

Oriental Adventures (and Rokugan) Table of Contents

The game will start during the time of the 4 Winds, after Hantei XXXIX has ascended to the throne. The history of the LR5 and the Card Game that takes place after this point will be different from the campaign history and future history. This is the point where the D20 books stopped being published by the Wizards of the Coast so the information after this period may or may not be valid. I don't plan on buying many of the LR5 books so I may or may not use that information. Also if you check the [Wiki on Rokugan](#) you will find information that may or may not be valid. This is to prevent the players from learning too much about the campaign or trying to predicting its future. To repeat don't take what you find on-line as gospel for this game.

There is a separate section for the Orient because it is very different than the normal Western Style of D&D, especially in Rokugan. Remember Japan was closed to all gaijin until Commodore Mathew C. Perry steamed into the Edo (Tokyo) harbor demanding a chance to trade or he would shell the city. This act marked the end of the Edo Period and the end of the Tokugawa Shogunate which fell into turmoil becoming the end of the feudal period in Japan. Rokugan is equally xenophobic and isolated. Commodore Perry's modern steam powered warship basically found a medieval society that had yet to apply gun powder technology to rifles or cannon. Less than 100 years later that Japanese Empire was able to threaten the entire world.

[Wikipedia has a good over-view of Rokugan](#), which is the principle campaign area. There are some changes for my campaign world though: the Spider clan does not exist and the Ivory Kingdom is north of the Burning Sands. To the west of Rokugan lie barbaric almost uninhabited areas and the Shadowlands lie to the south of Rokugan, what may lie beyond them is unknown. The barely known Empires of the Senpet and the Yodotai have not been heard from in a long time (the Yodotai has since been discovered to have fallen to eastern oni). The Thrane and Merenae Kingdoms have never been contacted. Guns and cannon are barely known in Rokugan and after some bad experiences they are illegal. The Zokujin are not a player race. Because I have not played the original card game or any of the Legend of the Five Rings games expect some changes from those worlds. Another words you don't know what I have in my world.

Oriental Characters

Oriental Races (Races in other Oriental Areas, Races in Rokugan, Languages)

The following information is only accessible with at least one rank in Local History (Rokugan), otherwise you have to learn it in game.

Facts and Customs in the Oriental World (Koku coins, Shugenja, Arcane Spells, Ritual Magic, Government, Crime and Punishment, Testimony in Court, The Roads, Etiquette, Bowing and Kneeling, Gifts, Learning, Musha Shugyo: the "warrior pilgrimage", Ninja, Yojimbo: bodyguards, Bushido, Respect)

Oriental Alignment and Honor (Surrender, Hostages, Dueling, A Blood Duel)

Racial Outlook in an Oriental Adventures World

Oriental Feats Some feats are limited by Clans (noted in the feat's description), all normal feats are also allowed.

Oriental Skills (Battle, Games, Heritage, Iaijutsu, Knowledge, Research, Kuji-Kiri, Mimic, Poison, Sense Motive, Speak Language, Tea Ceremony, Tumbling)

Oriental Prestige Classes

Oriental Dojos and Katas

Oriental Spirit Realms (Chikushudo, Gaki-Do, Jigoku, Meido, Ningen-Do, Sakkaku, Tengoku, Toshigoku, Yomi, YumeDo, Other Monsters in the Orient, New Subtypes of Monsters, Jade, Crystal and Obsidian)

Oriental Religion and Organization in Oriental Adventures and Rokugan Ancestor Worship, Kami, Shinto, The Fortunes, The Celestial Order, The Orcales, The Dragons, Samurai, The Clergy, The Bonge, The Eta, Other Important Groups, Sins (The Buddha has yet to spread his enlighten across the Oriental World, Hindi is almost unknown and while the attitude of Confucianism may be found the philosophy is only in its rudimentary form.)

Oriental Poisons (You will have to find a dealer in the game and escape or bypass the Imperial provisions against the use of poison (it is dishonorable).

Oriental Special and Superior Items (Beneficence of the Ancestors Lacquer, Breathing Tube, Eggshell Grenades, Flashpaper, Gando, Jade Powder, Kasugai, Liquid Smoke, Mizu Gujmo, Musubi-bashigo, Ninja Saya, Noroshi Zutsu, Shinobi-kai, Sleeping Fire, Tsugi Bune)

New Oriental Weapons (Neko-te, Shobo, Flute Knife, Spine Dagger, Bakuhatsumaga, Chigiriki, Kagi-nawa, Kusarigama, Kyoketsu-shoge, Mamukigama, Manrikikusari, Ninja-to, Kamayari, Shikomi-zue blade, Shikomi-zue chain, Shikomi-zue chain and hook, Shinobi-shuko/Shinobi-ashiko, Shurkien, Tsubute, Blowgun, Toam Jutsu, Telescoping Blowgun

Oriental Time (Hours, Spring, Summer, Fall, Winter)

Maho Spell List (Sorcerers and Shugenja)

Shugenja Schools (Air, Earth, Fire, Kitsune, Moshi, Tonbo, Water, Order of the: All-Seeing Eye, Consuming Flame, Forbidding Wasteland, Gentle Rain, Impenetrable Crucible, Ineffable Mystery, Perfect Sculpture, Spring Zephyr)

Shugenja Spell List divine spell casters

Sohei Spell List divine casters

Wu Jen Spell List arcane spell casters

The Taint (Combat with, Creatures that Die, Curing Taint, Protection, Magic in the Shadowlands, Effects of Taint, Minor Shadowland Powers, Major Shadowlands Powers, Greater Shadowlands Powers, Bloodspeakers, The Black Scrolls)

Advanced Oriental Adventures (and Rokugan) Table of Contents

Access to this page requires DM permission and starts with advanced Knowledge, typically of Rokugan or earned while in Rokugan.

At least 3 ranks in Knowledge (Local History, Rokugan) and at least 1 rank in Knowledge (Religion) earned while in Rokugan.

Oriental Facts-Advanced: Ninjas, The Bloodspeakers, Brotherhood of Shinsei, The Kolat, Shugenja Ritual Magic, News of the Empire--May not be valid

At least 1 rank in Knowledge (Local History, Rokugan) AND at least 5 ranks in Knowledge (the Shadowlands) OR at least 5 ranks in Knowledge (the Planes) earned while in Rokugan.

Spirit Realms: Chikushudo, Gaki-do, Jigoku, Meido, Ningen-do, Sakkaku, Tengoku, Toshigoku, Yomi, Yume-do, Other Monsters, New Subtypes of Creatures, Jade Crystal and Obsidan, The Taint

At least 1 rank in Knowledge (Local History, Rokugan) AND at least 5 ranks in Knowledge (the Shadowlands) OR at least 5 ranks in Knowledge (the Planes) earned while in Rokugan.

Advanced Spirit Realms: Passages, Jealousy, Control Points Table, Jigoku, Gaki-do, Sakkaku, Meido, Yomi, Tengoku, Chikushudo, Toshigoku, Yume-do, Ningen-do, Each section covers Jealousy, Close and Far Realms, Control, the effects of Control and Protection against that control.

At least 1 rank in Knowledge (Local History, Rokugan) AND at least 1 rank in Knowledge (the Shadowlands) AND at least 1 rank in Knowledge (the Planes) earned while in Rokugan.

Taint-Advanced: Taint, the Mechanic, Shadowlands, Combat with Tainted Creatures, Death in the Shadowlands, Curing the Taint, Protection from the Taint, Magic in the Shadowlands, The Effects of Taint on a Character, Minor Powers from Taint, Major Powers from Taint, Greater Powers from Taint, The Black Scrolls

At least 1 rank in Knowledge (Local History, Rokugan) AND at least 1 rank in Knowledge (the Shadowlands) AND at least 1 rank in Knowledge (the Planes) earned while in Rokugan.

Tsuno Soultwisters (Cannot be played without DM permission)