clan Champion. In any other clan that would be a more powerful statement, but of course within the Phoenix true power is wielded by the Council of Elemental Masters at Kyuden Isawa, leaving Shiro Shiba to serve largely as a bureaucratic center and military installation rather than a diplomatic lynchpin of the clan. In truth, this serves the Shiba very well, as they are not particularly adept at or concerned with the affairs of court.

**Authorities:** Shiro Shiba is the home of Shiba Tsukimi, the Phoenix Clan Champion. As a former commander in the Shiba army, Tsukimi has spent a great deal of her career stationed at Shiro Shiba, and prefers to spend as much time there as possible. The duties of a Champion are many, however, and this is not always possible. When forced to be absent from the castle, Tsukimi generally cedes military command to her chief shirekan, Shiba Naoya, or the provincial governor, Shiba Itami.

**Facilities:** Shiro Shiba and the town surrounding it have everything that would be expected of an ancestral castle of its size and relative importance. The facilities on site include a massive barracks for the armed forces, a training grounds of equal size, a large if infrequently used court chamber for hosting guests, multiple dojo for student training and the ongoing training of existing military forces, and several large temples to accommodate the castle’s shugenja and monastic contingents.

**Forces:** Shiro Shiba has considerable forces available when they are not otherwise deployed at the Imperial City or other locations

- The Ninth through Twentieth Legions of the Shiba Army (currently deployed)
- Roughly one hundred Phoenix shugenja of varying families and Schools
- Roughly one hundred and fifty warrior monks of the Asako and other families
- Approximately two thousand Shiba students
- The Fortieth through Forty-eighth Legions of the Shiba Army
Risen Flames Dojo
Location: Shiro Shiba
Schools: Shiba Bushi School, Shiba Yojimbo School; Elemental Guard
Paths: Legion of Flame, Shiba Duelist, Shiba Naginata Duelist
Benefit: When a student of Risen Flames Dojo prepares to enter an Advanced School or New Path with requirements for entry, they may choose to ignore any one Skill or Advantage requirement.

Elite Unit: Legion of Flame
The notion of specially trained legions of Shiba bushi working with and protecting the Elemental Guard was an idea first posited by Isawa Tadaka during the Clan War. The Master of Earth was well-liked by the Shiba for his respect and appreciation for them, unlike other masters of that time who were very disdainful of those who could not speak to the kami. The idea was not exploited, however, until Shiba Tsukune became the Clan Champion. Under Tsukune’s direction, the various legions came into being and have served in the Shiba military ever since. The Legion of Flame in particular has become well known for their aggressive offense and the exacting toll they take on an enemy’s front lines. This is no doubt in part due to the legion’s affiliation with the Firestorm Legion, a group known for possessing a certain enthusiasm for combat.

Tactics: The Legion of Flame is trained to protect and respond to members of the Firestorm Legion, following their lead as necessary. Toward that end, the Legion typically begins in a defensive formation around the Firestorm, allowing the shugenja to exact a terrible toll on their enemies, and then moves forward to exploit the wholes left in the opposing formation by the fire damage.

Unit Assignment: The Legion of Flame is the name given to the Fourth Legion of the Shiba Army. Although not every member of that Legion has been taught the unit’s unique Technique, over three quarters already know it and the other quarter are in the process of learning it.

Legion of Flame (New Path)
Technique Rank: 3
Path of Entry: Shiba Bushi 2 or Shiba Yojimbo 2
Path of Egress: Re-enter the same School at Rank 3
Technique: Reborn in Fire – The Legion of Flame is taught to draw strength from their brothers in the Firestorm Legion. Any time that an allied Phoenix shugenja casts a Fire spell within your line of sight, you gain a number of Void Points equal to the spell’s Mastery Level. These Void Points may only be used on Agility-based rolls. These Void Points are lost if they are not used by the end of the battle or skirmish. You may only have one set of additional Void Points at a time from this Technique, but this Technique may allow your number of Void Points to exceed your Void Ring.
NPC: Shiba Raiden
School/Rank: Shiba Bushi 2 / Legion of Flame 1

Air: 2       Earth: 3       Fire: 4       Water: 3       Void: 3
Reflexes: 3

Honor: 3.3   Status: 3.1   Glory: 3.6

Skills: Athletics 2, Defense 4, Heavy Weapons 3, Horsemanship 2, Iaijutsu 1, Jiujitsu 3, Kenjutsu 4, Kyujutsu 2, Meditation (Void Recovery) 1, Spears 3, Theology 1

Kata: Striking as Fire, Striking as Water

Advantages: Death Trance, Leadership

Disadvantages: Brash, Unlucky (3 points)

Shiba Raiden is not at all a typical Phoenix. He is loyal and dedicated to a fault, and none of his superiors have ever had reason to question any aspect of his service. His personality, however, is more aggressive than that of a typical Phoenix warrior, who are generally expected to be more serene and reserved. It is likely for that reason that Raiden was selected from among his peers at the dojo to train to serve with the Legion of Flame.

It is most likely Raiden’s family life that created his atypical attitude. The youngest of seven children, Raiden and his siblings were all extremely competitive, the result of a father who revered the Fortune of Fire & Thunder above all other Fortunes. Even his name, Raiden, is the name of a lesser manifestation of Osano-Wo, and there are few who have met him who do not find the comparison appropriate.

Raiden was promoted to the rank of gunso after the Phoenix intervened in the Battle of Toshi Ranbo. An explosion set off by a member of the Firestorm Legion separated Raiden’s unit from the rest of the Phoenix, and they were engaged by wrathful Lion. Raiden took command after the gunso and nikutai were both killed, and withdrew the unit from the engagement while in order to protect several civilians in the area. All the while, his instincts to slaughter the Lion were almost overwhelming. His superiors, well aware of Raiden’s aggressive nature, were greatly impressed with his ability to overcome them and fulfill the clan’s mandate. He was promoted to the rank of gunso during the early stages of the city’s occupation.

Unsurprisingly, Raiden is one of the most vocal proponents of Phoenix intervention in other conflicts throughout the Empire. He has currently presented a case both for intervention in the Lion-Unicorn conflict as well as the Crab-Crane conflict to his superiors, who have politely reminded him that the matter is not for such as he to decide.
The Scorpion Clan

The Scorpion Army

**Headquarters:** Kyuden Bayushi

**Rikugunshokan:** Bayushi Paneki

**Chief Shirekan:** Bayushi Miyako

**Other Shirekan:** Bayushi Shinobu (currently on duty assignment with Bayushi Norachai in Toshi Ranbo)

**Officers of Note:** Bayushi Yousui, Taisa of the Fourth Legion

If a more maligned military force than the Scorpion Clan army exists in Rokugan, then surely no one knows what it is. The simple truth of the matter, however, is that the Scorpion army is secretly guilty of many of the allegations levied against it by other clans, not that the Scorpion would ever admit this. Still, the fact remains that the Scorpion army has experienced virtually all of its historical successes by virtue of the fact that there exists among its ranks a large number of highly trained and motivated soldiers who will do whatever is required to achieve victory, no matter how disgraceful or shameful the tactics might be.

Historically, the perception of the Scorpion Clan’s military might has been very inconsistent. There are lengthy periods of time during which the other Great Clans look upon the Scorpion as weak and insignificant. Typically, these periods are brought to an end when the Scorpion deal a crushing defeat to an enemy against all odds, and the perception changes. Later, the Scorpion will be defeated handily by an opponent that should have presented no difficulty, and the cycle begins again. Some historians quietly note that these defeats rarely cost the Scorpion anything, and wonder if it is not some manner of manipulating public perception on the part of the so-called clan of secrets. Few wonder this publicly, however.

The Scorpion are not one of the Empire’s more powerful military clans, and they are very well aware of this fact. In order to experience the many successes they have had throughout the centuries, the clan relies heavily upon misdirection, misperception, and the cautious, discreet use of tactics that would doubtless enrage the whole of Rokugan if they were ever fully exposed. The Scorpion choose their defeats very carefully in order to ensure that they are underestimated, and then maintain that façade for decades or even centuries at a time, until the need for a victory is pressing and the opponents at hand believe the Scorpion easy prey. Then, they strike, and leave nothing but desolation in their wake.

The rumors of tactics that the Scorpion employ on the battlefield include assassination, widespread use of poison, and blood sorcery. While the Scorpion have never condoned or tolerated the use of maho from those who serve them, they do consider the use of assassins and poison in battle perfectly acceptable. They have entire units devoted to these specific purposes, and they are extremely effective as well as discreet. What many in the Empire fail to realize, however, is that the Scorpion never depend exclusively upon these questionable tactics; their soldiers are every bit as well trained as the next clan, and perhaps even more devoted than most.
No soldier in the entire Scorpion army would question for an instant the purpose of sacrificing himself to gain victory, or even defeat. That is the true strength of the Scorpion army.

*Elite Units in the Scorpion Army*

- First Legion, First Company: Bayushi Elite Guard
- Second Legion, 1st through 3rd Companies: Black Cabal
- Fourth Legion: Bitter Lies Swordsmen
- Eleventh Legion: Scorpion’s Strike Spearmen
- Forty-eighth Legion: Scorpion Claws

**Stronghold: Kyuden Bayushi**

To be as beautiful as it is, Kyuden Bayushi is one of the most feared locations in all the Empire, for everyone who enters knows without question that they are completely at the mercy of the Scorpion Clan. It is home to one of the most influential courts in the entire Empire, that of the Scorpion Champion, and is also a fortress of some considerable reputation, given how feared the Scorpion military generally is.

Kyuden Bayushi is one of the very few ancestral estates of a ruling family in Rokugan that has been completely burned to the ground. This was done following the temporary dissolution of the Scorpion after their attempted coup some years before the Clan War. It was left a field of ash, and many felt more comfortable at night with the Scorpion presence absent from the Empire. After the clan was reinstated, however, the palace was rebuilt exactly as it was, as if it had returned from the dead. Years later, when the Scorpion were temporarily banished from the Empire for their alleged role in the disappearance of the Emperor, Kyuden Bayushi was left alone.

At present, Kyuden Bayushi is in the process of rebuilding its military forces after a recent famine required the distribution of troops throughout much of the clan’s provinces. This was done not only to prevent any sort of riots, much as happened during the fateful campaign of the mad monk Kokujin only a year previously, but also to prevent any one location from demanding such a high percentage of the clan’s resources.

**Function:** Quite simply, Kyuden Bayushi’s function is to serve as the headquarters of the entire Scorpion Clan, not merely its military. It has been home to some of the most momentous Winter Courts in history, including many hosted by the Emperor himself. It is without question the most impregnable fortress in the Scorpion lands, and has been used as a staging ground to unseat invaders on more than one occasion, such as the Bloodspeaker incursions centuries ago and the repeated attempts to claim Ryoko Owari Toshi by various clans, most notably the Crab and Unicorn.

**Authorities:** Kyuden Bayushi is the residence of the Scorpion Clan Champion and his family, and as such there is a very clear line of authority. Bayushi Paneki is often in attendance and is the ultimate master of all that happens in or around the castle. In his absence, his wife Miyako, formerly Toturi Miyako and a commander of the Imperial Legions, oversees all matters including military ones. Both are brilliant tacticians and politicians, and both are equally skilled in knowing when to delegate to their many officers in attendance.
Facilities: Kyuden Bayushi is the largest and most lavish estate in all the Scorpion holdings. As such, there is literally nothing that is not available there if needed for the military to enact their duties. Weapon supplies, barracks, training grounds, dojo, temples, and command centers with detailed maps are all available, along with dozens of other amenities.

Forces: As the center of all Scorpion Clan activities, Kyuden Bayushi is exceptionally well defended and has a sizeable contingent of troops stationed there to ensure that it cannot be threatened.

- The First through Tenth Legions of the Scorpion army (those elements that are not specifically assigned elsewhere), except for the Fourth Legion
- The Eighteenth and Nineteenth Legions
- The Forty-third and Forty-fourth Legions

House of False Hope
Location: Kyuden Bayushi
Schools: Bayushi Bushi School, Bayushi Courtier School, Soshi Shugenja
Paths: Bayushi Defender, Bayushi Duelist, Bayushi Violater, Scorpion Claws
Benefit: Students of the House of False Hope may purchase the Multiple Schools Advantage for 3 points rather than 5 when using it to change between the Bayushi Bushi and Bayushi Courtier Schools, or between the Bayushi Courtier and Soshi Shugenja Schools.

Elite Unit: Scorpion Claws
If any of the Great Clans knew the truth about the unit known as the Scorpion Claws, it would validate every suspicion they had regarding the Scorpion Clan and how they wage war. The Scorpion Claws are a closely kept secret, and one only utilized in large-scale warfare, so that the carnage of battle will conceal the truth behind their methods.

The Scorpion Claws are extensively trained in the use of the sai, a weapon normally considered appropriate only for peasants, budoka, or members of the Mantis Clan. In the hands of the Claws, however, they are deadly weapons. Even if this were not already the case, however, the Claws would still take lives with reckless abandon, given their unorthodox training. In addition to being well trained with the sai, the Claws are masters in the brewing, handling, and application of a large number of poisonous compounds. These compounds are applied to their weapons, ensuring a staggering mortality rate among those they face on the battlefield. The poisons are chosen for their rapid effect, as the Scorpion cannot afford to have those with minor wounds dying after the battle is over without being presented with a great deal of unpleasant questions.

Tactics: The Scorpion Claws are typically only deployed against high priority targets, either units or individuals that need to be completely eliminated from the battlefield in order to ensure a Scorpion victory. They are often given heavy cover during deployment, either through heavy infantry or even cavalry, in order to ensure they reach their objective with minimal attrition.
**Unit Assignment:** The Scorpion Claws make up the Forty-eighth Legion of the Scorpion army. They are rarely if ever spoken of by anyone except the highest ranking officers of the army, the individuals with the authority to order their deployment.

**Scorpion Claws (New Path)**
Technique Rank: 3
Path of Entry: Bayushi Bushi 2 or Shosuro Yojimbo 1
Path of Egress: Bayushi Bushi 3 or Shosuro Shinobi 2 (re-enter as appropriate)
Technique: The Venomed Claw – The Claws are taught to maximize both the lethality of their weapons, and the potency of the poisons they use. During a skirmish, you may place poison on the blade of your weapon as a Miscellaneous Simple Action, and may make a Stealth roll (TN 15) to do so without anyone noticing. All of your attacks made with a sai ignore any increases to your opponent’s TN as a result of armor. The TN to resist poisons applied to your sai is increased by 5.

**NPC: Shosuro Hirobumi**
**School/Rank:** Shosuro Shinobi 1 / Shosuro Yojimbo 1 / Scorpion Claws 1

- Air: 4
- Earth: 3
- Fire: 3
- Water: 3
- Void: 2
- Perception: 5
- Honor: 1.1
- Status: 2.6
- Glory: 3.3

**Skills:** Athletics 3, Courtier 2, Deceit 2, Defense 3, Etiquette 3, Investigation 4, Kenjutsu 3, Knives (Sai) 4, Ninja Ranged Weapons 2, Peasant Weapons 2, Poison 4, Stealth (Sneaking) 4, Underworld 2
**Kata:** None
**Advantages:** Balance, Clear Thinker, Heartless
**Disadvantages:** Antisocial (2 points)

Shosuro Hirobumi is a killer. Some might call him soldier, while others call him yojimbo, but in his heart he knows the truth: he is a murderer, plain and simple. It is not that he is a criminal or a sociopath, far from it. He has never taken a life outside of the confines of his duty, and would likely never do so. By the same token, however, of the many lives he has taken as part of his duties, none have been under honorable circumstances. He has stabbed men in the back on the battlefield, poisoned officers and their command staff through a variety of means, and eliminated threats to the lords he protected as a yojimbo in the dead of night. In each and every case, Hirobumi was ordered to do so, and he has no regrets. Truthfully, he rarely thinks about the men he has killed.

Left to his own devices, Hirobumi prefers his brief stints as a yojimbo to his position as a gunso of the Scorpion Claws. He does not dislike his military duties, but prefers the opportunity to observe others in a court setting. People fascinate Hirobumi. His favorite pastime is to observe them going about their duties and their personal business, and trying to decipher their thought processes, their motivations, and their agendas. The position of yojimbo is ideal for such a pursuit, because in court no one pays any attention to men such as him. Until his recent
promotion to gunso, Hirobumi was often requested by certain members of the Shosuro family, because they have come to depend upon his insights into the character of others, which give them an edge in court. Unfortunately for them, however, Hirobumi’s superiors in the military have also noticed his ability to assess others, and have promoted him to make certain that the army gets full benefit from it as well. For the time being, it seems that Hirobumi’s place is on the battlefield, and only the battlefield.

The Spider Clan

The Daigotsu Army
Headquarters: Shinomen Mori
Rikugunshokan: Daigotsu Hotako
Chief Shirekan: Daigotsu Fumiaki
Other Shirekan: Daigotsu Sahara, Daigotsu Harushi
Officers of Note: Daigotsu Rekai, taisa of the Seventh Legion; Daigotsu Chaozhu, taisa of the Twelfth Legion; Daigotsu Gyoken, gunso of the Thirty-second Legion; the Ghul Lord, taskmaster of the Undead Legions

That the Shadowlands, now the Spider Clan, are capable of fielding enough troops to equal that of a Rokugani army would surprise few who know what the denizens of that dark realm are capable of. That the Spider can field such an army comprised entirely of human warriors, most of them among the Lost but still many without any trace of the Taint, would shock even the most jaded Crab warrior.

The Spider army was constructed from the ranks of the Lost, many of whom were accustomed to the various organizational styles used among the different Great Clans. Most Great Clans adhere at least somewhat to the order of battle created by Akodo One-Eye, however, and thus Daigotsu chose that model to create his own armed force. He did this not only to provide a familiar structure that his forces could fit into relatively easily, but also to facilitate the greater deception behind the Spider Clan: convincing the people of Rokugan that the Spider pose no threat to their way of life.

One of the principle determining factors in the organization of the Spider army is the degree of the Shadowlands Taint possessed by an individual joining its ranks. The most heavily affected, those who demonstrate clear physical and mental signs of degeneration, were organized into self-contained squadrons, companies, and legions, and left in the Shadowlands under the command of Daigotsu’s lieutenant, Omoni. Those who possess the Taint and have begun to manifest mental disorders but not physical mutations were likewise grouped into their own units and kept far from the eyes of outsiders, and have generally been reserved for the safeguarding of
Spider facilities as well as for missions where attrition is not a concern. Only those well in control of their inner darkness, or indeed those who have remained free from the Taint altogether, were organized into units that see deployment throughout mainland Rokugan. To date, no one in the Empire has witnessed the truly horrific forces under Daigotsu’s command and survived. In one such case, when a village became aware that the Spider “saviors” who had protected them from a bandit attack were in fact Tainted, Daigotsu deployed the Hellbeast Legion and eradicated the entire village from the face of the earth. No secrets were spoiled that day.

There are a large number of intelligent undead who serve the Spider, typically loyal soldiers who fell in battle in the Shadowlands and rose again to continue their service. These individuals serve in a section of the army known as the Undead Legions, alongside thousands of mindless undead kept in line by Chuda shugenja and the mysterious magic of the gaijin Jackals. These creatures are used as shock troops when necessary, and are also frequently employed as a terror tactic against isolated targets. When this is done, typically the Spider samurai come to the rescue, and are easily hailed as heroes and saviors, all in accordance with Daigotsu’s master plan.

*Elite Units of the Spider Army*

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*Stronghold: The Ruined City*

Otosan Uchi was the shining jewel of Rokugan for over a thousand years. It was the Imperial City, and as such was larger by far than any other settlement anywhere in the Empire. The Hantei Dynasty ruled from Otosan Uchi for the entirety of its reign, and Toturi I sat upon his throne there as well. Unfortunately, the Fortunes did not always favor the greatest city of man, and there were many times during its long and storied history that it suffered greatly. When the Bloodspeaker, Iuchiban, first appeared, he animated the corpses of hundreds of honored ancestors from the cemeteries in Otosan Uchi before he was defeated by loyal magistrates. The gaijin representatives from a distant land waged war against the samurai of Rokugan when they refused to leave the court as ordered by the Emperor. The deranged Hantei XXXIX, possessed by the spirit of Fu Leng, marshaled a huge force of Shadowlands creatures within the city, a force that was only defeated by the united armies of the Great Clans. And Daigotsu, Dark Lord of the Shadowlands, laid waste to the city as a diversion for his true purpose, using the Imperial Palace to allow the spirit of Fu Leng to enter the Celestial Heavens and wage war against the Fortunes themselves. After that, the Lion Clan Champion decreed, perhaps rightfully so, that the city was cursed, and the Lion razed everything that was left standing in the aftermath of Daigotsu’s assault.

Since its destruction, Otosan Uchi has become a virtual ghost city, occupied only by the desperate, the guilty, and, quite literally, the dead. No one with a choice ventures anywhere near it, despite the relative proximity of the prosperous Hub Villages. Bandits and other criminals
made it their home for a time, but they were soon consumed by a force of the enigmatic Ninube who called the city home. The Ninube in turn were eradicated by the Jade Champion and his forces, and since then very few have ever even approached the city. Which of course makes it a perfect place of concealment for the Spider Clan’s forces.

Over the course of months, the Spider have successfully moved in not only work crews to excavate the tunnels and basements of the city, but filled them with troops and support staff as well. Thousands of warriors are now concealed within the city, venturing out only in small groups to perform specific missions without drawing attention to the city as a whole. Since the recent construction of Houritsu Mura, a Mantis village devoted exclusively to magistrates and their work, the Spider have been even more cautious about venturing out, despite that the two clans are ostensibly allies at the present.

Function: The principle function of the Ruined City is of course to conceal the presence of a large number of Spider forces in a heavily populated region of the Empire. While most of the clan’s military is concealed within the Shinomen Mori, across the entire width of Rokugan, a surprising number of men are stationed in the ruins. The forces there are in constant risk of being exposed by any number of individuals who brave the city’s borders, but Daigotsu posts only his most disciplined men here, and thus far they have evaded detection. The city also serves as something of a supply depot, as there are ample supplies to be found amid the ruins, and this eliminates the need for the Spider to move additional supplies into the region.

Authorities: The control of what remains of Otosan Uchi lies squarely in the hands of two men, both very different and yet both absolutely devoted to the cause of the Spider Clan. Daigotsu Sahara, a shirekan who joined the Spider after their formation, and who has been protected from the Taint by his patron the Shadow Dragon, oversees all matters of security and supply acquisition. Since he is as yet pure, Daigotsu trusts Sahara to act without the occasionally violent urges that the Taint brings. Military operations conducted out of the Ruined City are the purview of Daigotsu Harushi, a ruthless, monstrous individual who relishes any opportunity to visit violence and chaos upon the samurai of Rokugan. The two men rarely see eye to eye, but thus far have managed to work together.

Facilities: As might be expected, facilities within the Ruined City are extremely limited. Barrack space is abundant, although scattered throughout the region in a variety of basements that have been excavated after the collapse of large buildings. Likewise, storage space is plentiful, making it a simple matter to store large amounts of supplies when they are discovered and recovered. Beyond that, however, there is little to be had in the way of facilities. The Spider make do regardless.

Forces: Sahara and Harushi both command multiple legions, and while the entirety of neither force is present in the Ruined City, there are enough troops loyal to each to ensure that an unpleasant power struggle is prevented.

- The Eighteenth through Twentieth Legions
- The Twenty-ninth through Thirty-first Legions
- Roughly 100 Goju infiltrators
- Roughly 30 Chuda shugenja and assorted maho-tskui
Fallen Throne Dojo
Location: Otosan Uchi
Schools: Daigotsu's Legion, Goju Ninja; Champion of the Lost
Paths: Obsidian Claw Duelist, Spider Heavy Elite
Benefit: Students of Fallen Throne Dojo add their primary School Rank to the total of all Stealth rolls.

Elite Unit: Spider Heavy Elite
Every clan fields regular infantry, heavy regulars, elite infantry, and heavy elites. In all cases, the heavy elite infantry forces are the most seasoned, most experienced, and most dangerous men and women in service to the clan outside the special units. This is equally true for the Spider, and could in fact be even more accurate regarding them when one considers the nature of the Spider Heavy Elite. In addition to being highly trained soldiers with considerable battle experience, many among the Spider Heavy Elite are also Tainted. Those chosen to join the Elite’s ranks are only chosen if they have no adverse mental or physical effects from the Taint, and can demonstrate clear judgment in calling upon its power.

Because of the nature of their abilities, the Spider Heavy Elite have the physical abilities necessary to offset the disadvantages of using heavy armor and weapons, making them even more dangerous than similar units in other clans. In order to maintain the clan’s façade, however, and to prevent the acceleration of the Taint through their ranks, the Heavy Elite are taught to use their supernatural abilities sparingly and only when necessary.

Tactics: The Spider Heavy Elite are not a subtle group. In a large scale confrontation, they are deployed behind an opening rank of Spider Regulars, who typically suffer a significant rate of attrition. However, this allows the Heavy Elite to approach unmolested, and when they reach the target, they wreak havoc upon their enemies. They are also deployed against heavily entrenched foes under cover of archer fire.

Unit Assignment: The Spider Heavy Elite make up the Second, Third, Fourth, and Fifth Legions of the Spider army. Additional unit assignments are allotted to the Heavy Elite as more Spider meet the qualifications in terms of their experience and weapon proficiency.

Spider Heavy Elite (New Path)
Technique Rank: 3
Path of Entry: Daigotsu’s Legion 2 or Goju Ninja 2
Path of Egress: Re-enter the same School at Rank 3
Technique: Spider’s Deadly Caress – The Spider Heavy Elite have learned that unrelenting force can overcome virtually any obstacle, if pressed long enough. You suffer no penalties for wearing heavy armor. You may use your Heavy Weapons Skill in place of any other Weapon Skill (although you gain no Mastery Abilities when you do so). When using Full Attack, you add your Heavy Weapons rank to the total of all attack and damage rolls.
NPC: Daigotsu Shiraki
School/Rank: Daigotsu’s Legion 2 / Spider Heavy Elite 1

Air: 3    Earth: 4    Fire: 2    Water: 3    Void: 2
Agility: 4

Honor: 0.6    Status: 0.0    Glory: 1.4

Shadowlands Taint: 1.3
Skills: Animal Handling: Dogs 2, Battle 2, Courtier 1, Deceit 1, Defense 3, Heavy Weapons 3, Horsemanship 2, Hunting 3, Investigation 2, Jujitsu 3, Kenjutsu (Katana) 4, Kyujutsu 4, Locksmith 2, Lore: Shadowlands 2, Polearms 2, Spears 3, Underworld 3

Kata: Blood of Innocents, Striking as Earth
Advantages: Heartless, Way of the Land (Scorpion provinces)
Disadvantages: Dark Secret, Forsaken

Shiraki does not consider herself a monster, or even an evil person, in the grand scheme of things. She realizes that the lords she serves are not what they seemed when she first entered their service, and she realizes that they have done and will do terrible things, but she is samurai, and her duty is to serve. She does so without regret or hesitation, for no one save the Spider ever even gave her the opportunity.

Shiraki’s father was a samurai who failed in his duties during the days before the death of Emperor Toturi I, and for his failure he was cast out of his clan. He never mentioned the lord, or even the clan, that he served, and would not discuss the nature of his crime. Before Shiraki was even born, he attempted to sell his services as a wave man, but in those years the opportunities for a ronin were few and far between. In the end, it was either put aside his blades and do what was necessary to survive, or perish alone and hungry in the wilderness. Shiraki’s father chose to survive, and eked out a meager existence as a simple farmer for the rest of his days.

When she was but ten years old, Shiraki discovered her father’s old, dilapidated daishi wrapped in cloth hidden below the floorboards. Her father insisted that she forget about them, but Shiraki demanded the truth. It took her two years, but finally she wore him down enough that he told her the entire story. From that moment on, Shiraki was determined to claim her heritage as a samurai. She took her father’s battered swords and practiced with them whenever she could, concealing her actions from him. When she was of age, she ventured out into the world to seek her fortunes as a ronin.

The Empire was not kind to the farmer’s daughter, despite her technical status as samurai. She was berated and abused at every turn, and on more than one occasion had to flee for her life despite no wrongdoing on her part. Slowly, Shiraki became bitter and angry at the world. It was in this state that the Spider found her.

The Spider Clan did not care about her upbringing. They cared that she was samurai, and that she could wield a sword. They took her in and put her skills to use, offering her additional training and better equipment as she improved. Everything that she ever wanted, everything that the other clans had refused to give her, the Spider gave her without hesitation, asking only for her loyalty in return. Shiraki has given that without question.