

L5R 3rd Edition, Comprehensive Errata

Compiled by Hiruma Gacho, July 3rd 2008

Base Mechanics

Doubling values

All doublings in L5R simply add the initial amount to the initial amount for a total final amount and do NOT double the current value. This means that if two effects double a value, that value is added three times (base, and once per each of the two doublings). If a later effect doubles the value, it adds the initial amount to the final total. ([Darrin Clough on Monday June 16, 2006](#))

Initiative (3E 165)

Initiative scores cannot be reduced below 0. ([Shawn Carman on Wednesday November 16, 2005](#))

Taryu-jiai duels (Avatar variant) (AotD 14)

The avatars cannot be used in any context except fighting in the duel. ([Darrin Clough on Friday May 25, 2007](#))

TN to be Hit (3E 319)

Your TN to be Hit by anyone you are unaware of is 5 + Armor. Techniques that add to your TN still apply unless specified otherwise. ([Shawn Carman on Monday June 19, 2006](#))

Experience Points and Character Points (3E 88, 211)

Although most costs are the same between them, these are not interchangeable. ([Shawn Carman on Thursday July 27, 2006](#))

Combat Maneuvers

Disarm (3E 168)

A Disarm requires a normal attack with 3 Raises. If the attack roll is successful, you make a Contested attack roll against your opponent, who may use Strength in place of the Trait normally used to attack with that weapon. If you win the Contested roll, your opponent is disarmed. ([Darrin Clough on Saturday June 21, 2008](#))

Guard (3E 168)

Does not work on Full Defense. Ignore the last sentence. ([Darrin Clough on Tuesday May 22, 2007](#))

Skills

Phantom Skill Ranks

Effects that raise your effective Skill Rank without actually increasing your Skill never grant Mastery Abilities. ([Shawn Carman on Tuesday August 6, 2006](#))

Any effect that raises your effective Skill Rank permanently (such as the Crafty Advantage) counts toward the requirements to Advanced Schools. ([Darrin Clough on Friday June 27, 2008](#))

Skill Substitution

When an ability allows you to use one Skill in place of another, you are not considered to be using the original Skill. Mastery Abilities that are tied to the use of a Skill apply only to the Skill you are using, but other Mastery Abilities that you possess work normally. You may not use an Emphasis of the Skill you are not using unless it is an Emphasis that you have for the Skill you are using. ([Shawn Carman on Tuesday August 1, 2006](#))

High Skills

Artisan Skills (3E 95)

Artisan Skill Mastery Abilities apply to all Skills with the Artisan Skill subtype. ([Rich Wulf on Tuesday July 5, 2005](#))

Lore Skills (3E 98)

Lore Skill Mastery Abilities apply to all Skills with the Lore Skill subtype. ([Rich Wulf on Tuesday July 5, 2005](#))

Medicine (3E 98)

Rank 7: You roll only one additional die at this Rank (total of three). ([Shawn Carman on Sunday May 29, 2005](#))

Performance (3E 98)

Performance Skill Mastery Abilities apply to all Skills with the Performance Skill subtype. ([Rich Wulf on Tuesday July 5, 2005](#))

Craft Skills (3E 100)

Craft Skill Mastery Abilities apply to all Skills with the Craft Skill subtype. ([Rich Wulf on Tuesday July 5, 2005](#))

Bugei Skills

Defense (3E 102)

You may declare Full Defense outside of combat. If you then enter combat, it functions exactly as if you had used the Mastery Ability for Rank 5, although you do not have to possess 5 Ranks in the Skill to do this. ([Shawn Carman on Friday June 9, 2006](#))

Rank 5: This is considered your action for the Round, so you may not take Complex Actions or Attack Actions for the first Round even if you have an ability that allows such actions while on Full Defense. ([Shawn Carman on Friday June 9, 2006](#))

Rank 7: This replaces the bonus from Rank 3. ([Shawn Carman on Friday June 9, 2006](#))

Polearms (3E 101)

There is no Sang Kauw Emphasis for Polearms. Wielding a Sang Kauw uses the Staves Skill. ([Ryan Goossens on Friday June 27, 2008](#))

Low Skills

No errata.

Advantages

Advantages After Creation (3E 106, 211)

Advantages that are not Inherent may be purchased with Experience Points for double the listed Character Point cost. ([Shawn Carman on Monday June 19, 2006](#))

Bishamon's Blessing (3E 106)

Free Raises do not trigger Bishamon's Blessing. ([Brian Yoon on Tuesday July 26, 2006](#))

Combat Reflexes (3E 107)

You cannot switch Initiative with a combatant you are unaware of. ([Rich Wulf on Monday June 27, 2005](#))

Priority to use CR starts with the highest Initiative, then goes down from there. ([Rich Wulf on Saturday June 25, 2005](#))

When you use Combat Reflexes on an opponent and one or both of you have an Initiative-modifying kata active, you switch base

Initiative with them. The kata bonus or penalty is removed from the old total(s) and added to the new total(s) for each character. ([Shawn Carman on Saturday July 8, 2006](#))

Fleet (3E 107)

Increases your movement rate by 10' per point and is factored after abilities and situations that alter your Water Ring or multiply your movement rate (such as running). ([Darrin Clough on Sunday January 21, 2007](#))

Great Potential (3E 108)

You may make any number of Raises with the chosen Skill. ([Shawn Carman on Sunday May 29, 2005](#))

Ishiken-do (3E 109)

Only grants one Free Raise, regardless of how many Void Points you spend. ([Shawn Carman on Tuesday June 21, 2005](#))

Servant (3E 112)

Servants have all Traits at 2. ([Shawn Carman on Monday June 19, 2006](#))

Disadvantages

No errata.

Schools

Paths (also called New Paths) (TFW 14)

Following a Path's entry and egress waives all the normal requirements of Multiple Schools, including Skill Ranks. ([Shawn Carman on Thursday November 3, 2005](#))

Crab Schools

Hida Bushi School (3E 119)

Rank 5: Doubling your Wounds per Wound Rank is permanent. ([Rich Wulf on June 6, 2005](#))

Hida Defender Advanced School (AotD 30)

Rank 1: You may not use a weapon skill other than Kenjutsu in place of Iaijutsu. ([Shawn Carman on Monday June 4, 2007](#))
More errata / clarifications forthcoming.

Hida Wrestler (Bushi) (AotD 30)

Rank 5: This is distinct from the Hida Bushi Rank 5 Technique of the same name. It does not permanently double your Wound Ranks like the Hida Bushi Technique. ([Darrin Clough on Tuesday May 1, 2007](#))

Hiruma Grappler Path (Bushi) (AotD 31)

Technique Rank: 3 ([Shawn Carman on Saturday May 12, 2007](#))

Hiruma Scout School (3E 121)

This is a Bushi School. ([Rich Wulf on Monday June 27, 2005](#))

Kuni Duelist Path (Shugenja) (AotD 31)

Technique Rank: 4 ([Shawn Carman on Saturday May 12, 2007](#))

Tetsubo Duelist Path (Bushi) (AotD 31)

Technique Rank: 3 ([Shawn Carman on Saturday May 12, 2007](#))

Tsuru's Legion Path (Bushi) (AotD 31)

The three Free Raises you get for charging are in addition to the two Free Raises you get for declaring the Full Attack posture.

([Shawn Carman on Monday May 8, 2006](#))

Yasuki Sumai Path (Bushi) (AotD 32)

Technique Rank: 3 ([Shawn Carman on Saturday May 12, 2007](#))

Path of Entry: Hida Wrestler 2

Path of Egress: Hida Wrestler 3 or Yasuki Courtier 1 ([Shawn Carman on Tuesday June 5, 2007](#))

Crane Schools

Asahina Duelist Path (Shugenja) (AotD 45)

Technique Rank: 4 ([Shawn Carman on Saturday May 12, 2007](#))

Daidoji Duelist Path (Bushi) (AotD 45)

Technique Rank: 4 ([Shawn Carman on Saturday May 12, 2007](#))

Daidoji Harrier School (3E 124)

Rank 3: This may be used any number of times per Round, so long as you do not exceed your normal movement. ([Shawn Carman on Monday May 8, 2006](#))

Diadoji Iron Warriors Path (TFW 15)

Path of Entry: Daidoji Harrier 2, Daidoji Yojimbo 2, Kakita Bushi 3

Path of Egress: Re-enter Harrier or Yojimbo School at Rank 3, Hida Bushi 1 ([Brian Yoon on Tuesday November 1, 2005](#))

Daidoji Yojimbo School (Bushi) (TFW 151)

([Shawn Carman on Wednesday November 2, 2005](#))

Rank 5: You may immediately take the rest of your action, including any additional attacks you have. ([Shawn Carman on Wednesday November 16, 2005](#))

Doji Arbiter Path (Courtier) (AotD 46)

Technique Rank: 5 ([Shawn Carman on Saturday May 12, 2007](#))

Doji Courtier School (3E 123)

Rank 1: You may add twice your Honor Rank to all Courtier, Etiquette, Lore: Heraldry and Storytelling (Oratory) rolls. ([Shawn Carman on Sunday May 29, 2005](#))

Doji Magistrate School (Bushi) (TFW 152)

Rank 3: "Normal TN to be Hit" for this Technique is defined as Reflexes x 5 and does not include equipment, Skill, or Technique bonuses. ([Shawn Carman on Saturday February 16, 2005](#))

Kakita Artisan School (Courtier) (AotD 41)

Rank 4: You gain +2k2 to all Skill rolls involving your discipline (replacing the bonus from Rank 2). ([Shawn Carman on Monday June 4, 2007](#))

Rank 5: You lose Glory Points equal to the Rank of the Favor, not Glory Ranks. ([Shawn Carman on Monday June 4, 2007](#))

Kakita Bushi School (3E 119)

Skills: Etiquette, Iaijutsu, Kenjutsu (Katana), Kyujutsu, Meditation, any High skill, any High or Bugei skill. ([Shawn Carman on Sunday May 29, 2005](#))

Master of Ikebana Path (Courtier) (AotD 46)

Technique Rank: 3 ([Shawn Carman on Saturday May 12, 2007](#))

Master of Poetry Path (Courtier) (AotD 46)

Technique Rank: 3 ([Shawn Carman on Saturday May 12, 2007](#))

Master of Wits Path (Courtier) (AotD 46)

Technique Rank: 3 ([Shawn Carman on Saturday May 12, 2007](#))

Dragon Schools

Hojatsu's Legacy Advanced School (AotD 57)

Rank 2: If they have Techniques that allow extra Focus attempts, they still lose the other benefits of those Techniques. ([Shawn Carman on Monday June 4, 2007](#))

Kikage Zumi Madman Path (Monk) (AotD 58)

You gain a tattoo for the Rank gained when entering the Path, but not when egressing from the Path. ([Shawn Carman on Monday June 4, 2007](#))

Kitsuki Justicar Path (Bushi) (TFW 16)

Path of Entry: Kitsuki Courtier 3, Kitsuki Investigator 2

Path of Egress: Re-enter the same School at the next-highest Rank ([Shawn Carman on Thursday November 3, 2005](#))

Mirumoto Bushi School (3E 125)

Rank 1: Rank 1: Negate both the penalty for attacking while holding a weapon in your other hand and the penalty for attacking with your off-hand while wielding a daisho. ([Rich Wulf on June 3, 2005](#))

Rank 4: You may not make more than twice your normal amount of attacks for the Round by using this Technique. ([Shawn Carman on Sunday May 29, 2005](#))

Mirumoto Swordmaster School (Bushi) (TFW 156)

Rank 5: Enemies who do not immediately spend a Void Point may not spend Void Points or make Raises for any reason until after their next action. ([Shawn Carman on Tuesday November 22, 2005](#))

Mirumoto Talons Path (Bushi) (AotD 58)

You may choose either Mirumoto Bushi or Mirumoto Swordmaster as your School for this Technique; your School Rank is increased by one for the purpose of this Technique. You may activate this Technique on your turn without an action; it remains active for a number of Rounds equal to your School Rank. While it's active, you gain a bonus to your damage rolls equal to your School Rank x 3. ([Shawn Carman on Monday June 4, 2007](#))

Nightingale Samurai Path (Bushi) (TFW 16)

Using this Technique is a Complex Action. ([Shawn Carman on Saturday February 11, 2006](#))

Students of the Tao Advanced School (Bushi) (TFW 8)

If you designate Void as your "chosen element" for kiho, you must still have another Ring at 4. ([Shawn Carman on Tuesday November 01, 2005](#))

All non-Shugenja characters join this version of the School, not the Shugenja variant. ([Shawn Carman on Monday October 31, 2005](#))

May not purchase additional kiho with xp, as they are Bushi and kiho may only be purchased for xp by Monks and Shugenja.

Students of the Tao Advanced School (Shugenja) (TFW 8)

If you designate Void as your "chosen element" for kiho, you must still have another Ring at 4. ([Shawn Carman on Tuesday November 01, 2005](#))

All non-Shugenja characters (even Monks) instead join the Bushi variant of this School. ([Shawn Carman on Monday October 31,](#)

[2005](#))

May purchase additional kiho for xp following the standard rules for Shugenja.

Lion Schools

Akodo War College (Bushi) (TFW 159)

Rank 2: This refers to the Tides of Battle sidebar on page 166 of the Core Rules. It does not apply to the rules on page 170 and page 205 that share the name. ([Brian Yoon on Monday October 31, 2005](#))

Rank 5: This a Use Special Ability Action and you may not make any attacks that Round even if you have an ability that would normally allow you to. ([Shawn Carman on Monday October 31, 2005](#))

Ikoma Spymaster (Courtier) (SUP)

This is a Courtier School. ([Shawn Carman on Thursday December 22, 2005](#))

Rank 1: The Free Raises apply to all rolls for the listed time period. ([Darrin Clough on Tuesday April 17, 2007](#))

Rank 5: Using this Technique is a Simple Action and reveals your location if you are hidden. ([Brian Yoon on Saturday February 11, 2006](#))

Lion Deathseekers Path (Bushi) (TFW 16)

Path of Egress: Re-enter the same School at the next-highest Rank; any Lion or Ronin Bushi at Rank 1 if used as an entry-level Path. ([Shawn Carman on Tuesday November 22, 2005](#))

Lion Wardens Path (Bushi) (TFW 17)

Outfit: As Akodo Bushi, with a yari and a steed. ([Shawn Carman on Saturday February 11, 2005](#))

Matsu Berserker School (Bushi) (3E 131)

Rank 1: The Free Raises are spent and depleted. You gain a new pool of Free Raises every Round that you declare Full Attack posture, and they disappear at the end of the Round if unspent. ([Shawn Carman on Wednesday May 17, 2006](#))

Matsu Duelist Path (Bushi) (AotD 71)

Clarification: The TN bonus does not apply in a duel. ([Shawn Carman on Tuesday June 5, 2007](#))

Mantis Schools

Tsuruchi Master Bowman Path (Bushi) (AotD 83)

You may attack with a bow in the Full Attack posture, gaining two Free Raises and suffering the standard Full Attack penalty. When you do so, you must sacrifice one of your attacks for the listed benefit. ([Darrin Clough on Tuesday May 29, 2007](#))

Whirlwind Duelist Path (Bushi) (AotD 84)

No errata (yet). It is just as awful as it appears.

Yoritomo Bushi School (3E 132)

Rank 2: Cannot be used without a weapon. ([Shawn Carman on Wednesday May 17, 2006](#))

Yoritomo Kobune Pilot Path (Bushi) (AotD 83)

You may add your Water x 2 to Initiative rolls even though they are not Skill rolls. ([Shawn Carman on Monday June 4, 2007](#))

Phoenix Schools

Dragon Channeler Advanced School (Shugenja) (TFW 10)

Affinity / Deficiency: Dragon Channelers lose all previous Affinities and Deficiencies, and instead gain an Affinity for Dragon spells and a Deficiency for all non-Dragon spells. ([Shawn Carman on Saturday February 11, 2006](#))

You do not lose the Blessing of the Elements advantage even though you no longer qualify for it. ([Shawn Carman on Saturday February 11, 2006](#))

Isawa Duelist Path (Shugenja) (AotD 94)

This was originally printed as an Advanced School with only one Technique. Use this Path information instead:

Technique Rank: Variable

Requirements: Any 3 Rings at 4, Meditation 5, Spellcraft 5, Theology 4, any Lore 4, either Blessing of the Elements (any Element) or Magic Resistance.

Special: You may waive the Advantage Requirement by raising all Ring requirements by 1.

Path of Entry: Any Phoenix Shugenja School at any Rank.

Path of Egress: Re-enter the same School at the next-highest Rank. ([Shawn Carman on Tuesday June 5, 2007](#))

Isawa Tensai School (Shugenja) (TFW 171)

Starting Skills: Calligraphy, Lore: History, Meditation, Tea Ceremony, Theology (Shintao), any two High Skills ([Shawn Carman on Monday October 31, 2005](#))

Starting Spells: Includes Counterspell in addition to the listed spells. ([Shawn Carman on Saturday June 25, 2005](#))

The shugenja does not automatically know all the spells of their chosen element; they just get the Innate Ability advantage for spells of their chosen element that they already know. They may also purchase Innate Ability for any of those spells, which gives them an additional Free Raise to cast it. ([Shawn Carman on Sunday October 30, 2005](#))

Shiba Artisan Advanced School (Courtier) (AotD 94)

This is meant to replace the Shiba Artisans Path (???) [Phoenix] SUP. That Path will retain a separate entry here for players that prefer that version. ([Shawn Carman on Monday June 4, 2007](#))

Rank 2: For every Artisan Skill you have at Rank 3 or above, you gain 1 point of Insight. ([Darrin Clough on Sunday May 13, 2007](#))

Shiba Artisans Path (Courtier) (SUP)

This Path has been replaced by the Shiba Artisan Advanced School (Courtier) [Phoenix] AotD 94. It is mechanically different enough that it will remain here and in the SUP for players that prefer the that version. ([Shawn Carman on Monday June 4, 2007](#))

Shiba Bushi School (3E 135)

Rank 4: The range of this Technique is 50 feet. ([Shawn Carman on Tuesday June 21, 2005](#))

Rank 5: Does not act as an additional Void Point spent; instead, it merely doubles the benefit of any Void Points actually spent. Does not grant two Focus attempts. ([Shawn Carman on Monday May 8, 2006](#))

More errata / clarifications forthcoming.

Shiba Yojimbo School (Bushi) (TFW 171)

Rank 2: You gain a Free Raise to use on the Guard combat maneuver. You gain the TN to be Hit bonus from the Guard maneuver in addition to your ally gaining it. ([Shawn Carman on](#)

[Monday May 8, 2005](#))

When you Guard an ally, their TN to be Hit increases to match yours before they receive the TN bonus from your use of the Guard Combat Maneuver. ([Shawn Carman on Wednesday November 16, 2005](#))

Rank 5: This Technique does not prevent opponents from using Free Raises for damage; it just prevents them from calling additional Raises for damage. ([Shawn Carman on Monday May 8, 2006](#))

More errata / clarifications forthcoming.

The two rulings for Rank 2 are not mutually exclusive, but they were probably not intended to work together. Each group should decide individually how they want to use this Technique until a final clarification is made.

Scorpion Schools

Bayushi Defender Path (Bushi) (AotD 107)

Path of Egress: Re-enter your School of Entry at Rank 3. ([Shawn Carman on Monday June 4, 2007](#))

Bayushi Defiler Path (Courtier) (AotD 107)

If the die rolls more 8's or 9's, it may continue to explode as long as you keep rolling them. ([Shawn Carman on Monday June 4, 2007](#))

Bayushi Violator Path (Bushi) (TFW 18)

Using this Technique is a Simple Action and reveals your location if you are hidden. ([Brian Yoon on Saturday February 11, 2006](#))

The Technique may only be used in combat, and its use is both obvious and overtly hostile. Only enemies are affected; anyone the Violator considers an ally is exempt. ([Shawn Carman on Saturday February 11, 2006](#))

Enemies that move outside of the 15' range regain full use of their abilities, even those used that could be used to make range attacks against the Violator. ([Shawn Carman on Monday May 8, 2006](#))

Techniques, kata, tattoos, and spells are not canceled outright; affected characters may spend one Void Point per ability to regain their full use for the duration of the Violator's Technique, and any active abilities resume with their original duration. ([Shawn Carman on Saturday February 11, 2006](#))

The Focus benefit refers to using the Focus action in combat; it does not take effect in iaijutsu duels. ([Shawn Carman on Monday May 8, 2006](#))

Bitter Lies Swordsman Path (Bushi) (TFW 18)

Also appears on TFW page 57; the version on page 18 is the correct version. ([Shawn Carman on Monday October 31, 2005](#))

Shosuro Yojimbo Path (Bushi) (TFW 19)

Path of Egress: Shosuro Shinobi at the appropriate Rank. ([Brian Yoon on Tuesday November 01, 2005](#))

Yogo Duelist Path (Shugenja) (AotD 107)

This was originally printed as an Advanced School with only one Technique. Use this Path information instead:

Technique Rank: Variable

Special: You may not use Multiple Schools to enter this Path if you have no Ranks in the Yogo Shugenja School.

Path of Entry: Yogo Shugenja School at any Rank.

Path of Egress: Re-enter the Yogo Shugenja School at the next-highest Rank. ([Shawn Carman on Tuesday June 5, 2007](#))

Spider Schools

Goju Ninja School (???) (TFW 141)

Rank 1: This Technique may be used in an iaijutsu duel. ([Shawn Carman on Saturday February 11, 2006](#))

Unicorn Schools

Iuchi Shugenja School (3E 142)

Starting Spells: Sense, Commune, Summon, Counterspell, Heart of Nature, Nature's Touch, plus 3 Water, 2 Earth, and 1 Air ([Shawn Carman on Sunday May 29, 2005](#))

Shinjo Bushi School (TFW 179)

Rank 2: Bonus only applies to you. Does not allow additional attacks. ([Shawn Carman on Thursday November 3, 2005](#))

Imperial Schools

Student of the Ruby Dojo Advanced School (Bushi) (AotD 149)

Rank 1: The name of this Technique is The Righteous Heart Cannot Falter. ([Shawn Carman on Monday June 4, 2007](#))

Toturi Bushi School (TFW 183)

Starting skills: Battle (Battle Lore), Defense, Iaijutsu, Kenjutsu, Spears, War Fans, any one Skill.

Rank 2: Gain +1k1 to attack and damage rolls with a war fan.

Rank 4: Gain +0k1 to attack and damage rolls with a war fan. ([Shawn Carman on Monday October 31, 2005](#))

Minor Clan Schools

Kitsune Shugenja School (3E 147)

Starting Spells: Sense, Commune, Summon, Counterspell, plus 3 Earth, 2 Air, 1 Water ([Shawn Carman on Sunday May 29, 2005](#))

Technique: You may bring unwilling people through the portal, but they have to be physically forced through. They still cannot return to Ningen-do without assistance. ([Shawn Carman on Thursday July 27, 2006](#))

Minor Clan Diplomat Path (Courtier) (TFW 21)

Path of Egress: Any School of your Clan at Rank 1. ([Shawn Carman on Saturday February 11, 2006](#))

Suzume Bushi School (TFW 189)

Rank 1: Your TN to be Hit increases for the duration of the skirmish. This can be done only once per skirmish. ([Shawn Carman on Saturday February 11, 2006](#))

Rank 3: This grants no more than one additional attack per Round. ([Darrin Clough on Wednesday August 9, 2006](#))

Rank 4: The Free Raises are spent and depleted. You may use the Technique any number of times throughout the day to gain more, but may never have more at one time than your Rank in Theology. ([Shawn Carman on Saturday February 11, 2006](#))

Suzume Duelist Path (Bushi) (AotD 152)

Path of Egress: Re-enter Suzume Bushi at the next-highest Rank. ([Shawn Carman on Monday June 4, 2007](#))

Tonbo Shugenja School (TFW 188)

Starting Spells: Sense, Commune, Summon, Counterspell, plus 3 Water, 2 Air, 1 Earth ([Brian Yoon on Tuesday December 13, 2005](#))

Woodland Tracker Path (Bushi) (TFW 21)

Path of Egress: Any Ronin Bushi School at Rank 1, or any Bushi School of your Clan at Rank 1. ([Shawn Carman on Thursday November 3, 2005](#))

Ronin Schools

Kanosei Duelist Path (Shugenja) (AotD 156)

This Technique currently does nothing. Errata is forthcoming. ([Shawn Carman on Monday June 4, 2007](#))

Master of the Elements Advanced School (Shugenja) (TFW 14)

Grants only one Shugenja Rank each for the first two Ranks, and grants two Shugenja Ranks (total) for the third rank. ([Shawn Carman on Monday October 31, 2005](#))

Ronin Duelist (Bushi) (3E 151)

Ranks 2 and 4: You may only study one opponent at a time with these Techniques. ([Shawn Carman on Sunday July 8, 2006](#))

Rank 5: If you lose the contested Void roll, you deal damage normally. ([Shawn Carman on Sunday July 8, 2006](#))

If used during a duel, you study them for a number of Focus attempts, not Rounds. The attack roll TN is the same as your Strike roll TN would be if they had declared Strike after their last Focus. If they are able to, they may immediately strike back using the standard dueling rules. ([Shawn Carman on Sunday July 8, 2006](#))

Ronin Yojimbo (Bushi) (3E 151)

Rank 1: When you roll for Full Defense, you may deduct half the total from your Agility / Defense roll to add that amount to the TN to be Hit of someone you are protecting. ([Shawn Carman on Monday May 8, 2006](#))

Tessen Path, The (Bushi) (TFW 21)

The granted Mastery Abilities function using your War Fans Rank and are not cumulative with Defense Mastery Abilities gained normally, but they are cumulative with War Fans Mastery Abilities. ([Shawn Carman on Monday October 31, 2005](#))

Nonhuman Schools

Naga Jakla (Shugenja) (CoR 36)

Jakla do not start with Sense, Commune, Summon, or Counterspell and may not learn them. (Ryan Goossens on Saturday June 28, 2008)

Items and weapons

Golden Oriole Katana (AotD 180)

Any wielder gains a Free Raise on Awareness rolls. Minor Clan samurai also gain +0.5 Status for possessing one. ([Shawn Carman on Tuesday June 5, 2007](#))

Shuriken (3E 175)

A shuriken's damage dice do not explode unless you have rank 5 in ninja ranged weapons. ([Fred Wan on Sunday February 19, 2006](#))

Tsuken's Blade (AotD 176)

You may spend a Void Point to increase all dice that roll lower than your Fire x 2 to equal that amount. ([Shawn Carman on Tuesday June 5, 2007](#))

Kata

Crab Kata

Wrath of the Crab (AotD 32)

Void: You may spend a Void Point on your action to negate the three Free Raises opponents get to attack granted by your Full Attack posture. This lasts until the end of the Round. ([Shawn Carman on Monday June 4, 2007](#))

Crane Kata

One Leg Stance (3E 197)

Rank: Kakita Bushi 3, Daidoji Yojimbo 4 ([Shawn Carman on Saturday February 11, 2005](#))

Dragon Kata

Spirit and Steel (3E 198)

This is distinct from Spirits and Steel [Dragon] AotD 59

Spirits and Steel (AotD 59)

This is distinct from Spirits and Steel [Dragon] 3E 198

Add the number of Earth spell slots you have remaining to your attack and damage rolls. You add your Kenjutsu to all spellcasting rolls. You may not use your Void spell slots to cast Earth spells. ([Shawn Carman on Monday June 4, 2007](#))

Lion Kata

Armed Brilliance (AotD 71)

All of your weapon skills are reduced by 1, and all your weapon skills use your highest modified weapon skill in place of their unmodified values. ([Shawn Carman on Monday June 4, 2007](#))

Fury Without End (3E 199)

Allows you to ignore TN penalties, but other penalties such as reduced movement still apply. ([Shawn Carman on Monday June 19, 2006](#))

Soul's Roar, The (3E 199)

Void: This is not spent when the kata is prepared. You may spend a Void Point during your turn to gain the listed effects until the end of the Round. ([Shawn Carman on Saturday June 10, 2006](#))

Mantis Kata

Whirlwind Storm (AotD 84)

Void: You may spend a Void Point on your action to negate the three Free Raises opponents get to attack granted by your Full Attack posture. This lasts until the end of the Round. ([Shawn Carman on Monday June 4, 2007](#))

Phoenix Kata

Blackened Sight (3E 201)

The Void Points gained will last beyond the duration of the kata, which is still considered to be prepared until the 120 minutes have passed. ([Shawn Carman on Thursday May 18, 2006](#))

Tail of the Sun (3E 202)

Using a naginata does not normally provide an Initiative bonus. The kata adds +1k0 to your Tides of Battle rolls for the first three turns of any skirmish, and +1k0 to all of your Initiative rolls.

([Brian Yoon on Saturday February 11, 2006](#))

Scorpion Kata

Blackened Sight (3E 202)

You do not actually have to move to use the kata, but you do need enough room that you could potentially move 10 feet. ([Shawn Carman on Friday June 9, 2006](#))

Spells

Air Spells

Yari of Air (3E 230)

This weapon is wielded like a normal yari, but you may use your Shugenja Rank plus one in place of the Spears Skill. ([Shawn Carman on Sunday May 29, 2005](#))

Earth Spells

Courage of the Seven Thunders (3E 235)

This is distinct from Courage of the Seven Thunders (Dragon, Air, Fire) TFW 11.

Kami's Strength (3E 238)

This is distinct from Kami's Strength, The (Earth) PaT 70.

Kami's Strength, The (PaT 70)

This is distinct from Kami's Strength (Earth) 3E 238.

Slash of the Lion (3E 236, PaT 70)

No errata (yet). Unofficially, the version from Prayers and Treasures is intended to replace the one from 3E.

Fire Spells

Everburning Rage (3E 242)

Duration: Full Concentration. ([Shawn Carman on Sunday May 29, 2005](#))

Void Spells

Rise From the Ashes (3E 245, PaT 53)

No errata (yet). Unofficially, the version from Prayers and Treasures is intended to replace the one from 3E.

Water Spells

No errata.

Maho Spells

No errata.

Dragon Spells

All Dragon Spells have a Mastery Level of 6. ([Shawn Carman on Saturday February 11, 2006](#))

Courage of the Seven Thunders (Air, Fire) (TFW 11)

This is distinct from Courage of the Seven Thunders (Earth) 3E 235.

Mystery of the Void Dragon (Void) (TFW 11)

You do not need Ishiken-do to cast this spell. ([Brian Yoon on Saturday February 11, 2006](#))

Kiho (3E 252)

Characters may know a number of kiho equal to their Shugenja and / or Monk Rank. Kiho granted by Techniques or School Ranks do not count against this number. ([Shawn Carman on Friday June 9, 2006](#))

Shadowlands Powers (3E 264)

You do not increase your Taint for gaining powers that are granted by Techniques. You may not have more more Greater Shadowlands Powers than Major Shadowlands Powers or more Major Shadowlands Powers than Minor Shadowlands Powers, even including Shadowlands Powers granted by Techniques. ([Shawn Carman on Monday June 19, 2006](#))

Uncanny Speed (3E 265)

You may move your (Water + Taint Rank) x 10' per Round, or double that if you take no other actions. ([Shawn Carman on Monday May 8, 2005](#))

Spirit Powers

Eye of the Storm (AotD 168)

A Koumori who has the Moshi Shugenja Technique can use it at will. ([Darrin Clough on Monday June 4, 2007](#))

Dojo

All Dojo errata comes from <http://www.15r.com/rpg/masters-of-war-dojos/>

Crab Dojo

Kaiu Engineering Academy (MoW 62)

Location: Kaiu Shiro

Schools: Kaiu Engineer

Paths: Falcon's Wings

Benefit: You gain a bonus to all Engineering Skill Rolls equal to your Intelligence.

Sharp Eye Dojo (MoW Table of Contents only)

Location: Valley of the Spirits

Schools: Hida Bushi, Hiruma Scout, Toritaka Bushi

Paths: Falcon's Strike

Benefit: You gain a bonus equal to half your Perception (rounding down) on all ranged attack rolls.

Unicorn Dojo

Iuchi Scout Dojo (MoW Table of Contents only)

Location: Shiro Iuchi

Schools: None

Paths: Iuchi Scout, Master of Winds

Benefit: Students of Iuchi Scout Dojo gain a bonus of +1k0 to

all Perception-based rolls.

Shiro Utaku Shojo (MoW Table of Contents only)

Location: Shiro Utaku

Schools: Utaku Battle Maiden

Paths: None

Benefit: When fighting from horseback, students of Shiro Utaku Shojo gain a bonus to melee damage equal to their Utaku Battle Maiden School Rank.

Utaku Infantry Dojo (MoW Table of Contents only)

Location: Shiro Utaku

Schools: Utaku Infantry

Paths: Junghar Defender

Benefit: When fighting with their specialized weapon, students of the Utaku Infantry Dojo gain a bonus to their damage rolls equal to their Utaku Infantry School Rank.

NPC's

Bayushi Kaukatsu (TFW 63)

School / Rank: Bayushi Courtier 5 / Master of the Courts 1. ([Shawn Carman on Wednesday November 2, 2005](#))

Bayushi Sunetra (TFW 64)

Fire: 3 [4] ([Darrin Clough on Tuesday August 8, 2005](#))

Ikoma Hiroshi[size] (AotD 68)

School / Rank: Ikoma Omoidasu 4. ([Brian Yoon on Sunday May 13, 2007](#))

Isawa Ekiken (AotD 93)

School / Rank: Isawa Shugenja (Fire) 5/ Isawa Duelist. ([Shawn Carman on Tuesday June 5, 2007](#))

Isawa Sezaru / Toturi Sezaru (TFW 71, 131)

Void: 5 [6] ([Shawn Carman on Wednesday November 16, 2005](#))

Naka Tokei (TFW 34)

Void: 6 ([Shawn Carman on Wednesday November 16, 2005](#))

Tamori Fuyumi (AotD 54)

Has Blessing of the Elements: Earth, not Fire. ([Darrin Clough on Friday January 11, 2008](#))

Togashi Mitsu (TFW 60, 92)

Status: N/A

Glory: 9.3 (Hero of the Clan War!) ([Shawn Carman on Saturday February 11, 2006](#))

Animals and Monsters

Horses:

Horses double their Water Ring when determining movement. Unicorn horses have 1 rank of Fleet. Utaku battle steeds have 2 ranks of Fleet. ([Shawn Carman on Monday May 8, 2006](#))