

With each printing, we strive to update and correct any issues with our products that have become apparent. This document collects all corrections that have been made since the first printing of each book. More recent printings of each book may have had some of these changes made in their text.

This is version 1.0 of the *Adventures in Rokugan* errata, released in December 19th, 2022.

Adventures in Rokugan Core Rulebook

The following are corrections made to the *Adventures in Rokugan* core rulebook, organized by chapter.

Page 40: In the True Form (Bat) section of the Bat (Kōmori) entry, the final sentence should be rewritten to say: "You cannot wield weapons in this form, and your unarmed strike profile becomes a bite that deals 1d4 piercing damage."

Page 46: In **Table 2-1: The Bushi**, all instances of "Martial Archetype" and "Martial Archetype Feature" should be replaced with "Bushi Archetype" and "Bushi Archetype Feature."

Page 50: In the Bushi Archetype section, the final sentence should be rewritten to include the 10th level as one of the levels where your archetype grants your character features.

Page 50: In the Ability Score Improvement entry, the first sentence should be rewritten to say: "When you reach 4th level, and again at 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores by 1."

Page 53: In the Effect section of the Coiling Serpent Grasp sidebar, the sentence "You can't use this technique on weapons that are part of a creature's body" should be rewritten to say: "You can't use this technique on weapons that are part of a creature's body, and you must have enough free hands (or immediately drop whatever you are carrying) to wield this weapon properly."

Page 56: In **Table 2-2: The Duelist**, remove the text "Ability Score Improvement" from row 10, column 3 in the table.

Page 58: The duelist is missing the Focus Points class feature (which is identical to that which appears on page 48 of the bushi class, but exchanges any references to "bushi" with "duelist"). It has also been reprinted here for convenience.

FOCUS POINTS

By understanding the rhythm of battle, you can find the exact right moment to begin pressing an attack, defend, or launch a finishing strike. This clarity in combat grants you access to the focus points that fuel your martial techniques. Your duelist level determines the maximum amount of focus points you can have, as shown in the Focus Maximum column of the Duelist table. Additionally:

- ⊗ You start each encounter with 0 focus points.
- ⊗ You gain 1 focus point at the end of each of your turns.
- ⊗ When you unlock combat stances at 2nd level, you accrue additional focus points at the end of your turn based on your combat stance (see page 59).
- ⊗ At the end of an encounter, unspent focus points are lost.
- ⊗ You can't gain focus points while unconscious.

Page 60: In the Duelist Archetype section, the last sentence should be rewritten to say: "The archetype grants you features at 3rd level, and again at 5th, 7th, 11th, 15th, and 18th level."

Page 66: Replace **Table 2-3: The Courtier** with the new version of that table found here.

TABLE 2–3: THE COURTIER

LEVEL	PROFICIENCY BONUS	FEATURES	INTRIGUE DICE	INTRIGUE DIE	TOTAL FLOURISHES KNOWN
1st	+2	Intrigue Dice, Rhetorical Flourishes, Strategic Opening	2	d6	1
2nd	+2	Additional Rhetorical Flourishes	2	d6	3
3rd	+2	Courtier Archetype, Additional Flourish (by Archetype)	3	d6	4
4th	+2	Ability Score Improvement	3	d6	4
5th	+3	Intrigue Dice (Improved)	3	d8	4
6th	+3	Additional Courtier Archetype Feature, Extra Reaction (two reactions), Additional Rhetorical Flourishes	4	d8	5
7th	+3	—	4	d8	5
8th	+3	Ability Score Improvement	4	d8	5
9th	+4	Additional Courtier Archetype Feature, Additional Rhetorical Flourishes	5	d8	6
10th	+4	Intrigue Dice (Improved)	5	d10	6
11th	+4	Rhetorical Mastery	5	d10	6
12th	+4	Ability Score Improvement, Additional Rhetorical Flourishes	5	d10	7
13th	+5	Strategic Opening (Improved)	6	d10	7
14th	+5	Additional Courtier Archetype Feature	6	d10	7
15th	+5	Extra Reaction (three reactions), Additional Rhetorical Flourishes	6	d10	8
16th	+5	Practiced Presence, Ability Score Improvement	6	d10	8
17th	+6	Additional Courtier Archetype Feature	7	d10	8
18th	+6	Additional Rhetorical Flourishes, Rhetorical Mastery (Improved)	7	d10	9
19th	+6	Intrigue Dice (Improved)	7	d12	9
20th	+6	Ability Score Improvement, Additional Rhetorical Flourishes	8	d12	10

Page 72: In the Tactical Assessment (support, free action) section, the second sentence should be rewritten to say: "After you roll initiative, you can spend one or more intrigue dice, up to your proficiency bonus."

Page 72: In the Courtier Archetype entry, the last sentence should be rewritten to say: "The archetype you choose grants you features at 3rd level, and again at 6th, 9th, 14th, and 17th level."

Page 75: In the Analytical Approach entry, the second sentence should be rewritten to say: "You add double your proficiency bonus to Intelligence saving throws instead of your normal proficiency bonus."

Page 78: In **Table 2-4: The Shinobi**, the Merciless Strike column in the eighth row, "6d5" should be "6d6."

Page 83: In the Saboteur entry, add the following sentence after the first paragraph: "The saboteur does not gain a new archetype feature at 13th level."

Page 88: In **Table 2-5: The Ritualist**, all instances of "Ritualist Tradition" and "Ritualist Tradition Feature" should be replaced with "Ritualist Archetype" and "Ritualist Archetype Feature." Additionally, remove the text from the third column, row 17, and leave this space blank.

Page 91: In the Ritualist Tradition entry, the last sentence should be rewritten to say: "The tradition you choose grants you features at 2nd level, and again at 5th, 9th, 13th, and 20th level."

Page 91: Add the following separate entry to the first column:

CHANNELING

At 3rd level, your spiritual bonds deepen. Once per day when you finish a short rest, you can recover favor equal to your proficiency bonus or your ritualist level, whichever is lower.

Page 91: In the Ability Score Improvement entry, the first sentence should be rewritten to say: "When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores by 1."

Page 93: In the Ward Creation section of the Mystic Calligraphy (Wisdom) entry, the reference to "invocation rank" in the second sentence should be replaced with "invocation tier". Additionally, the process of affixing the ward to a target currently requires a "melee touch attack," which should be rewritten to be a "successful unarmed melee attack."

Page 99: Replace **Table 2-6: The Pilgrim** with the new version of that table found on page 4.

Page 100-111: In some instances in the Pilgrim class, there may be references to energy being "centered or balanced." Any such references should be rewritten to say "balanced."

Page 102: The header "Cosmic Path" on this page should be changed to "Pilgrim Archetypes." In this section, the second sentence refers to granting your character features at "2nd level." This should be rewritten to say "3rd level."

Page 110: In the New Externalizations entry, the third sentence refers to "a required Yin." This should be rewritten to say "a required Yang."

Page 115: In the Acolyte Archetypes entry, the final sentence should be rewritten to include the 2nd level as one of the levels where you gain archetype features.

Page 117: In the Body and Mind entry, add "At level 1," to the beginning of the first sentence in the entry.

Page 117: In the Inherited Power entry, the last sentence of the entry should be rewritten to say: "Once you use this feature on a tattoo, you can't use it again on the same tattoo until you complete a short or long rest."

Page 122: In the Brand of Division entry, the following sentences should be added to the second-to-last paragraph in the entry: "The close lasts for one hour until it dissipates and reattaches itself to you. You may also cause it to dissipate and reattach itself to you by spending an action."

Page 122: In the Brand of Shifting Night entry, the second-to-last sentence should be rewritten to say: "This damage increases with your acolyte level as described in **Table 2-15: Brand of Shifting Night Damage by Level**."

Page 151: The Soshi Illusionist School Quick Build entry lists "mask of air" as a possible invocation to take. This should be "mask of wind."

Page 162: The Suggested Feats section of the Dragonfly Clan (Tonbo Family) entry, lists "Unusual Weapon Master." This should be "Unusual Weapon Mastery."

Page 189: In the Heavy Armor entry, the first paragraph should be rewritten to say: "When wearing most heavy armor, you do not add your Dexterity modifier to your Armor Class (but nor do you subtract it, if it is negative). Lacquered armor is an exception to this rule, and a character wearing it applies their Dexterity modifier as with other armor types."

TABLE 2-7: THE PILGRIM

LEVEL	PROFICIENCY BONUS	FEATURES	CULTIVATED POTENTIAL BONUS HIT DICE
1st	+2	Cultivated Potential, Strength of Body and Spirit	1
2nd	+2	Battle meditation, Yin and Yang, Externalizations, Pilgrim Archetype	1
3rd	+2	Pilgrim Archetype Feature	2
4th	+2	Ability Score Improvement	2
5th	+3	Boundless Vitality, Well of Strength	3
6th	+3	Pilgrim Archetype Feature	3
7th	+3	Forms of Enlightenment	4
8th	+3	Ability Score Improvement	4
9th	+4	Advanced Externalizations	5
10th	+4	Well of Strength (Improved)	5
11th	+4	Pilgrim Archetype Feature	6
12th	+4	Ability Score Improvement, Pilgrim Archetype Feature (Improved)	6
13th	+5	Technique Chaining	7
14th	+5	Eyes of Dawn and Dusk	7
15th	+5	Boundless Vitality (Improved)	8
16th	+5	Ability Score Improvement	8
17th	+6	Pilgrim Archetype Feature	9
18th	+6	Well of Strength (Improved)	9
19th	+6	Ability Score Improvement	10
20th	+6	Battle Meditation (Improved), Pilgrim Archetype Feature (Improved)	10

Page 190: In the Wall Shield entry of **Table 4-3: Armor**, the entry for the Effects column should be rewritten to say "Wearer has half-cover against ranged attacks, but -10 movement speed and disadvantage on Acrobatics, Athletics, and Stealth."

Page 197: In **Table 4-4: Arrows**, add an entry for "Demon-Breaking Arrows" to the bottom of the table. They should have a listed cost of 5 gp.

Page 197: In the Soul Star entry, the third sentence in the entry should be rewritten to say: "The next time it performs that invocation within one minute of the arrow being fired, if the creature is within 300 feet of the soul-star arrow, it can choose to perform the invocation as if it were standing at the soul-star arrow's current location."

Page 198-199: In **Table 4-5: Weapons**, the entries for the Mallet, Shuriken, and Straight sword, Single-edged should include "Special" in their Properties column entries.

Page 215-219: **Tables 4-13, 4-14, and 4-15** are all misnumbered. They should be **4-14, 4-15, and 4-16** respectively.

Page 219: In row 8 of **Table 4-16: Charms by Rank**, the "Flowing River Charm" should be the "Restoration Charm."

Page 219: In row 8 of **Table 4-16: Charms by Rank**, the "Flowing River Charm" should be the "Restoration Charm."

Page 221: In the Prerequisites entry, the following sentence should be added to the first paragraph. "Characters also gain the proficiencies listed in the table when they multiclass."

Page 221: Table 5-1: Multiclassing Prerequisites should be replaced with the following table shown here:

**TABLE 5-1:
MULTICLASSING PREREQUISITES AND PROFICIENCIES GAINED**

CLASS	ABILITY SCORE MINIMUM	PROFICIENCIES
Bushi	Strength 13 or Dexterity 13	Light armor, medium armor, simple weapons, martial weapons
Duelist	Strength 13 or Dexterity 13	Simple weapons, martial weapons, bowyer's kit or sword maintenance kit
Courtier	Charisma 13	Silk armor, simple weapons, any one set of tools from the following list: artisan tools, gaming sets, mystic implements, tools of subterfuge
Shinobi	Dexterity 13	Light armor, simple weapons, katana, chain sickle, nunchaku, sai, shuriken, ninja tools, tools of subterfuge
Ritualist	Intelligence 13 or Charisma 13 or Wisdom 13	Simple weapons, one mystic implement of choice
Pilgrim	Constitution 13	Simple weapons, one type of artisan's tools of choice
Acolyte	Strength 13 or Dexterity 13	Light armor, simple weapons, martial weapons

Page 236: In the Sting of Agony entry, the damage inflicted by the bleeding condition should be typed as “piercing.”

Page 238: In the Enhanced Demonic Transformation entry, the prerequisite to take the feat is listed as the “oni species.” It should say “mazoku species.”

Page 256: In the Iaijutsu Cut: Rising Blade entry, there should be a section added after the Duration section. This should say: “**Mandatory Movement:** None”

Page 257: In the Bonus Effects section of the Sparking Steel Defense entry, the first sentence should be rewritten to say: “If you use a defensive weapon, when a multitarget attack roll misses you until the start of your next turn, it automatically misses each creature it targets after you as part of the multitarget attack.”

Page 258: In the Bonus Effects section of the Soaring Thunderbolt Strike entry, the first sentence of the second paragraph should be rewritten to say: “If you use a piercing weapon, choose one creature you hit to make a Dexterity saving throw with a DC equal to 12 + 2 per focus spent.”

Page 259: In the Focus Cost section of the Vanishing World Flurry entry, the cost is listed as “3+.” It should be listed as “3”.

Page 259: In the Effects section of the Veiled Menace Thrust entry, the first sentence should be rewritten to say: “Make a melee attack against one creature in range.”

Page 260: In the Element, Tier, and Type entry, the following bullet point is missing from between the Augmentation and Mending entries:

- ❁ **Illusion:** Invocations that fool the senses into believing something exists when it does not.

Page 263: In the Empowerments section of the Armor of Stone entry, it is listed that characters can spend 2 favor to treat this invocation’s casting time as “1 reaction action.” This should be “1 reaction.”

Page 271: In the Embrace of the Earth Dragon entry, there should be a section added after the Casting Time section. This should say: “**Base Favor Cost:** 1”

Page 275: In the Empowerments section of the Hands of the Tide entry, the third option for spending favor should be rewritten to say: “Choose one additional creature per favor spent this way; each creature you choose must be of the same size as your target and within range. Each creature moved this way must end in a position previously occupied by a creature affected by this invocation.”

Page 276: In the Empowerments section of the Invigorating Heat entry, it is listed that characters can spend 2 favor to treat this invocation’s casting time as “1 bonus action.” This should be “1 reaction.”

Page 281: In the Empowerments section of the Secrets on the Wind entry, it is listed that characters can spend 2 favor to treat this invocation’s casting time as “1 action.” This should be “1 reaction.”

Page 283: In the Empowerments section of the Strike of the Tsunami entry, the first option for spending favor should be rewritten to say: “You increase the length of the sweep by 5 feet per favor spent this way.”

Page 283: In the Empowerments section of the Summon Fog entry, it is listed that characters can spend 2 favor to treat this invocation’s casting time as “1 bonus action.” This should be “1 reaction.”

Page 286: In the Empowerments section of the Threshold Barrier entry, the second option for spending favor should be rewritten to say: “Increase the length of the line by 10 feet per favor spent this way.”

Page 301: In the Unarmed or Wrestling Contests entry, the armor allowed is listed as “any.” This should be “none.”

Page 369: In the Inspecting the Seals section of The Seals of Daylight Castle sidebar, the second sentence refers to a “result of 9 to 10.” This should be “a result of 9 to 11.”

Page 372: In the sixth paragraph of the Talking to the Fleishy Mass section, the text refers to the “Shadowlands Power feat.” This should be the “Shadowlands Might feat.”

Page 373: In The Barracks section, the last sentence of the first paragraph should be rewritten to say: “Two rounds later, two additional Undying Defenders enter the encounter from the root that forms a ramp between the floors.”

Page 375: In The Temple Revisited Section, the second sentence of the third paragraph should be rewritten to say: “If the PCs make a successful Wisdom (Insight) check with a DC of 10, they will feel a sense of peace and safety.”

Page 379: In the first paragraph of the Friend of Evil section, the text refers to the “Shadowlands Power feat.” This should be the “Shadowlands Might feat.”

Page 382: In the Heavy Crossbow entry of the Undying Defender profile, the bonus to hit is listed as “+32.” This should be “+3.” Additionally, the damage of the weapon is listed as “6 (1d10).” This should be “6 (1d10 + 1).”

Page 383: In the Armor Class entry of the Hiruma Toomoharu, Daimyō of Daylight Castle profile, the armor class is listed as "20." It should be "19." In addition, in the Saving Throws entry the text lists the saving throws as "Con +3, Wis +3." This should be "Con +7, Wis +6."

Page 383: In the Naginata entry of the Hiruma Toomoharu, Daimyō of Daylight Castle profile, the bonus to hit is listed as "+8." This should be "+7." In addition, the damage of the weapon is listed as "11 (1d10 + 5)." This should be "9 (1d10 + 4)."

Page 383: In the Wakizashi entry of the Hiruma Toomoharu, Daimyō of Daylight Castle profile, the bonus to hit is listed as "+8." This should be "+7." In addition, the damage of the weapon is listed as "9 (1d6+5)." This should be "7 (1d6 + 4)."

Page 384: In the Saving Throws entry of the Amalgamation Oni profile, the text lists the saving throws as "Dex +5, Con +2, Wis +5, Cha +9." These should be "Dex +5, Con +7, Wis +6, Cha +8." In addition, the Damage Weaknesses section should be renamed the "Damage Vulnerabilities" section.

Page 384: In the Enticing Whisper entry of The Amalgamation Oni profile, the text refers to the "Shadowlands Power feat." This should be the "Shadowlands Might feat."

Page 385: In the Multiattack entry of the Kitsu Ichika profile, the text references "Tactical Command." This should be "Fanatical Command."

Page 385: In the Vile Prowess entry of the Lost Samurai profile, the text references the "heartpiercing strike" technique. This should be "heartpiercing thrust." In addition, in the Warspear entry, the damage is listed as "5 (1d10 + 2)." This should be "8 (1d10 + 2)."

Page 385: In The Cursed Blade, Obsidian Grin sidebar, the text twice refers to the "Shadowlands Power feat." This should be the "Shadowlands Might feat."

Page 388: In the Naga section, delete the first sentence that says: "Size becomes large."

Page 391: In the Soldier profile, the Constitution bonus is listed as "+3." This should be "+2." The Armor Class entry lists the armor class as "15." This should be "14." The Hit Points entry lists the hit points as "16 (3d8 + 3)." This should be "14 (2d8 + 2)."

Page 391: In the Warspear entry of the Soldier profile, the damage is listed as "7 (1d10 + 2)." This should be "6 (1d10 + 1)." Additionally, in the Longbow entry, the damage is listed as "6 (1d8 + 2)." This should be "5 (1d8 + 1)."

Page 392: In the Armor Class entry of the Wandering Duelist profile, the armor class is listed as "16." This should be "13."

Page 394: In the Armor Class entry of the Sword Saint profile, the armor class is listed as "17." This should be "15." Additionally, in the Challenge entry, the XP is listed as "3,900." This should be "5,900."

Page 396: In the Armor Class entry of the Experienced Ritualist profile, the armor class is listed as "12." This should be "10." Additionally, the Legendary Actions section of this profile should be the "Lair Actions" section instead.

Page 397: In the Armor Class entry of the Seasoned Courtier profile, the armor class is listed as "12." This should be "11."

Page 401: In the Armor Class entry of the Ruffian profile, the armor class is listed as "13 (concealed armor and reinforced pipe)." This should be "14 (concealed armor)."

Page 405: In the Rotting Bow entry of the Undying Warrior profile, the damage is listed as "4 (1d6 + 1)." This should be "2 (1d6 - 1)."

Page 406: In the Senses entry of the Lost Champion profile, the senses are listed as "passive darkvision 60 ft., Perception 13." This should be "darkvision 60 ft., Passive Perception 13."

Page 408: In the Senses entry of the Lesser Horror profile, the senses are listed as "passive darkvision 60 ft., Perception 12." This should be "darkvision 60 ft., Passive Perception 12."

Page 410: In row 3 of **Table A-11: Shadowlands Powers**, the spells are listed as "1/day." This should be "1/day each."

Page 413: In the Armor Class entry of the Forest Protector profile, the armor class is listed as "13." This should be "16." In addition, in the Miraculous Mercy entry, the spells are listed as "1/day." This should be "1/day each." Also, the spell *locate person* in this entry should be "*locate creature*."

Page 415: In the Damage Resistances entry of the Water Spirit profile, remove "bludgeoning" from the list of damage resistances.

Page 417: In all weapon entries in the Spectral Trooper profile, the bonus to hit is "+3." It should be "+4."