

# Legend of the Five Rings Errata and FAQ

## Core Rulebook Errata

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

### CHAPTER 1

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

### CHAPTER 2

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

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

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

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

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

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

### CHAPTER 4

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

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

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

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

### CHAPTER 5

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

#### IMPROVISED WEAPONS

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

**p. 231, Table 5–1: Weapons, Zanbato entry:**

The damage (DMG) of this weapon should be 6. The deadliness (DLS) of this weapon should be 7.

## CHAPTER 6

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

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

## CHAPTER 7

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

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

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

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

## CHAPTER 8

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

## CHAPTER 9

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

## APPENDIX

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

## Shadowlands

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

## CHAPTER 2

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

## Frequently Asked Questions

The following are answers to some frequently asked questions.

## CHARACTER ADVANCEMENT

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

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

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

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

## SCHOOL ABILITIES

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

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

- 𠄎 Summon an illusion (e.g., Token of Memory, Matsu’s Battlecry)

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

## TECHNIQUES

**Q: Can an *laijutsu* Cut techniques on p.179 of the core rulebook be performed with a weapon that has no one-handed grip (such as a *naginata* or *nodachi*)?**

A: The short answer is that these techniques cannot be used with weapons that cannot be wielded in a one-handed grip.

These *laijutsu* Cut techniques instruct the character to ready the weapon in a one-handed grip. If the chosen weapon has no one-handed grip, the first effect calls for it to be drawn—so it is being held in one hand, but is not actually readied. This means that it does not have a base damage, deadliness, or other properties, and so when one attempts to check to the current grip's deadliness, it does not produce a value—so the effect cannot be resolved.

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

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

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

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

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

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

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

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

## LORE

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

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