

The Mountain Dojos of the Dragon Clan

The mysterious Dragons.

This clan has largely removed itself from the affairs of Rokugan. Lurking in their mountains, they have become the object of speculation for some and scorn for others. They have taken the middle road, balancing magic and steel, wisdom and mystery. The Mirumoto warrior is the most unpredictable, and the Agasha shugenja the most confusing. And that is exactly the way they want it.

Please come inside. The nights are cold and bitter in the north, but the company is friendly and hearts once revealed are warm. The way will not unfold before you in a single night, but walk amongst them and you are sure to be changed by the experience.

And that may be enough.

"All journeys begin with but a single step." -Mirumoto Hojatsu, Sensei of the Niten-ryu

The Agasha Family

The children of Agasha continue to thrive in the mountains of the Dragon Clan. Closest of all the Dragon families to the spirit world, they often see the great wheel of history as turning in tiny circles, filling the world with strange resonances and repetitions. Their studies of the natural order have led them to incredible breakthroughs in the realms of alchemy and their swordsmiths were the first to develop the secrets of folding steel. While the secret of metal folding was stolen and spread to the other clans, the secrets of alchemy remain safely theirs alone...

Family Benefit: +1 Intelligence. Agasha may purchase the Karmic Tie Advantage for half (round up) the regular CP cost. Agasha receive 1 extra CP for taking the Contrary Disadvantage.

The Agasha Alchemist School

[Further information on the use of mizugusuri to produce potions can be found in the Sacred Temple.]

This school is considered a Shugenja School.

Benefit: +1 Perception

Starting Honor: 2, plus 0 boxes

Agasha alchemists receive one free Raise per School Rank for the creation of any Mizugusuri. Potions prepared and administered by an alchemist remain stable for a minimum of Mizugusuri Skill x (School Rank + 1) days. At second rank and each rank there after they receive a +5 to the TN of all spells that can only be cast with a single element. Each time the alchemist gains a School Rank, he is given one spell and two additional mizugusuri formulas.

Skills: Calligraphy, Herbalism, Kagaku, Meditation, Mizugusuri, Shintao, and Weaponsmithing

Beginning Spells: Sense, Commune, Summon, Counterspell, Transform, Pick three mizugusuri formulas, and pick one spell of any element

Your Outfit: Shugenja

(All items are of average quality) Daisho, Traveling Pack, Scroll Satchel, 5 Bamboo Flasks, Small Iron Box, 2 Kimonos, and 4 Koku

The Agasha Shugenja School

Benefit: As L5R RPG

Starting Honor: 2, and 0 boxes

Agasha shugenja may pick one element for which they receive a free Raise when casting spells from that element

Skills: As in L5R 4th printing

Beginning Spells: As L5R RPG

Your Outfit: Shugenja

As L5R RPG

Who's Who in the Agasha Family

Agasha Daido - Dragon Samurai (Mirumoto Bushi 2, H-2, G-2)

Agasha Fujita - Dragon Alchemist (Agasha Alchemist 3, H-2, G-4)

Agasha Gennai - Dragon Shugenja (Agasha Shugenja 4 (Air), H-2, G-5)

Agasha Heizo - Dragon Shugenja (Agasha Shugenja 2 (Fire), H-1, G-3)

Agasha Koishi - Head of the Agasha Shugenja School (Agasha Shugenja 5 (Earth) H-2, G-6)

Agasha Kusabi - Dragon Spirit Walker (Agasha Shugenja 2 (Air), H-2, G-3)

Agasha Mumoko* - Dragon Shugenja (Agasha Shugenja 2 (Earth), H-1, G-2)

Agasha Nabe - Dragon Alchemist (Agasha Alchemist 4, H-1, G-3)

Agasha Nogata - Dragon Alchemist, Captain of "the Fire-blossoms" (Agasha Alchemist 2, H-2, G-2)

Agasha Tamori - Daimyo of the Agasha Family (Agasha Shugenja 5 (Fire), H-2, G-8)

The Kitsuki Family

The smallest and most recently formed of all the major families, the Kitsuki see the world through new eyes. They practice the arts of observation and deductive analysis in a world where the spiritual leaps out at you every day.

Family Benefit: +1 Intelligence. Kitsuki may purchase the Clear Thinker Advantage for one less CP, and gain one extra CP if they take the Fascination Disadvantage.

Kitsuki Magistrate School

While several major families maintain schools for the instruction of magistrates, none have been so dramatic in their deeds as the students of Kitsuki's method. While any court will recognize evidence as being somewhat informative, the Kitsuki propose that physical evidence is more important than testimony. This heresy has yet to achieve broad acceptance, and Kitsuki outside of Dragon lands often have to use their investigative skills first to solve the crime, and then to find someone to testify to their discoveries.

Benefit: As in WotD

Beginning Honor: 3, plus 0 boxes

Skills: Heraldry, Ichi Miru, Jitte, Kenjutsu, Nazodo, Law, and Pick one Lore Skill

Techniques

Rank 1: Kitsuki's Method

As in WotD. Further, the Kitsuki may choose to spend those void points after rolling, but may only do so once per roll (i.e. he cannot roll, spend one void point, check the result, then spend another).

Rank 2: Ripples and Traces

As in WotD. Only the name has been changed.

Rank 3: Pathways of Fact

As in WotD, however, the skills receiving this benefit are Heraldry, Ichi Miru, Nazodo, and Law.

Rank 4: Rhythms of the Heart

As in WotD. Only the name has been changed.

Rank 5: Unlocking the Riddle

As in WotD, However the comparison is based on Intelligence, not Awareness.

Your Outfit: Magistrate

(all items are of average quality) Daisho w/stand, Jitte, Light Armor w/ helm, Armor chest, Iron box, Traveling Pack, 2 Kimono, and 3 koku

Who's Who in the Kitsuki Family

Kitsuki Hakada - Dragon Magistrate (Kitsuki Magistrate 2/Mirumoto Bushi 1, H-2, G-4)

Kitsuki Kaagi - Dragon Magistrate (Kitsuki Magistrate 4, H-2, G-6)

Kitsuki Mizuochi - Dragon Magistrate (Kitsuki Magistrate 3, H-3, G-5)

Kitsuki Yasu - Daimyo of the Kitsuki Family (Kitsuki Magistrate 4, H-4, G-8)

The Mirumoto Family

The most numerous of Dragon Families is also the best known outside the Dragon provinces. Mirumoto are by far the most likely to venture out into the world, seeking to refine their spirit through experience, or doing the bidding of the Dragon daimyo.

Family Benefit: As in L5R RPG. Mirumoto characters may purchase the Ambidextrous Advantage for one less CP.

Mirumoto Archer School

Benefit: +1 Reflexes

Beginning Honor: 2, plus 5 boxes

Skills: Fletchery, Kenjutsu, Kyujutsu, Meditation, Mountaineering, Shintao, and Pick any one Skill

Techniques**Rank 1: Breath of the Dragon**

Not all of Mirumoto's children find enlightenment in the blades of the daisho. Some seek the perfection of their spirits through kyu-do, the way of the bow. The archer has extra void points equal to his Void Ring, which may only be used along with the Kyujutsu Skill. These extra points are only replenished by spending an hour practicing with the bow and making a Void + Kyujutsu roll, TN 20.

Rank 2: All Distances are One

The archer comes to realize that distance is an illusion of the mind. At this rank his focus can overcome the difficulties of shooting at distant targets. The character may ignore the penalties for shooting at Extended Range (-2 dice, -1k0 damage), and should he be mounted, is penalized at Extreme Range as if it were only Extended Range.

Rank 3: Fire from the Sky

Like the breath of a Dragon, the archer learns to rain death from the skies. The hunter may make two Kyujutsu Attacks per turn, and may shoot continuously for a number of hours equal to his School Rank x Stamina!

Rank 4: Piercing the Soul

The archer has mastered the secrets of "aiming for the center". By spending a void point before making an archery attack, he may roll (Void)k(Void) for Damage if he hits with the arrow. This technique may be used up to the character's Meditation skill times per day.

Rank 5: Look the Right Way

Togashi-no-Kami said, "I see nothing more than you do. You look the wrong way." At the final rank the archer begins to look the right way. The base Target Number to hit an opponent is now -always- 5 x target's Reflexes. Armor, movement, Full Defense bonuses, and cover have no effect on this TN. The archer must be aware of the target's existence and general location, but doesn't have to be able to actually see the opponent to attack. Raises still increase the TN in the normal fashion.

Your Outfit: Archer

(All considered to be of Average Quality): Daisho w/stand, Daikyu or Yumi, 30 arrows (of any types), Light Armor w/ helm, Armor Chest, Traveling Pack, pick any 1 weapon, 2 Kimonos, and 2 Koku

The Mirumoto Bushi School

Unlike most warrior schools, the students of the Mirumoto dojos are encouraged to seek their own path and discover their own wisdom. Warriors facing such bushi are at a loss to explain how one school could be responsible for so many different styles of fighting. The only common thread is a lack of rigid forms and the uncanny fluidity of their strikes.

Benefit: as in L5R RPG

Starting Honor: as in L5R RPG

Skills: Defense, Kenjutsu, Meditation, Mountaineering, Shugenja Lore, Pick any Bugei skill, and Pick any one skill

Techniques

Rank 1: Niten

The bushi learns to practice Mirumoto's methods of fighting, keeping a natural, ready stance in any situation. The bushi adds his Kenjutsu + School Rank to his TN to be hit by melee attacks at all times, and adds the same value to his opponent's TN to gauge his stance in single strike duels. Because this technique relies on stance and balance (taught through kenjutsu but not relying on it) than weapon, the bushi receives the benefit with any weapon(s) or even barehanded.

Rank 2: Strong and Swift

As in L5R RPG. Melee attacks only.

Rank 3: The Blood of my Brothers

As in L5R RPG. When spending a void point to increase a spell's TN, the TN to cast the spell is increased by the bushi's Shugenja Lore + School Rank. This technique may be used multiple times on a single spell.

Rank 4: The Unrighteous Will Fall

As in L5R RPG. This technique is restricted to melee attacks (but may be used with any weapon) and does not allow the bushi to hit targets that were out of reach at the beginning of the turn.

Rank 5: The Heart of the Dragon

As in L5R RPG. Melee attacks only.

Your Outfit: Bushi

As in L5R RPG

Who's Who in the Mirumoto Family

Mirumoto Bujun - Dragon Samurai (Mirumoto Bushi 3, H-2, G-3)

Mirumoto Daini - Dragon Samurai, Liaison to the Imperial Court (Mirumoto Bushi 4, H-3, G-7)

Mirumoto Hitomi - Daimyo of the Mirumoto Family (Mirumoto Bushi 4, H-2, G-8)

Mirumoto Kiza - Dragon Bushi (Mirumoto Bushi 2, H-2, G-3)

Mirumoto Sakiro - Dragon Samurai (Mirumoto Bushi 2, H-2, G-3)

Mirumoto Songui - Dragon Samurai, Captain of the Mirumoto House Guard (Mirumoto Bushi 3, H-2, G-4)

Mirumoto Sukune - Dragon Archer (Mirumoto Archer 4, H-3, G-6)

Mirumoto Taki - Head of the Mirumoto Bushi School (Mirumoto Bushi 5, H-2, G-6)

Mirumoto Uso - Dragon Duelist (Mirumoto Bushi 3, H-3, G-4)

Mirumoto Yukihira - Dragon Blade Master, Master Weaponsmith (Mirumoto Bushi 5, H-3, G-6)

Mirumoto Yuyake - Dragon Mountaineer (Mirumoto Bushi 2, H-2, G-3)

The Togashi Family

The family of samurai surrounding the Dragon Clan Champion is amongst the most reclusive in all of Rokugan. While samurai by birth, many choose to join the Ise Zumi, a monastic order rarely seen outside the northern mountains. Those that remain samurai often attend the Agasha schools, as there is a long streak of magic in this tiny bloodline.

Family Benefit: As in L5R RPG.

The Togashi Ise Zumi School

[Additional magical tattoos for the ise zumi are described in the Tea Gardens.]

Due to their close ties to the Togashi family, ise zumi may purchase the Noble Birth advantage, being treated as members of the samurai class and permitted to wear a wakizashi or even the daisho if they so choose. Otherwise, the ise zumi conforms to the strictures and behavior associated with the monk class.

Benefit: As in WotD.

Starting Honor: As in WotD.

Skills: Defense, Kaze-do, Meditation, Mountaineering, Nazodo, Shintao, and Pick any one Skill

Tattoos

Ise zumi now begin play with two tattoos at no additional cost. However, the player only selects one of them. The GM (acting with Togashi Gaijutsu's wisdom) chooses the other. A third tattoo (of the players choice) can be purchased for 8 CP. Tattoos acquired for gaining School Ranks are chosen by the player as normal.

Your Outfit: Monk

As in WotD

Togashi Sohei School

The sohei are a branch of the ise zumi order. They are more worldly, and far less able with the magical powers granted by the tattoos of the order. Togashi sohei often serve as guardians to Dragon interests and temples or travel with their more peaceful cousins. Due to their mundane tattoos, even low ranking Togashi sohei are often mistaken for their more mystical kin. Unlike regular ise zumi, all sohei are considered members of the samurai class.

Benefit: +1 Reflexes

Beginning Honor: 2, plus 0 boxes

Penalty: Togashi sohei may not use any of their techniques while wearing heavy armor. Starting sohei may not receive ise zumi tattoos by any means (heritage tables, expenditure of CPs at creation, etc.) except as provided for in their techniques.

Skills: Athletics, Defense, Kaze-do, Kenjutsu, Meditation, Naginata, and Shintao

Techniques

Rank 1: Way of the Wind

The young guard must learn to drift like the leaf on the wind, responding to force without a struggle. The sohei adds +1k0 to his Initiative Rolls. If his initiative is higher, he may avoid an opponent's attacks, adding the difference between the opponent's initiative roll and his own to his TN to be hit by that opponent. A maximum of one opponent may be avoided in this fashion per School Rank each turn.

Rank 2: The Inner Soul

At this rank the sohei receives a single tattoo as if he were an Ise Zumi. This tattoo operates as if his School Rank was 1, and does not improve with each School Rank gained except as noted in the Rank 5 technique.

Rank 3: Riding the Breath

The sohei learns to make fantastic leaps. He may jump onto surfaces up to his (Athletics x 2) + School Rank in feet straight up (more if he grabs onto an edge with his hands) or double that sideways or downward. The budoka may use this leap as part of a Kaze-do Full Attack (minimum of 10' traveled), keeping an extra die of damage if the attack hits.

Rank 4: Voice of the Whirlwind

At this rank the sohei learns to make two attacks per turn against a single opponent and adds his Air Ring to his Attack and Damage Rolls with Kaze-do.

Rank 5: Ask the Riddle

At the final rank the sohei receives a second magical tattoo. Both of the tattoos function as if he were a Rank 3 ise zumi.

Your Outfit: Sohei

All items are of average quality) Daisho w/stand, Naginata, Light armor w/helm, Armor Chest, Robes, Traveling Pack, and 1 Koku.

Who's Who in the Togashi Family

Togashi Gaijutsu - Dragon Tattoo Artist, Tattooing Mastered (Ise zumi 5, H-2, G-6)

Togashi Hoshi - Dragon Man-beast (Mirumoto Bushi 5, H-3, G-8)

Togashi Kama - Dragon Tattooed Man (Ise zumi 3, H-2, G-3)

Togashi Jodome - Dragon Tattooed Man (Ise zumi 4, H-2, G-4)

Togashi Mikoto - Dragon Tattooed Man (Ise zumi 3, H-2, G-5)

Togashi Mitsu - Dragon Tattooed Man (Ise zumi 2 (Dragon), H-2, G-5)

Togashi Rinjin - Dragon Tattooed Man (Ise zumi 2, H-2, G-5)

Togashi Shinseken - Dragon Shugenja (Agasha Shugenja 3 (Water), H-2, G-4)

Togashi Suman - Dragon Samurai (Togashi Sohei 2 (Ocean), H-2, G-2)

Togashi Yama - Dragon Shugenja (Agasha Shugenja 3 (Earth), H-2, G-3)

Togashi Yokuni - Champion of the Dragon Clan (All Dragon Schools at 5, H-2, G-9)

Togashi Yoshi - Dragon Shugenja (Agasha Shugenja 2 (Fire), H-2, G-5)