



THE GREAT CLANS

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DEDICATION:

To every one of you who have fought for your Clan, be it with dice, cards, miniatures, disks, charity, internet forums, mail, and more, this book is for you.



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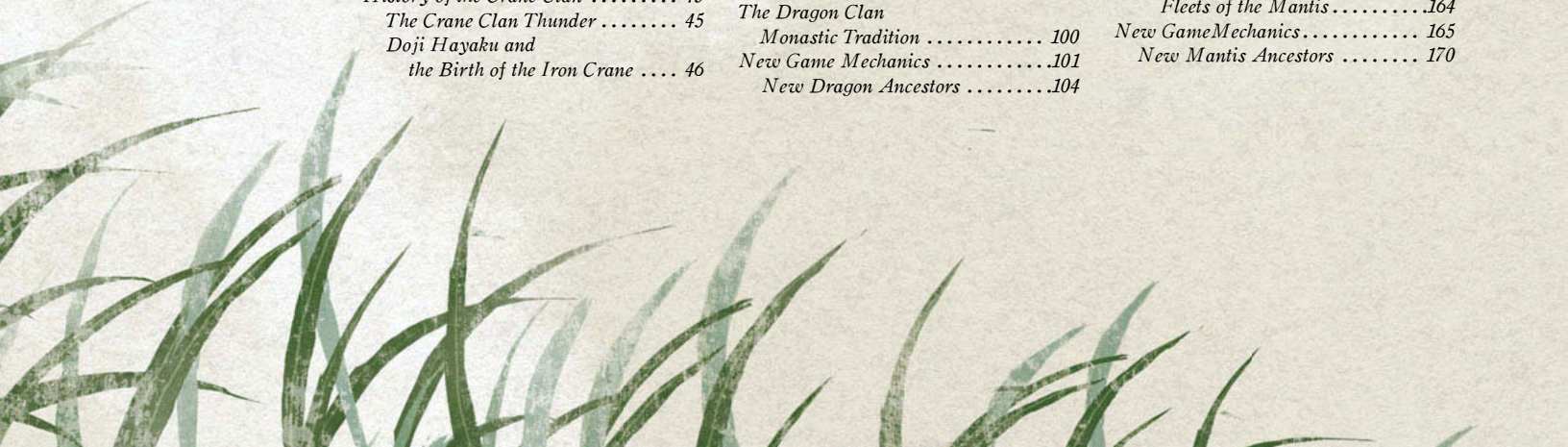
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INTRODUCTION



The winter wind is like a knife whipping through the streets of the Imperial City, but Seppun Katsura does not seem to notice. Others walking along the street are far more insulated against the cold, wrapped in thick cloaks and straw coats, but Katsura wears little more than one would expect on a man attending court and seems to suffer no ill effects whatsoever.

Miya Nishio shivers uncontrollably and wraps her cloak tighter around her, but she does not speak. After several blocks Katsura glances at her. "Are you uncomfortable?"

"No, my lord," she says, trying and failing to keep the chattering of her teeth from being audible.

Katsura smiles very slightly and huffs out a breath. "If you are to oversee your family's affairs in the city for the winter, young lady, I suspect you will need to be more assertive. We can turn back. I forget how the cold bothers others, but it helps me to think."

"I am well, my lord," Nishio insists. "Of what did you wish to speak?"

"Where to begin?" Katsura's tone hints at dejection. "The Empire suffers from more crises than we can name at present, and the Imperial families have yet to take definitive action. We must do so immediately, to send a strong message to the clans and the people of Rokugan that we have not taken our oaths to the Empress and to them lightly."

"That is welcome news, my lord," Nishio says, "but which crisis do you wish to address?"

"That is the question, I think," Katsura answers. "There are wars in the north and south, fighting in the heart of the Empire as undead appear at random and ravage poorly defended targets, cultural famine among many of the clans, literal famine among others, and..." He stops and glances about cautiously, then continues in a lower voice. "If I may be frank, I begin to suspect some of those who serve the Empress at the highest levels of power may be... mad. The Emerald Champion, for one." He thinks for a moment. "Possibly the Treasurer as well."

"What would you have us do?" Nishio asks.

"We cannot address all of these concerns. The Great Clans combined can scarcely address them all. We must select one and find some means of demonstrating the power and reach of the Imperial families."

"Yes! I knew that I liked you for a reason, young lady. Now, the question is, what vassal is available to us? The Fortunes know our resources are stretched quite thin already."

There is the sound of a clearing throat, and both samurai look back to see Seppun Tanizaki, Nishio's yojimbo. "If you will forgive me lords," he says with a smile, "I believe I know someone who can help you."



Welcome to *The Great Clans*, the third sourcebook for the Legend of the Five Rings Role-playing Game, 4th Edition! Our first two supplements, *Enemies of the Empire* and *Emerald Empire*, expanded greatly on the material in the core rulebook, offering opponents (and/or allies) for characters to face in the game and new material on the Empire itself, respectively. Now it is time to discuss the Great Clans of Rokugan in much more depth and detail.

Each chapter examines one of the Great Clans in extensive detail, describing the clan's history, customs, families, and greatest heroes, and greatly expanding on the clan's available game mechanics. New Schools, Paths, Kata, Ancestors, and everything else imaginable are contained within for your enjoyment.





Sample file



A Note About Timeline Neutrality

As many of you no doubt already know, one of the major goals for the fourth edition of the L5R RPG is to ensure timeline neutrality. We undertook this to ensure the maximum amount of material in each and every book we provide for you can be used in every campaign imaginable. So far the response has been very favorable. In the chapters of this book, however, you may find that we are sometimes a bit less neutral than we have been in the past. Specifically, each clan's chapter contains an extensive account of the major historical events for that clan, as well as a selection of major figures from throughout the clan's history.

Does this mean the RPG will begin clinging more closely to the current L5R storyline? Absolutely not. However, we do intend to continue to support all eras of play and all play styles, and sometimes that means we will include

things that may be of use to others but not to your game in particular. Don't take it personally. We still love all of you!

Truthfully, there are plenty of ways to use the material in this book even if you are taking your campaign in the strangest and most divergent direction possible. Perhaps you have no use for the current lords of the Spider Clan, but we'll wager that in whatever era you're using, there's probably at least one incredibly powerful maho-tsukai who could use some stats. Just put your thumb over the name of the NPC and voila! An instantly relevant stat-bloc for your campaign's use. The same trick works just as well for a fourth century Lion Clan Champion and a seventh century Master of Fire, so please accept these humble offerings with our disclaimer that you are free and encouraged to use them in any manner you see fit.

We hope you enjoy *The Great Clans*!

