



PRAYERS AND TREASURES
THIRD EDITION

Contents

INTRODUCTION.....4

CHAPTER ONE:

MAGIC OF THE CLANS.....7

The Crab Clan.....7

New Path:

Crystal Master (Shugenja)..... 10

New Spell: Crystal's Awakening.. 10

New Spell: Bonds of Ningen-do.. 11

New Item: Kuni Crystal..... 11

The Crane Clan..... 12

New Path: Fetishist (Shugenja)... 14

New Spell: Awaken the Spirit..... 15

New Spell: Aegis of the Air..... 15

The Dragon Clan..... 16

New Path:

Tamori Alchemist (Shugenja) .. 18

New Spell:

Breath of Heaven's Fire..... 18

New Spell: Earthen Blade..... 19

The Lion Clan..... 20

New Path: Bishamon's Chosen

(Shugenja)..... 23

New Spell: The Breath of Battle .. 23

New Spell: The Rolling Earth..... 23

The Mantis Clan..... 24

New Path:

Storm Acolytes (Shugenja)..... 26

New Spell:

Sanctuary of Ningen-do..... 27

New Spell: Dominion of Suitengu..... 27

The Phoenix Clan..... 27

New Path:

Isawa Ishiken (Shugenja)..... 30

New Spell: Soul Sword..... 31

New Spell: Whispering Flames... 31

The Scorpion Clan..... 32

New Path: Kuroiban (Shugenja) . 34

New Spell: Cryptic Cipher..... 34

New Spell: Clouded Mind..... 35

The Unicorn Clan..... 35

New Basic School:

Horiuchi Shugenja (Shugenja) 38

New Path:

Ki-rin Travelers (Shugenja)..... 39

New Spell:

Ashim's Rainbow Shield..... 39

New Spell: The Seed of Qanon... 40

The Spider Clan..... 40

New School: Chuda Shugenja

School (Shugenja)..... 42

New Spell: Blood of the Ages..... 43

New Spell: Flock of Blood..... 43

The Imperial Families..... 43

New Path:

Jade Magistrate (Shugenja)..... 45

New Spell: Miya's Sasumata..... 46

New Spell: The Final Gift..... 46

The Minor Clans..... 47

New Spell:

Flight of the Dragonfly..... 49

New Spell: Water's Sweet Clarity..... 49

Ronin..... 50

New Path: The Forgotten Sons.... 52

New Path: The Fortune's Grace .. 53

New Path: The Order of Isashi.... 53

New Spell: The Path Not Taken.. 53

New Spell: Rise From the Ashes . 53

CHAPTER TWO:

PRAYERS TO THE KAMI..... 55

Air Spells..... 55

Air Kami's Blessing..... 56

Arrow's Flight..... 56

Blessed Winds..... 56

Blessings of Isora..... 57

Borne By the Wind..... 57

Call the Spirit..... 57

Castle of Air..... 58

Dance of the Kami..... 58

Facing Your Devils..... 58

Flight of Doves..... 58

Gathering Swirl..... 59

Gift of the Wind..... 59

Howl of Isora..... 59

Know the Shadows..... 59

Look Into the Soul..... 59

One Virtue and Seventy Faults... 60

Piercing the Soul..... 60

Reflecting Mirror..... 61

Request to Hato-no-Kami..... 61

Ring of Air..... 61

Speed of Breath..... 61

Step Between the Stars..... 61

Summoning the Gale..... 62

The Kami Watch Over Me..... 62

The Wolf's Proposal..... 62

To Seek the Truth..... 62

Tricks of the Kami..... 62

Walking the Way..... 63

Wind-Borne Speed..... 63

Wind's Distraction..... 63

Winds of Aggression..... 63

Earth Spells..... 64

Arms of the Earth..... 65

Be the Mountain..... 65

Bless the Land..... 66

Earth Becomes Sky..... 66

Earth Kami's Blessing..... 66

Embrace of Kenro-Ji-Jin..... 66

Essence of Earth..... 66

Gift From Koishi-no-Kami..... 67

Grandfather's Word..... 67

Jizo's Curse..... 67

Jurojin's Balm..... 67

Master Smith Ascends..... 67

Maw of the Earth..... 68

Murmur of Earth..... 68

Lesson of the Crab..... 69

Mask of the Mountains..... 69

Mystical Terrain..... 69

Preservation..... 69

Rock Storm..... 69

Ring of Earth..... 70

Sharing the Strength of Many..... 70

Slash of the Lion..... 70

Strength of Osano-Wo..... 70

Strike at the Roots..... 70

The Kami's Strength..... 70

The Wolf's Mercy..... 71

Time's Deadly Hand..... 71

Fire Spells..... 72

Way of Earth..... 72

Whispers of the Land..... 72

Wholeness of the World..... 72

Blessing of Lord Sun..... 74

Burning Kiss of Steel..... 74

Burning the Ashes..... 74

Castle of Fire..... 74

Curse of the Burning Hand..... 75

Disrupt the Aura..... 75

Essence of Fire..... 75

Evil Ward..... 76

Eyes of the Phoenix..... 77

Fiery Wrath..... 77

Final Ruin..... 77

Fire Kami's Blessing..... 78

Flaring Speed..... 78

Flickering Flare..... 78

Never Alone..... 78

Oath of the Two Heavens..... 78

Osano-Wo's Blessing..... 79

Purity of Shinsei..... 79

Rage of the Fire Dragon..... 79

Ring of Fire..... 79

Ruined Earth..... 80

Scatter the Soul's Flame..... 80

Tamori's Curse..... 81

The Element's Fury..... 81

Warning Flame.....	81	Torrential Rain.....	100	CHAPTER THREE:	
Wrath of Osano-Wo.....	81	Wall of Bamboo.....	100	VESSELS OF THE KAMI.....	113
Void Spells.....	82	Water Kami's Blessing.....	101	New Advanced School:	
Balance the Elements.....	82	Yuki's Touch.....	101	Master Artificer.....	114
Banished to the Darkness.....	82	Maho Spells.....	101	Treasures of the Crab Clan.....	116
Boundless Sight.....	83	Ancient Wisdom.....	102	Treasures of the Crane Clan.....	120
Contemplate Void.....	84	Bind the Revered.....	102	Treasures of the Dragon Clan.....	127
Depth of Void.....	84	Blood Armor.....	103	Treasures of the Lion Clan.....	133
Drawing Out Void.....	84	Blood Command.....	103	Treasures of the Mantis Clan.....	139
End of Illusions.....	85	Blood Warding.....	104	Treasures of the Phoenix.....	145
Essence of All.....	85	Bloodstained Forest.....	104	Treasures of the Scorpion Clan.....	151
Look Into Void.....	85	Bloodstrike.....	104	Treasures of the Unicorn Clan.....	158
Master the Dragon.....	85	Burning Blood.....	104	Treasures of the Imperial Families.....	165
Ring of Void.....	86	Chains of Jigoku.....	104	Treasures of the Spider Clan	
Spiritual Presence.....	87	Choke the Soul.....	105	(Shadowlands).....	170
Touch of All.....	87	Curse of Blood.....	105	Treasures of the Naga.....	180
Touch of Void.....	87	Curse of the Water Spirits.....	105	Treasures of the Nezumi.....	181
Unbound.....	87	Greater Curse of Weakness.....	105	Treasures of the Five Elements.....	183
Voice of Void.....	88	Dancing With Demons.....	106	Unaligned Treasures.....	184
Void Kami's Blessing.....	88	Dark Charisma.....	106		
Whispered Blade.....	88	Death's Caress.....	106		
Winds of Change.....	88	Dim Mak.....	106		
Breath of Mist.....	89	Eternal Darkness.....	107		
Water Spells.....	89	Feeding on Flesh.....	107		
Clarity of Purpose.....	91	Form of Vermin.....	108		
Cross the Veil of Slee.....	91	Gift of the Kansens.....	108		
Curse of the Jackal.....	92	Heaven Has No Justice.....	108		
Ebb and Flow of Battle.....	92	Limb Disruption.....	108		
Ebbing Strength.....	92	No Pure Breaths.....	109		
The Emperor's Road.....	92	No Sustenance.....	109		
Endless Deluge.....	93	Purge the Weak.....	109		
Energy Reversal.....	93	Red Knife.....	109		
Energy Transference.....	93	Shinobi Corruption.....	109		
Fortune's Turn.....	93	Sinful Dreams.....	110		
Gather the Clouds.....	94	Smite the Blood.....	110		
Hands of the Tides.....	94	Stealing the Soul.....	110		
Heart of the Water Dragon.....	95	Suck the Marrow.....	111		
Inari's Blessing.....	95	Tomb of Earth.....	111		
Kingdom Beneath the Sea.....	95	Touch of Death.....	111		
Kumo's Black Embrace.....	95	Truth is a Scourge.....	111		
Master of the Rolling River.....	96	Ward of the Ninth Kami.....	112		
Ride Through the Night.....	96	Wings of Blood.....	112		
Ring of Water.....	96	Written in Blood.....	112		
Speed of the Waterfall.....	97				
Spirit of the Water.....	97				
Stand Against the Waves.....	97				
Strike of the Flowing Waters.....	97				
Suitengu's Embrace.....	98				
Suitengu's Surge.....	98				
Surging Soul.....	98				
The Flow of Time.....	98				
The Inner Ocean.....	99				
Tides of Battle.....	99				



PRAYERS AND TREASURES



INTRODUCTION

Seppun Taiken rose to sit on his knees, ignoring the discomfort in his legs from the long time he had spent in prostration and prayer. He drew upon his training, putting the pain aside and focusing instead on the honor being bestowed upon him. The ritual chamber was completely silent, save for the occasional faint sound of the candle's flame burning away at the wick.

"Taiken," his sensei's voice said from somewhere behind him. "You have labored long and hard, going well beyond your kinsmen who studied alongside you. You have mastered arts they will not even begin to understand for years to come, and you have shown talent for even more in the future. Of all those students who entered the temple these many years ago, you alone have proven worthy."

Taiken bowed his head at the undiluted praise, unsure of how to respond. "Thank you, sensei," was all he said.

"Now there is but a single question, and your answer will determine how we will proceed from this moment." He could feel her standing near him. "Seppun Taiken, do you wish to join the ranks of the Hidden Guard?"

He considered the question for a moment. The answer was simple, of course, but there were rarely simple questions, and he imagined this was a test of some sort. Ultimately, he decided, he could only answer honestly. "I desire only to protect the Emperor, his honor, and his court," he said. "There are no greater defenders of those things than the Hidden Guard."

His sensei, Seppun Yoshiko, walked into his field of vision, coming to stand between him and the altar. "Well said. Rise."

He did so. "Thank you, sensei," he said, his tone awed.

"Do not thank me," she replied. "You have only yourself to thank for this appointment. As I said, you have earned it." She smiled slightly. "There will likely be days when you regret this choice."

Taiken drew back in shock. "Never!"

"Do not be so certain. The path of the Hidden Guard is difficult and dangerous. The perils we must face are without number, and there are few we can call upon for allies."

Taiken frowned. "I know of the plots of the weak-willed among the Clans," he said. "We studied many such accounts in the dojo. Is our greatest enemy not the Shadowlands? Are they not the enemy of the Great Clans as well?"

"The Shadowlands is but one of many enemies," Yoshiko corrected. "They are by far the most dangerous, but also one we face only infrequently. Political dissidents, self-aggrandizing plots, these are far more frequently our concern, and ones we take no less seriously for their non-lethal nature. Treachery can erode the soul of an empire far, far more quickly than violence from external sources." She made a dismissive gesture. "As for the Shadowlands being the enemy of the Great Clans, of course. They are by far their own worst enemies, however."

Taiken's frown deepened. "There must be some among the Clans we can number as our allies."

"There are those who fancy themselves guardians of the Empire," Yoshiko admitted. "Chief among them the Kuni Witch Hunters, Asako Inquisitors, and certain members of the Scorpion who seek out darkness in order to eradicate it.



They have good intentions, perhaps, but their perceptions are colored by the impurity of their service."

The young shugenja nodded. "They do not serve the Emperor directly."

"No, they do not," his sensei confirmed. "Their service to the Emperor is diluted by their loyalty to their Daimyo and their Champions. Some even believe the kami themselves are to be exalted above the word of man."

"Blasphemous," Taiken muttered. "The kami are the spirits of the mortal realm, instilled with purpose by the Celestial Heavens, who gave dominion over the realm and all in it to the Emperor at the dawn of the Empire."

Yoshiko smiled. "You have learned your lessons well. Now take them to heart. They are not merely lessons, but truths, vital truths upon which everything depends. Our performance of our duties hinges upon our understanding the proper priorities, priorities all men must understand."

Taiken bowed his head. "I will remember, sensei."

"I know," she answered. "Now, let us move to the temple. You will be receiving your first assignment. It is a difficult time for us, with no Emperor. There are many among the Imperial Families who might have a legitimate claim, and all must be protected until the true line can be established."

Shugenja are relatively few in number; for to speak with the Elemental spirits well enough to stand any chance of persuading them to do one's bidding is a rare gift indeed, one found only through a fortunate birth. In Rokugan, a spellcaster is made by fate, not human will. The world they know is one of superhuman power, a world of miracles — but also one of great hazard to both body and soul.

Prayers and Treasures explores the shugenja's craft and the place of these extraordinary people in Rokugan, as well as the effect communication with the kami (and the kansen, for that matter) has had on the material culture of the Empire. Chapter 1 discusses the role shugenja play in the Empire's most important factions — the Great Clans, the new and sinister Spider Clan, the Minor Clans, and the Imperial Families. Ronin shugenja are not neglected, despite their small numbers.

Chapter 2 introduces over 150 new spells, including maho spells, for use with *Legend of the Five Rings* Roleplaying Game Third Edition. In addition, under the listings for each Element is a comprehensive, ready-reference list of all of the spells of that Element currently available for use with Third Edition rules, including the spells described in the core rule book and in *The Art of the Duel*.



Chapter 3 introduces a new Advanced School, the Master Artificer, not specific to any Clan or other faction, as well as some optional rules for refining the process of creating *nemuranai*. The heart of the chapter is a catalogue of magical items themselves, some of them legendary (like the Ancestral Swords of the Clans), some of them relatively minor and everyday. Some of these items originated in earlier editions of the Legend of the Five Rings Roleplaying game, but many have only previously appeared in the Legend of the Five Rings collectible card game, and are presented here for the roleplaying game for the first time.

This is a book about the place of magic in Rokugan, but it is not just about shugenja and their craft. It is also a treatment of the Empire's soul and its history, viewed through the lens of an extraordinary class of the Emperor's subjects and the contributions they have made, and continue to make, through twelve centuries of the Emerald Empire.



PRAYERS AND TREASURES



MAGIC OF THE CLANS

In Rokugan, magic is not merely the means by which a shugenja gathers and utilizes power. It is also a sacred trust for a mortal blessed by the Heavens to commune with their servants, who live within all things. Shugenja can be powerful warriors, brilliant courtiers, and any number of other things, but first and foremost they are priests, and this emphasis must never be forgotten lest they lose the favor of the Elements and all their power disappear in an instant... leaving only a lifetime of regret. Even so, it should come as no surprise that those priests affiliated with the various Great Clans have different, sometimes radically different outlooks on virtually every aspect of magic and its implementation.

The Crab Clan

If there is one thing that can be said about all Crab, it is that they are a practical people. Everything they encounter, whether as a Clan or as individuals, they perceive in terms of its value as a weapon against the Shadowlands. Magic is no different, and indeed it is often viewed with an almost irreverent attitude by the rank-and-file of the Clan, those who do not possess the ability to speak to the kami. It is relatively rare for any Crab outside the Kuni family to comprehend the subtle intricacies of magic, aside from those rare individuals able to speak to the Elements themselves. Most Crab

simply do not have the time or inclination to learn more about it. Instead, they are simply happy to have shugenja standing alongside them on the Wall to help defeat those oni whose flesh is too thick to be pierced by steel.

The Empire through the Eyes of the Kami

Rokugan is a spiritual place, suffused as it is with the countless Elemental spirits that comprise all things. The kami within objects can awaken over time, creating powerful artifacts called nemuranai, but the spirits within common everyday objects can also exert some degree of power even when not fully awakened. This has little effect on the day-to-day affairs of most mortals, but it can still have a powerful impact on the ambiance of a particular location. After a thousand years of exposure to the unique philosophies and mindsets of the Great Clans, the kami that occupy the lands of those Clans have come to reflect the values and moods of the mortals around them. The following entries for the Great Clans contain some degree of simplification and generalization for rhetorical emphasis, but they are still an accurate representation of how the kami's influence can color the perceptions of shugenja who visit the lands of other Clans.



As lords of the Crab, the Hida Family must spend more time contemplating magic than the other non-shugenja Families. As a result, they tend to understand its subtleties and its utility to their Clan somewhat more deeply than most of their fellow Crab (aside from the Kuni). As part of their burden of leadership, they must choose how best to use their shugenja, treating them as assets which serve the Clan. On the one hand, they could allow the Kuni free rein to pursue their own ends; this could lead to important discoveries, new ways to defeat their enemies, but it could also lead to some shugenja falling to the Taint. On the other hand, subordinating the Kuni entirely to the Crab's military needs — deploying all of them along the Wall at constant close quarters with the enemy — risks losing them altogether. As with most strategic decisions they must make, the Hida strive to find a balance between these extremes, ensuring the Kuni can pursue their potentially valuable research while simultaneously being on call to fight the enemy directly.

The Kaiu Family have tremendous respect for magic, even if they have no use for it themselves. In the eyes of a trained engineer, all that can be accomplished with magic can also be accomplished with practical education, ingenuity, and hard work. While many call this philosophy into question, it cannot be denied that Kaiu siege engines and Kaiu fortifications can stop many Shadowlands creatures otherwise vulnerable only to Kuni shugenja. There are many among the Kaiu who privately believe magic is a lazy means of accomplishing something that could otherwise only be gained through arduous work and hard-won expertise. (Obviously, this philosophy is rarely discussed in public.) For their part, the Kuni support the Kaiu as much as possible, since their talents can often free the shugenja to pursue their own research away from the Wall.

The Hiruma Family have never produced shugenja in any significant number, with perhaps only a dozen memorable exceptions over the course of more than a thousand years. Much like the Kaiu, the Hiruma believe in the skill and training of an individual rather than reliance on the Elements to accomplish whatever task is at hand. This may be due to the Hiruma often facing Shadowlands opponents which can sense magic in whatever form it takes, but which the Hiruma can avoid with ease due to their superlative skills at scouting and stealth. This is not to say that the Hiruma do

not respect magic or the Kuni, however; far from it. It is the Kuni who made it possible for the recovered Hiruma provinces to be cleansed of the Taint, a process that took many years and extracted a considerable price from the Kuni. For this reason if no other, the Hiruma consider themselves eternally in the Kuni Family's debt, and supply many of the yojimbo who keep the Kuni lords well protected.

The Kuni Family are, of course, the Crab Clan's only real source of magic, and as such they take it upon themselves to understand a subject their Crab cousins either cannot or will not study. While this tends to isolate them within their own Clan, it also gives them a distinctive perspective on the art of magic even among other shugenja. While the Kuni are far more observant of traditional shugenja rituals than the remainder of their Clan, they are still quite unorthodox compared to other Clans' shugenja. Some might even describe them as irreverent, as many among their number consider magic more a science guided by rational and mechanical principles than a matter of religion and communing with the mysterious divine.

Alone among the Crab Clan's non-shugenja Families, the Toritaka understand and have proper respect for magic and all it entails in Rokugan. From their origin as the ruling Family of the Falcon Clan up through their absorption into the Crab, the Toritaka have held dominion over lands that, for whatever reason, have a powerful connection to the spirit realms. For generations, the Toritaka have confronted the power of the spirit world, and they are better equipped to understand that which they cannot control than any bushi Family save the Shiba and perhaps the Mirumoto. In fact, there is a small bloodline within the already tiny Toritaka Family that produces shugenja consistently, albeit no more than one or two per generation.

The Yasuki are continually frustrated by magic on a number of levels. On the one hand, they find any use of it on the part of their rivals infuriating, as it can thwart their carefully laid schemes with seemingly little effort. On the other hand, the Yasuki have repeatedly requested resources from the Kuni, both to combat this sort of interference and to engage in their own manipulations, but without avail. The Kuni simply have too many other responsibilities, and assisting the Yasuki in their economic endeavors is not important enough to warrant committing their precious resources. As a result, mem-

bers of the Yasuki Family are generally hostile toward magic, although they respect it and even fear it at times. They have seen what it can accomplish far too often to dismiss its power out of hand.

TABLE 1.1: CRAB SHUGENJA OPTIONS

School/Path	Type	Reference
Kuni Shugenja School	Basic School	<i>L5R core rulebook</i> , p. 120
Crystal Master	Path	<i>Prayers and Treasures</i> , p. 10
Kuni Command Staff	Path	<i>Masters of War</i> , p. 60
Kuni Duelist	Path	<i>Art of the Duel</i> , p. 31

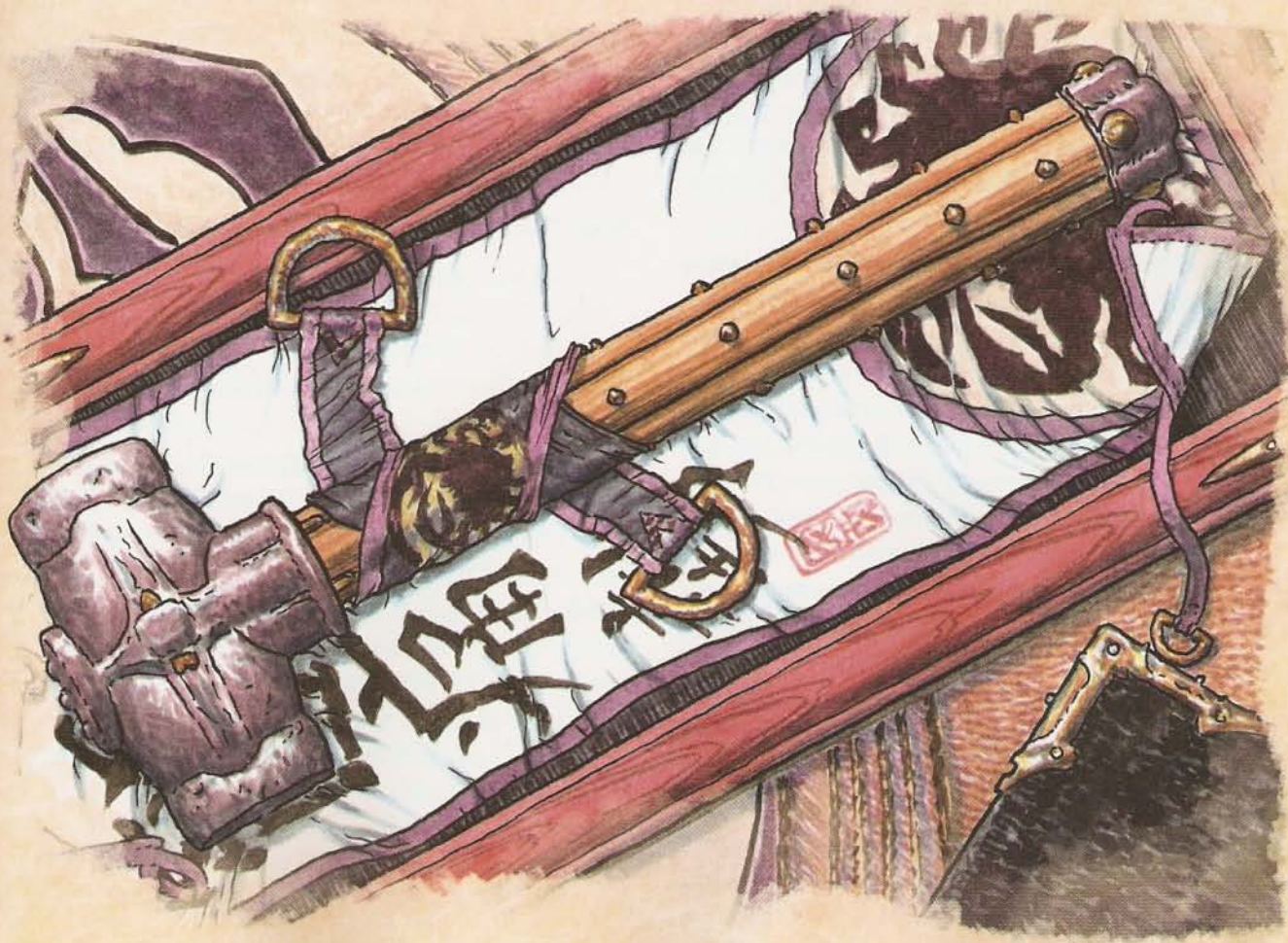
The Eyes of the Kami

The Crab Lands are a dire and foreboding place. Even during the height of the day, a fog often seems to hang over the Crab provinces, as if promising some storm to come. The Crab castles and fortifications, sometimes even their simplest villages, seem to be hewn from the rocks themselves, more like a part of the landscape than any construct of mortal hands. Despite the ominous foreboding that hangs over the area, there is also

a sense of resignation, of determination, that even first time visitors cannot overlook. The Crab may live a short distance from their doom, but they will not go into the darkness without a struggle — one they wage with such fury they may truly hold the darkness at bay indefinitely.

The Role of Shugenja in the Clan

Crystal Masters – The Crystal Masters are a small sect of shugenja, no more than a dozen in any generation, and are in high demand because of their ability to damage Shadowlands creatures who are immune to most conventional means of attack, sometimes even to jade. The first Crab to develop what eventually became the Crystal Master technique was a young Kuni Utagu, who spent several months studying with the Crooked Tail tribe of the nezumi. The Crooked Tail was a xenophobic group, haunted by bitter experience with the power of the Lying Darkness. The tribe was familiar with the power of crystal, indeed it lived near a large crystal outcropping, and as it gradually grew



to trust young Utagu, he was able to learn a few of their secrets. Utagu never revealed how he did it, but he was able to adapt a few of the nezumi practices to the traditional Rokugani form of magic (for more about nezumi magic, see *Creatures of Rokugan: Third Edition*, Chapter 3). Very few shugenja can master the exotic and obscure practices which Utagu pioneered — hence the sect's low number — but the Crystal Masters are always welcome on the Great Wall.

Kuni Duelist – There are never more than a handful of these taryu-jiai specialists at any one time, but this is not due to a lack of those with the capacity for such an art. Rather, it is simply because the Kuni as a whole do not see any point in having more than a few. The duelists serve to demonstrate the potency of the Kuni Family's magic, and to prove their point when disputes arise that cannot be settled by more peaceful means. Thus, only a few students who display considerable aptitude for this manner of magic are trained and deployed, quickly developing a reputation as deadly opponents. The courtiers of the Yasuki Family are grateful to have such individuals on call, and the Kuni acknowledge they do aid in accomplishing the Clan's goals, but they still quietly believe that young, talented shugenja could be put to better use serving the Clan in other capacities.

Kuni Shugenja School – The Kuni consider themselves among the rank and file of the Crab, expecting no special treatment because of their station as priests and, in fact, receiving none. They are expected to do their part in the great Crab war machine just like every other Crab samurai, and they do so without reservation. In addition to their role as part of the military, however, the Kuni are also priests and enforcers. They perform the duties of normal shugenja, although anything that does not explicitly require a shugenja is parceled out to the monastic orders located within Crab Lands. More importantly, however, they enforce the Clan's purity, watching always for signs of infection by the Taint.

New Path: Crystal Master (Shugenja)

TECHNIQUE RANK: 3

PATH OF ENTRY: Kuni Shugenja 2

PATH OF EGRESS: Kuni Shugenja 3

Technique: Essence of Purity:

The so-called Crystal Masters have learned to focus the power of the kami through the pure essence of crystal, enhancing the kami's ability to strike at the corrupt and Tainted. When in possession of any piece of pure crystal at least as large as an adult human's finger, you may focus your spells through it. Doing so allows any spell to affect its target as if its effect was both jade and crystal, causing full damage both to creatures of the Shadowlands and to agents of the Shadow Dragon or the Lying Darkness.

New Spell: Crystal's Awakening

Note: This spell is known only to the Kuni Family.

ELEMENT: Earth

MASTERY LEVEL: 3

DURATION: Permanent

AREA OF EFFECT: 1 piece of crystal

RANGE: Touch

Through use of a secret ritual known only to the Kuni Family, you may awaken the spirits within a crystal while enhancing its physical strength and natural purifying effects. This exhausting, two-hour ritual requires two successful Raw Willpower Rolls to complete, one at the one-hour mark and one at the spell's completion, both against a TN of 20. The focal point of the ritual is a single piece of crystal. The Strength Rating of the newly created Kuni crystal is the same as it had before, but it is now both awakened and as strong as steel, making it a potent component for creating weapons. It also has other properties, as outlined under "Kuni Crystals."

Inheritance: Kuni Crystal (8 points)

Your character has a small piece of Kuni Crystal of Strength Rating 1. Kuni Crystals are potent possessions in the hands of anyone, much less the Crab. The ability to detect the Taint is a powerful mechanical advantage normally relegated to a handful of Techniques. An item that can do such a thing can create headaches for a campaign if not used properly, so the GM should employ discretion in allowing this Advantage. Higher rating crystals should probably not be allowed as Advantages, but if that is required for the campaign for whatever reason, their cost should be considerable.

New Spell: Bonds of Ningen-do

Note: This spell is considered Mastery Level 3 except for shugenja of the Kuni and Yogo Schools, for whom it is Mastery Level 2.

ELEMENT: Earth

MASTERY LEVEL: 2

DURATION: Permanent

AREA OF EFFECT: Target creature

RANGE: 25'

By bargaining with the Earth kami who suffuse the soil of the mortal realm, you can bind creatures that bear the touch of other spirit realms into one place. Bonds of Ningen-do is one of the means by which the Kuni Family restrain powerful Shadowlands creatures such as ogres or even oni for study. The methods involved are similar in many respects to the better-known warding spells such as Symbol of Earth, but are specifically targeted toward Shadowlands creatures.

To complete the spell, you must have a ritually prepared location, as well as manacles or other means of binding the creature in question. Furthermore, you must know the creature's true name. This can be simple to acquire for smaller, weaker creatures such as goblins, minor oni, or even Lost samurai, but considerably more

New Item: Kuni Crystal

Kuni Crystals are mystical items created through use of the spell Crystal's Awakening. Both the spell and the means to create the crystals themselves were created by Kuni Utagu, who served as Jade Champion and Kuni Family Daimyo during the reign of Toturi I. Before his murder, Utagu was among the most ardent enemies of the Shadowlands ever seen, so it should surprise no one that he created these potent weapons to use against them.

Kuni Crystals, like other awakened crystals (see "Crystal Weapons" in Chapter Three, page 185) have a Strength rating from 1 to 5. Also like other awakened crystals, Kuni Crystals glow with a white light in the presence of Shadowlands creatures or those who have completely surrendered to the Taint (i.e. the Lost). The aura projected by the light is excruciatingly painful to these Tainted foes, and while it inflicts no actual damage, they cannot approach the crystal except through an act of exceptional force of will. Each crystal has an exclusion radius, the length of which is a number of feet equal to the crystal's Strength Rating x 5. A Tainted creature or person cannot enter this exclusion zone unless it makes a successful Raw Willpower Roll with a TN of $25 + 5 \times$ the crystal's rating; otherwise, doing so causes it unbearable physical and psychic pain.

Kuni Crystals can be used to craft weapons, and such weapons are exceptionally damaging to Shadowlands creatures, inflicting +2k2 damage against them. They also enhance the ability to resist corruption by the Shadowlands Taint. Anyone who wears a piece of Kuni Crystal at least as large as a finger may roll extra unkept dice equal to the crystal's Strength Rating when resisting the Taint. (If they are wearing multiple pieces, only the strongest one counts.)

Kuni Crystals are extremely durable, as strong as steel, and thus nigh invulnerable to damage.



difficult for ogres, oni, or bog hags. The creature's true name must be inscribed upon the manacles. This spell is cast when the creature is bound with the manacles and placed inside the ritually prepared area. The result of your roll to cast the spell serves as the TN of the Raw Willpower Roll at which the creature must succeed before it can even attempt to leave the area, even if the manacles are later removed.

The Crane Clan

Almost alone among the Great Clans, the Crane do not use magic in an offensive manner against their enemies. Crane armies are accompanied by shugenja, but they play a support role rather than a directly combat-oriented one. This is not to say the Clan as a whole does not appreciate the power of magic; far from it. But they choose to honor that rarest of arts by focusing it in other areas. In the manner of their founder, the Lady Doji, architect of Rokugan's culture and society, the Crane choose to allow magic to flourish in all areas save war, hoping to set an example to the rest of the Empire that not all great talents must be turned exclusively to destruction and mayhem.

Almost all the Crane Clan's shugenja come from the Asahina family. There have been historical accounts of Doji or Kakita with the ability to speak to the kami, but they are as rare as bushi among the Asahina, and there has never been any known instance of a Daidoji shugenja. The Asahina view of magic is unlike that of any other shugenja Family outside of the Phoenix Clan. They view magic as a calling to which one must consciously and deliberately devote oneself, rather than just an innate ability; as a result, the vast majority of the Family take extensive vows of pacifism, chastity, and charity, regarding these devotions as part and parcel of the abilities they have been granted by the grace of the Fortunes and their ancestors. Until recently, it was quite rare for any Asahina-trained shugenja to raise a hand against a living being, much less use magic in a lethal manner. Because the Crane are so accepting of non-militant paths, as indicated by their sponsorship of artisans of all sorts, the Asahina are freely permitted to act according to their pacifist philosophy.

Magic is a continual source of frustration for the Daidoji. More than any other Crane Family, the ever-practical Daidoji understand the enormous benefits the Clan could reap if the Asahina's magic could be brought to bear on the field of battle. They have seen first-hand the effects of magic employed by the Phoenix, the Lion, and the Crab, and have long desired such a resource in battle for themselves. However, the Doji have decreed the Asahina are to be permitted to follow their own path, and the Daidoji have never been the sort to question their lords' decisions. The past few decades has seen a splinter movement within the Asahina toward more aggressive philosophies, particularly against the Shadowlands, and this has done much to restore the Daidoji Family's faith in them. Beyond that, while the Daidoji respect the power enemy magic commands on the battlefield, they ultimately see it as simply another obstacle to overcome.

The Doji, like the ruling Family of every Clan, have ultimate authority over the duties shugenja take up within the Crane Clan. It is the Doji who decided the descendants of Isawa Asahina should be permitted to pursue their own path, despite the Daidoji continually pointing out the benefits of deploying magic on the battlefield. Were it not for the devotion of the Family to the ideals of Lady Doji, it is possible the Asahina Family would never have sprung into being at all, and certainly it would bear little resemblance to its current incarnation. The Doji, however, believe as their founder did that all must pursue their own path, and that violence is not a fit pursuit for a truly civilized being. Thus, the Asahina are permitted their pacifism, and the Doji have found other ways of turning their abilities to the benefit of the Clan.

Unlike the other non-shugenja Crane Families, the Kakita have no particular philosophy regarding magic. Perhaps more than any other Family in any Clan, the Kakita believe in finding one's own path and devoting oneself utterly to it. Known particularly for their artisans and their duelists, the Kakita are perfectly content to permit the Asahina to pursue their own agenda. It has no direct effect on them, and so they do not trouble themselves over it. As for magic itself, the Kakita consider it another art that requires a lifetime of devotion and contemplation to fully understand, just like the arts of ikebana, poetry, painting, or any of a dozen others taught at their Artisan Academy.

TABLE 1.2: CRANE SHUGENJA OPTIONS

School/Path	Type	Reference
Asahina Shugenja School	Basic School	<i>L5R core rulebook</i> , pp. 122-3
Asahina Duelist	Path	<i>Art of the Duel</i> , p. 45
Asahina Fetishist	Path	<i>Prayers and Treasures</i> , p. 14
Asahina Sohei	Path	<i>The Four Winds</i> , p. 15

The Eyes of the Kami

Through the eyes of the kami, the Crane Lands are pristine and elegant almost to perfection. The artistic construction of their settlements achieves an almost inhuman intricacy that would stun even the most skilled artisan. Gardens and courtyards are idyllic paradises where one feels instantly at ease. Even the most utilitarian fortress has the feel of a beautiful museum or a Champion's estate, and nature itself seems to be filled with scenic vistas the likes of which are rarely seen elsewhere, even in the most remote, untouched locations.

THE ROLE OF SHUGENJA IN THE CLAN

Asahina Duelist – While the Asahina are an exceptionally pacifistic and monastic Family, the Crane Clan as a whole is aware of its reputation as the Empire's finest and most prestigious duelists, and

they are unwilling to allow that reputation to be threatened, even in the arcane practice of *taryu-jiai*. Thus, while the Asahina are unwilling to go to war or spill the blood of another, they are nevertheless well-versed in the ways of magical dueling, and are more than capable of defending the Clan's honor in a duel. While this can make their more idealistic members somewhat uncomfortable, the Asahina Family as a whole recognizes that the Doji, Kakita, and Daidoji have always respected their philosophy of pacifism, and have never demanded they fulfill their oaths of fealty by waging war. In recognition of this, the Asahina are willing to bend their own principles somewhat, and defend their Clan's honor whenever it is asked of them. Thus, the Asahina Duelists are both well trained and eager to prove the Crane are, in fact, the finest duelists of Rokugan in all respects.

Asahina Shugenja School – The pacifistic Asahina are perhaps the most traditional Family of priests within the Empire, lacking as they do the ambitious desire for knowledge that the otherwise traditionalist Isawa embrace so readily. They adhere to the old ways, the traditions of their Family es-



established centuries ago when Isawa Asahina put aside the path of violence and joined the Crane as a newborn pacifist. Because of their beliefs, the Asahina are relegated primarily to a supporting role within the Clan. They perform all of the rituals shugenja normally perform for the samurai and peasant classes of the Empire. They also make themselves accessible to their lords in the Doji and Kakita for any assistance they might require in investigation or divination. Indeed, the Asahina will gladly and readily perform nearly any duty requested of them, according to their station, save for combat. With a few notable exceptions, such as the Sohei (see below), they will not go to war for any reason.

Asahina Sohei – Though not an especially large samurai Family, the Asahina are nonetheless numerous enough so that not all of them think exactly alike. They have a few dissidents, and choose to educate them rather than cast them out. Those among the Asahina who seem too eager to abandon the Family's pacifist ways are often pressed into service in one of the Family's monasteries, in the hope that that serenity will find them and quash their combative spirits. Oftentimes, this works very well. On occasion, however, it only exacerbates the situation, and the result is the small order of combative individuals generally referred to by other Asahina as sohei, or warrior monks.

Fetishists – The Asahina Fetishists are a group that combines magic and art into a unique ritual no other Clan has been able to reproduce. The Fetishists are able to contain the kami within small vessels temporarily, allowing others to release them and gain a momentary flash of skill and prowess as a parting gift from the kami. While this ability can and does prove quite useful to many Crane samurai, the Clan has as yet never mandated that fetishes be produced in numbers or earmarked for any particular function. The Crane seem to regard the accomplishments of the Fetishists in the same manner they look upon the achievements of the Kakita Artisan Academy, as an accomplishment to be pursued for its own sake rather than designated for specific purposes. In this way, the Fetishists advance the cultural dominance of the Crane Clan in Rokugan's society.

New Path: Fetishist (Shugenja)

TECHNIQUE RANK: 3

PATH OF ENTRY: Asahina Shugenja 2

PATH OF EGRESS: Asahina Shugenja 3

Technique: Touch the Spirit

You have the ability to temporarily place the energies of the kami within a small object, such as a piece of origami or a porcelain figurine, thus allowing others to draw upon those energies. When using this ritual, which takes 1 hour to complete, you select one Skill — except for any Weapon Skill, Iaijutsu or Jiu-jitsu — upon which to focus. Anyone holding the fetish that you imbue with that Skill may activate it at any time and immediately gain a number of additional rolled dice equal to your School Rank on one roll using the specified Skill. This roll must be made immediately after the fetish is activated or the effect is lost. Each fetish may only be used once. The creation of a fetish consumes 1 spell slot of your choice for that day.

Inheritance: Fetish (varies)

Asahina Fetishes can be powerful tools when employed at exactly the right moment. In fact, part of their purpose is to influence the psychology of the user (who typically has no experience in wielding the power of the kami). The Asahina hope to engender a sense of destiny and fulfillment in those who bear their delicate treasures. Representing these tokens with a permanent Advantage is difficult, however. For a single fetish, you may pay an amount of points equal to the creator's School Rank minus 2, so a fetish from a Rank 3 creator costs 1 point, from a Rank 4 creator costs 2 points, and so on. For a significantly more expensive Advantage, you may have regular access to these fetishes. If this is the case, assume that you may acquire a maximum of one fetish per week, although you may never have more than one in your possession at any time. This costs a number of points equal to twice the School Rank of the shugenja crafting the fetishes for you.

New Spell: Awaken the Spirit

Note: This spell is known only to the Asahina Family

ELEMENT: Air

MASTERY LEVEL: 2

DURATION: See text

AREA OF EFFECT: 1 object

RANGE: Touch

The Asahina Family's experience with communing with the spirits of mundane objects and crafting fetishes has taught them to temporarily awaken the spirit of lesser objects, although the effect is very short-lived and the spirits soon return to sleep. You may cast this spell on any simple object that can be held by an adult human. It awakens the spirit inside the object, which then gives its aid to whomever holds it. The next roll made using that object confers a bonus of +1k0. For weapons, this is obviously a Weapon Skill. For a biwa, it would be Perform: Music. A kabuki mask might grant a bonus to Acting, a fan a bonus to Deceit or Etiquette, and so on. Whatever the object you select, the bonus lasts for exactly one roll — the first roll made with that object after the completion of the spell.

The energies of the spell lie dormant until that time, and once the effect is expended the spirits immediately return to their slumber. The dormant energies of the spell can last for up to a year before they are lost, but once activated, they never endure for more than a single roll. This spell has no affect on nemuranai, as those objects already contain fully awakened spirits.

New Spell: Aegis of the Air

Note: This spell is considered Mastery Level 3 except for shugenja of the Asahina and Isawa Schools, for whom it is Mastery Level 2.

ELEMENT: Air

MASTERY LEVEL: 2

DURATION: 10 minutes

AREA OF EFFECT: 1 person or creature

RANGE: 30'

Although they often refuse to lift their hands against others in war, the Asahina shugenja nevertheless work hand-in-hand with their Clan's other Families. The Daidoji yojimbo are more than willing to sacrifice themselves to protect the Asahina, and at the command of their Doji lords, the Asahina reluctantly allow them to do so. You may select one willing ally within 30' of you as the target of this spell. For the duration of this spell, all non-magical ranged attacks directed at you are redirected to the targeted individual instead. These attacks automatically hit unless the target has a Technique that forces some manner of test or Opposed Roll for such things.

Inheritance: Awakened Items (varies)

Although of considerable value if employed at the proper time, items that have been subjected to the spell Awaken the Spirit are nevertheless one-use objects that can disappear quite quickly under stressful circumstances. You may begin the game with any object that has been enchanted with this spell for 1 point. In exchange for an Asahina ally who will use the spell regularly for you, assume you must purchase the Allies Advantage (1/1, or 2 points total) as well as an Inheritance Advantage that costs 3 points. This will provide you with one casting of the spell per week with no cost or expectation of returns. Keep in mind, however, that this ally will not accompany you everywhere you go, so these benefits only apply while you remain in reasonable proximity to him, or at least return to his physical proximity on a regular basis.

The Dragon Clan

Aside from the Phoenix Clan, the Dragon are the most likely Clan to be mentioned in any discussion of mystical prowess in the Empire. The Dragon's shugenja are atypical and have always been so, pursuing strange and innovative forms of magic unknown to anyone outside their mountain homeland. For all the mystery associated with the Dragon — or perhaps even because of it — the Clan's magic is justly feared by its enemies. During the Clan's war with the Phoenix Clan some years ago, the Dragon were able to hold their own against the vaunted Phoenix shugenja, matching power with power. The Clan is also credited (by those few who know about the incident) with the death of a Dark Oracle and the defeat of his immediate successor. Clearly, the Dragon have magical prowess that cannot easily be dismissed, even by their most strident detractors.

Although it is unlikely they would ever admit it, the Kitsuki Family as a whole finds magic somewhat frustrating and annoying. Their Family was founded by a failed shugenja student, and this may have some influence on their general distaste for the supernatural. But far more than this, the Kitsuki find magic troubling because it can dramatically alter simple, basic facts and defy the elements of logic, things they hold in exceptionally high regard. Given a purely physical, mundane set of circumstances to evaluate, a trained Kitsuki can deduce the truth of any situation almost without fail. Adding the intervention of the kami, however, can make it all but impossible to determine what happened in any situation, and the Kitsuki find this maddening. Still, they respect the power and ability of their Tamori kinsmen, and have been known to call upon them for aid in situations where they believe other shugenja have been involved. Out of necessity, the Kitsuki have learned to fight fire with the fire of their Tamori cousins.

The Mirumoto have greater knowledge of magic than any bushi Family in the Empire save the Shiba Family of the Phoenix Clan.



They train alongside the Tamori as part of their basic schooling, and by the time of their graduation from the dojo, they are intimately familiar with the most common rituals and traditions of their shugenja kinsmen. The average Mirumoto understands the ability to speak to the kami is a gift that must be honed like any other skill if its practitioner is to maximize its power. They respect and often revere their shugenja, and treat them in all ways as comrades, never begrudging them their relatively elevated status. The Mirumoto understand very well that when a situation is at its worst, when things seem the most dire, the Tamori will be there, standing shoulder to shoulder with their greatest warriors, fighting to the sake of the Dragon Clan.

The Tamori are, if not the most militant, certainly the most militarily active shugenja Family in the Empire. They participate in the Dragon armies to a degree unprecedented elsewhere (save perhaps the Unicorn army known as the Baraunghar), fighting alongside their Mirumoto cousins at every opportunity. This is, needless to say, a relatively strange view of the appropriate role for shugenja in a Great Clan. Individual Tamori tend to view their relationship with the Elemental kami as a personal challenge. Whether or not they are capable of communing with them and compelling the divine spirits to obey their wishes is a matter of their personal will and strength, both spiritual and physical. To the Tamori, magic exists to serve the will of those with the strength to command the Elements, and while they pay homage to the kami, they never question whether the spirit or the shugenja is the superior in the relationship.

As might be expected, the Togashi order does not have a uniform opinion of magic and its role in the universe. Of course, even if the Togashi did have a uniform philosophy, it would surely be impossible to determine what it was, given their penchant for enigmatic riddles and avoidance of clarity. The Togashi appear to have some understanding of the fundamental nature of the universe, and they realize magic has its place, just as does everything else. Toward that end, they treat shugenja and any manifestations of their magic as they would any other individual, without any particular deference. This upsets some shugenja, while others find it oddly comforting.

TABLE 1.3: DRAGON SHUGENJA OPTIONS

School/Path	Type	Reference
Tamori Shugenja School	Basic School	<i>L5R core rulebook</i> , p. 126
Student of the Tao	Advanced School	<i>The Four Winds</i> , p. 8
Tamori Alchemist	Path	<i>Prayers and Treasures</i> , p. 18
Tamori Yamabushi	Path	<i>The Four Winds</i> , p. 16

The Eyes of the Kami

The mountains of the Dragon are mysterious even under the simplest of circumstances, and they seem positively haunted when one can perceive the mood of the kami who inhabit them. Through the eyes of the kami, the mountains seem even more inscrutable and enigmatic. The landscape seems to shift and change every time one looks at it, leaving little in the way of guaranteed landmarks to maintain one's bearings. The mountains have a way of forcing visitors to depend solely on their own intuition — their own inner compass, as it were — for guidance and direction. Of course, the Dragon would probably approve of this phenomenon on philosophical grounds, were they responsible for or even aware of it in the first place.

THE ROLE OF SHUGENJA IN THE CLAN

Tamori Alchemist — For centuries, the Agasha Family pursued a variety of bizarre magical techniques and practices, all with the blessings of the other Dragon Families. The Family quickly developed a reputation for eccentric but effective concoctions, but unfortunately much of this was abandoned when the Agasha defected to the Phoenix Clan, as the Isawa disapproved of such research. While the Agasha continue to utilize some of their more significant successes as their Family legacy, the Tamori have picked up where they left off, and found many more potent combat applications for their work in the process. The Tamori Alchemists are a strange group, but they are welcomed into the ranks of the Mirumoto armies just as readily as any Yamabushi. For the most part, those who follow this calling pursue their work either in their temple laboratories, or in military barracks or even in the field as part of the Clan's armies.



Tamori Shugenja School – The Tamori are an active participant in all of the Dragon Clan's activities, including the Mirumoto's military efforts. This is of course highly unusual for a shugenja Family, though it can be compared to the Iuchi family's assistance to the Unicorn armies and the proactive stance taken by the Kuni Family of the Crab Clan. Because the Dragon are such a strange Clan, with many samurai who pursue their own individualized notions of spiritualism, the Tamori have fewer responsibilities than most with regard to performing traditional rituals. Instead, they devote the majority of their time to conducting research into their unique forms of magic and to training with the Clan's military establishment.

Tamori Yamabushi – The Yamabushi are the most militaristic in an entire Family of warlike shugenja. While most Tamori fulfill the traditional roles of shugenja within the Mirumoto armies, offering support and assistance to other units, the Yamabushi are far more direct, and often can be found on the front lines of an engagement. They are extremely effective at breaking an enemy's line, and as a result are highly valued by Mirumoto commanders. They are fairly rare and few in number, however, and so most generals are cautious in deploying them, wary of letting them be bled down too easily.

New Path: Tamori Alchemist (Shugenja)

TECHNIQUE RANK: 3

PATH OF ENTRY: Tamori Shugenja 2

PATH OF EGRESS: Tamori Shugenja 3

Technique: The Kami's Essence

The Tamori have perfected a way of preparing alchemical solutions that temporarily contain the essence of the kami, and you have been chosen to learn these secrets. You may create a small vial of liquid that contains any spell of Mastery Level 3 or lower. You may only create such vials for spells you are able to cast and have the

means of casting. Until the vial is used, the act of preparing it counts as one of your appropriate spell slots having been used. Upon drinking the vial (if it is a spell that normally affects the caster) or throwing it (if it is a spell that targets another), the spell takes effect as if you had cast it at that moment.

Inheritance: Tamori Misugusuri (Varies)

You possess one or more of the misugusuri (alchemical "potions") concocted by the strange but powerful Tamori Alchemists. This allows you to wield the power of a shugenja, if only for a brief moment. The points cost of the potion depends upon the Mastery Level of the spell it contains, and is equal to 3 x the spell's Mastery Level. These potions are consumed in using them, so each has only one use. Acquiring potions on a more regular basis would require a much more expensive Advantage, as well as the Allies Advantage and most likely an Obligation Disadvantage.

New Spell: Breath of Heaven's Fire

Note: This spell is known only to the Tamori Family.

ELEMENT: Fire

MASTERY LEVEL: 4

DURATION: Instantaneous

AREA OF EFFECT: Cone, 20' long and 10' wide at the end

RANGE: See above

The Tamori have always used their talent to give the Dragon an edge in battle, and toward that end they worked closely with the militant and mystical Hitomi order, before the Hitomi were absorbed back into the Togashi. Working with the tattooed monks provided the Tamori considerable insight into the semi-divine nature of their abilities. While the tattoos such men bear cannot be recreated by mortal means, it is possible to channel the Elements in a similar manner to create similar effects, particularly those that are the most distinctive

and direct. Upon completion of this prayer, the caster bellows forth a cone of flame from his mouth, similar to that produced by those ise zumi who bear the dragon tattoo. The range of this attack is limited, but it hits all targets within its area of effect. This fire-based attack inflicts 5k5 Wounds.

New Spell: Earthen Blade

Note: This spell is Mastery Level 3 for all Schools other than the Tamori Shugenja School.

ELEMENT: Earth

MASTERY LEVEL: 2

DURATION: 5 minutes

AREA OF EFFECT: 1 person or creature

RANGE: 5'

Dwelling among the mountains as they do, the Dragon are all too aware of the power contained within the stone around them. An avalanche can destroy the greatest warrior in a second, or crush a fortress that has stood against time and enemies for a thousand years. The Tamori have learned to tap into that strength and make it their own, drawing the power of the mountains into their hands in the form of a stone katana that can devastate those who stand against its wielder. Similar to the other Elemental weapon spells, Earthen Blade creates a stone katana with a DR of 3k3. It lasts for the spell's duration, unless the summoner dismisses it earlier or is knocked unconscious. However, in one respect it is more powerful than other Elemental weapons: the stone katana ignores the benefits of metal armor and reduces the Carapace rating of targets by 2. This spell may instead be cast as a Mastery Level 5 spell, and if this is done, it creates a permanent stone katana (in game terms, the Duration of the spell is changed to "permanent"). However, if this spell is cast in either manner by a shugenja who already has summoned a permanent stone katana into existence; doing so immediately causes the previous blade to disappear forever.



Sacred Weapon: Earthen Blade (7 points)

You possess a permanent Earthen Blade. This is a costly gift to bear, for the shugenja can never cast the spell again as long as your blade is in existence. This means you owe him a great debt, one that will likely have to be repaid sooner or later. Although the blade inflicts only slightly better damage than a normal katana (3k3), the ability to ignore the benefits of an opponent's metal armor and negate two ranks of the Carapace of Shadowlands creatures renders it a powerful weapon indeed, and one likely to attract a significant amount of attention.

The Lion Clan

The Lion are not generally considered in any conversation about the nuances of magic in Rokugan. War is their specialty, not the obscure points of religion. Despite this, those who study the more obscure and secretive forms of magic in the Empire are often fascinated by the abilities of the Kitsû Family. The Kitsû, after all, possess the remnants of abilities once wielded by their non-human ancestors. These abilities can be found in a handful of the most powerful natives of the mortal realm, but they are far less rare among certain bloodlines of the Kitsû Family. Perhaps ironically, the Lion do not utilize these gifts in battle to any significant degree, for they consider them a sacrament and an honor, and keep those who possess them well away from the risks of war. This apparent disconnect in the Lion's normal philosophy of war above all is one of the few indications of their deep reverence for magic and especially for those who can speak to their ancestors at will.

The Akodo respect the power of magic and the things it allows their Family and Clan as a whole to accomplish. They appreciate the gifts and abilities of the Kitsû, but they also understand the kami are capricious entities compelled to act by the imperfect weapon of man's will. In keeping with this philosophy, the Akodo

do not place any burden solely on the shoulders of a shugenja, no matter how skilled or powerful. Any man, or for that matter any Clan, that relies too heavily upon magic rather than the honest work of samurai is guilty of failing to prepare, failing in duty. This is something the Akodo will not endure.

In keeping with their role within the Lion Clan, the Ikoma have a somewhat broader but also more irreverent view of magic than the other Lion Families. Their histories recount many stories of shugenja achieving tremendous feats of magic, from the deeds of Kuni Osaku in the Crab Lands to the more recent defeat of the Blood Sorcerer, Iuchiban, by Isawa Sezaru. Far more than the Akodo or the Matsu, the Ikoma understand exactly what shugenja can accomplish with sufficient mastery of their talent. However, as the Clan's representatives to many other courts, the Ikoma are also well aware that not all shugenja are above reproach, and many dabble in pleasures and weaknesses like any other mortal. The Ikoma have witnessed such things firsthand among the delegations of other Clans. Thus, they understand it is not the nature of a shugenja's power that determines who and what he is, but the strength of his character, and they have all the more respect for the Kitsû as a result.

The Kitsû are rigid traditionalists to the last, embracing rituals and ceremonies that other Families have abandoned for centuries. In the eyes of the Kitsû, those early shugenja who first discovered how man could commune with the Elements were paragons among men, individuals whose brilliance can never be eclipsed, and so they continue to employ the same methods their ancient predecessors first used over a thousand years ago. To the Kitsû, magic is an obligation, one that they are born into and must fulfill at all costs. By adhering to the ideals of their ancestors, the Kitsû believe they can accomplish anything the Lion need of them, whether it be the roles of priests, warriors, courtiers, or magistrates. Thus, many outside the Clan are surprised at the versatility of Kitsû shugenja, seemingly at odds with their rigid traditionalism.

While the Matsu are more complex than their popular image as hot-headed warriors, with regard to magic they are more or less as others imagine them. They do not have a full understanding of magic and how it works. The basic idea of it is easy enough to grasp, but the depth and strength of the bond between shugenja

and kami, the relationship maintained between the two, escapes them. Fortunately for the Family, the average Matsu has no real need to understand or even deal with magic in any significant way. The Matsu respect their cousins among the Kitsu for their role as priests of the ancestors, and for their ability to achieve things through magic that would otherwise take much longer and far more efforts. They are more than happy to allow the shugenja Family assist them, both in the army and in the administration of their holdings.

TABLE 1.4: LION SHUGENJA OPTIONS

School/Path	Type	Reference
Kitsu Shugenja School	Basic School	<i>L5R core rulebook</i> , p. 130
Bishamon's Chosen	Path	<i>Prayers and Treasures</i> , p. 23
Kitsu Spirit Legion	Path	<i>Masters of War</i> , p. 116

The Eyes of the Kami

Those who are able to perceive the subtle influence of the kami on the mortal world see the Lion Lands much differently than those who cannot. Everything in Lion territory is sharp, precise, and ordered. Even in the sim-

plest expressions of nature, whether the arrangement of rocks in a babbling stream or the rows of grass on the open plains, there is conformity and uniformity. In the Lion lands, all is order and law, and there is precious little in the way of extravagance or waste.

THE ROLE OF SHUGENJA IN THE CLAN

Bishamon's Chosen – Bishamon Seido is the largest dojo in the Lion Lands, and among the thousands who study there are a large number of Kitsu shugenja. Although they are trained in the ways of the kami just like their brethren in the various shrines and temples elsewhere in the Lion provinces, these Kitsu are also taught the proper military application of their abilities. Those who face the Lion on the battlefield typically only remember the terrible ferocity of the Matsu and the cold, calculating inevitability of the Akodo. Those few who have the opportunity to see the Kitsu sect known as Bishamon's Chosen serve on the field of battle, however, also remember their sheer overwhelming power. They are truly favored by the Fortune of Strength, and wreak a terrible toll upon their Clan's enemies.



Kitsu Shugenja School – All those trained by the Kitsu to speak to the kami are likewise trained in the ancient art of speaking to ancestor spirits. This is an ability mastered by the most illustrious and powerful of the Kitsu Family, those individuals known as the Sodan-senzo. These rare persons are able to trace their bloodlines back to the original five kitsu who took human form and created the Kitsu Family at the request of Akodo One-Eye. Because of this connection to the ancestors, the Lion accord their shugenja deep respect, and consider them to be consummate advisors for field commanders, daimyo, and even the Clan Champion. What better source of advice can there be, after all, than the approval (or disapproval) of one's ancestors? Far beyond their military value, Kitsu shugenja are prized because the Lion are intensely traditional, and adhere to ancient rituals and blessings that even conservatives among other Families have long forgotten.

Kitsu Spirit Legion – Numbering even fewer than the Sodan-senzo, this strange new order of shugenja totals less than a dozen. Born with an affinity for the spirit realms that defies classification, the men and women of the so-called Spirit Legion are able to part the veil between the mortal realm and those realms beyond, summoning forth specters of samurai long-dead to fight on their behalf. This amazing ability is somewhat debated among the Kitsu, who weigh its merits against the potential for blasphemy. Lion commanders, however, prize the Spirit Legion highly when looking for a shugenja advisor. Not only can Spirit Legionnaires contribute advice and magical support in the normal manner for shugenja accompanying an army, but they can also lend additional direct support should the general's command group come under attack.



New Path: Bishamon's Chosen (Shugenja)

TECHNIQUE RANK: 3

PATH OF ENTRY: Kitsu Shugenja 2

PATH OF EGRESS: Kitsu Shugenja 3

Technique: Blessings of Strength

The Fortune of Strength favors his adherents among the Lion, and aids them in smiting their enemies. When casting any spell that specifies one or more target persons or creatures, you may make one Raise to add an additional target to the effect of the spell. You may also expend an additional spell slot of that spell's Element (or one of your Void slots) to increase the Area of Effect by half (for instance, a spell with an area of effect of 50' would be increased to 75'). You may add your Rank in the Battle Skill to the total of all Spellcasting Rolls you make during a skirmish.

New Spell: The Breath of Battle

Note: This spell is known only to the Kitsu Family

ELEMENT: Fire

MASTERY LEVEL: 3

DURATION: Instantaneous

AREA OF EFFECT: All persons in range

RANGE: 100' radius

The Kitsu are able to stoke the fires within the heart of every Lion, stirring the courage of their Matsu, Ikoma, and Akodo kinsmen in battle and setting them against their enemies with a terrible fury, ignoring whatever losses they may have suffered. This is considered a great gift by the bushi Families of the Lion, and they are always grateful to the Kitsu for granting them the power to redouble their efforts on the battlefield. When this spell is cast, all humans within range of the caster

heal twice the caster's Earth Ring in Wounds, and the next time they suffer Wounds as a result of a roll on the Mass Combat table, the first 2 dice rolled in that instance are considered to have rolled a 1. (Determine beforehand which dice are to be treated as 1's; they may not be selected after the fact in order to eliminate certain results.) This effect only lasts for the current battle. It is rarely used in a small-scale engagement (such as a skirmish) because the spell affects all humans in range, which could very well mean granting its benefits to the Lion's enemies.

New Spell: The Rolling Earth

Note: This spell is considered Mastery Level 5 for all Schools other than the Kitsu Shugenja School

ELEMENT: Earth

MASTERY LEVEL: 4

DURATION: Instantaneous

AREA OF EFFECT: 2,500 square feet of surface area

RANGE: See text

Those Kitsu who train with the Lion armies can be fearsome indeed, and not even nature itself can help but respond to their battle fervor. Even the terrain upon which they wage war is subject to their wishes, and it can be used to devastating effect upon those foolish enough to take the field against the Lion. The Kitsu can summon the earth to rise from its dormancy and wash across the battlefield like a tsunami. This creates a massive rolling wave that can upend anyone standing in its path, often causing serious injury as those struck by it are tossed like dolls. All in the wave's path must succeed at a Raw Agility Roll against a TN of 25. Those who fail are tossed high into the air by the earthen shockwave. They remain in the air until their next turn, at which point they fall to the ground. (Needless to say, they cannot take any actions while plummeting to the ground.) They suffer 3k3 Wounds on impact. This wreaks havoc on enemy formations, and grants the Lion general a +15 bonus to his next Battle Roll.

The Mantis Clan

Although the Mantis Clan is not generally recognized for its religious nature or mystical prowess, the Clan commands significant magical abilities. Because the Mantis do not control much territory on the mainland, some of their more noteworthy magical activities are simply not noticed by outsiders — out of sight, out of mind. However, the simple fact that the Clan has three Families with established shugenja traditions — more than any other Clan save the Phoenix — speaks volumes about the true depth and breadth of their experience with magic.

Absorbed into the Mantis Clan only very recently, in the aftermath of a major disaster that plagued the Kitsune Mori, the Kitsune Family have yet to settle into their niche within the Mantis. The Mantis Champion granted them the right to continue their own traditions, and the Kitsune have thus far continued to operate as they have for the centuries when they were the Fox Clan. The Kitsune view the ability to speak with the kami as both a divine blessing and the salvation of their people. It was only through their ability to speak to the spirits of the Kitsune Mori that they were saved from starvation centuries ago, and they have never forgotten it. The Kitsune view magic as both a great responsibility and as a means to exist in perfect harmony with the universe. A Kitsune shugenja is one with nature, and animals and the spirits of nature that normally shy away from the presence of man do not fear him.

The Moshi Family's notion of magic and how it should be used has changed drastically within the past few generations. Once, they devoted themselves exclusively to the worship of Lady Sun, but the death of that divine entity left them without purpose or a sense of identity. Although some Moshi attempted to take up the worship of Lord Sun, Amaterasu's replacement in the Heavens, his philosophy and practices were simply incompatible with those previously followed by the Moshi. When the Moshi joined the Mantis, they found purpose again, and have clung to that sense of purpose to keep them from

despair and emptiness. For the Mantis, the Moshi perform all of the traditional duties requiring the attention of shugenja. These are duties other Families have their principle shugenja perform, but the Yoritomo eschew them in exchange for other, more militant pursuits.

Alone among the Families of the Mantis Clan, the Tsuruchi have no shugenja tradition to speak of. There have been fewer than half a dozen shugenja with the Tsuruchi name in recorded history, and most of them were ronin adopted into the Family. Even so, the Tsuruchi understand the power of shugenja and they have a healthy respect for them in all their forms. Even before the Tsuruchi joined the Mantis, when they were still the Wasp Clan, they had a close alliance with the Fox Clan, and the Kitsune shugenja worked hand in hand with squads of Tsuruchi bounty hunters during the Clan War and the War Against the Darkness. Never the most religious of Families, the Tsuruchi tend to view shugenja and magic in general with a very practical eye, thinking of them in terms of how they can benefit the Family's agenda, rather than how they fit into the Celestial Order.

The Yoritomo Family have lived for centuries in one of the most challenging regions known to exist outside the Shadowlands. The Islands of Silk and Spice are tropically hot almost year round, with only a mild reprieve during the Empire's winter months, and they are subject to the ravages of the sea throughout the entire year. The Mantis' ability to survive such conditions for so long speaks volumes about their tenacity and adaptability. The adoption of the Moshi Family into the Mantis is a relatively recent development, and the Kitsune even more so. Before that, the Yoritomo had very few shugenja in their ranks, with only a handful born in any generation. Nevertheless, these few individuals possessed impressive command over the sea and the elements, so the Yoritomo have a deep and abiding respect for any who can bend the kami to their will. The average Yoritomo samurai views shugenja as powerful vassals of the Fortunes themselves, and treats them with deference and respect. An unfortunate result of this tradition, however, is that the Yoritomo also consider shugenja to be exceptional weapons of war, and they generally expect shugenja who serve them to fully contribute during any conflict, pacifistic ideals or no.

TABLE 1.5: MANTIS SHUGENJA OPTIONS

School/Path	Type	Reference
Kitsune Shugenja School	Basic School	<i>L5R core rulebook</i> , pp. 147-8
Moshi Shugenja School	Basic School	<i>L5R core rulebook</i> , p. 133
Yoritomo Shugenja School	Basic School	<i>The Four Winds</i> , pp. 164-5
Orochi Riders	Advanced School	<i>The Four Winds</i> , pp. 9-10
Storm Acolytes	Path	<i>Prayers and Treasures</i> , p. 26

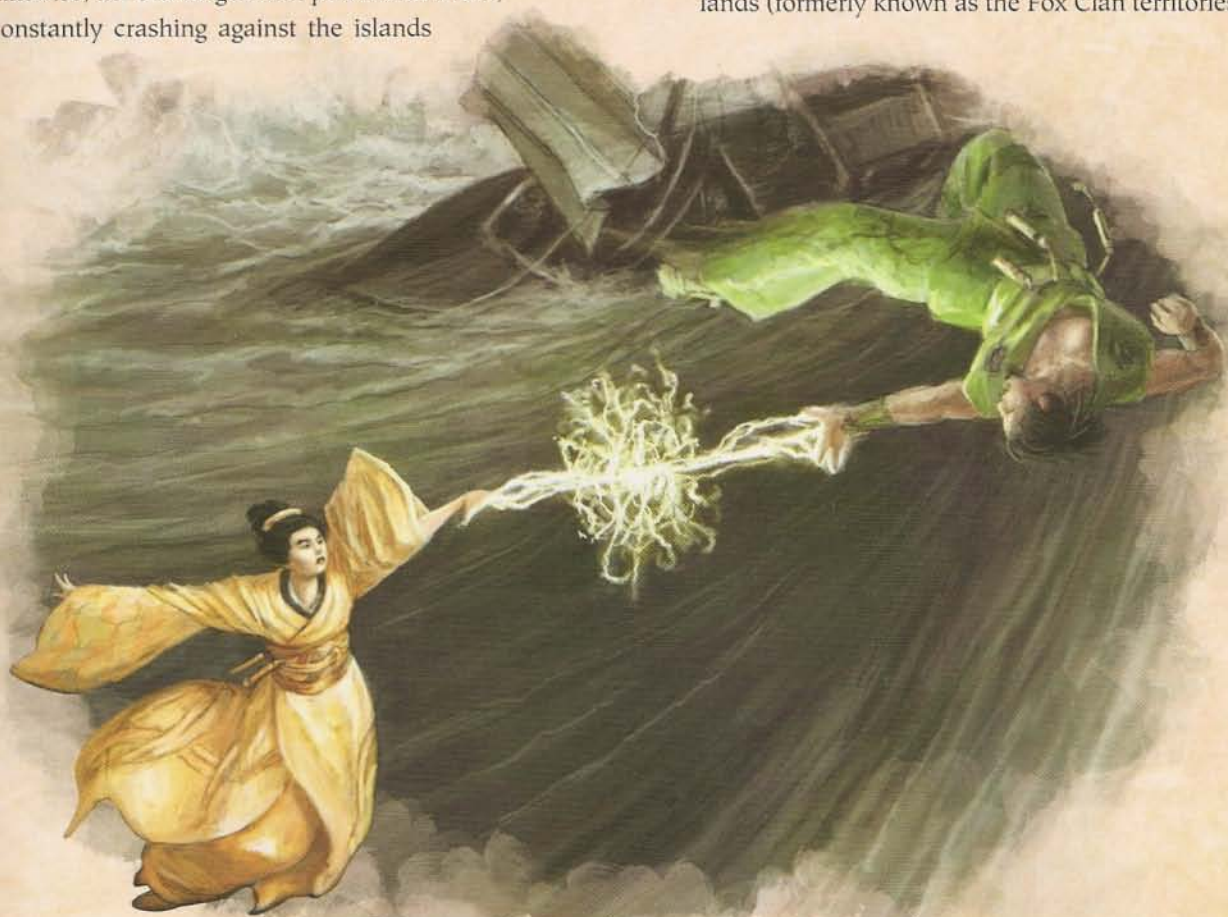
The Eyes of the Kami

It would be difficult to describe the Mantis Lands in any single, consistent manner, as they have holdings in four areas, most of which are distant from one another. The Yoritomo lands, however, are unlike any found on the mainland, and their exotic appeal is only enhanced to those who can perceive the influence of the kami all around them. To that perception the Mantis islands are truly a wild, savage place, where the jungle looms on the very edge of any settlement, waiting for the chance to spill over and reclaim all the Mantis have created. Likewise, the sea surges with power and wrath, constantly crashing against the islands

with a fury that suggests a wish to sink them all beneath the waves and claim absolute dominion over the region. The Mantis take this ferocity of the Elements in stride, however, and it is obvious from their feral grins and brilliant eyes that they thrill in the struggle for survival that is their day-to-day existence.

THE ROLE OF SHUGENJA IN THE CLAN

Kitsune Shugenja School – A recent addition to the Mantis Clan's ranks, the Kitsune are among the oldest and most peculiar shugenja Families in the Empire. Far from being traditional priests, Kitsune shugenja often serve as woodsmen and explorers. Since their adoption into the Clan, the Kitsune have proved invaluable allies to the Tsuruchi Family, just as they were decades ago during the height of the Three Man Alliance between the Fox, Sparrow, and Wasp Clans. The abilities of the average Kitsune make them uniquely gifted at tracking, a talent that works well in tandem with the Tsuruchi bounty hunters. When not working in this capacity, Kitsune found outside their Family lands (formerly known as the Fox Clan territories)



typically serve as administrators for the Clan's more rural and inaccessible holdings, as this is the environment they prefer by temperament.

Moshi Shugenja School – By far the most numerous of the Mantis Clan's shugenja, the Moshi are an odd and somewhat varied lot. Generations ago, they were the Centipede Clan, and they revered Lady Sun. After Amaterasu's death and the ascension of the Crab hero Hida Yakamo to replace her as Lord Sun, the Moshi were left without purpose. Some among them attempted to worship Lord Sun as they had his predecessor, but found his temperament and philosophies a stark contrast to their former pacifistic ways. Since joining the Mantis, the Moshi have changed a great deal, and they now serve primarily as the Clan's designated keepers of tradition, allowing their cousins among the Yoritomo and Kitsune to pursue their unique paths without fearing the Clan will lack those who can perform ancient and necessary rites.

Orochi Riders – The Orochi Riders are exceptionally rare, numbering no more than a dozen at any one time. The group was created in the recent past, and even though they have served the Clan for only a few years, already their numbers are beginning to wane. The Storm Riders of Tempest Island, the sect of shugenja who oversee and train the Orochi Riders, have been slow to respond to requests to summon and bind more young orochi. They seem to fear that long-term use of this practice will backfire dramatically upon the Clan. Thus far, the Orochi Riders remain in use, but only to a limited extent. When deployed, however, they are capable of crushing almost any enemy.

Storm Acolytes – Much as the Elemental Council of Masters in the Phoenix Clan have both acolytes and initiates who learn beneath them, the legendary Storm Riders of the Mantis Clan have the Storm Acolytes, the most gifted among their students, who are privileged to learn their own Technique in hopes of one day ascending into the ranks of their masters. The Storm Acolytes are young shugenja who have begun learning the absolute mastery over the sea and weather their

sensei possess. They are put to use ensuring that the Mantis Clan fleets move safely and swiftly through the most dangerous regions of the sea. They have other duties as well, such as ensuring the elements are favorable in the regions where the Mantis grow their few land-based crops, and lessening the effects of storms and other natural disasters on Mantis holdings.

Yoritomo Shugenja School – The bloodline in the Yoritomo Family that has an affinity for the kami is small, and there are never more than a hundred of them at any time. However, no one can deny that those Yoritomo who walk the path of the shugenja have considerable power at their command. Yoritomo shugenja possess an inexplicable bond with the sea, one that allows them ease of command over the Elements like few who dwell upon the mainland. As such, Yoritomo shugenja are put to extensive use in protecting both the Clan's island holdings as well as its many sea-going vessels. Additionally, the Yoritomo shugenja are among those on the front lines in any conflict the Mantis might have, whether on the sea or the coastline. All who have faced them in battle can readily attest they are terrible opponents indeed.

New Path: Storm Acolytes (Shugenja)

TECHNIQUE RANK: 2

PATH OF ENTRY: Yoritomo Shugenja 1

PATH OF EGRESS: Yoritomo Shugenja 2

Technique: Thunder's Call

Those Yoritomo shugenja who have trained alongside their Moshi cousins have learned to greatly appreciate that Family's versatility. You may spend a Void Point to change your Affinity from Water to Air for one hour. You may always cast Command the Clouds as if it was a Water spell, and you are considered one Insight Rank higher for the purpose of determining whether or not you may cast this spell.

New Spell: Sanctuary of Ningen-do

Note: This spell is a secret of the Mantis Clan. It is known only to the Moshi and Yoritomo Families, although Kitsune shugenja may be allowed to learn it if the campaign is set after their absorption into the Mantis Clan.

ELEMENT: Air

MASTERY LEVEL: 2

DURATION: Concentration

AREA OF EFFECT: Self plus Raises

RANGE: Self

The Yoritomo are painfully familiar with the brutal effects of weather and the wrathful Fortunes under whose dominion such events fall. They commissioned the Moshi to develop a means by which their sea-going samurai could be spared the worst ravages of weather. The Moshi, newly accepted into the Clan at the time, gladly accepted this challenge and worked for several years to develop this spell. This prayer to the Air kami draws upon the power of the mortal realm to mitigate the effects of the divine wrath found in storms and other bad weather. Casting this spell protects you from the elements in their natural manifestations, including wind, rain, sleet, snow, storms, or any other naturally-occurring phenomenon of this type. You and everything you are wearing remain dry even in heavy rain, you cannot be knocked off your feet by high wind, and so forth. Further, you may, with effort, be able to extend the protection to those around you, theoretically protecting entire ships or even fleets with this simple prayer. This spell does not protect against artificially produced effects, such as spells that simulate weather effects (even relatively weak ones, such as Tempest of Air).

Special Raises: You may declare a Raise to increase the area of effect of this spell to a radius of 5', centered on the caster, plus an additional 5' for each additional Raise declared. This allows you to extend the protection of the spell to all persons and creatures within the area of effect. A target loses the protection granted by the spell if it leaves the area of effect at any time. However, targets may regain (or gain, if they were outside the area of effect when the spell was cast) protection by re-entering the area of effect.

New Spell: Dominion of Suitengu

Note: This spell is considered Mastery Level 4 for all non-Mantis shugenja, except the Isawa Water Tensai.

ELEMENT: Water

MASTERY LEVEL: 3

DURATION: Concentration

AREA OF EFFECT: 2 bodies of water

RANGE: 100 miles

The Mantis understand that all water is of the sea, and thus ultimately all water is part of the domain of the Fortune of the Sea, Suitengu. By offering the proper supplications, the Mantis can peer into any part of Suitengu's domain — which is to say any pool of water at least 1 foot across and 1 inch deep — and see through it to any other part. The shugenja can see events taking place within line of sight of that body of water as though he is standing atop it. Sound is not transferred through this vision, only that which can be seen with mortal eyes, much to the Yoritomo's disappointment. The two bodies of water used in the spell must be within 100 miles of one another for this effect to take place, but the shugenja does not have to be familiar with both locations to use this spell; the spell simply locates the body of water closest to the targeted location within range.

The Phoenix Clan

There is no Clan more intrinsically tied to magic in all its forms than the Phoenix. No discussion of Rokugani magic or the practices of shugenja can avoid mentioning the Phoenix, and even the most carelessly arrogant priest would not presume to dismiss the magical prowess of the followers of Isawa. For their part, the Isawa and their attendant Families are fully aware of their position as the Empire's preeminent shugenja, and they have no doubt they have earned this reputation through their own merits. While this belief has been the source of considerable hubris in the past, the current

generation of Phoenix are struggling to put that arrogance behind them. They now try to see their position as one that obligates them to aid in the betterment of the Empire as a whole, and seek to assist their fellow samurai whenever possible.

The Agasha family have never really lost the stigma of having abandoned their oaths of fealty to the Dragon in exchange for service to the Phoenix. They are often the subject of scorn among the Families of other Clans. The Phoenix have never made them feel unwelcome, of course, and this has only strengthened the loyalty the Agasha feel for their new lords. The Agasha have whole-heartedly embraced the Isawa's theories of the shugenja's duty to search for more knowledge in order to better understand the role of man in the Mandate of Heaven. Even before they left the Dragon, the Agasha researched and developed new forms of magic unseen in the Empire at that time.

Since their admission to the Phoenix, the Agasha have labored to prove their expertise to their new Clan. In particular, they have focused their efforts on the strange, multi-Elemental magic they researched for years prior to their defection. Their efforts have proven largely successful, increasing their stature among the

Phoenix. While this has benefited the Family considerably, some among the elder generation are concerned that it has engendered a dangerously mercenary attitude among their younger members, making them too eager to please whoever gives them patronage.

The Asako are something of an anomaly among the Phoenix. There are many shugenja among their ranks, but not so many as in the Isawa. The Family has likewise pursued new research into magic, although not with the success or flair of their new Agasha kinsmen. The Asako are something of a catch-all for the Clan, a Family with no singular purpose but one that fills a variety of niches left by the other Families. As might be expected, the Asako have a highly mutable view of magic and how it should be utilized. Their versatility in no way compromises their reverence for magic and the kami, however; the Asako have a strong monastic tradition that instills in them a great deal of respect for the natural way of things. The Isawa are, without question, the largest, most powerful, and most influential shugenja Family in all of Rokugan. They originated Rokugani magic, they still set the standard for what is expected of shugenja, and they are the ones who time and time again raise those expectations. The Isawa firmly believe



shugenja are an elite among all mankind, a chosen few bearing the spark of divinity, blessed by Heaven with the ability to speak to its emissaries throughout the mortal realm and beyond. They take this responsibility very seriously, and they believe it is their duty to constantly push the boundaries of human knowledge, for in doing so they discover a keener understanding of the will of Heaven.

The Isawa have often been accused of arrogance, of lusting after knowledge better left unknown, but they believe this is no more than jealousy and envy. If others were as closely connected with the Mandate of Heaven, they would share the Isawa's understanding of the role of shugenja in the Celestial Order. As it is, the Isawa can only fulfill their duties and hope others will eventually come to understand what all men must do.

Alone among the Phoenix Families, the Shiba are warriors with little to no capacity for magic. It is rare for anyone born into the Family to have the ability to speak to the Elements, although those rare individuals who do tend to be powerful indeed. Still, the Shiba understand magic better than almost any bushi Family in the Empire, perhaps even more so than the Mirumoto of the Dragon Clan. The Shiba respect and admire those with the ability to speak to the kami, and take it as their sacred, unquestioned duty to protect them from all harm. They take great pains to remain neutral in their feelings toward the shugenja they serve, in order to ensure they think only of their duty rather than their personal opinion of their charge. As much as they respect magic, they see it as their duty to respond before magic can even become an issue, taking the first blow from an enemy or, preferably, defeating the enemy before the intervention of magic is required.

TABLE 1.6: PHOENIX SHUGENJA OPTIONS

School/Path	Type	Reference
Isawa Shugenja School	Basic School	<i>LSR core rulebook</i> , p. 136
Isawa Tensai School	Basic School	<i>The Four Winds</i> , p. 171
Dragon Channeler	Advanced School	<i>The Four Winds</i> , p. 10
Isawa Duelist	Advanced School	<i>Art of the Duel</i> , p. 94
Asako Inquisitor	Path	<i>The Four Winds</i> , p. 18
Isawa Ishiken	Path	<i>Prayers and Treasures</i> , p. 30
The Chosen Phoenix	Path	<i>The Four Winds</i> , p. 18

The Eyes of the Kami

The Phoenix Lands are awash with the power of the Elements. Fires burn brighter, stones seem as strong and indomitable as the highest mountains, the lakes and streams seem to course with the power of the ocean, and even the wind holds the promise of power such as most have never known. For those unaccustomed to such things, the mere experience of visiting the Phoenix Lands can be overwhelming.

THE ROLE OF SHUGENJA IN THE CLAN

Asako Inquisitors – Although many Phoenix choose not to discuss or even consider it, the history of their Clan is fraught with incidences of corruption. Academically, the reason is simple enough: when one commands the sheer power available to the average Phoenix shugenja, it is inevitable that some will stray from the honorable path. When this tragedy occurs, it is the Asako Inquisitors who ensure the Clan is not threatened. In contrast to the typical serene Asako, the Inquisitors are precise and curt, polite but unwavering in their pursuit of potential threats to the Phoenix. Like their peers among the Kuni Witch Hunters, the Jade Legion, and the Scorpion Clan's secretive Kuroiban (with whom the Inquisitors cooperate), the Inquisitors are a relentless police force determined to ensure the purity and safety of the Empire. They are a great ally of all who remain pure, and a terrible foe of all who embrace the darkness, whatever its form.

Chosen Phoenix – The Chosen Phoenix were a group of Phoenix devoted to the practices and philosophies of the Bloodspeakers. Recently, however, the Chosen Phoenix were eradicated from within the Clan's ranks by a concerted effort by the Asako Inquisitors and the leadership of the Elemental Council of Masters. Nonetheless, their existence remains part of the historical record, for those GMs who wish to set their campaign in an earlier time period.

Dragon Channeler – The Dragon Channelers are a small group of shugenja based out of the Temple of the Eight Dragons in the City of Remembrance. The group's strength is not a result of any particular quality of its members, but rather the location of their temple; the Temple of the Eight Dragons is

constructed on the site where the Elemental Dragons chose their first mortal Oracles, and so the Dragons favor the temple. A handful of those who have studied there have been blessed by the Dragons, and now wield unique and considerable abilities that the Phoenix are still attempting to fully document and understand. For the time being, no requirements are placed upon them beyond those normally levied on shugenja within the Clan.

Isawa Duelist – The Isawa Duelists are relied on by their Family and Clan to ensure the superiority of Phoenix magic is not questioned. The Phoenix have a history of terrible hubris, and while they are now working as a Clan to overcome this weakness, that does not mean they do not still believe they are the most skilled and powerful shugenja in the Empire. This is not arrogance, but simple fact, recognized by many other than the Phoenix. Whenever Phoenix ability is called into question, whenever there is an exhibition or tournament of magical prowess, the Isawa Duelists are called upon to defend their Family and Clan.

Isawa Ishiken – The Isawa Ishiken are among the rarest and least understood shugenja in the Empire. After all, most individuals go through their entire lives without any real comprehension of their tenuous connection to the Void. A precious few, however, are born with a relatively strong connection. Many of these individuals are unable to deal with the energies that flow all around them, and those not fortunate enough to be born among the ranks of the Phoenix generally perish at a young age. These rare Void shugenja who are fortunate enough to be born among the Phoenix or discovered by them are identified and trained, and these special shugenja are known as the Ishiken. The Ishiken represent a great asset for the Clan, since not only do they possess powers virtually unknown by any other Clan, but they are also a constant reminder to all who encounter them of the innate magical superiority of the Phoenix.

Isawa Shugenja School – The Isawa maintain what is by far the largest, most successful, and most respected shugenja School in the Empire. The vast majority of all Phoenix shugenja begin their training in the School, and even those who do not choose to make use of the many specialized training options available are respected for their power and finesse. When describing the roles the Isawa shugenja fill in the Phoenix Clan, it would be far easier to describe those few roles they do not fill, as they do so much.

Isawa Tensai School – Tensai are selected from the ranks of students entering the Isawa Shugenja School, and are chosen based on a particularly strong affinity for one element that can be detected by older shugenja of that same element. As Tensai, they are trained to command tremendous power with their one favored element, to the exclusion of the other elements. Despite their limitations, Tensai are respected by all who know of them for the sheer capacity for destruction they possess.

New Path: Isawa Ishiken (Shugenja)

TECHNIQUE RANK: 3

REQUIREMENTS: Ishiken-do Advantage, Affinity for Void

PATH OF ENTRY: Isawa Shugenja 2

PATH OF EGRESS: Isawa Shugenja 3

Technique: The Void's Caress

The truly gifted among the Ishiken can achieve miraculous results through their affinity for the Void. You may expend spell slots from other Elements in order to cast additional Void spells. You may also expend any unused spell slot when casting a Void spell in order to receive 1 Free Raise on your Spellcasting Roll. Free Raises may be gained in a similar manner by voluntarily suffering enough Wounds to fill 1 Wound Rank.

Multi-Element Spells

Spells that employ more than one Element are relatively rare in the Empire, although they enjoyed a brief period of popularity roughly a decade ago, when many young shugenja struggled to understand this new concept. The idea of multi-Element magic was pioneered by the Agasha Family, and much of their research took place prior to their departure from the Dragon Clan. The Phoenix allowed them to continue their research uninterrupted, and shortly after their oaths of fealty to the Isawa, the Agasha experienced a breakthrough that made their theories into reality: They discovered it was, in fact, possible to call upon more than one Element at a time when casting a spell. Why draw upon the strength of only one Element when it is possible to draw upon the strength of multiple Elements simultaneously?

Multi-Element spells count as spells of every Element listed in their description, and consume 1 spell slot from each Element involved. When using the caster's Ring for any purpose related to the casting or effect of the spell, the average of all Rings involved (rounded down) is taken. For example, a Phoenix with Fire 4 and Air 2 using a Fire/Air spell would use 3 as the value for his relevant Ring. Affinities and Deficiencies apply to all Elements involved, and if the caster cannot meet the requirements of any Element, he cannot cast the spell. When an Affinity and a Deficiency both apply to a single spell, they cancel one another out.

New Spell: Soul Sword

Note: This spell is known only to the shugenja of the Phoenix Clan.

ELEMENT: Air/Earth/Fire/Water

MASTERY LEVEL: 5

DURATION: Permanent

AREA OF EFFECT: Self

RANGE: Touch

Each Element has at least one spell that allows shugenja to summon a weapon of pure Elemental power to protect themselves. There are other, more specialized spells known to individual Clans that work in a similar manner, such as the Earthen Blade spell utilized by the Talmori. The Phoenix, however, have perfected this art, and they are able to draw upon all of the Elements simultaneously in order to create that most perfect of weapons, the sword. This spell summons a blade, either a wakizashi or a katana (chosen at the time of the spell's casting), ideally suited and forever bound to the shugenja who summoned it. This sword appears perfectly normal and performs like a normal blade in the hands of anyone else. In the caster's hands, however, it grants +2 Ranks of Kenjutsu, and the shugenja's Strength is considered 2 Ranks higher for the purposes of determining the DR. As long as the caster remains alive, the sword cannot be broken by any means short of divine intervention. The shugenja can summon the blade to hand from any distance as a Use Special Ability action. As this blade is an extension of the caster's soul, he may never have more than one in existence at any time.

New Spell: Whispering Flames

Note: This spell is known only to the shugenja of the Phoenix Clan.

ELEMENT: Air/Fire

MASTERY LEVEL: 4

DURATION: Concentration

AREA OF EFFECT: See text

RANGE: 20'

By tapping into the burning intensity of flame and the quiet suggestiveness of air, certain Phoenix shugenja have been able to entrance others around them with the unbridled brilliance of their Elemental constructs. This spell allows you to summon an image of anything you can imagine — a brilliant phoenix in flight, a geisha performing an entrancing dance, or even a bushi performing his kata. The image has the potential to transfix all who have a direct line of sight to it. They must succeed at a Raw Willpower Roll against a TN equal

to your School Rank x 5, or else they are completely unable to take any actions other than to stare at the image. Those transfixed may make an additional roll to break free every two rounds, and any individual affected by this spell will immediately regain control of himself if attacked.

The Scorpion Clan

The Scorpion are not known for their magic, although they are certainly the targets of fanciful speculation that they possess some unknown form of power allowing them to move unseen through crowds, read the thoughts of others, and generally do whatever they like without being detected. These rumors are baseless, of course – the Scorpion achieve such things through largely non-magical means. However, it is true their shugenja possess an exceptional talent for deception and misdirection. These talents are put to great use by the Clan, not only for accomplishing discreet goals, but also as diversions from the Scorpion's more mundane agents working in the field.

The Bayushi are ruthlessly practical, and can be described as the only true realists in all of Rokugan. They know the traditions and customs of magic are indeed very real, but at the same time their outlook causes them to view magic as a tool and little else. It is the duty of shugenja to observe their own taboos and obligations, after all, but not the duty of those whom the shugenja serve. Over the centuries, the Bayushi have learned there are certain duties at which the Soshi Family excel, particularly given their unique magical practices. These are duties the Soshi have performed flawlessly for centuries with very little change, and the Bayushi depend on them to ensure the Scorpions' goals are achieved.

The Shosuro's view of magic mirrors that of the Bayushi, but is even more grounded in hardened realism, if that is possible. The Bayushi may conceive the deed, but it is the Shosuro who actually bloody their hands with it, and this makes them an unsentimental and irreverent lot. There are instances of shugenja appearing among the Shosuro, but it is quite uncommon, and ul-

timately unnecessary. The Family has honed the arts of stealth, ambush, and assassination to the point where their talents are almost supernatural in and of themselves. Committing acts that others blame on magic only benefits them in the long run. The Shosuro, as a result, view magic almost as a scapegoat, although they do appreciate its value when circumstances are such that skill, no matter how prodigious, cannot succeed on its own.

The principle shugenja Family of the Scorpion Clan has always been the Soshi. More numerous and commanding more resources than their Yogo kinsmen, the Soshi are descended from Shosuro, the enigmatic figure who was the first Scorpion Thunder. For centuries the Soshi practiced a type of magic that was, unknown to them, intrinsically linked to the primordial entity called the Lying Darkness. After the threat from the Darkness was finally revealed and the entity was defeated, the Family was left with significantly reduced power and a new sense of wariness with regard to the use of magic. Although the Soshi quickly refocused their attention on the more conventional magic that had always been their secondary pursuit, they have never truly recovered from the shock and shame of their association with such a great threat to the Empire. While the other Clans know nothing of their past, and the other Scorpion Families do not judge them for it, it is a burden they continue to carry. As a result, they look upon magic in all forms first from the standpoint of what risks it carries, and whether the benefits are worth the potential loss both to their Family and to the Clan as a whole.

The Yogo view magic as the source of both their strength and their greatest weakness. The first Yogo was cursed, cast down in battle by the terrible power of Fu Leng himself, and condemned to betray those he loved the most. His line bears the same curse, and though time and understanding have somewhat weakened its effects, it still has a grave impact on the daily life of the average Yogo. Were it not for the strength of their magic and their indomitable will, the Yogo would have been cast out and destroyed centuries ago. Their loyalty to the Bayushi, who accept them despite their curse and the danger they represent, is strong indeed, and as a result they are all too willing to employ their magic in whatever ways the Bayushi demand, without question or hesitation.

TABLE 1.7: SCORPION SHUGENJA OPTIONS

School/Path	Type	Reference
Soshi Shugenja School	Basic School	<i>L5R core rulebook</i> , p. 140
Yogo Shugenja School	Basic School	<i>The Four Winds</i> , p. 176
Yogo Duelist	Advanced School	<i>Art of the Duel</i> , p. 107
Kuroiban	Path	<i>Prayers and Treasures</i> , p. 34
Soshi Duelist	Path	<i>Art of the Duel</i> , p. 108

The Eyes of the Kami

Through the eyes of the kami, the Scorpion Lands seem cast in perpetual shadow. Even during the middle of the day, it always seems overcast, and long shadows lie in all directions. Shadows themselves seem deeper and darker, as if hiding something that lurks just outside one's field of vision. Everything conceals a secret, whether a faded set of kanji that appear on a random structure one passes, or movement in the trees that disappears when approached. There is a pervasive aura of menace in the Scorpion Lands. It is not menace toward one's physical safety, of course, but rather the nagging sense that everything kept private is constantly at risk of being laid bare before the world.

THE ROLE OF SHUGENJA IN THE CLAN

Soshi Duelist – The Soshi Duelists not only to defend the honor of the Scorpion Clan, they also allow the Clan's honor to be impugned when the situation calls for it. Soshi Duelists are expected to be able to win or lose a taryu-jiai duel without difficulty, and when they must lose, they must lose convincingly. Even a hint of duplicity can completely negate any benefit from a strategic loss, and so the Soshi Duelists are consummate actors as well as skilled shugenja, all for the purpose of advancing the secretive agenda of their Clan.

Soshi Shugenja School – The Soshi are the ultimate answer to any problem that the Scorpion Clan faces. The Bayushi are the face and the blade of the Clan, the Shosuro the threat hidden in the shadows, and the Yogo the grim police who ensure there are no traitors among their ranks. The Soshi may have no particular fixed purpose, but they are known for their adaptability and flexibility. When a Bayushi has a task that cannot easily be completed by anyone else, he seeks out a Soshi to deal with the matter quietly and efficiently, and thinks of the problem no further.



Kuroiban – The Scorpion Clan is the Clan of Secrets, and no one in the Empire better understands how the burden of keeping secrets can drive men to ambition or even madness. Consequently, within the Clan is a sect of shugenja who are chosen for their absolute determination not to let the Clan's burdens spawn shame or treachery within their ranks. The Kuroiban do not restrict themselves to policing the Scorpion, however; they are also among the Empire's most vigorous adversaries of those who embrace Taint and corruption. They are far more secretive than the Asako Inquisitors and the Kuni Witch Hunters, who work toward similar ends – indeed, very few in the Empire even know of their existence. Nevertheless, they often work hand-in-hand with such groups, even when their associates do not realize it. More than once, a threat to the Empire has been destroyed by the Kuni or Asako after being led unknowingly to their presence by a hidden Kuroiban. The Scorpion inquisitors do not seek glory or fame, only success.

Yogo Duelist – Because of their Family's unique history and situation, the Yogo are not called upon when the Scorpion require someone to lose a taryu-jiai duel convincingly. The Yogo Duelists are called upon instead when the Clan requires absolute and unquestioned victory. Their purpose is to defeat, discredit, and humiliate their opponents at all cost, and make the victory look effortless in the process. Promising Yogo are always eager to join the ranks of the duelists, hungry as they are for any validation or accomplishment.

Yogo Shugenja School – No duty is too grim or unpleasant for the Yogo. The Family understands it is their doom to live under a curse, and they are used to bearing indignities. That the Scorpion have made a place for them and accepted them regardless of their past has instilled in their ranks a deep sense of gratitude and obligation (but not, they hope, love), ensuring they will perform any unsavory task required of them. The irony of the Yogo is that their roles within the Clan tend to be one of two extremes: they either ensure the Scorpion are not threatened by treachery or failure (many Yogo serve in the Kuroiban), or they are called on to perform the darkest of duties, those tasks that must be performed so that the Clan can

continue to prosper, but which damn those who undertake them. The Yogo are already damned, most believe, so what does it matter if they must carry such a burden for their lords?

New Path: Kuroiban (Shugenja)

TECHNIQUE RANK: 3

PATH OF ENTRY: Yogo Shugenja 2 or Soshi Shugenja 2

PATH OF EGRESS: Re-enter the same School at Rank 3

Technique: The Black Watch

The Kuroiban seek the darkness in others to destroy it, just as they have destroyed the darkness within themselves. If you make an attack that damages a target, whether melee, ranged, or magical in nature, you may immediately spend a Void Point to learn whether or not the target of your attack possesses the Shadowlands Taint. By expending 2 Void Points, you may gain this information about any target affected by a spell you cast.

New Spell: Cryptic Cipher

Note: This spell is known only to shugenja of the Scorpion Clan and the Imperial Families

ELEMENT: Air/Earth/Fire/Water

MASTERY LEVEL: 1

DURATION: Permanent

AREA OF EFFECT: 1 piece of paper, parchment, or cloth

RANGE: Touch

Adapted from an Air spell discretely acquired from the Imperial Families (without their knowledge, of course), this spell allows you to magically encode a message so that no one but its intended recipient can read its actual contents. The spell affects a piece of paper or cloth, and

as part of its casting, you write the name or names of the individuals for whom the secret message is intended, then write the message itself. The spirit within the material, awakened by your prayer, disguises the message and absorbs the identity of the intended recipient(s).

When the spell is completed, you write something else on the paper, usually something completely mundane and uninteresting, such as personal correspondence about unimportant matters, or supply lists, or a poem. Only those named on the paper during the ritual can read the true message. The paper does not register as having been the target of any magic, even by using Commune or Sense upon it. Use of Counterspell, however, will dispel the magic and reveal the true message. This spell is often used by members of the Kuroiban to mark their clothes with their organization's chop, allowing other Kuroiban to recognize them instantly. This spell can be cast as a spell of any Element except for Void.

New Spell: Clouded Mind

Note: This spell is considered Mastery Level 5 for shugenja of all Schools except the Soshi and the Yogo.

ELEMENT: Air

MASTERY LEVEL: 4

DURATION: 1 hour

AREA OF EFFECT: 1 person

RANGE: Line of Sight

A more powerful version of Forgotten Murmurs, this spell was developed by the Soshi Family in order to deal with troublesome opponents who posed a risk to time-sensitive operations, but who could not be killed without drawing unwanted attention. This spell summons powerful Air kami who distract, disorient, and confound the target, causing him to constantly lose memories unless he focuses all of his will toward the simple act of remembering. The target of the spell must make a Raw Willpower Roll against a TN equal to the result of your Spellcasting Roll. If the target fails, he forgets everything that has happened to him since the spell was cast. This Willpower Roll must be made every 5 minutes for the duration of the spell.

The Unicorn Clan

Recently, the Unicorn Clan has become far better known for the potency of the magic its shugenja employ. In previous centuries, the Iuchi Family was looked upon as an oddity, its shugenja generally dismissed as fools or even blasphemers for their poorly-kept secret of dalliance with gaijin forms of magic. Since the ascension of the Moto Family, however, the development of the Baraunghar Army has shown the rest of the Empire how powerful Iuchi magic can be, not to mention the terrible strength commanded by the so-called Priests of Death. In the modern Empire, magic is commonplace among the Unicorn, and they are feared for it.

The Horiuchi are the smallest and least influential of the Unicorn Families, and the second shugenja Family that serves the Great Khan. They are few in number, perhaps no more than a few dozen in any given generation since their formation less than a century ago, but their overwhelming eagerness to serve the Clan and their lord more than makes up for their youth and small size. The Horiuchi have yet to find their niche among the Unicorn. So far, the closest that they have come to carving out a distinctive set of duties is their ongoing research into the gaijin techniques of *meishodo*, and (perhaps more importantly) their tireless work to meet the needs of the Clan's lower classes. This latter labor frees their lords among the Iuchi to better serve their Khan while still maintaining the unflagging loyalty of the masses.

The Horiuchi practice both traditional magic and gaijin *meishodo*, and indeed are some of the strongest practitioners of the latter technique. Despite this, they regard magic as a divine blessing, perhaps even more so than other shugenja Families, because it is purely by the providence of her magical prowess that their founder, Horiuchi Shoan, was granted leave to create a Family of her own. The Horiuchi have never forgotten this, and work every day to be worthy of the abilities they have been blessed with. They actively seek out others who have the talent but without lords to serve — primarily ronin and orphans — and bring them into their ranks.

The Ide Family view magic in much the same way they view war: It is a thing in which they have little direct involvement. Historically the Ide have always served as the Unicorn Clan's diplomatic emissaries and representatives at court, and they have no shugenja traditions to speak of. As masters of the social arts, however, the Ide concede that the art of communing with the Elements must by definition require much that is worthy of admiration, and they freely offer their respect to the shugenja who serve alongside them. Prior to the ascension of the Moto Family, when the Shinjo still led the Clan, the Ide and Iuchi worked closely to accomplish the Clan's non-military goals. Since the Moto became the stewards of the Clan, however, the Iuchi have been increasingly drawn into the Clan's military pursuits, and the relationship between the two Families has grown more distant as a result.

The Iuchi, first among shugenja in the Unicorn Clan, are widely recognized – even by the Horiuchi and the Moto priests – as the pre-eminent masters of many forms of magic, including the traditional Elemental magic practiced by other Rokugani Families. The Iuchi view magic as an art form, although they also understand it is steeped in religion. They do understand that the religious aspect of Rokugani magic is valid and true, and they are sincere in their reverence for the Fortunes and the Tao. But they also understand that the allegations of blasphemy levied against any and all forms of gaijin magic are untrue, and they quietly continue some research into the gaijin magic forms that they encountered during their Clan's exploration of the world beyond Rokugan's borders. Perhaps it is because of the Iuchi's unique view of magic that they are so easily able to put their religious ideals aside and embrace the Khan's mandate of military service. Even the Unicorn's

most strident opponents would grudgingly admit the Iuchi have excelled in war beyond all expectations.

The Moto are descended from nomadic tribes of the Burning Sands, and as such they are a warrior people with very little in the way of unique magical traditions. Although not particularly religious (at least in the way Rokugani understand the term), the Moto understand the nature of magic and seek to use it to its fullest potential whenever possible. The vision of their Khan, Moto Chagatai, demands the Clan's shugenja be used to their fullest potential, participating in the Unicorn military to a degree unprecedented by any shugenja Family in history. Despite their practical approach to the use of magic, the



Moto have nonetheless cultivated the sect known as the Priests of Death, who revere ancient gods from the Moto's history.

The former lords of the Unicorn Clan, the Shinjo, still struggle to overcome the stigma of the disgrace they endured decades ago. Because their Family was so heavily infiltrated by the nefarious Kolat — apparently with no one noticing — the Shinjo have a somewhat disgruntled view of magic. In the view of some Shinjo samurai, the Iuchi's magic should have been able to determine what was happening and take steps to prevent it. More realistic minds within the Family recognize that, in fact, the Shinjo and their strong magistrate tradition should have been first to recognize the problem within their ranks, and the Iuchi, beholden by their oaths of fealty, could not have acted against their lords without disgracing themselves. The Shinjo have only themselves to blame. Due to these conflicting arguments, most among the Shinjo continue to view the Iuchi, and magic in general, with the same degree of respect as before, but with a hint of regret mixed in.

The Utaku come as close as a Family can to having no firm opinion on magic at all. They are consummate warriors and soldiers, and their entire existence centers on the flawless execution of their duty as the greatest cavalry force in the Empire. The Utaku understand the concept of magic, of course, and even respect its application on the battlefield in the Khan's new military structure, but in their eyes, magic will never be the true strength of warfare. To the Utaku, magic is something best relegated to the courts, or kept among the closeted shugenja who practice it. To them, war is the art of the soldier, and should remain the exclusive province of those born and raised as warriors.

TABLE 1.8: UNICORN SHUGENJA OPTIONS

School/Path	Type	Reference
Horiuchi Shugenja School	Basic School	<i>Prayers and Treasures</i> , p. 38
Iuchi Shugenja School	Basic School	<i>L5R core rulebook</i> , pp. 142-3
Ki-Rin Traveler	Path	<i>Prayers and Treasures</i> , p. 39
Master of the Swift Waves	Path	<i>Art of the Duel</i> , p. 122
Moto Priest of Death	Path	<i>The Four Winds</i> , p. 19

The Eyes of the Kami

To those who can perceive the kami, the Unicorn Lands are wild, unfettered, and entirely free. In one's peripheral vision the land itself seems to flow and move with the wind. The stones, the mountains, and even the Clan's castles seem to be bundles of energy, ready to spring into motion at a moment's notice. Everything about the provinces reflects the mood of those who dwell within them, people who seem to be in constant motion, their hair perpetually wind-tousled, their faces a mask of joy at the freedom they enjoy every day.

THE ROLE OF SHUGENJA IN THE CLAN

Baraunghar Shugenja – The Baraunghar path is followed by those shugenja who show a particular talent for Air magic or who demonstrate significant martial ability. At the height of the Baraunghar Army's power, nearly two-thirds of the entire Iuchi Family were members. When the Khan's assault upon the Imperial City failed, the Baraunghar suffered significant losses, and the army is still reorganizing. It will be some time before Baraunghar-trained shugenja are not a rarity. Those who remain are hardened veterans, however. As such, they are capable of considerable feats of magical prowess, and possess a significant degree of combat acumen.

Horiuchi Shugenja School – The Horiuchi are quite likely the smallest Family serving any of the Great Clans, but they are fierce in their intention to contribute to the Unicorn Clan's well-being. In addition to continuing to legacy of their founder, Horiuchi Shoon, by caring for orphans and other destitute children, the Horiuchi have made it their mission to fulfill the shugenja duties required by the peasantry of the Unicorn Lands. They also continue to pursue the meishodo research pioneered by their Iuchi cousins, and are considered the strongest practitioners of it in the Clan today. Although the Horiuchi have very few members, they have done an admirable job of reducing the work-load of the Iuchi, freeing that Family to serve the Unicorn military. This seems to have earned the Horiuchi the Khan's respect, and he allows them to do as they wish without interfering in their day-to-day duties.

Iuchi Shugenja School – For centuries, the Iuchi were responsible for meeting all of the magical needs of the Unicorn Clan (and of the Ki-Rin Clan before it). The Family developed forms of magic capable of supporting the Clan's nomadic lifestyle, and they studied and experimented with various forms of gaijin magic. But they also continued to bless births, deaths, and marriages, pray to wrathful spirits after storms or earthquakes, and carry out all other day-to-day priestly duties in essentially conventional Rokugani fashion. The last century, however, saw not only the creation of an additional shugenja Family in the Clan, but also the birth of various sects devoted to highly specialized forms of magic. In response to this, the Iuchi rose to their Khan's challenge to re-organize the Clan's military forces, resulting in the creation of the Baraunghar Army and the sects that supported it. The severe damage to that army has weakened the Family considerably, and now they must struggle to fulfill their mandate to support the Clan's military efforts.

Ki-rin Travelers – The Ki-rin Travelers are a group of shugenja that practice one of the Clan's most ancient forms of magic, although they have of late performed it for a new purpose. Rare even before the Baraunghar were decimated, the Travelers count only the most powerful and senior shugenja — those tasked with leading the army by their Khan — among their number. The magic they command allowed Moto Chagatai to move his entire army across the Lion provinces and assault the Imperial City. With the deaths of so many Baraunghar, there are less than a dozen Ki-rin Travelers remaining, and they are actively searching for suitable students to whom they can pass on their secrets.

Master of the Swift Waves – Like the Ki-Rin Travelers, the title Master of the Swift Waves was granted only to particularly skilled shugenja within the hierarchy of the Baraunghar army. The Masters of the Swift Waves were charged with hastening the movement of the entire army via their unique skills, and they too were instrumental in Moto Chagatai's plan to move his army across the Lion lands to Toshi Ranbo. Unfortunately, like the rest of the Baraunghar Army, many Masters of the Swift Waves did not survive the repulse of

the Khan's assault, and now there are less than a dozen still alive and serving the Clan.

Moto Priest of Death – Roughly a decade ago, Moto Chagatai made a deal with a pantheon of gaijin gods, the former gods of the Ujik-Hai from which the Moto were descended, to ensure they would stop haunting and tormenting the Moto family. In exchange, Chagatai promised the Moto would always revere these gods, the Shi-Tien Yen-Wang, also known as the Lords of Death. The worship of these entities was not popular at first, but it has rapidly become more and more accepted among the Unicorn, and even among a few beyond their borders. The Lords of Death are gods of death, judgment, and vengeance, and the Priests of Death who revere them stress the importance of these aspects of existence. They accompany the Khan's armies into battle to pronounce the judgment of the Shi-Tien Yen-Wang on their enemies, and they assist in the administration of justice within the Unicorn Lands.

New Basic School: Horiuchi Shugenja (Shugenja)

The Horiuchi are a small Family, even as shugenja Family go. They are distinctive mainly for their study of *meishodo*, a gaijin-derived form of magic first developed by the Iuchi, that relies on the use of small totemic objects rather than scrolls and incantations. It is an obscure and secretive practice, one the Unicorn prefer not to share too widely with the Empire at large because of its foreign origins. The Horiuchi Shugenja School is, therefore, the perfect place for the further development of *meishodo*; the School is so small that few outside of the Unicorn Clan take much notice of it.

BENEFIT: +1 Stamina

HONOR: 2.5

SKILLS: Calligraphy, Defense, Horsemanship, Hunting, Meditation (Void Recovery), any one High Skill and any one High or Bugei Skill.

OUTFIT: Wakizashi, tanto, gaijin riding horse, traditional robes and sandals, scroll satchel, traveling pack; 10 koku

AFFINITY/DEFICIENCY: Horiuchi shugenja have an Affinity for Earth, and a Deficiency for Fire.

Technique: Harmony of Two Worlds

Horiuchi magic focuses on surviving in the wilderness and on the unique technique of *meishodo*, a *gaijin* art that uses magical trinkets to call on the *kami*, an intermediate form between traditional Rokugani prayers and the *gaijin* way of bypassing the *kami* to call directly on the Elements.

When you create a Horiuchi shugenja, you may opt to make that character proficient in *meishodo*. If you choose to do so, you may pick any number of your starting spells to be *meishodo* charms, which replace the scrolls that would otherwise be used to cast those spells. As with scrolls, you must have physical possession of the charm associated with that spell in order to cast it. *Meishodo* spells may not be Counterspelled with non-*meishodo*. However, *Meishodo* spells may also never become innate abilities.

Each time you gain an Insight Rank and return to your School for training, you may choose to have any new spells gained from this advancement become *meishodo* spells in the same manner. Even if you advance in Schools other than the Horiuchi Shugenja School, you may still do this, for the practice is integral to the Horiuchi's art and is never forgotten. In addition, GMs should feel free to give opportunities to gain new *meishodo*, although this is unlikely to happen anywhere outside the temples of the Horiuchi or the Iuchi.

Spells with a Mastery Level above 3 may never be made into *meishodo*, with the exception of spells in your Affinity. Spells in your Affinity of Mastery Level 4 or lower may be made into *meishodo*.

You gain a Free Raise when casting *meishodo* spells.

SPELLS: Sense, Commune, Summon, Counterspell, plus 3 Earth, 2 Water, and 1 Air.

New Path: Ki-rin Travelers (Shugenja)

TECHNIQUE RANK: 5

PATH OF ENTRY: Iuchi Shugenja 4, Horiuchi Shugenja 4, Master of the Swift Waves

PATH OF EGRESS: Iuchi Shugenja 4 or 5 (based on Path of Entry), Horiuchi Shugenja 5

Technique: The Blink of an Eye

The Ki-rin Travelers have truly mastered the secrets of the Baraunghar, so much so that they need not actually cross the space between two points. You may expend 1 Air spell slot to move either yourself or 1 target person a distance of up to your Insight Rank x 100 in feet. This may affect your horse or your target's horse as well, if you choose. This movement happens instantaneously, as part of the Use Special Abilities action needed to use this Technique. You may either double the distance of this movement or add an additional target for each additional Air spell slot you expend for that purpose.

New Spell: Ashim's Rainbow Shield

Note: This spell is known only to the shugenja of the Iuchi and Horiuchi Shugenja Schools.

ELEMENT: Water

MASTERY LEVEL: 3

DURATION: Concentration

AREA OF EFFECT: Self

RANGE: Self

This strange but visually spectacular spell is alleged to have been adapted from a similar effect used by a sect of peaceful *gaijin* sorcerers with whom the Iuchi studied several centuries ago, during the Unicorn Clan's travels in the outside world. It creates a shimmering aura around the caster, one that appears very much like a rainbow, which is considered a good omen in Rokugan. The aura has the same seven colors as the rainbow: red, orange, yellow, green, blue, indigo and violet. Each color is able to absorb and negate one type of damage from an attack. Each time an attack of is absorbed, one of the colors disappears from the aura. The colors are not set to any particular kind of attack, and they disappear as new attacks occur, in the order that they occur. Typically each attack will deliver only one type of damage (such as blunt damage from a *tetsubo*), and will thus expend only one color, but an attack that combined different types of damage (such as a *tetsubo* wielded by

some under the spell Fires of Purity) would use up multiple colors. Also, the shield cannot absorb more total Wounds than the shugenja's School Rank x 20. If an attack takes the shield over that number of Wounds, the shield disappears instantly and no damage from that attack is mitigated. Otherwise, the shield disappears when it either runs out of colors or the shugenja stops concentrating.

New Spell: The Seed of Qanon

Note: This spell is a Unicorn secret spell.

ELEMENT: Water

MASTERY LEVEL: 4

DURATION: 1 hour

AREA OF EFFECT: 1 ally

RANGE: Touch

The sage known as Qanon was a wise man from a distant gaijin land. While the Unicorn possess many writings penned by Qanon, they have very little information regarding him personally. Many scholars among the Iuchi believe he was a Shinsei-like figure whom their ancestors encountered during their travels. Regardless of Qanon's origins, his legacy lives on in a number of interesting spells that bear his name.

This particular spell creates a very powerful, if short-lived, bond between you and one willing target person. While the bond is in effect, both you and the individual with whom you are bonded may use any Skill possessed by either of you. For instance, if you were to cast this spell on an allied bushi, you would be able to use the bushi's Weapon Skills as if you possessed them yourself. The spell also allows you and your bonded ally to share the use of Advantages. However, sharing Techniques, Kata, Kiho, and spells is not permitted.

The Spider Clan

The rest of Rokugan has precious little hard information about the Spider Clan at this point. Some understand they are in fact the Lost in a new guise, but others insist they are simply people working for the betterment of Rokugan like the other Clans. The confusion surrounding them is unlikely to abate any time soon, but those who have witnessed them in combat can attest that their magic is both powerful and particularly brutal. The Spider depend upon magic very little when operating in the Empire at large, for to do so risks exposing their true nature. In their private, hidden places, however, the Spider make full use of their magical abilities. If anyone from outside the Clan — even someone wholly unsuspecting and naive — were to witness the potent and obscene rites the Spider employ, there is little doubt their ruse would be permanently shattered.

While all mortal men have the capacity to use blood sorcery, only the Chuda, among all the vassals of Daigotsu, have any real ability to use Elemental magic in the same manner as the Great Clans. The reason for this has never been fully understood, for most Chuda are Lost well before the age of gempukku and by rights the kami should consider them anathema. For whatever reason, however, the kami still respond to the Chuda's requests, perhaps remembering the ancient days of purity when the Chuda were still loyal servants of the Empire. Despite this odd gift, the Chuda consider magic a tool, nothing more. They do not recognize the importance of the Celestial Order, although most will grudgingly admit it does in fact exist. Elemental magic is something to be used as convenient, because it is available.

Maho, on the other hand, is the ultimate expression of personal power. Those with the will, the strength, and the knowledge to utilize it can command the power of Jigoku itself, and the only challenge is to remain in control of one's mind and spirit. This is what the Chuda truly see in magic: A gateway to personal power and the fulfillment of one's every ambition.

The Daigotsu family, sinister lords of the Shadowlands, are the sworn vassals of the Dark Lord of the Shadowlands, the man known only as Daigotsu, brother of the last Hantei and worshipper of the dark god Fu Leng. It was Daigotsu who oversaw the construction of the City of the Lost, and now of the Spider Clan's strongholds in the secret corners of the Empire. Those who bear his name bear it with great pride and reverence, and it could be argued that in some respects they are purer in their devotion, in their unquestioned duty to both lord and god, than many samurai in the Empire. Precisely because of this devotion and zeal, the Daigotsu look upon maho, the gift of Fu Leng and Jigoku, as the most revered of sacraments. While Elemental magic means nothing to them — although some among their number can still practice it to a limited extent — maho is a sacred art to be undertaken only by those truly worthy of bearing Fu Leng's magnificence. There is no small amount of animosity between many high-ranking Daigotsu samurai and their Chuda vassals, as the Daigotsu believe the Chuda lack the proper reverence for the art.

The Goju, masters of shadow, were loosely affiliated with the Scorpion Clan long, long ago. They were tasked with all manner of terrible things, however, tasks such as even the Shosuro balked at. They were lost to the shadows long ago, absorbed by the Lying Darkness, which they served until its demise at the Battle of Oblivion's Gate. Since that time, they have served its successor, the Shadow Dragon, and through it, the forces of Fu Leng's champion Daigotsu. The Goju practice a unique form of dark magic that draws on the Shadow Dragon's power, and it is radically different in many ways from traditional Elemental magic. Ironically, they are perhaps the most reverent among the Spider's Families except the Daigotsu, as they look upon the Shadow Dragon as a Fortune-like entity made manifest in the mortal realm, and serve it with both enthusiasm and reverence.

TABLE 1.9: SPIDER SHUGENJA OPTIONS

School/Path	Type	Reference
Chuda Shugenja School	Basic School	<i>Prayers and Treasures</i> , p. 42
Maho-tsukai	Basic School	<i>L5R core rulebook</i> , p. 268



The Eyes of the Kami

The kami deplore the Spider Clan and all their pursuits. Any area in which the Spider hold dominion will soon be deserted by all but the most stalwart kami, replaced by their corrupted counterparts, the kansen. The result of this is predictable. Any lands occupied by the Spider take on a twisted, wretched look that resembles nothing so much as the northernmost regions of the Shadowlands. There is a palpable aura of menace and fear, so much so that most who travel into these regions quickly leave, typically long before they discover the cause of these feelings. This is, of course, as the Spider wish it.

THE ROLE OF SHUGENJA IN THE CLAN

Chuda Shugenja School – The Chuda are the foul blood that courses through the diseased veins of the Spider Clan. Their versatility, their penchant for deception, and their aptitude for concealing their true nature from others has allowed the Spider Clan to assume its current form. The Chuda survived for centuries in secret, allowing the Empire to believe them dead while they eked out a meager existence, passing down the Family's dark secrets one precarious generation at a time. Now that the Chuda have truly risen to power in service to Daigotsu, they long for the chance to prove their superiority to the meager Elemental magic used by the shugenja of Rokugan. Whether unleashing a relentless torrent of powerful, corrupted magic against the Clan's enemies in the dark of night, or subtly augmenting the monks of Roshungi in their work on behalf of the peasantry, the Chuda do not hesitate to ruin anyone who stands in their way.

Maho-tsukai – The maho-tsukai are those who have sold their souls to Jigoku in exchange for raw power. Their fates are assured, and if they stand among the Spider their sins have already been exposed to those in the Empire who they might once have called friends or kinsmen. The blood sorcerers serve a number of purposes within their new Clan, but their greatest assets are that they are numerous, expendable, and desperate to prove their worth to the Spider.

Various Schools – The strength of the Spider is their ability to absorb the strengths of other Clans while simultaneously doing away with their weaknesses. There is no formal shugenja school within the Empire that has not, at some point, lost at least one

student to the dark caresses of the Shadowlands – except, perhaps, the Seppun Family's Hidden Guard shugenja. The numbers of Spider shugenja trained at other schools varies widely, although generally the largest number are from the Kuni, who skirt so close to the darkness that some number inevitably fall, and the Isawa, who are simply more numerous than other shugenja Families. Although there are too few of any of these shugenja to fulfill any specific and enduring role within the Spider, there are always enough to deal with any challenge the Clan faces, regardless of its nature.

New School: Chuda Shugenja School (Shugenja)

BENEFIT: +1 Willpower

HONOR: 0.5

SKILLS: Calligraphy, Lore: Maho, Lore: Shadowlands, Spellcraft (Maho), Stealth, any two Skills

OUTFIT: Wakizashi, any one weapon, one finger of obsidian, kimono and sandals, scroll satchel, traveling pack, 3 koku

AFFINITY/DEFICIENCY: The Chuda have existed in secret, plumbing the hidden power of maho, for countless generations since the destruction of the Snake Clan. Although they have not abandoned Elemental magic altogether, their gift for maho far surpasses anything else at their command. You possess an Affinity for maho spells and a Deficiency for pure Air and Water spells.

Technique: Corruption of the Elements

The Chuda are gifted at masking their corrupted magic by channeling it through the Elements in the same manner as shugenja. When casting a maho spell, you may make 1 Raise on your Spellcasting Roll to cause the spell to take the form of an Elemental spell. Although your spell's true nature will still be discernable to anyone capable of detecting the Shadowlands Taint, it will be identifiable only as Elemental magic to others, including any shugenja attempting to discern the nature of the magic.

SPELLS: Sense, Commune, Summon, any 3 maho spells, any 2 pure Earth spells, and 1 pure Fire spell

New Spell: Blood of the Ages

Note: This spell is known only to the Chuda. It was previously a Bloodspeaker spell, but that cult is now all but extinct.

ELEMENT: Maho (Earth)

MASTERY LEVEL: 4

DURATION: 1 year and 1 day

AREA OF EFFECT: Self

RANGE: Self

The power of blood sorcery is great indeed for those willing to make the appropriate sacrifices to achieve it. Casting this spell requires performing an elaborate, hour-long ritual. At the conclusion of this ritual, the shugenja must sacrifice a human life to complete the spell. Once the magic is completed by this sacrifice, the shugenja stops aging for the duration of the spell. If the shugenja is not already Lost (i.e., if his Taint is not yet higher than his highest Ring), he gains one full Rank of Shadowlands Taint upon completion of this ritual.

New Spell: Flock of Blood

Note: This spell is considered Mastery Level 5 for any non-Chuda maho-tsukai.

ELEMENT: Maho (Water)

MASTERY LEVEL: 4

DURATION: 1 hour per caster's School Rank

AREA OF EFFECT: Self

RANGE: Self

There have been many occasions when the Chuda required a discreet means of exit or concealment in order to avoid the righteous fury of those who would stamp out their heresy. If not for spells like Flock of Blood, their line would have ended long ago.

You may use this spell to instantly transform yourself into a swarm of smaller creatures. This is normally limited to vermin and other creatures generally looked upon

with disdain, such as insects, lizards, or rats. The total number of creatures in this swarm is equal to half your total number of Wounds. Each creature is identical, and has 1 Wound. At the end of the spell's duration — or earlier, if you wish it — your body reforms, centered on the current location of any one of the creatures, and all of the creatures disappear. If any of the creatures are captured or destroyed during the spell's duration, when you reform you lose a number of Wounds equal to the number of creatures lost. If all of the creatures are destroyed, you die and may never reform.

The Imperial Families

The relationship between the Imperial Families and the practice of magic encompasses a rather singular irony. As the Emperor's direct servants, they are considered the custodians of the Celestial Order in the mortal realm; the public symbolism of their role casts them as the embodiment of divinely sanctioned Imperial authority. While relying on the reverence of others as the source of their authority, they themselves must show absolute reverence for the Celestial Order and, by extension, for the important role priests and magic play in it. But at the same time, the private attitude of the Imperials toward the practice of magic is almost entirely utilitarian. In fact, they are more ruthlessly practical when it comes to magic than any of the Great Clans, even the Scorpion.

The Seppun Family are the Emperor's shugenja, practicing magic as part of their larger duty to guard the Emperor's person. Seppun shugenja are part of the Imperial Guard first and foremost, and they lack the scholarly temperament of the Isawa or the insistent idealism of the Asahina. The Seppun as a Family are famous for their iron will and their intense focus; if a Seppun shugenja were ever to muse aloud about purely theoretical questions of communing with the kami, he would at best be ridiculed for going soft, and at worst, raise suspicions that he was no longer fit for duty. A Seppun shugenja's primary role is to tend to the traps and wards around the Imperial Palace, and to neutralize any supernatural threat to the Imperial person. Any distraction from these tasks could cost Rokugan its Emperor.

While the Seppun pride themselves on their role as the Emperor's physical guardians, the Otomo see themselves as his political guardians. Therefore, their attitude toward magic tends to correspond to the practicality of their Seppun cousins. In the realm of court, shugenja must of course receive the respect due to them for the gifts the Heavens have bestowed on them. But aside from that, magic itself — particularly magic of concealment and deception — is simply a tool an Otomo courtier may use as part of the Family's overall mission to set the Great Clans against each other and keep the Empire in balance.

As the Emperor's heralds, the Miya are diplomats and heralds first and foremost, and they are ambassadors to the Emperor's subjects rather than to courts. As such, their mission is quite open and freewheeling compared to that of a typical Rokugani courtier. Every village they visit in the Emperor's name can present a different set of challenges than the one they visited last, or indeed from anything they have experienced before. Effectively spreading the news of Imperial will and beneficence may require one set of rhetorical tactics here, and a very different one there. Where

their Otomo cousins must master the predictable routines of court protocol and the habits of Great Clan representatives, the Miya Herald must learn how to improvise and adapt to the particulars of any given situation. Because of this, the Miya also take an entirely utilitarian view of magic. They respect shugenja for the importance of their place in the Celestial Order. But when a Miya meets shugenja on the road, he sizes them up above all in terms of their possible relevance to the mission at hand. If a resident priest is popular with the locals for doing good works among the less fortunate, it may be useful to win him over and use his powers and position as a means of influencing those locals. If the locals complain of crime or suspicions of blood sorcery, bringing in the nearest Jade Magistrate and working alongside him may win them over. If the local population is superstitious or easily impressed by wonders, then even a ronin priest may be recruited to dazzle them in the Emperor's name, and so on. In situations where a Miya Herald must think quickly and use whatever tools he has at hand to accomplish his mission, magic and the shugenja who can wield it are as useful as any other asset.



TABLE 1.10:
IMPERIAL FAMILIES SHUGENJA OPTIONS

School/Path	Type	Reference
Seppun Shugenja School	Basic School	<i>L5R core rulebook</i> , p. 145
Jade Magistrate	Path	<i>Prayers and Treasures</i> , p. 45
Seppun Duelist	Path	<i>Art of the Duel</i> , p. 150

The Eyes of the Kami

Imperial shugenja most often call upon the kami to heighten their understanding of their surroundings. As a result, the Imperial City and any important lands holding belonging to high Court officials appears much sharper in details and contrasts than it would to those who lack the ability to commune with the Elemental spirits. Not only are colors more vivid in tone and contrast, but light and shadow also appear in starker contrast. Even the edges of objects, creatures, and people appear in sharper relief. Everything is clearly defined and no detail is missed or mistaken. The other senses are also heightened, so that sounds and even smells are also easily separated from one another, allowing each to be precisely noted.

THE ROLE OF SHUGENJA IN THE IMPERIAL FAMILIES

Jade Magistrates — The Jade Magistrates are the magical equivalent of the Emerald Magistrates; they are an elite corps of shugenja recruited for Imperial service and dedicated to enforcing Imperial law and protecting the Empire from blasphemy and other forms of religious subversion. They answer directly to the Jade Champion, who recruits promising shugenja to fill their ranks. The Jade Magistrates are a relatively recent innovation, however, far more recent than the office of Jade Champion, or, for that matter, the Emerald Magistrates. As one might expect, they are much fewer in number than the Emerald Magistrates, but their duties are no less important, for not all internal threats may be dealt with by the sword alone.

Seppun Duelists — Just as their bushi brethren have cultivated the art of the duel to prepare for those occasions when the honor of the Emperor and the Imperial Families must be defended, some Seppun shugenja practice taryu-jiai dueling. They remain full-fledged members of the Hidden Guard

and have all of the duties that come with the job, but they are also allowed some time to master the rites and practices of magical dueling. Almost all Seppun Duelists are assigned to the entourages of the Emperor and high-ranking Imperial officials. Essentially, they serve as priestly yojimbo, often working in concert with their bushi counterparts.

Seppun Shugenja School — The Seppun train their shugenja for only one purpose: to safeguard the Imperial Palace, the Emperor, and the personages of the Imperial Court. Seppun shugenja study to prepare themselves for service in the so-called Hidden Guard, the unit of the Imperial Guard that specializes in protecting the Emperor from magical dangers. They specialize in the magic of detection, and they have earned a reputation for watchfulness that matches that of the Seppun bushi with whom they serve. Although Hidden Guard shugenja can be found in the more important Imperial entourages, their primary duty is to set and maintain the wards and magical traps that protect the Imperial Palace. This aspect of their duties has also earned the Hidden Guard a reputation for secretiveness, as they refuse to share the techniques and other secrets of their School, lest doing so compromise Imperial security.

New Path: Jade Magistrate (Shugenja)

TECHNIQUE RANK: 4

PATH OF ENTRY: Any shugenja School Rank 3

PATH OF EGRESS: Same School Rank 4

REQUIREMENTS: Glory 3.0 or higher, or Honor 3.0 or higher; must be appointed Jade Magistrate by the Jade Champion.

Technique: Path of Jade

Those who serve the Jade Champion share his mission of keeping the Empire pure from all forms of corruption. The position of Jade Magistrate comes with a variety of benefits, along with weighty responsibilities. Because of the close cooperation between the Jade Magistrates and the Kuni Witch-Hunters and Asako Inquisitors,

you may learn any spells that are otherwise restricted to members of the Kuni Shugenja School and the Phoenix Clan; in those instances where Kuni and Phoenix shugenja may learn spells at a lower Mastery Level than other shugenja, you may also learn those spells at the same lower Mastery Level.

You gain a bonus equal to your Insight Rank to all your Skill and Trait Rolls involving Perception or Awareness. When casting a spell that targets someone or something you know to possess any amount of Shadowlands Taint, you receive a number of Free Raises equal to your total Ranks in shugenja Basic and Advanced Schools.

New Spell: Miya's Sasumata

Note: This spell may only be cast by shugenja who have Ranks in the Seppun Shugenja School sufficient to cast Mastery Level 2 spells.

ELEMENT: Water

MASTERY LEVEL: 2

DURATION: 1 minute

AREA OF EFFECT: Self

RANGE: Self

This spell creates a shimmering sasumata (man-catcher) composed of pure spiritual energy. It is often used by shugenja working with Emerald Magistrates to subdue criminals without causing them serious harm.

When you cast Miya's Sasumata, the weapon appears immediately in your hands. If you do not have Ranks in the Polearms Skill, you may wield it as if you have 2 Ranks in that Skill. It has a DR equal to your Water Ring in rolled and kept dice. This damage is disabling, but not lethal (although it still must be healed through normal means); if Miya's Sasumata does enough damage to reduce its target to the Down Wound Level or worse, the target is instead knocked unconscious for a number of hours equal to your Seppun Shugenja School Rank.

If the weapon does not inflict Wounds sufficient to reduce the target to Down or worse, it may still have a slight soporific effect. Anyone struck by Miya's Sasumata must make a Raw Earth Roll against a TN equal to 10 + your Water Ring. If he fails, he suffers a -2 penalty to all Skill Rolls and damage rolls for the remainder of the skirmish. This penalty can happen only once per target, no matter how many times they are struck by Miya's Sasumata.

SPECIAL RAISES: You may Raise to increase the DR of the weapon, by +1k0 for each Raise called.

New Spell: The Final Gift

Note: This spell may only be cast by shugenja who have Ranks in the Seppun Shugenja School sufficient to cast Mastery Level 3 spells.

ELEMENT: Earth

MASTERY LEVEL: 3

DURATION: Instantaneous

AREA OF EFFECT: 2 persons

RANGE: Touch

This spell dates back almost to the dawn of the Empire, but it remains a closely held secret of the Seppun Shugenja School. The Hidden Guard have used it many times through the ages to rescue personages of the Imperial Court — even the Emperor himself.

Casting The Final Gift allows you to transfer all inflicted Wounds from one of the spell's target to the other, except for those Wounds caused by disease or poison. Both targets must be completely willing to undergo the casting ritual, which takes one hour to complete. During this time, you must maintain physical contact with both targets; if contact is broken at any time before the ritual is complete, the spell automatically fails (and still counts against your spell slots for the day).

Historically, the recipients of damage transferred by this spell have been criminals who are offered the chance to save the life of one of their betters as an alternative form of punishment.

The Minor Clans

The only generalization one can make about attitudes toward magic among the Minor Clans is that they vary widely, depending on the Clan. The Great Clans are complex feudal entities, large enough so that they can (and indeed, must) encompass all of the major endeavors expected of Rokugani samurai: war, religion, and statecraft. Furthermore, they must hold all of these activities in proper balance if they are to survive the treacherous currents of Great Clan politics.

Minor Clans, on the other hand, are monochromatic in nature. They are far too small to spread themselves across more than one major realm of activity. Since they generally consist of only one Family, their range of traditions is limited and they tend to focus their entire identity around the singular achievement that gained them Clan status. If that achievement has nothing to do with magic, Minor Clan will not hold magic as terribly important. In other words, that Minor Clans are specialists by nature, and they hew closely to their particular expertise.

The warrior Minor Clans — the Badger, the Hare, the Monkey, the Ox and the Sparrow — regard magic as do most Rokugani bushi: Intellectually, they understand it has a place in the Celestial Order, and they recognize (if vaguely) that shugenja have a special talent deserving of their respect. When they need the power of the kami shaped and guided for their benefit, they are glad to have shugenja on their side. But they give no thought to the finer points of priestcraft. Such things have nothing to do with the Way of the Bushi, and so need not concern them.

The Tortoise Clan, which has carved out a role for itself as a sort of courtier Clan, is at least as ruthlessly practical in its attitude toward magic as the Imperial Families. As a Clan that tends to work at the margins of the samurai class (to put it mildly), the Tortoise do not have as much time for revering the supernatural as their more conventional peers. Instead, Kasuga samurai make themselves useful by performing tasks other samurai consider intolerable, such as working along-

side commoners. Living in a world of brutal practicality conditions them to see magic as just another tool for accomplishing whatever unpleasant task is set before them.

Two Minor Clans (not including the Fox Clan, which recently became the Kitsune Family of the Mantis Clan) are descended from shugenja Families and clearly define themselves through the practice of magic. The Dragonfly Clan, of which the Tonbo Family forms the core, have traditionally been close allies of both the Dragon and Phoenix Clans, which does much to explain their gift for speaking with the kami. Until the Four Winds era they did not have any particular style to their embrace of magic. But the providential career of Tonbo Euiko changed all that.

Even as a youth, Euiko showed an unusual gift for divination. While she was serving as a junior sensei at Still Water Temple, the kami granted her a vision in which the Lion Clan finally obtained bloody vengeance against the Dragonfly for the insult that created the Minor Clan in the first place. Even though the Dragonfly Daimyo was only half-persuaded by her prophecy, he nonetheless concluded it was better to be safe than sorry; the Clan made extensive plans for concealing their resources and dispersing to secret sanctuaries in case of an overwhelming attack. When the Lion armies finally did sweep through the Dragonfly Lands, intent on the utter destruction of the Minor Clan, the Dragonfly were prepared, and as a result they were able to rebuild quickly after the Lion departed. Tonbo Euiko became an honored personage among the Dragonfly, and the art of divination is now a strong emphasis among Dragonfly shugenja.

Now that the Fox Clan has been absorbed into a Great Clan, the Bat are the only other Minor Clan formed around a shugenja Family. The Bat Clan are still quite young, and are still in the process of creating a distinct identity for themselves through the formation of their shugenja School. However, the bloodline of the founder, Yoritomo Komori, mingled with powerful bat spirits, and Komori himself is particularly skilled in communicating with beings from other spirit realms. Also, because of their close historical ties with the Mantis Clan, Komori shugenja tend to be heavily influenced by the Moshi and Yoritomo Schools. Indeed, most of the shugenja who helped Komori found his fledgling Clan trained in those two Schools.

TABLE 1.11: MINOR SHUGENJA OPTIONS

School/Path	Type	Reference
Komori Shugenja School (Bat Clan)	Basic School	<i>The Four Winds</i> , p. 187
Tonbo Shugenja School (Dragonfly Clan)	Basic School	<i>The Four Winds</i> , p. 188
Minor Clan Defender	Advanced School	<i>The Four Winds</i> , p. 13
Taryu-Jiai Duelist	Path	<i>Art of the Duel</i> , p. 153

The Eyes of the Kami

The appearance of Minor Clan Lands through the eyes of the Kami varies between different Minor Clans, of course. But the lands of the Bat and Dragonfly Clans, interestingly enough, share something in common: in both, the influence of the Elemental spirits does not so much distort their appearance as reveal almost spectral images that those who lack the shugenja's gift cannot see.

In the Bat Lands, the kami will occasionally exert their power by weakening the barriers between the mortal realm and other spirit realms, allowing glimpses of those other realms. They do not make it easier to physically travel between realms. But one might occasionally see a passing, tissue-like image of a being from another realm in a place currently unoccupied — an ancestor from Yomi sitting on an empty tatami mat in the house, or a trickster spirit from Sakkaku hiding in a storage jar or half-behind a corner.

Similar ephemeral visions are a phenomenon of the Dragonfly Lands, but there the kami warp the conceptual divisions created by time, rather than the borders between spirit realms. Past, present, and future are merely intellectual constructs humans invented to order experience; they mean little to the kami, if anything at all. Magical divination breaks down those concepts and re-orders them in a way that humans can understand. In doing so, it breaks down the mental barriers that humans erect between their view of time and the kami's much more flexible understanding of it. So, in the Dragonfly Lands, one may catch immaterial glimpses of people and things that belong to the mortal realm, but to different places in time, whether past or future. They appear in places they once occupied in the past, or will occupy in the future, but they do not really exist in the present except in the mind of the viewer.

THE ROLE OF SHUGENJA IN THE MINOR CLANS

Komori Shugenja School — The Komori Shugenja School forms the centerpiece of the Bat Clan, but it is still a relatively young institution, dating back only to the Four Winds era. Because it has passed through less than one generation, it still bears the stamp of the Mantis shugenja Schools, in which most of its founding members originally trained, and especially the Moshi Shugenja School, which produced founder and Bat Daimyo Yoritomo Komori. However, Komori's skill in communicating with spirit creatures has allowed him to create a distinct emphasis for his School on communing with other spirit realms, including the realm of blessed ancestors. The school has also begun to experiment a little with magic designed to enhance transportation over long distances.

Minor Clan Defender — In mechanical terms, Minor Clan Defender is an Advanced School for which any Minor Clan shugenja is potentially eligible. In practical fact, however, it is simply a label for an exceptionally skilled Minor Clan shugenja who has taken it upon his own shoulders to strengthen the reputation of his Clan through exceptional accomplishments. This requires striving for excellence in the practice of magic despite lacking the educational support of a Great Clan, as well as a burning desire to do great deeds in the name of one's lord.

Taryu-Jiai Duelist — Like the Minor Clan Defender Advanced School, this Path is really a catch-all that potentially applies to all Minor Clan shugenja. It covers any Minor Clan shugenja who has decided to focus his development (at least for a time) on mastering the art of magical dueling.

Tonbo Shugenja School — The Tonbo Shugenja School forms the core of the Dragonfly Clan. Historically, it has focused on Water magic. But more recently, it has devoted more of its resources to the study and mastery of divination. To the extent this will shape the future of the School, it will be the legacy of Tonbo Euiko, who was able to foretell the Lion Clan invasion that would have destroyed the Dragonfly utterly if not for her warning.

New Spell: Flight of the Dragonfly

Note: This spell is considered Mastery Level 6 except for shugenja of the Tonbo School, for whom it is Mastery Level 5.

ELEMENT: Air

MASTERY LEVEL: 5

DURATION: 5 Rounds

AREA OF EFFECT: 1 person or creature

The Dragonfly have always had a precarious existence. This spell grants its target the cunning and agility of the dragonfly — qualities that have been essential to the Clan's survival.

Flight of the Dragonfly blurs its target's physical appearance, so that he appears to be in two places at once. You may cast it on a single within person or creature within 300' of you to which you have a clear line of sight. The target receives a +10 bonus to his TN to Be Hit. If an attack roll made against him would have been successful except for the bonus granted by the spell, that attack has struck the duplicate image.

SPECIAL RAISES: You may Raise to increase the effect of this spell, adding an additional +5 bonus to the target's TN to Be Hit for each Raise called.

New Spell: Water's Sweet Clarity

Note: This spell is considered Mastery Level 6 except for shugenja of the Tonbo School, for whom it is Mastery Level 5.

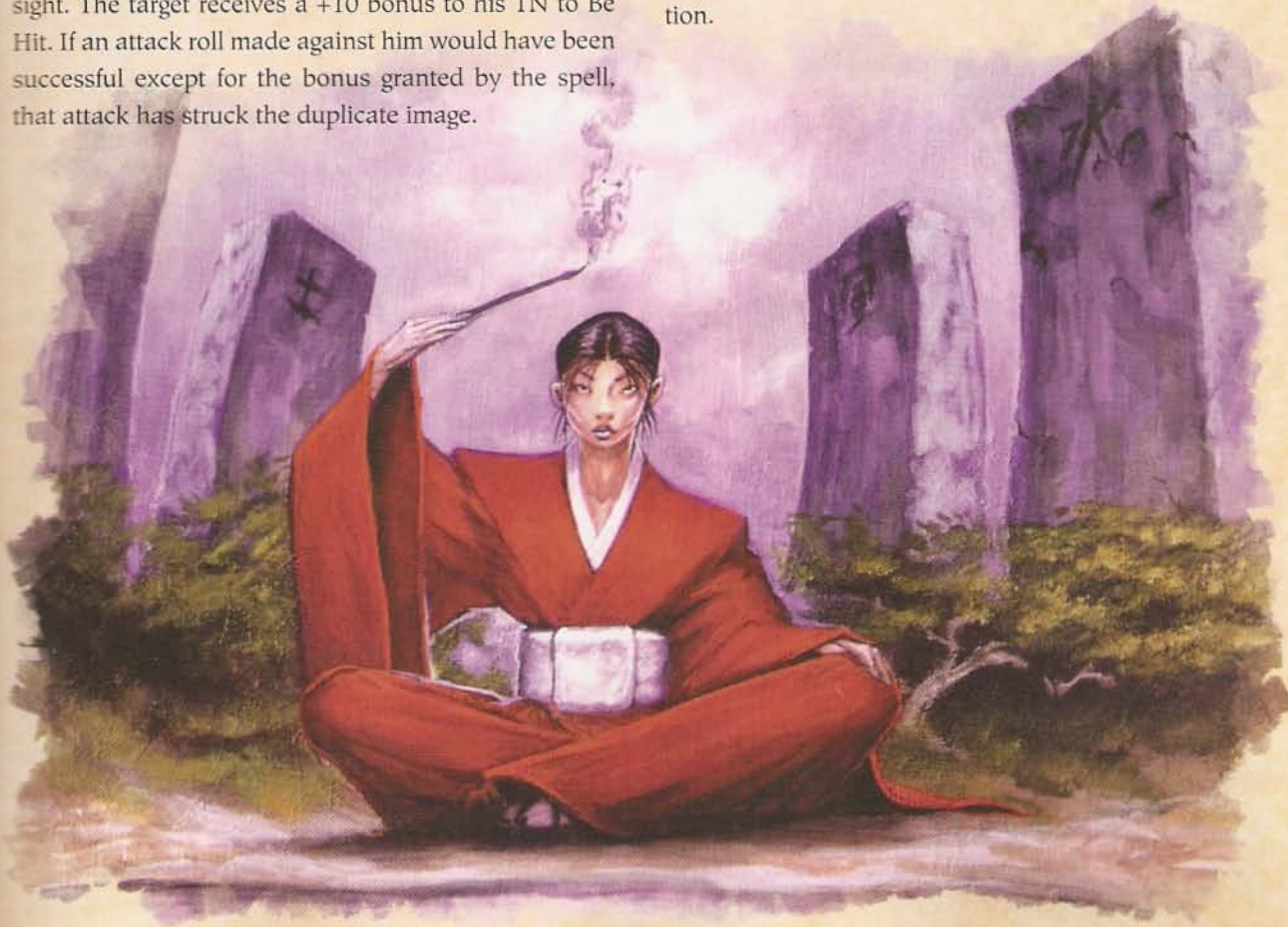
ELEMENT: Water

MASTERY LEVEL: 5

DURATION: 3 Rounds plus Raises

AREA OF EFFECT: Self

This spell was a specialty of the Tonbo School even before the heroics of Tonbo Euiko shifted its emphasis to divination. In fact, one could make the case it influenced and predicted the extraordinary prophetic gift that helped Euiko save the Dragonfly Clan from extinction.



Water's Sweet Clarity grants the caster a limited power of augury. To cast it, you must have immediate access to a body of still water, although something as small as a filled basin or ewer will do. You may also attempt to cast it on a body of running water, but you will suffer a +10 TN penalty to your Spellcasting Roll.

The surface of the water functions as a screen on which your visions will play out (hence the usefulness of still, as opposed to running, water). You may pose one question, and the power of the spell will grant a true answer. You receive the answer in a series of three separate images, which form on the surface of the water and then fade, at a rate of one per round. These images may be still or moving (GM's discretion), but they must be limited in scope. The relationship between them may not be obvious to you. Ultimately, it is up to you to puzzle out how the images are connected to each other.

SPECIAL RAISES: You may Raise to increase the duration (and therefore, the scope) of the spell, by 1 round for each Raise called. This correspondingly increases the number of images you will see.

Ronin

The accomplished Crane Clan diplomat Kakita Nanami is quoted as saying that ronin shugenja are nothing if not a paradox – they are holy men, and yet at the same time unclean and untrustworthy. And indeed, those few ronin who possess the gift of speaking with the kami tend to have exceptionally difficult lives.

There are, of course, the inherent trials of a ronin's life, which lacks the material support and psychological comfort of a secure place within the feudal system. A ronin must endure the contempt of other samurai and struggle for whatever dignity he can achieve. Even one born with the rare gifts of a shugenja will find it difficult to gain the respect he might seem to deserve.

Making things even more difficult, ronin shugenja lack the institutional support that their Great Clan (and even Imperial and Minor Clan) peers enjoy. It is difficult, if not impossible, for a ronin to find the training that is so crucial to honing an inborn talent for speaking with the Elemental spirits. There are precious few

temples that will take in students without Clan affiliation, and those that do so usually offer an inferior educational experience, lacking as they do the resources, reputation, and knowledgeable sensei of a Clan dojo. And of course each of the Great Clans have secret spells and techniques, to which a ronin shugenja will never gain access unless he is fortunate enough to be allowed to swear fealty.

In short, ronin shugenja live a hardscrabble life compared to their Clan peers. Those who were cast out of a Clan will have at least the beginnings of a proper education upon which they can rely. But whether or not they have that minimal advantage, they must work much harder than Clan shugenja to improve themselves, as they simply do not have access to the conventional mechanisms for refining their innate talent. They must find knowledge, training, and mentoring wherever they can, in spite of their circumstances rather than because of them. What they learn, they often learn on their own, by chance or through a determined and untiring search for scrolls and texts that might teach them something. Shugenja who are ronin-born are generally hard-pressed to gain any sort of access to formal education.

However, because of these very difficulties, ronin shugenja often value their gift and the knowledge required to expand upon even more than Clan shugenja, precisely because they lack the institutional support that Clan shugenja can take for granted. In many cases, ronin are more disciplined and ferociously dedicated in their training, precisely because they have to work so hard at their craft, doing everything themselves. Some ronin shugenja even go so far as to consider themselves the only "pure" and "true" shugenja in Rokugan, because they have learned to bond with the kami all on their own. Because they have had little or no help from Clan sensei, they approach the Elemental spirits without biases learned from any Clan School.

Because of their social status, ronin shugenja tend to have a more comfortable relationship with commoners than with Clan shugenja. Ronin must bear the contempt of higher-ranking samurai, and so the lower classes often share sympathy with them that they do not have for priests from their own Clan overlords. Commoners also tend to live in closer physical proximity to ronin than to Clan samurai. And of course shugenja are always revered by commoners because of their magical powers, which can heal or otherwise help members of the lower classes.

TABLE 1.12: RONIN SHUGENJA OPTIONS

School/Path	Type	Reference
Kanosei Furudera Order	Basic School	<i>L5R core rulebook</i> , p. 152
Militant Shugenja	Basic School	<i>L5R core rulebook</i> , p. 152
Traditional Priest	Basic School	<i>L5R core rulebook</i> , p. 152
The Forgotten Sons	Path	<i>Prayers and Treasures</i> , p. 52
The Fortune's Grace	Path	<i>Prayers and Treasures</i> , p. 53
The Order of Isashi	Path	<i>Prayers and Treasures</i> , p. 53

The Eyes of the Kami

With the exception of scattered settlements like the town of Nanashi Mura (which is actually under the protection of the Dragon Clan), the notion of 'ronin lands' is a self-contradiction. Therefore, one cannot speak of how such lands appear through the eyes of the kami.

However, powerful ronin shugenja may make themselves felt in many lands where their style of magic is as alien as their presence is foreign. Their unfamiliar influence on the local kami may diminish or even warp the normal ways in which the kami shape the appearance of the surrounding environment.

SHUGENJA AMONG THE RONIN

Kanosei Furudera Order — Founded by a ronin-born shugenja named Kanosei, the Kanosei Furudera Order is willing to take in and educate anyone not belonging to a Clan who shows the innate gift for speaking with the kami. Kanosei was notoriously disdainful of the Empire's caste system and he and his followers refused to stand on ceremony when moving among peasants and other commoners. In fact, they enthusiastically accepted into their ranks commoners who were born with the shugenja's gift, and to this day the order goes out of its way to find such individuals. The order has a single temple located in the Unicorn Lands, near the Shinomen Forest, and they maintain a close and friendly relationship with the Brotherhood of Shinsei. Some Kanosei Furudera shugenja focus on mastering the rituals of taryu-jiai, and they are known as Kanosei Duelists.

Ronin Priests — The majority of ronin shugenja don't belong to proper Schools in the cultural sense of the word — that is, a tradition of magical practices

handed down through the generations through a formal system of education. Indeed, most of them don't belong to religious orders of any sort. The ronin shugenja Schools are simply a way of conceptualizing the process of a ronin shugenja's development in a way that one familiar with the formal training systems of the Great Clan shugenja can understand. Most ronin shugenja are self-taught, or apprenticed to a single sensei on an informal basis, or simply rely on their intuition and innate abilities to carry them through.

The Forgotten Sons — As with ronin bushi, some ronin shugenja are cast-offs from the Great and Minor Clans, released from their oaths of fealty and expelled from their Families for some disgrace or failure. Some of these shugenja come together in loose groups to support each other as they pursue the development of their talents without the benefit of Clan educational institutions.

The Fortune's Grace — The Fortune's Grace is an all-female order whose specialty is communicating with beings from other spirit realms. They see their primary mission as aiding the lower classes when they are afflicted by angry ghosts, troublesome animal and trickster spirits, and any other disruptive beings not native to the mortal realm of Ningen-Do. Fortune's Grace shugenja tend to enter the order at an early age, and they are required to take an oath of celibacy, the violation of which is grounds for expulsion.

The Order of Isashi — Like the much larger Kanosei Furudera Order, the Order of Isashi was founded by a single ronin whose life's work proved so remarkable that he inspired others to follow his example, even long after his death. Isashi is a relatively anonymous figure who appeared during the second war against the Bloodspeaker Iuchiban, tending to the wounded and dying after each battle against the sorcerer's army. Isashi ultimately perished in that war, but his example inspired a dozen followers who dedicated themselves to the same work. To this day, Order of Isashi shugenja travel the Empire, tending to those wounded in battle for no other reason than their own sense of mercy and compassion. They can be found most often near the Kaiu Wall, where war against the Shadowlands is constant and unending.



New Path: The Forgotten Sons

TECHNIQUE RANK: 1

PATH OF ENTRY: None. This is an entry-level Path.

PATH OF EGRESS: Ronin Shugenja (either Traditional Priest or Militant Shugenja) 1

BENEFIT: +1 Intelligence

HONOR: 1.5

SKILLS: Calligraphy, any 1 Lore Skill, Meditation, Spellcraft, Theology (Fortunes), any two Skills

OUTFIT: Wakizashi, ashigaru armor, calligraphy set, kimono and sandals, scroll satchel, traveling pack, 5 zeni

AFFINITY/DEFICIENCY: None

Technique: The Path of Memory

The Forgotten Sons are failed students cast out from other shugenja Schools for one reason or another. Many were once minor vassals of Great Clan Families. What they all share is a determination to work together to learn more about magic. You gain a number of Free Raises per day equal to your Insight Rank. You may use these Raises, singly or together, on any aspect of casting of any spell, but not for any purpose that is not directly related to spellcasting.

SPELLS: Sense, Commune, Summon, Counterspell, 3 of any 1 Element, 2 of a second Element. You may not select Void as one of your Elements for the purposes of selecting spells.

New Path: The Fortune's Grace

TECHNIQUE RANK: 2

PATH OF ENTRY: Any Ronin Shugenja School at Rank 1

PATH OF EGRESS: Re-enter the same School at Rank 2

REQUIREMENTS: Air 3, women only, membership requires vow of celibacy

Technique: To Touch the Kami

The sisters of the Fortune's Grace order learn to hear even the faintest whispers of their allies among the kami. You may cast Commune a number of times per day equal to your highest Ring without counting against the maximum number of spells you are normally allowed to cast per day. Subsequent castings count against your maximum as normal.

New Path: The Order of Isashi

TECHNIQUE RANK: 3

PATH OF ENTRY: Any Ronin Shugenja School at Rank 2

PATH OF EGRESS: Re-enter the same School at Rank 3

REQUIREMENTS: Medicine 4, Higher Purpose (Healing the Sick and/or Injured)

Technique: Isashi's Gift

The brotherhood known as the Order of Isashi spreads healing and mercy just as their founder did after the second war with Iuchiban. Whenever you cast a spell that reduces Wounds or ameliorates or cures poison or disease, you gain 2 Free Raises for casting that spell.

New Spell: The Path Not Taken

Note: Casters who do not have any Ranks in a Ronin shugenja School suffer a +10 TN penalty to their Spell-casting Roll when casting this spell.

ELEMENT: Water

MASTERY LEVEL: 4

DURATION: 1 day

AREA OF EFFECT: 1 person

RANGE: Touch

This spell was a specialty of the legendary ronin Naka Kuro, the Grandmaster of the Elements, who became a key ally of Toturi I during his ronin days. Casting it weakens your bond with one Element in order to strengthen your connection to another Element. However, it must be cast while your connection to the Elements is at its peak, and so you cannot cast it if you have spent any spell slots (i.e., if you have cast at least one spell since you last rested and replenished your spell slots).

Before you cast The Path Not Taken, you must select the Element in which you want to strengthen your capability and the Element in which you will suffer loss of power to compensate for it. The spell increases the number of spells that you may cast in the strengthened Element by half of your allowance in the weakened Element (rounded up). The number of spells that you may cast in the weakened Element is then reduced to 0.

The spell lasts for exactly 1 day from the time of casting, and its effects cannot be dispelled before that time, even by magical means. Thus, you cannot recover spells in the weakened Element until the spell is over.

New Spell: Rise From the Ashes

Note: Casters who do not have any Ranks in a Ronin shugenja School suffer a +10 TN penalty to their Spell-casting Roll when casting this spell.



ELEMENT: Void

MASTERY LEVEL: 6

DURATION: Permanent

AREA OF EFFECT: 1 person

RANGE: Touch

This spell is powerful enough to turn back the karmic wheel itself, but its power also exacts a heavy toll on those who would cast it. It negates all damage and corruptive effects on the targeted individual that accrued during the six hours prior to the beginning of the casting ritual; Wounds, poisons, diseases, curses, and even Shadowlands Taint Points are erased as long as they were accumulated within that period. However, it has no effect on the dead, and may not be used to return dead persons to life.

Casting Rise From the Ashes is an exhausting process, and requires a ritual that takes one uninterrupted hour to complete. During this time, both the caster (or casters) and the target of the spell must remain completely still. If this casting period is interrupted, the

spell automatically fails, though it still counts against the caster's spell slot allowance.

If the casting ritual is completed, the process drains both parties, even if the Spellcasting Roll ultimately fails. Both target and caster suffer a -2k2 penalty to all Skill Rolls (to a minimum of 1k1) until they have six uninterrupted hours of rest. The casting ritual also drains all remaining Void Points from both caster(s) and target. Void Points lost in this manner may only be recovered at a rate of one per day.

Casters may join forces to cast Rise From the Ashes on a single target. Simply resolve the Spellcasting Roll as if it was a Cooperative Skill Roll. For each caster who participates in a single ritual in this manner, add one hour to the period of time for which the target will have negative effects reversed. Two casters can negate damage and corruptive effects accumulated over the last 7 hours, three casters expand that period to 8 hours, and so on. However, all casters suffer the same draining effects from casting the spell as if they had each cast it individually.

PRAYERS AND TREASURES



PRAYERS TO THE KAMI

In this chapter, you will find over 150 new spells for use with *Legend of the Five Rings Roleplaying Game Third Edition*. They are organized by Element (Maho spells are listed by themselves) and sorted by alphabetical order. Under each Element you will also find a list of all of the spells currently developed for *Legend of the Five Rings Roleplaying Game Third Edition*, sorted by Mastery Level and alphabetical order, along with the book in which you can find them.

This chapter does not address Universal spells, as all of those can be found in the *Legend of the Five Rings Roleplaying Game Third Edition* core rulebook. Nor does it address multi-element spells; all of the multi-element spells developed for use with the Third Edition rules are described in Chapter 1 of this book.

Air Spells

Comprehensive List
of Air Spells

For handy reference, we include below a comprehensive list of Air spells that can be found either in this book or in the *Legend of the Five Rings Roleplaying Game Third Edition* core rulebook, pp. 229-33. The spells from the core rulebook are marked with an '*.'

MASTERY LEVEL 1

Arrow's Flight
Blessed Winds
By the Light of Lady Moon*
Cloak of Night*
Flight of Doves
Gathering Swirl
Howl of Isora
Know the Shadows
Nature's Touch*
Quiescence of Air*
Request to Hato-no-Kami
Speed of the Kami
Tempest Air*
To Seek the Truth
Tricks of the Kami
Way of Deception*
Wind-Borne Slumbers*
Wind-Borne Speed
Wind's Distraction
Yuri of Air*

MASTERY LEVEL 2

Awaken the Spirit (Asahina School only)
Benten's Touch*
Call Upon the Wind*
Dance of the Kami
Echoes of a Breeze*
Hidden Visage*
Mists of Illusion*

Sanctuary of Ningen-do (Mantis Schools only)
 Secrets in the Wind*
 The Wolf's Proposal
 Whispering Wind*
 Winds of Aggression

MASTERY LEVEL 3

Aegis of the Air (Level 2 for Asahina and Isawa Schools)
 Air Kami's Blessing
 Blessings of Isora
 Castle of Air
 Essence of Air*
 Forgotten Murmurs*
 Gift of the WindMask of Wind*
 Reflecting MirrorSummon Fog*
 Summoning the Gale
 The Eye Shall Not See*
 Wisdom of the Kami*

MASTERY LEVEL 4

Call the Spirit
 Facing Your Devils
 Know the Mind*
 False Realm*

Air Kami's Blessing

MASTERY LEVEL: 3

DURATION: 1 day

AREA OF EFFECT: Self

RANGE: Self

You may only cast this spell if your School grants you an Affinity for Air spells. It grants a bonus equal to your Air Ring to the total of all Awareness Trait Rolls and Awareness-based Skill Rolls, as well as to your TN To Be Hit. You may only benefit from one casting of a Kami's Blessing spell (of any Element) at a time. Most shugenja who know this spell cast it when they wake up for the day, as part of their morning rituals.

Arrow's Flight

MASTERY LEVEL: 1

DURATION: Permanent

AREA OF EFFECT: 1 arrow

RANGE: Touch

Lady Moon's Legion*
 Piercing the Soul
 Step Between the Stars
 Symbol of Air*
 The Kami Watch Over Me
 Wall of Air*

MASTERY LEVEL 5

Borne By the Wind
 Clouded Mind (Level 4 for Soshi and Yogo Schools)
 Command the Clouds*
 One Virtue and Seventy Faults
 Poison of the Windspider*
 Slayer's Knives*
 Walking the Way
 Whirlwind*

MASTERY LEVEL 6

Blessings of Jizo*
 Flight of the Dragonfly (Level 5 for Tonbo School)
 Ring of Air
 Rise, Air*
 The Wrath of Kaze-no-Kami*

Often used by the shugenja of the Mantis in the current era, this spell enchants a single arrow with unerring accuracy. The arrow targeted with this spell, once fired, always strikes its intended target, assuming it was possible for the arrow to hit the target in the first place (the arrow's target must be in range and not protected by things like stone walls). If a magical effect (such as Blessed Winds or Wall of Water) would deter the arrow, you must make a Contested Air Roll against the other caster. If you are successful, the other caster's attempt to deter the arrow fails.

Blessed Winds

MASTERY LEVEL: 1

DURATION: 1 minute per caster Insight Rank

AREA OF EFFECT: Self

RANGE: Self

Blessed Winds convinces the Air kami around you to foul the flight of high speed objects around you. Most often, this spell is used to deflect arrows, but it is equally

effective on other projectiles, even ones too large to be affected by strong winds. This spell provides you with a +10 bonus to your TN To Be Hit against mundane projectiles.

Blessings of Isora

MASTERY LEVEL: 3

DURATION: 1 minute per caster Insight Rank

AREA OF EFFECT: Self

RANGE: Self

Either a more powerful version of Blessed Winds or a more generalized version of Howl of Isora, this spell intensifies the power of the Air kami. This spell grants a +20 bonus to your TN To Be Hit against all projectiles, magical or not, and a bonus to your TN To Be Hit against all melee attacks equal to your Air Ring. It also grants you a +1k1 bonus to all Jiujitsu Skill Rolls, even if you attempt to use that Skill untrained.

Borne By the Wind

MASTERY LEVEL: 5

DURATION: 1 minute per caster Insight Rank

AREA OF EFFECT: 50' radius

RANGE: Self

Casting this spell allows you to lift yourself and all willing persons and creatures in the spell's area of effect and fly in any direction you wish at a speed of 20 miles per hour. Affected individuals in the spell's area of effect may move freely about within the area with no greater difficulty than walking through sand, but leaving the area of effect causes them to cease flying and tumble to the earth, though with some assistance from the kami to break their fall. Falling damage equals 1k1 for every 20' fallen (instead of the normal 1k1 per 10'). Targets of the spell will take full falling damage if Borne By The Wind is dispelled or otherwise ended prematurely. The Air kami will only lift up those willing to fly, so a wise shugenja should warn his comrades before casting this spell.

Call the Spirit

MASTERY LEVEL: 4

DURATION: Instant

AREA OF EFFECT: 1 spirit creature

RANGE: 25'

This spell allows you to call forth a spirit from any place in the various realms. You need not know the spirit's name, so long as you have some form of identity to go



on. "The gaki that attacked this tea house last night," is sufficient, for example. Alternatively, you may summon a non-specific spirit of a particular type, in which case you will summon the closest spirit of that type. What this spell can summon is ultimately up to the GM's discretion, but it is worth noting that truly powerful spirits are beyond this spell's reach, and some may decide that being summoned so rudely might be worth retribution later.

This spell requires extensive preparations and 10 minutes to cast. The spirit appears in a visible form at a specified location within the spell's range, and it will refuse to harm you for at least a number of rounds equal to your Insight Rank x5.

Castle of Air

MASTERY LEVEL: 3

DURATION: 5 plus 1 round per caster Air Ring

AREA OF EFFECT: 10' radius plus Raises

RANGE: 50'

This spell conjures a localized, powerful tornado. The mighty winds in this cyclone make it difficult to take any action within the spell's area of effect. Anyone other than you must make a Raw Strength Roll against a TN of 5x your Air Ring. If he fails, he is blown back outside the area of effect and thrown to the ground. If he succeeds, he may remain inside the area of effect, but he suffers 1k1 Wounds from flying debris. Casting a spell through the vortex requires 2 Raises. Also, the high-speed winds grant you Carapace against missile attacks (only), with a rating equal to your Air Ring.

SPECIAL RAISES: You may Raise to increase the area of effect, by 5' of radius for each Raise called, up to a maximum of 30' in radius.

Dance of the Kami

MASTERY LEVEL: 2

DURATION: 1 day

AREA OF EFFECT: 1 person

RANGE: 50'

This spell causes boisterous Air kami to hover around a particular being of your choice. Their constant attention affects the target's mood, compelling him to sing and dance. The target must make a Raw Willpower Roll against a TN equal to 5x your Air Ring. If he fails, he will sing or dance (target's choice) for the next 1-10 minutes.

At the GM's discretion, the target may have to repeat this process at any time after this initial bout of song or dance. Failing this roll too many times is a good way to get a character the Disadvantage Bad Reputation: Buffoon.

While in one of these fits, the target suffers a -2k2 penalty to Stealth Skill Rolls, and he may not attempt to use the Meditation and Tea Ceremony Skills. However, he gains a bonus to all Performance Skill Rolls related to singing and dancing equal to your Air Ring in unkept dice.

Facing Your Devils

MASTERY LEVEL: 4

DURATION: 1 hour

AREA OF EFFECT: 1 person

RANGE: 50'

A wickedly powerful spell, Facing Your Devils was first recorded by Heichi Chokei, shortly after the Last Boar retired to the Brotherhood of Shinsei. When asked who it was for, Chokei smiled and said, "For whoever is brave enough to use it." This spell deliberately misaligns the Elements within the target, switching his highest Trait and his lowest (caster chooses affected Traits in the case of a tie).

This spell most often sees use by the Dragon Clan, who attempt to teach both shugenja and bushi that balance in all things is important. Sensei will have this spell secretly cast on students prior to their attempting a task. The lesson begins after the student fails (or succeeds) at the task. Other Clans have been known to use the spell to their benefit in more underhanded ways, such as casting it directly before an iaijutsu duel.

Flight of Doves

MASTERY LEVEL: 1

DURATION: 5 hours

AREA OF EFFECT: 2 birds per caster Insight Rank

RANGE: 25'

Casting this spell summons a flock of birds that Roku-gani consider aesthetically pleasing or symbols of good luck, and convinces them to fly in interesting patterns for a period of time (5 hours or until you choose their service to end). This spell has no real effect other than to produce visual amusements, but some Families, and the Crane in particular, don't consider the opening cel-

ibration of a new castle or other important structure complete without this spell. Casting this spell at such an occasion can grant you 1 Honor Point, at the GM's discretion.

Gathering Swirl

MASTERY LEVEL: 1
DURATION: 1 round
AREA OF EFFECT: 10' radius
RANGE: Self

A minor spell most often used by magistrates and shugenja with administrative offices, Gathering Swirl directs the natural impulse of Air kami to blow things about to a more constructive purpose. At your command, the Air kami blow through the area of effect, gathering up all of the named items and depositing them in a neat (though rarely sorted) stack or pile in your hand, in a designated container, or at your feet. Typically, this spell is used to fetch papers, scrolls, and other such small items, but the Agasha often use it to sort the different powders used in their alchemical formulae, especially if they've been tipped over or accidentally mixed.

Gift of the Wind

MASTERY LEVEL: 3
DURATION: 10 minutes plus 1 minute per caster Air Rank
AREA OF EFFECT: 1 person, creature, or object
RANGE: Touch

This spell renders any human-sized or smaller thing invisible. More powerful in its own way than Cloak of Night, it works in daylight equally as well as at night. The invisibility it grants is flawless so long as the target does not move – the Air kami will shore up the invisibility with minor illusions if necessary. For example, sloshing an area with water to find the invisible object will not work, because the Air kami will make the water appear to pass through the invisible object. If the invisible object or person moves, then the Air kami must move with him to keep the illusion intact, and this manifests as a blurring of the air, permitting those who wish to spot, touch, or attack the invisible thing to do so if they make a successful Raw Perception Roll against a TN equal to 5x the caster's Air.

Howl of Isora

MASTERY LEVEL: 1
DURATION: 1 round
AREA OF EFFECT: 50' radius
RANGE: 100'

This spell generates a powerful, localized gust of air strong enough to blow people off their feet. Any person or creature in the area of effect must make an Agility/Athletics Roll against a TN of 20. All who fail are knocked to the ground.

SPECIAL RAISES: You may call 1 Raise to increase the power of the spell, raising the TN of the roll to resist being knocked down to 25.

Know the Shadows

MASTERY LEVEL: 1
DURATION: 1 minute
AREA OF EFFECT: Self
RANGE: Self

A spell created by the Soshi to assist them in carrying out their duties for the Scorpion, Know the Shadows draws the Air kami that exist within shadows about you, covering you in the shadows' darkness as well. While this spell must be cast within an area with some natural darkness (the middle of the Iuchi Plains at noon won't do), it does do an effective job of concealing you from attacks against your person, as the flickering shadows and tricks of the light distort your form and movements. Any attack or spell directed at you that relies on line of sight suffers a +5 TN penalty.

SPECIAL RAISES: You may Raise to increase the effect of the spell, increasing the TN penalty by an additional +2 for each Raise called.

Look Into the Soul

MASTERY LEVEL: 6
DURATION: Instant
AREA OF EFFECT: 1 person or creature
RANGE: 25'

Casting this spell condenses the Air kami around you into a lens that shows you the world as they see it. By looking through this lens at a person or creature, you can see the Elements that compose that particular being. If cast successfully, this spell reveals to you the highest and lowest Rings of the target, as well as the Ranks of those Rings' constituent Traits.



SPECIAL RAISES: You may Raise to increase the scope of this spell. For each Raise called, you may learn another Ring and pair of Traits.

SPECIAL RESTRICTION: This spell can never reveal the target's Void Ring. However, if you make the 3 Raises necessary to see all Rings, it will tell you how many Void Points the target has left.

One Virtue and Seventy Faults

MASTERY LEVEL: 5

DURATION: Instantaneous

AREA OF EFFECT: See text

RANGE: Self

This is a curious spell, not least because the oldest known copy of it emanates the same soft golden glow that enveloped the ancestral spirits who returned to mortal form after the Battle at Oblivion's Gate. This has led Phoenix scholars to hypothesize it is a spell lost to time, which returned with the Heroes of Rokugan prior to the Spirit Wars. It is certainly potent, much like the revered ancestors whom it accompanied.

When you cast One Virtue and Seventy Faults, Air kami swirl invisibly outwards from your hand, examining every sentient being in a 5' wide path up to a range of 100'. Each soul is examined, and when the kami return, they whisper a thousand secrets from the targets' minds. Taken together, all the secrets are unintelligible, but the sudden insight into the universe's fabric through the minds around you grants you considerable power. For every target with a Disadvantage in the area of effect, up to a number equal to your Air Ring, you gain a Void Point. You may exceed your normal allotment of Void Points through this process. These Void Points may only be spent on casting spells, and are lost at the next dusk if you do not use them.

Piercing the Soul

MASTERY LEVEL: 4

DURATION: Permanent

AREA OF EFFECT: 1 projectile

RANGE: Touch



A spell invented by a vassal family of the Tsuruchi, Piercing the Soul is a recent invention by the standards of Rokugan. An arrow, sling bullet, nage-yari, or other projectile enchanted by this spell becomes a far more deadly weapon. Rather than dealing damage as it normally would, the projectile (which disintegrates on impact) instead damages one of the target's Rings. It reduces the struck target's Ring (caster's choice) by 1 Rank, a penalty that remains until he receives some form of magical healing.

Reflecting Mirror

MASTERY LEVEL: 3

DURATION: 4 rounds per caster Insight Rank

AREA OF EFFECT: Self

RANGE: Self

When you cast Reflecting Mirror, a shimmering sphere (the only visible evidence of the Air kami this spell summons) surrounds you. Any spell that targets you for the duration of the spell is instead reflected back on its caster, even if he is not a legal target for the spell. Reflecting Mirror has no effect on spells that target an area that you are in at the time; the spell must specifically target one or more persons and/or creatures, one of whom must be you.

Request to Hato-no-Kami

MASTERY LEVEL: 1

DURATION: 1 day per caster Earth Ring

AREA OF EFFECT: 1 bird

RANGE: 25'

This spell, a variation on Heart of Nature, summons a bird to your hand. While the species of the bird varies by the region, any birds summoned are favorably inclined towards the caster. If you make a successful Awareness/Animal Handling Roll against a TN of 10, you can convince the bird to perform modest services for you. Most often, this spell is used in an attempt to summon carrier pigeons, although it is ultimately up to the GM's discretion what kind of bird actually comes to hand. For more information on wildlife in Rokugan, see *Emerald Empire*, Chapter 1.

Ring of Air

MASTERY LEVEL: 6

DURATION: Full Concentration plus 1 minute

AREA OF EFFECT: 30' radius

RANGE: Self

Ring of Air gives you almost complete control over spells cast within the area of effect. For the duration of the spell, you may cancel any spells targeting anything or anyone within 30' of you as a Simple Action. You may also cast any spell you have as an innate ability.

The dome-shaped area of effect moves along with you, but only allies who were within it at the time of casting are affected. All individual allies must be designated as such at the time the spell is cast. Those who leave the area of effect at any time lose the benefits of the spell, even if they later return to the area of effect. If a person or creature enters an area simultaneously affected by Ring of Fire, Ring of Air, Ring of Earth, Ring of Water, and Ring of Void, it is immediately teleported to a random location elsewhere in Rokugan (GM's discretion).

Speed of Breath

MASTERY LEVEL: 1

DURATION: 1 round per Rank of the caster's Air Ring

AREA OF EFFECT: 1 person or creature

RANGE: 10'

This simple spell requests the Air kami to push a person or creature, allowing it to move with unusual speed and quickness. The target of this spell gains a bonus to his TN To Be Hit equal to the caster's Air Ring, and he may move as though his Water Ring was increased by the caster's Air Ring.

Step Between the Stars

MASTERY LEVEL: 4

DURATION: 1 hour per Rank of the caster's Air Ring

AREA OF EFFECT: 15' x 10'

RANGE: 5'

This spell creates a 15' x 10' area of space overlapping another area in Ningen-do. When you cast this spell, you may choose to leave it open so that its occupants may come and go from it freely, or you may close it so that no one may enter or leave. You may change this aspect of the spell's nature at any time during its duration. In any case, anyone in the spell's area of effect when the spell is cast is considered to be in the enchanted space when the spell takes effect.



To the occupants of the enchanted space, it appears as if nothing has changed about their status or location at all. Their surroundings appear exactly the same, and they can see where they are clearly, as the space's 'skin' allows light through it. However, those outside of the space cannot attack or even perceive the occupants, though they can be heard if they speak. If you are in the space when the spell ends, you are violently expelled from it, suffering 1k1 Wounds in the process.

Summoning the Gale

MASTERY LEVEL: 3

DURATION: 3 minutes

AREA OF EFFECT: See text

RANGE: See text

While similar to Tempest of Air, Summoning the Gale is both more powerful and more specifically targeted. This spell was created by an Isawa shugenja who saw his brother shot down by Lion archers at the battle in the Valley of Two Generals. When you cast it, you must pick the maximum range at which it will be effective – either 20' or 50'. If you choose the former, all missile attack rolls made against targets within this distance from you suffer a -4k4 penalty (to a minimum of 1k1) as the Air kami deflect their shots. If you chose the latter, all missile attack rolls made against targets within this distance from you suffer a -2k2 penalty (to a minimum of 1k1). You may choose to withhold this benefit from any target within the area of effect, effectively limiting its benefit to your allies.

The Kami Watch Over Me

MASTERY LEVEL: 4

DURATION: Permanent until invoked

AREA OF EFFECT: 1 person

RANGE: Touch

This spell was the invention of an Eighth Century Isawa shugenja, Isawa Toyoma, who was infamous for his unconventional views on what constituted 'usefulness' for a spell. This spell requires a casting ritual that takes 10 uninterrupted minutes to complete, and must be followed immediately by casting another Air spell. This second spell does not resolve immediately, but is instead stored as a memory of the Air kami this spell summoned. The Air kami stays close to the target, and the target may then discharge the remembered spell at any time, causing it to act as if he was the actual caster.

Until the remembered spell is discharged, this second spell counts as 2 expended spell slots against the original caster's allowance for the day. After it is discharged, it only counts as 1 expended spell slot.

The Wolf's Proposal

MASTERY LEVEL: 2

DURATION: 1 hour

AREA OF EFFECT: Self

RANGE: Self

This spell, created by Isawa Sezar, is not well known outside the Phoenix and Scorpion Clans, but a few other Clans do teach it. The spell is a subtle illusion perpetrated by the Air kami, causing those around you to change their perceptions of you. This effectively grants you one temporary Honor Rank for the spell's duration. Wise shugenja using this spell to influence others had best work out all details in advance, because it is possible that not all dealings will be done by the end of this spell's duration. Needless to say, some samurai may resent being tricked into thinking you more Honorable than you are.

SPECIAL RAISES: You may Raise to increase the effect of this spell. You may call 3 additional Raises to gain 2 temporary Honor Ranks instead of 1.

To Seek the Truth

MASTERY LEVEL: 1

DURATION: Instantaneous

AREA OF EFFECT: Self

RANGE: Self

To Seek The Truth typically shows up in the scroll-satchels of magistrates and researchers, particularly those of the Dragon and Phoenix Clans. When you cast the spell, the Air kami sweep through your mind, reordering any jumbled thoughts. The spell negates any penalties that currently apply to your Intelligence or Perception Trait Rolls, or Skill Rolls linked to those Traits. This includes penalties imposed by drugs, poison, and exhaustion. You also gain a +1k0 bonus to your next Lore or Investigation Skill Roll.

Tricks of the Kami

MASTERY LEVEL: 1

DURATION: Instantaneous

AREA OF EFFECT: 1 person

RANGE: 100'

This deceptive spell is considered invaluable to shugenja who serve as magistrates in areas with frequent problems with maho-tsukai. Tricks of the Kami notifies the local Air kami that a particular spellcaster is fair game for any tricks or pranks they wish to pull. It also has a tendency to get the attention of denizens of Sakkaku, and spirit creatures from the Realm of Tricksters may show up at the GM's discretion.

The next time the target of the spell attempts to cast a spell of his own, he must call 1 Raise for no effect except to suppress the trickster kami. If he does not call 1 Raise for this purpose, the spell will automatically fail.

SPECIAL RAISES: You may Raise to increase the power of the spell. For every 2 Raises you call, the target must make 1 additional Raise in order to cast his own spell successfully.

Walking the Way

MASTERY LEVEL: 5

DURATION: One journey

AREA OF EFFECT: Self plus Raises

RANGE: Any two points in Rokugan

A favorite spell of traveling shugenja, Walking the Way permits you to link your current location with another location within Rokugan (that is already known to you) with a shimmering portal carved from Ningen-do by the Air kami. By stepping through the portal, you may travel the distance between the two points on a shimmering road of white mist that swirls and eddies beneath your feet, but is solid enough to support your weight. The road of mist takes the shortest path between the two locations, ignoring intervening terrain and other obstacles, thus shortening the journey. This spell also absolves you of the need for food, water, and sleep while you are on the path, shortening the journey even more.

SPECIAL RAISES: You may Raise to increase the number of persons or creatures who may benefit from this spell. For every 2 Raises called, you may add 1 companion (either human or creature). However, the additional companions must be willing to travel with you; they must be within 50' of you at the time that you cast the spell; and you cannot use as an end-point of the journey a location that is familiar to them but not to you.

Wind-Borne Speed

MASTERY LEVEL: 1

DURATION: 5 minutes

AREA OF EFFECT: 1 person or creature

RANGE: Touch

Similar to Wave-Borne Speed, Wind-Borne Speed is a spell developed by the Iuchi School for increasing the effectiveness of scouting parties. Wind-Borne Speed permits its target to move as if his Water Ring is doubled, so long as he does nothing but run. Actions that can be performed while running (such as snatching an item off the ground as the target runs by, or making an attack with a Raise to maintain balance) are permitted.

Wind's Distraction

MASTERY LEVEL: 1

DURATION: 5 rounds

AREA OF EFFECT: 1 person

RANGE: 50'

This spell summons some of the more capricious Air kami to bedevil the target. While the majority of their tricks are inaudible and invisible to everyone else, the target can see them quite clearly and will be driven to distraction, suffering a +5 TN penalty to all Skill Rolls for the duration of the spell. The target may also attempt to end the spell's effects on his own, once per round on his turn as a Complex Action, by making a successful Meditation Skill Roll against a TN equal to 5x your Air Ring. This roll also suffers the penalty inflicted by the spell.

SPECIAL RAISES: You may Raise to increase the effect of the spell, adding an additional +2 TN to the penalty inflicted by the spell for each Raise called.

Winds of Aggression

MASTERY LEVEL: 2

DURATION: Instantaneous

AREA OF EFFECT: 5' radius

RANGE: 100'

While the Unicorn have received the most use from this spell during their long trek through the Burning Sands, all Clan shugenja schools have found a place for this spell in their repertoire. Casting Winds of Aggression causes the Air kami to whip up a violent vortex that lifts loose dirt, sand, or comparable small debris and fling it

in a direction of your choice. All persons and creatures within the area of effect must make a Reflexes/Defense Roll TN equal to 5x your Air Ring. Anyone who fails is blinded for a number of rounds equal to your Air Ring (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 160 for rules on Blinding). Those who fail this roll also suffer Wounds from the abrasion and irritation. The DR for the spell is equal to your Air Ring in rolled dice and half your Air Ring (rounded down) in kept dice.

Earth Spells

Comprehensive List of Earth Spells

For handy reference, we include below a comprehensive list of Earth spells that can be found either in this book or in the *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, pp. 234-8. The spells from the core rule book are marked with an '*.' Spells found in *The Art of the Duel* are marked with an '†.'

MASTERY LEVEL 1

Be the Mountain
Earth's Stagnation*
Earth's Touch*
Elemental Ward*
Fires From the Forge*
Force of Will*
Gift From Koishi-no-Kami
Jade Strike*
Jizo's Curse
Jurojin's Balm
Mask of the Mountains
Master Smith Ascends
Murmur of Earth
Preservation
Rock Storm
Speed Growth*
Tetsubo of Earth*
Time's Deadly Hand
Way of Earth

MASTERY LEVEL 2

Armor of Earth*
Arms of the Earth
Courage of the Seven Thunders*
Earth Becomes Sky
Embrace of Kenro Ji-Jin
Grasp of Earth*
Hands of Clay*
Slash of the Lion
Soul of the Kitsune† (Kitsune School only)
The Mountain's Feet*
Tremor*
Walk Without Passing*
Wholeness of the World

MASTERY LEVEL 3

Benevolent Protection of Shinsei*
Bless the Land
Bonds of Ningen-do (Level 2 for Kuni School and Yogo School)
Crystal's Awakening (Kuni School only)
Curse of Stone*
Earth Kami's Blessing
Earth's Protection*
Earthen Blade (Level 2 for Tamori School)
Immortal Steel*
Lesson of the Crab
Slash of the Lion*
Strength of the Crow*
The Final Gift (Seppun School only)
The Wolf's Mercy

MASTERY LEVEL 4

Armor of the Emperor*
Death of Stone*
Essence of Earth
Mystical Terrain
Sharing the Strength of Many
Shatter*
Strength of Osano-Wo
Symbol of Earth*
The Kami's Strength
Tomb of Jade*
Wall of Earth*
Whispers of the Land

MASTERY LEVEL 5

Divide Into Ash*
Earthquake*
Grandfather's Word
Prison of Earth*
Spikes of Earth*
Strike at the Roots
The Rolling Earth (Level 4 for Kitsune School)

MASTERY LEVEL 6

Fraying of Ningen-do*
 Kami's Strength*
 Maw of the Earth
 Ring of Earth
 Rise, Earth*

Arms of the Earth**MASTERY LEVEL:** 2**DURATION:** 8 rounds**AREA OF EFFECT:** 10' x 10'**RANGE:** 50'

An ancient spell first used by the Hidden Guard, this spell calls on the Earth kami to bring forth roots and brambles to entangle creatures within the area of effect. All persons and creatures within the area are wrapped in vines and other plant life appropriate to the region, which attempt to drag them down to the ground. Falling prone causes the vines to cease moving and hold the targets they have grasped tightly. A bound target must make a successful Raw Strength Roll against a TN of 10 to move at all, and even then he is limited to mov-

ing one foot per round. Unintelligent creatures in the area of effect usually panic and begin thrashing, dealing Wounds to themselves (and anyone riding them) each round with a DR equal to the caster's Earth Ring in rolled dice and 1 kept die.

SPECIAL RAISES: You may Raise to increase the power of the spell. For each Raise called, you may increase the TN of the Raw Strength Roll required for targets of the spell to move by +2.

Be the Mountain**MASTERY LEVEL:** 1**DURATION:** 1 minute per caster Insight Rank**AREA OF EFFECT:** Self**RANGE:** Self

Be The Mountain is a spell taught to shugenja who will stand beside bushi on the battlefield. The spell allows the Earth kami beneath your feet to lend you their endurance, so long as you stay just as unmoving as they are. When you cast this spell you gain Carapace 2, but it lowers your base TN To Be Hit to 5, reflecting your complete inability to move.



Bless the Land

MASTERY LEVEL: 3

DURATION: 3 months

AREA OF EFFECT: 1 village's farms

RANGE: See text

A spell most often used by ronin shugenja, or Great Clan shugenja with unexciting posts, Bless the Land is a complicated ritual that takes 16 hours to cast. When it is finished, though, the Earth kami find their positions within the Celestial Order easier to fulfill, and the land prospers. All attempts to ruin, destroy, befoul, or sabotage the land in the area of effect must first overcome your will to protect it. If it is an individual performing an act, that person must make a successful Raw Willpower Roll against the result of your original Spellcasting Roll. If it is a group effort (such as an army sowing the fields with salt), then the leader (or a leader) of the effort must make the roll. If the roll fails, the sabotage efforts will be stymied by the Earth kami, who actively resist them. For instance, salted fields will neatly deposit the salt into a single furrow of earth at the border of the fields, triggered cave-ins at mines will somehow fail to close off any passages, and so on.

Earth Becomes Sky

MASTERY LEVEL: 2

DURATION: Instantaneous

AREA OF EFFECT: 1 boulder

RANGE: 50'

Casting this spell convinces the Earth kami to hoist up one of their brethren (in the form of a boulder) and fling it at a target no more than 50' from you. There is no attack roll, as the kami's aim is unerring and its smashing power is all but unstoppable. If the target has a Carapace rating, the spell ignores it up to the value of your Earth Ring (e.g. if the target has Carapace 4 and your Earth Ring is 3, the target has Carapace 1 for the effect of resolving this spell). The projectile has a DR equal to your Earth Ring in rolled and kept dice.

Earth Kami's Blessing

MASTERY LEVEL: 3

DURATION: 1 day

AREA OF EFFECT: Self

RANGE: Self

You may only cast this spell if your Basic School grants you an Affinity for Earth spells. Casting this spell grants you a bonus equal to your Earth Ring to the total of all Willpower Trait Rolls and Willpower-based Skill Rolls, and also grants you 1 extra Wound Point to each of your Wound Ranks for the spell's duration. You may only benefit from one casting of a Kami's Blessing spell (of any Element) at a time. Most shugenja who know this spell cast it when they wake up for the day, as part of their morning rituals.

Embrace of Kenro-Ji-Jin

MASTERY LEVEL: 2

DURATION: 1 minute per Rank of caster's Earth Ring

AREA OF EFFECT: Self

RANGE: Self

By offering a prayer to the Fortune of Soil, you can sink into the earth you are standing on, and swim beneath the surface as though it is water. You cannot be detected by mundane means while melded with the Earth, and you can see what happens around and above you as though peering through a pond's waters. You are immune to all forms of harm while you are in Kenro-ji-jin's arms, but any spell that harms or displaces earth will eject you from the ground and end the spell's effects. You may also choose to end the spell prematurely. This spell is used most frequently by shugenja units on the battlefield, allowing them to move in, strike, and then flee in safety.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 minute for every 2 Raises called.

Essence of Earth

MASTERY LEVEL: 4

DURATION: 1 round Area of Effect: 1 person or creature

RANGE: 50'

This spell fills the target with the power of the Earth kami beneath him, fortifying his own Earth with the power of others. For 1 round, the target's Earth Ring is increased by 1 (which grants 2 additional Wound Points per Wound Rank). He may also set the result of all the dice he rolls for Earth Ring, Stamina Trait, and Willpower Trait Rolls to 10 for the duration of the spell (they do not explode).

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 round for every 3 Raises called. You may also Raise to increase the effect of the spell, by 1 Rank to the target's Earth Ring for every 3 raises called. You may not use the same 3 Raises to accomplish both purposes.

Gift From Koishi-no-Kami

MASTERY LEVEL: 1

DURATION: 1 minute per caster Insight Rank

AREA OF EFFECT: Self

RANGE: Touch

Casting this spell requires a material component: you must hold in your hand a pebble smaller than your eye. Once the spell is cast, the kami of this stone is favorably inclined towards you and will grant you a +1 bonus to all of your Skill and Trait rolls and to your TN To Be Hit for the spell's duration. Multiple castings of this spell do not stack – pebble spirits are very jealous of the little attention they do get. If the pebble ever leaves your person before the spell's natural duration ends, the spell ends early and you lose its benefits. However, if you cast this spell on a pebble and then drop it into the mortar used to bind the stones of a building together, the bonus is permanent so long as you are inside the building in question.

Grandfather's Word

MASTERY LEVEL: 5

DURATION: Instantaneous

AREA OF EFFECT: All enemies within range

RANGE: 50'

This spell allows you to call upon a powerful ancestor who will verbally chastise all your enemies within the range of his influence. When you cast this spell, you must specify each individual who you will target with it. If you cast the spell successfully, all targets must make an Opposed Willpower Roll against you. Those who fail are stunned and may not act during their next turn. If a target who fails the Opposed Willpower Roll against you has a lower Insight Rank than you, they are stunned for an additional number of rounds equal to the difference between your Insight Rank and theirs. In addition, targets with a Shadowlands Taint Rank of 1 or more suffer 1k1 Wounds per Taint Rank. So potent is this verbal attack that any enemy creatures who hear

it are affected, even those who cannot understand your ancestor's words or who have no concept of Honor.

Targets of this spell gain a bonus to the total of their Opposed Willpower Roll equal to their Honor Rank, as their own ancestors bolster their resistance to this verbal attack. On the other hand, targets with an Honor Rank of less than 1 suffer a -5 penalty to their roll, as their own ancestors are too weak and unmotivated to defend them.

In order to cast Grandfather's Word, you must have a relic directly connected to a famous ancestor in your immediate possession. This relic must be honorably attained — i.e., not stolen.

Jizo's Curse

MASTERY LEVEL: 1

DURATION: 1 hour

AREA OF EFFECT: 1 person or creature

RANGE: 50'

This was once a maho spell, but an innocent man's fervent prayer to Jurojin converted this spell into pure Earth magic. This prayer calls down a curse on the target, blinding the Fortune of Mercy to his plight. When you cast this spell, you may name a different spell. For the duration of Jizo's Curse, whenever anyone (including you) casts the named spell on the target, the caster receives a Free Raise.

Jurojin's Balm

MASTERY LEVEL: 1

DURATION: Instantaneous

AREA OF EFFECT: 1 person or creature

RANGE: Touch

Jurojin's Balm commands the Earth present in every living being to temporarily fortify that being by borrowing from the other Elements. If the target of this spell has been poisoned, this spell allows him to roll again to resist any or all of the poison's effects, this time with a +2k0 bonus. Anyone treating the target with the Medicine Skill will gain a +2k0 bonus to the Skill Roll to treat (but not identify) the poison.

Master Smith Ascends

MASTERY LEVEL: 1

DURATION: 1 hour

AREA OF EFFECT: 1 weapon

RANGE: Touch



A curious spell, the shugenja who first scribed it claimed he was divinely inspired by witnessing Tsi Xing Guo's apotheosis into the Fortune of Steel. Whether this is true or not, the spell exists, and often appears in the satchels of Kitsu, Iuchi, and Kuni shugenja. When cast, a weapon made primarily or wholly of steel suddenly improves in quality, functioning as though it is one level of Item Quality better than it is (Average becomes Fine, Fine becomes Excellent, and so on) for the duration of the spell.

SPECIAL RAISES: You may Raise to increase the spell's area of effect, by one additional weapon for each Raise called.

Maw of the Earth

MASTERY LEVEL: 6

DURATION: 1 minute per caster Insight Rank

AREA OF EFFECT: 5' diameter geyser affecting 10' radius area from center of geyser

RANGE: 100'

True masters of the elements are aware that beneath their feet, Fire and Earth live and produce power of unimaginable magnitude. This spell allows you to call forth a drop of power from the Earth and Fire Dragons. Casting it requires an uninterrupted minute of prayer, at the conclusion of which a 5' diameter hole in the earth tears open, and lava jets forth in a 20' high geyser, which continues to spray superheated rock in a 20' diameter with the same center as the rent.

Anyone standing in the geyser's area of effect suffers Wounds equal to your Fire Ring in rolled and kept dice. This damage ignores all Carapace ratings and all magical damage reduction not specific to Fire. Those standing directly over the geyser when it erupts take twice that damage.

Murmur of Earth

MASTERY LEVEL: 1

DURATION: Instantaneous

AREA OF EFFECT: 30' radius

RANGE: Self



After a brief prayer to the Earth kami, asking them to run from your heel, you stomp the ground and send everything near you flying. The effect of this spell is a minor, localized shockwave that causes the ground around you to buck violently. Creatures aware of the spell's casting may attempt a Reflexes/Defense Roll against a TN equal to 5x your Earth Ring to avoid the spell's effects, but those who fail or who are unaware of your casting are knocked to the ground and suffer a number of Wounds equal to your Earth Ring. Any loose or unattended items within range almost certainly fall down, tip over, or in the case of fragile items like pottery, break.

Lesson of the Crab

MASTERY LEVEL: 3

DURATION: 1 round per Rank of caster's Earth Ring

AREA OF EFFECT: 1 person or creature per Rank of caster's Earth Ring

RANGE: 25'

A common scroll in the satchels of militant Clans, Lesson of the Crab calls on the Earth kami to absorb Wounds meant for the caster and his allies. Casting this spell creates a pool of Wound Points equal to 5x your Earth Ring. Any damage dealt to the targets of this spell is first absorbed by this pool of Wounds. After the Wound pool is exhausted or the spell ends, any further Wounds are dealt to the targets as normal. This spell is not subtle; those unaware of what is going on will still see the blows of attackers skittering across rips in Nin-gen-do as they strike the hides of Earth kami instead of the flesh of their targets.

Mask of the Mountains

MASTERY LEVEL: 1

DURATION: 1 hour

AREA OF EFFECT: Self

RANGE: Self

A development of the Yogo Family, this spell was a curious creation, produced by a Yogo sensei's attempt to find a way to pass unnoticed even by the kami. Casting Mask of the Mountains enhances your stealth. While it does nothing to conceal you from natural senses, it makes you invisible to the casual inspection of the kami. Thus, for example, using Sense will not reveal you as a source of the Element being detected.

Mystical Terrain

MASTERY LEVEL: 4

DURATION: 2 hours

AREA OF EFFECT: 3 mile radius

RANGE: Self

This spell is used by the Dragon Clan to build castles more effectively and by the Lion Clan to improve their chances for victory on the battlefield. Mystical Terrain magically reshapes the ground around you — a temporary but potent effect. While this spell cannot be used to make any sort of attack, it can make the terrain level and easy to walk on, negating any penalties for travel or any advantage gained from using the Battle or Defense Skills on Mass Battle Rolls.

Preservation

MASTERY LEVEL: 1

DURATION: 1 month

AREA OF EFFECT: 1 organic material item

RANGE: 5'

This spell halts the decay that normally gnaws at an organic thing's essential nature. For the spell's duration, the item in question (usually a meal's worth of food) does not decompose. No scavengers will feast on it, registering it as a lump of iron rather than potential food. The Unicorn Clan uses this spell most often, but all Clans use it to some degree.

Rock Storm

MASTERY LEVEL: 1

DURATION: Instantaneous

AREA OF EFFECT: See text

RANGE: 5'x caster's Earth Ring

Like Earth Becomes Sky but less accurate, this spell causes the Earth kami to hurl any nearby stones with potentially lethal force. If there are any rocks, stones, pebbles, or even sand in your immediate vicinity, they fly towards your target. This requires you to make an attack roll, rolling dice equal to your Earth Ring + Insight Rank and keeping dice equal to your Insight Rank. The DR of the attack equals your Earth Ring in rolled and kept dice. This is a recent spell, created only a few decades ago by the Master of Earth and Phoenix Thunder, Isawa Tadaka.

Ring of Earth

MASTERY LEVEL: 6

DURATION: Full Concentration

AREA OF EFFECT: 30' radius

RANGE: Self

Ring of Earth gives you and others something close to physical invulnerability. All persons and creatures within the area of effect who you wish to benefit from the spell gain Carapace 3 (or a +3 bonus to their Carapace if they already have at least Carapace 1), to a maximum of Carapace 10. They also gain a +15 bonus to their TN To Be Hit. Additionally, all creatures with Shadowlands Taint in the area of effect suffer 1k1 Wounds every round they remain there. This damage is not affected by Carapace or other effects that can reduce damage.

The dome-shaped area of effect moves along with you, but only allies that were within it at the time of casting are affected. All individual allies must be designated as such at the time the spell is cast. Those who leave the area of effect at any time lose the benefits of the spell, even if they later return to the area of effect. If persons or creatures enter an area simultaneously affected by Ring of Fire, Ring of Air, Ring of Earth, Ring of Water, and Ring of Void, they are immediately teleported to a random location elsewhere in Rokugan (GM's discretion).

Sharing the Strength of Many

MASTERY LEVEL: 4

DURATION: 10 rounds

AREA OF EFFECT: Self

RANGE: Self

The caster of this spell is infused with the fragments of Earth that he is not currently using, fortifying his essential being with greater ability. If you cast this successfully, you gain a +0k1 bonus to all Ring, Trait and Skill Rolls for the duration of the spell. If this spell is cast as a Ritual (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 225), this bonus increases by +0k1 for each additional caster.

Slash of the Lion

MASTERY LEVEL: 2

DURATION: 4 rounds per caster Insight Rank

AREA OF EFFECT: 1 person or creature

RANGE: 25'

This spell, a development of the Kitsu wishing to aid their Beastmaster brethren amongst the Matsu, increases the abilities of creatures in unarmed combat. Though it is typically not used on humans, it is just as effective on people as on beasts. The target of the spell gains an additional attack each round and a +2k0 bonus to DR so long as he is fighting without weapons.

Strength of Osano-Wo

MASTERY LEVEL: 4

DURATION: 1 hour

AREA OF EFFECT: 1 person or creature

RANGE: Touch

Though none know if the Thunderer himself was responsible for this spell's existence, those shiryo who remember seeing him on the battlefield would not be surprised if this was so. A person or creature who is targeted by this spell loses all Wound and fatigue penalties, which are transferred onto the caster. At the expiration of the spell, these penalties return to target.

Strike at the Roots

MASTERY LEVEL: 5

DURATION: 10 rounds

AREA OF EFFECT: 1 person or creature

RANGE: 50'

Whereas Sharing the Strength of Many adds to a target's Earth, Strike at the Roots takes his Earth away, disrupting his ki with conflicting surges in his other Elements. For the duration of this spell, the target makes all of his Earth Ring Rolls and Stamina and Willpower Trait Rolls, as well as all Skill Rolls based on those Traits, as if he had only 1 Rank in his Earth Ring and both related Traits. This penalty does not affect his Wound Points or his Insight Rank.

The Kami's Strength

MASTERY LEVEL: 4

DURATION: 1 hour per caster Insight Rank

AREA OF EFFECT: 1 person or creature

RANGE: Touch

Developed after the battle between the Lion and Phoenix at the Valley of the Two Generals, The Kami's Strength significantly fortifies and protects its target. When you cast it, you choose any two of the following Traits: Strength, Reflexes, Agility and Stamina. The

target gains bonuses to the chosen Traits equal to your Insight Rank for the duration of the spell. Additionally, the target receives a Carapace rating equal to your Insight Rank (or a bonus to its existing Carapace rating, to a maximum of 10), which may only be ignored by weapons made of obsidian.

SPECIAL RAISES: You may Raise to increase the area of effect; calling 3 Raises allows you to add a second target with the same bonuses. You may also Raise to increase the number of Traits affected, calling 3 Raises to add 1 Trait. You may not use the same 3 Raises to accomplish both purposes.

The Wolf's Mercy

MASTERY LEVEL: 3

DURATION: 10 rounds

AREA OF EFFECT: 1 person or creature

RANGE: 200'

Similar to Earth's Stagnation, The Wolf's Mercy is an extrapolation of that spell that flowed from Isawa Sezar's desire to make certain no Bloodspeaker escaped him.

This spell reduces the target's Stamina and Strength by 2, or by 3 if they possess any Shadowlands Taint. Every shugenja who joined the Bloodhunt of the Year 1166 was issued a copy of this spell from the Imperial libraries.

Time's Deadly Hand

MASTERY LEVEL: 1

DURATION: Permanent

AREA OF EFFECT: 1 object of Fine or lower Quality

RANGE: Touch

This spell, the converse of Fires From The Forge, ruins items instead of reforging them. Any item of 10 cubic feet or less in volume and of Fine or lower Quality may be targeted by this spell, which corrodes, rots, or ages the item (whichever natural process is most likely to destroy it) until it is useless for its intended purpose. If the item in question was recently repaired with Fires From The Forge, this spell undoes the repairs, and Time's Deadly Hand's effects can likewise be undone by Fires From The Forge.



Way of Earth

MASTERY LEVEL: 2

DURATION: 10 rounds

AREA OF EFFECT: 1 person or creature

RANGE: Touch

The Kuni developed this spell as a safety measure for Crab bushi caught off-guard, without time to don their armor. This spell wraps the target in an Earth kami, dramatically increasing the toughness of his skin and clothing. It confers a bonus to the target's TN To Be Hit equal to 5x your Earth Ring, to a maximum of 20. This bonus does not stack with armor.

Whispers of the Land

MASTERY LEVEL: 4

DURATION: 1 hour per Rank of caster's Earth Ring

AREA OF EFFECT: 1 person or creature

RANGE: See text

This spell, developed first by the Agasha but now used by shugenja magistrates all over the Empire, reveals the route one target person or creature has taken. When cast over the tracks of the target, or on a personal item belonging to the target, Whispers Of The Land reveals all earth he has traveled over with a soft white light. Not only does this help tremendously in tracking the target, but there is also a delay of a few minutes before the trail appears, which means the target will not know that he is affected by the spell if he is traveling.

Wholeness of the World

MASTERY LEVEL: 2

DURATION: 4 minutes per caster Insight Rank

AREA OF EFFECT: 1 person or creature

RANGE: Touch

This spell, like many Earth spells, seeks to prevent harmful effects rather than repair them. The target of this spell is rendered immune to having his Rings or Traits reduced by any means. To breach this protection, a spellcaster who targets this person or creature must call a number of Raises equal to your Earth Ring for the specific purpose of nullifying your spell. If he does so, it does not end Wholeness of the World; but it cancels the protective value for the purpose of casting his spell.

Fire Spells

Comprehensive List of Fire Spells

For handy reference, we include below a comprehensive list of Fire spells that can be found either in this book or in the *Legend of the Five Rings Roleplaying Game Third Edition* core rulebook, pp. 238-43. The spells from the core rule book are marked with an '*.'

MASTERY LEVEL 1

Biting Steel*
 Burning Kiss of Steel
 Burning the Ashes
 Burst*
 Evil Ward
 Extinguish*
 Fires of Purity*
 Flickering Flare
 Flaring Speed
 Ignite*
 Katana of Fire*
 Never Alone
 Purity of Shinsei
 The Fires That Cleanse*
 The Fury of Osano-Wo*

MASTERY LEVEL 2

Aura of Flame*
 Disrupt the Aura
 Hurried Steps*
 Inferno's Tooth*
 Oath of the Two Heavens
 Osano-Wo's Blessing
 Speed of Flame*
 Tail of the Fire Dragon*
 The Fires From Within*
 Touch of the Fire Kami*

MASTERY LEVEL 3

The Breath of Battle
 Breath of the Fire Dragon*
 Burn the Mind*
 Fiery Wrath
 Fire Kami's Blessing
 Heart of the Inferno*
 Hungry Blade*
 Tamori's Curse
 The Fist of Osano-Wo*
 Waiting Flame*
 Warning Flame

MASTERY LEVEL 4

Breath of Heaven's Fire (Tamori School only)
 Blessing of Lord Sun
 Death of Flame*
 Essence of Fire
 Eyes of the Phoenix
 Fire Walking*
 Light of Yakamo*

Rage of the Fire Dragon
 Scatter the Soul's Flame
 Symbol of Fire*
 Wall of Fire*
 Wrath of Osano-Wo

MASTERY LEVEL 5

Burn the Soul*
 Castle of Fire
 Everburning Rage*
 Follow the Flame*
 Strike of Osano-Wo*

MASTERY LEVEL 6

Curse of the Burning Hand
 Final Ruin
 Hochiu's Call of Heaven*
 Ring of Fire
 Rise, Flame*
 Tempest of Fire*
 The Element's Fury



Blessing of Lord Sun

MASTERY LEVEL: 4

DURATION: 1 round per Rank of caster's Fire Ring

AREA OF EFFECT: 1 person or creature

RANGE: Touch

Formerly known as the Light of Amaterasu, this spell allows the target to shrug off the effect of blows or other injuries. It literally bathes the target in the light of the sun, and this glow keeps him from feeling the ill effects of inflicted wounds. He may ignore all Wound Penalties for the duration of the spell.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 round for each Raise called.

Burning Kiss of Steel

MASTERY LEVEL: 1

DURATION: 10 minutes per caster Insight Rank

AREA OF EFFECT: 1 melee weapon

RANGE: Touch

The local Fire kami cause a tentacle of fiery energy to leap from the targeted weapon to your hand, binding it to your control. For the duration of the spell, you gain a Free Raise when using this weapon to make a melee attack against a mounted opponent or an opponent of larger than human size. All other properties of the weapon, including its DR, remain the same.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 2 minutes for each Raise called.

Burning the Ashes

MASTERY LEVEL: 1

DURATION: Instantaneous or 2 rounds per caster Insight Rank

AREA OF EFFECT: One fire or self

RANGE: 50'

This spell counters and disrupts fire in a unique fashion. It causes the Fire kami to depart, leaving the fire with no energy to support itself. You may either cast this spell on an existing fire or use it to protect yourself from a fire-based attack.

When you cast it on a fire, Burning the Ashes immediately extinguishes 10 square feet of continuous flame for each of your Insight Ranks. If you cast this spell

as a protective barrier around yourself, you gain a +10 modifier in your favor to the next roll related to a fire-based event that could cause harm to you, whether it is an attack roll (a +10 bonus to your TN to Be Hit), a Spellcasting Roll (a +10 penalty to the spell's TN), or a Skill or Raw Trait Roll (a +10 bonus to your roll). If a fire-based attack allows you to make a Skill or Raw Trait Roll for partial damage, you take no damage on a successful roll. After the spell has protected you against one attack, it ends, regardless of whether or not it has reached the natural limit of its duration.

SPECIAL RAISES: If you cast Burning the Ashes as a protective barrier around yourself, you may Raise to either increase the natural duration of the spell by 2 rounds per Raise called, or to protect you against additional attacks, by 1 additional attack per 2 Raises called. The latter option does not increase the natural duration of the spell.

Castle of Fire

MASTERY LEVEL: 5

DURATION: 5 rounds plus 1 round per Rank of caster's Fire Ring

AREA OF EFFECT: Circular wall 10' high, 10' thick, caster's Fire Ring x 5' radius

RANGE: Self

Casting this spell creates a citadel of fire around you. The wall manifests as a circle of flame that dances and twists, but neither you nor anyone else on your side of the wall feels any heat from it. Those on the other side, however, will sense heat as they would from an intense bonfire, and they will suffer 4k4 Wounds if they try to pass through the barrier of flame.

Flammable objects that pass through the wall will ignite, and neither you nor anyone on your side are immune from flames that spread by such means. For instance, a spear that is thrown through Castle of Fire will catch fire and possibly ignite anything combustible on your side of the barrier, such as dry grass or straw.

Castle of Fire cannot be doused by any means.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by a number of rounds equal to your Fire Ring for each Raise called. You may also increase the radius of the area of effect by 5' per Raise called. You may not accomplish both tasks with the same Raise.

Curse of the Burning Hand

MASTERY LEVEL: 6

DURATION: Permanent

AREA OF EFFECT: 1 person or creature

RANGE: 50'

This spell encourages a Fire kami to attach itself to the target's soul, following him wherever he goes. The target is surrounded by an aura of bright yellow flame that sheds light in a 30' radius. This flame grants a +10 modifier in the target's favor to all rolls related to a fire-based event that could cause harm to him, whether it is an attack roll (a +10 bonus to TN to Be Hit), a Spellcasting Roll (a +10 penalty to the spell's TN), or a Skill or Raw Trait Roll (a +10 bonus to the roll). If a fire-based attack allows him to make a Skill or Raw Trait Roll for partial damage, he takes no damage on a successful roll. In addition, all items the target is carrying at the time the spell is cast become completely inflammable.

The target inflicts 1k1 Wounds in fire damage on anything or anyone that he touches. Though this can be useful in combat, since the target can inflict fire damage simply by touching his target (calculate the attack roll TN without the target's bonuses for armor and other protective gear), the target cannot cancel this ability at will. He will continue to burn everything he touches until the spell is dispelled, or until he dies. Any items that he carried at the time of casting and with which he subsequently loses contact are no longer protected by fire resistance, and will burn if the target picks them up once more.

Casting this spell on the same target while the first casting is still in effect will negate the first casting of the spell.

SPECIAL RAISES: You may Raise to add more targets to the spell, at a rate of 1 for every 2 Raises called.

Disrupt the Aura

MASTERY LEVEL: 2

DURATION: 4 hours per caster Insight Rank

AREA OF EFFECT: 1 person or creature

RANGE: 50'

This spell disrupts the balance of the Elements in the target's body by aggravating the Fire present in it. While the spell is in effect, the target cannot be healed by any means, magical or mundane. All natural healing

processes, Medicine Skill Rolls, or magical spells that would restore Wound Points to the target automatically fail. The target may realize something is physically wrong with him at the time the spell is cast, but he won't know exactly what is wrong until someone tries to heal him, or until he attempts to use natural healing on himself.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 2 hours for each Raise called. You may Raise to add more targets to the spell, at a rate of 1 for every 2 Raises called. You may not accomplish both tasks with the same Raise.

Essence of Fire

MASTERY LEVEL: 4

DURATION: 1 strike or attack roll in a duel

AREA OF EFFECT: 2 persons

RANGE: 50'

This spell was originally created by the Crane Clan to protect their duelists. It targets both participants in a single duel, and negates both duelists' School Techniques for purposes of resolving the next strike or attack roll, no matter who is the attacker. It also negates the effects of any other spells that have been cast on either duelist, as well as the effects of any nemuranai either possess. Non-magical weapon bonuses are not affected, however. In addition, any poisons on the weapons used by the combatants or ingested by the combatants have no effect for the duration of the duel.

While the use of such magic to help resolve a duel may strike some as dishonorable, the Asahina shugenja who developed it do not see it that way at all. Instead, they point out the spell is meant above all else to negate the effect of improper advantages and biases brought into the duel from outside sources, such as poison and other forms of treachery. What Essence of Fire leaves behind are the raw qualities of the two individuals involved: agility, weapon skill, and mastery of Void. As such, it is a demonstration of faith in the inherent qualities of their Clan's swordsmen, as well as a reciprocation of loyalty toward their yojimbo by protecting them from treachery.

In formal public duels, Crane shugenja will openly announce their intention to use Essence of Fire, and will not cast it unless both duelists explicitly agree to



it. They know one who refuses is practically admitting his own shameful weakness — or his intent to commit treachery. In a formal setting — especially at court — such an admission may be more perilous than the duel itself.

Evil Ward

MASTERY LEVEL: 1

DURATION: 1 day

AREA OF EFFECT: 10' radius from the object touched

RANGE: Touch

Casting this spell requires inscribing elaborate kanji in chalk or ink, and takes one minute of concentrated effort. Once it is activated and the power of the kami is fully engaged, however, the kami within the inscription protects the area against the influence of the Shadowlands.

Persons or creatures with at least 1 Shadowlands Taint Point must make a successful Contested Willpower Roll against you in order to enter the ward's area

of effect. In addition, those with at least 1 Shadowlands Taint Point that successfully enter the area suffer extreme pain, as the power of the ward burns their very essence. They suffer Wounds equal to the total of your Fire Ring + Insight Rank each round they remain within the area of effect. However, if they make a successful Raw Stamina Roll against a TN of 15 + your Fire Ring, they suffer only half damage.

Spells and missiles are unaffected by Evil Ward. The object upon which the ward is inscribed must remain immobile and the inscription must remain clearly visible at all times, or else the spell is dispelled. Darkness (including magical darkness) will not end the spell so long as there would normally be a line of sight between the warded object and the affected persons during daylight.

If overlapping Evil Wards are present, their effects do not stack.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 12 hours for each Raise called. You may also increase the radius of the area of effect by 5'



per Raise. You may not accomplish both tasks with the same Raise.

Eyes of the Phoenix

MASTERY LEVEL: 4

DURATION: 1 round per caster Fire Ring

AREA OF EFFECT: 1 person or creature

RANGE: 150'

This spell blinds a target creature or person. The fire kami shield his eyes with magical fire, so he is unable to see anything except a bright white glow. The target is blinded for the duration of the spell, as per the rules pertaining to being blinded in *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 160. Any effects that may stem from the target attempting and failing at a task while blinded are left to the GM's discretion.

The target of the spell may decrease the duration of the spell by spending Void Points, subtracting 1 round per Void Point spent (to a minimum of 1 round).

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 round per Raise declared.

Fiery Wrath

MASTERY LEVEL: 3

DURATION: Instantaneous

AREA OF EFFECT: 1 free-standing structure, or 50' x 50' area

RANGE: 100'

This spell allows you to destroy a building or other structure by appealing to the excitable Fire kami within the target's materials. All flammable materials within the area of effect catch fire immediately and burn until nothing but ash is left. The fire cannot be extinguished except by magical means; mundane water, sand, and other retardants will have no effect on the progress of the fire.

In spite of its destructive nature, Fiery Wrath's area of effect is strictly limited, as the spell does not make the Fire kami wanton or indiscriminate. Only one structure may be targeted by the spell, and the fire will not spread to adjoining structures. Living beings and materials that are not flammable are not affected; in fact, while clothes worn by people caught within the area of effect will burn, their flesh will not so much as singe.

Fiery Wrath was originally created to clear brush for farming, and to demolish wooden structures with a minimum of work and no hazard. It is also used to start bonfires for rituals and celebrations, and generals have employed it to create diversions to occupy the enemy's attention.

SPECIAL RAISES: You may Raise to increase the area of effect, by an extra 20' of length and 20' of width for each Raise called.

Final Ruin

MASTERY LEVEL: 6

DURATION: 2 rounds per caster Insight Rank

AREA OF EFFECT: 20' radius from affected creature

RANGE: 150'

Casting this spell involves shouting a terrible curse, in which you lay a promise of utter destruction on a single enemy, backed by the full power of all the Fire kami you can bend to the purpose. Divine fire engulfs the target, inflicting Wounds on it equal in rolled and kept dice to your Insight Rank. If the target makes a successful Opposed Roll of his Stamina against your Fire, the damage is reduced by half.

In addition, any damage the target takes forces its way out of his body and erupts in a 20' radius of searing flame, inflicting the same number of Wounds on any person or creature in range. Anyone affected in this way may make an Opposed Roll of their Reflexes against your Fire, reducing the damage by half if successful. This fire erupts anew every round until the spell ends or the initial target dies. If this spell ever inflicts 0 damage on the initial target in a given round, the effect immediately ends and the Fire kami disperse.

SPECIAL RAISES: You may Raise to increase the area of effect, by 5' of radius for every 2 Raises called. You may also Raise to increase the duration of the spell, by 1 round for every 2 Raises called. Finally, you may Raise to increase the amount of damage done by the spell, gaining a bonus to the total damage equal to your Fire Ring for each Raise called. You may not accomplish more than one task with the same Raise.

Fire Kami's Blessing

MASTERY LEVEL: 3

DURATION: 1 day

AREA OF EFFECT: Self

RANGE: Self

You may only cast this spell if your Basic School grants you an Affinity for Fire spells. Casting this spell grants you a bonus equal to your Fire Ring to the total of all your Intelligence Trait Rolls and Intelligence-based Skill Rolls for the spell's duration. You may only benefit from one casting of a Kami's Blessing (of any Element) spell at a time. Most shugenja who know this spell cast it when they wake up for the day, as part of their morning rituals.

Flaring Speed

MASTERY LEVEL: 1

DURATION: 2 rounds

AREA OF EFFECT: 1 person or creature

RANGE: Touch

You can coax the energies of Fire within a living thing to unusual heights, giving the target of the spell a brief burst of speed, but leaving it drained afterward. The target's movement allowance is calculated as if its Water Ring is 2 higher than normal for the next round. However, on the round after that its movement allowance is calculated as if its Water Ring is 1 lower than normal.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 round for each Raise called. You may Raise to add more targets to the spell, at a rate of 1 for every 2 Raises called. You may not accomplish both tasks with the same Raise.

Flickering Flare

MASTERY LEVEL: 1

DURATION: Instantaneous

AREA OF EFFECT: 1 person, creature or unattended object

RANGE: 50'

This simple spell causes a nearby Fire kami to become excited and produce a quick, small burst of fire. The burst itself is only about the size of an average human fist, and it brightens the surrounding area for just a moment, much as would a mundane lamp. This burst can also be directed toward an object or creature, inflicting

1 Wound. However, the flame is too small and short-lived to ignite anything but the most flammable materials (such as oil or alcohol).

SPECIAL RAISES: You may Raise to add more targets to the spell, at a rate of 1 for each Raise called.

Never Alone

MASTERY LEVEL: 1

DURATION: See text

AREA OF EFFECT: 1 person or creature

RANGE: Touch

This spell allows you to strengthen the spirit of one of your allies by opening his eyes to the courage of his ancestors. He receives a bonus to all attack rolls, Skill Rolls, and Raw Trait Rolls equal to his Fire Ring. This bonus lasts until the target suffers Wounds from any source, until the target fails a Skill Roll or loses an Opposed Roll of any kind, or for 1 hour if neither of these things happens.

SPECIAL RAISES: You may Raise to increase the number of targets affected by this spell, by 1 for every 2 Raises called.

Oath of the Two Heavens

MASTERY LEVEL: 2

DURATION: 2 rounds per caster Insight Rank

AREA OF EFFECT: All allies within 30' of the caster

RANGE: 30'

In the earliest days of the Empire, Togashi took only two mortals into his confidence. One was Agasha, a great and energetic shugenja, and the other was Mirumoto, a focused and resolute swordsman. It is said when they fought side by side, none could stand against them. With this spell, you summon the power of that ancient partnership between shugenja and bushi that built the foundation of the Dragon Clan.

When you cast this spell, you must designate each individual ally who you wish to target with it. If you cast the spell successfully, you and all of your designated allies gain a bonus equal to your Fire Ring to the total of attack rolls made using a katana or a wakizashi. This bonus lasts for the duration of the spell.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 2 rounds for each Raise called.

of the spell, even if they later return to the area of effect. A person or creature who enters an area simultaneously affected by Ring of Fire, Ring of Air, Ring of Earth, Ring of Water, and Ring of Void is immediately teleported to a random location elsewhere in Rokugan (GM's discretion).

Ruined Earth

MASTERY LEVEL: 1

DURATION: Instantaneous

AREA OF EFFECT: 5' x 5' area plus Raises

RANGE: 50'

This spell causes the Fire kami in the area to force the Water kami out of nearby plants and the ground in which they are growing. Mundane plants smaller than a grown tree will wither and likely die immediately, and the ground in the area of effect becomes cracked and parched. This spell deals 1k1 Wounds per caster Insight Rank to plant creatures (to a maximum of 5k5). It also causes mundane clay items to crack and become brittle, reducing their Item Quality by two levels, to a minimum of Poor Quality.

SPECIAL RAISES: You may Raise to increase the area of effect, by an extra 1' of length and 1' of width for each Raise called.

Scatter the Soul's Flame

MASTERY LEVEL: 4

DURATION: Permanent

AREA OF EFFECT: 1 person or creature

RANGE: 50'

This spell sends a hostile Fire kami racing through the target's body, effectively crippling him. The target's Agility is reduced to 1 and his movement rate is reduced to one-half of normal. This condition is effectively a curse, and persists until the target is restored by magical means.

SPECIAL RAISES: You may Raise to increase the number of targets affected by this spell, by 1 for every 3 Raises called.



Tamori's Curse

MASTERY LEVEL: 3

DURATION: 1 round per caster Insight Rank

AREA OF EFFECT: 1 person

RANGE: 50'

Agasha Tamori, who chose to stay with the Dragon Clan when his Family left for the Phoenix Clan during the War Against the Darkness, developed this spell to guard against Agasha initiates and other shugenja who wished to misuse their gift for manipulating the Fire kami. It calls upon the Fire kami in the target's vicinity to ignore his prayers. The target of this spell cannot use Fire spells for the duration of the spell. The target may attempt to cast Fire spells, but he will have no chance of success, and he will have to mark off the appropriate spell slot as normal.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 round for each Raise called. You may Raise to add more targets to the spell, at a rate of 1 for every 2 Raises called. You may not accomplish both tasks with the same Raise.

The Element's Fury

MASTERY LEVEL: 6

DURATION: 1 hour

AREA OF EFFECT: Self

RANGE: Self

When you cast this spell, you create a direct channel between yourself and the Fire kami in the area. For the duration of the spell, you may cast a number of spells per round up to your current number of Void Points. You must spend a Void Point each time you cast a spell beyond your normal ability to do so (that is, your ability to do so without the aid of The Element's Fury) in one round. Also, the additional spells you cast must be Fire spells with a Mastery Level of 3 or lower. Casting these additional spells uses up spell slots as normal.

Warning Flame

MASTERY LEVEL: 3

DURATION: 3 minutes per caster Insight Rank

AREA OF EFFECT: Self

RANGE: Self

This spell causes a hyperactive Fire kami to take root in your mind, giving you a preternatural awareness of your surroundings. You can sense details of your immediate environment as minute as a single breath from across a room. As a result, you suffer no penalties from being Surprised or Flanked (see *Legend of the Five Rings Role-playing Game Third Edition* core rule book, p. 169).

Wrath of Osano-Wo

MASTERY LEVEL: 4

DURATION: Instantaneous

AREA OF EFFECT: 1 person, creature, or object

RANGE: 50' plus 10' per caster Insight Rank

The original Son of Storms was never one to be trifled with, and his fury could make the mountains themselves cringe with fear. This spell, like the others that bear his name, reflects that temperament and the terrible destruction that he could cause.

Casting Wrath of Osano-Wo creates an arrow of flame that leaps from your fingertips at a target of your choice. Upon striking its chosen target it explodes, inflicting Wounds with a DR of rolled and kept dice equal to your Fire Ring. In addition, the target ignites and, beginning with the next round, it suffers 1k1 Wounds each round until the flames are extinguished. Normal mundane means of dousing flames will work, as will magical means. Inanimate targets made of flammable materials, such as wooden buildings, will also catch fire immediately.

The arrow created by this spell may be dodged, as it has no intelligence of its own and you cannot control it once it leaves your hand. The target may make a Defense Skill Roll against a TN of 25. If he succeeds, he has dodged the arrow, which will strike the next solid object in its trajectory, providing it is within the spell's range. If he fails (or if he does not attempt the roll), the arrow strikes him. There is no need to make an attack roll to resolve whether or not the arrow actually strikes the target.

SPECIAL RAISES: You may Raise to increase the number of projectiles summoned, by 1 for every 2 Raises called. These extra arrows can be directed at the same target, or at different targets.

Void Spells

Comprehensive List of Void Spells

For handy reference, we include below a comprehensive list of Void spells that can be found either in this book or in the *Legend of the Five Rings Roleplaying Game Third Edition* core rulebook, pp. 243-5. The spells from the core rule book are marked with an '*.'

MASTERY LEVEL 1

Boundless Sight
Drawing out Void
Drawing the Void*
Look Into Void
Sense Void*
Touch of All
Touch of Void

MASTERY LEVEL 2

Altering the Course*
Contemplate Void
Essence of Void*
Voice of Void

MASTERY LEVEL 3

Kharmic Intent*
Moment of Clarity*
Spiritual Presence
Void Kami's Blessing
Whispered Blade
Winds of Change

MASTERY LEVEL 4

Balance the Elements
Depth of Void
Void Release*
Void Strike*

MASTERY LEVEL 5

Essence of All
Unbound
Void Suppression*

MASTERY LEVEL 6

Banished to the Darkness
Divine the Future*
End of Illusions
Master the Dragon
Ring of Void
Rise From the Ashes*

Balance the Elements

MASTERY LEVEL: 4

DURATION: Instantaneous

AREA OF EFFECT: 1 person, creature, or object

RANGE: Touch

This spell diffuses the kami surrounding a person, creature, or object, returning it to its normal state. It instantly dispels all ongoing effects caused by spells with a Mastery Level of 3 or lower. In addition, the target heals Wound Points equal to the caster's Void Ring, as the Void restores his natural connection to the Elements.

SPECIAL RAISES: You may Raise to increase the number of targets, at a rate of 1 extra target for every 2 Raises called. You may also increase the number of Wound Points healed by the spell, by 1 for each Raise called. You may not accomplish both tasks with the same Raise.

Banished to the Darkness

MASTERY LEVEL: 6

DURATION: Instantaneous

AREA OF EFFECT: Persons or creatures within range, no 2 of which may be more than 20' apart

RANGE: 100'

This spell unbalances the Elements within your enemies, either destroying their physical forms or banishing them back to their native realms. In casting this spell, you utter a great cry against your enemies, releasing a billowing dark cloud from your fingertips. This cloud immediately consumes all creatures you direct it against, if they are within the area of effect.

When casting this spell, you must choose one target person or creature within range with an Earth Ring equal to or lesser than yours, or any number of targets within the area of effect that have an Earth Ring less than half of yours. If you cast the spell successfully, each target must make an Opposed Stamina Roll against you. If it is native to Ningen-do and it fails the Opposed Roll, it is killed. If it is native to a different spirit realm and it fails the Opposed Roll, it is banished to its native realm, as per the rules regarding its creature type set out in *Creatures of Rokugan: Third Edition*.

SPECIAL RAISES: You may Raise to increase the range of this spell, by 20' for each Raise called.

Boundless Sight

MASTERY LEVEL: 1

DURATION: Full Concentration, up to 2 rounds per caster Insight Rank

AREA OF EFFECT: Self

RANGE: Self

This spell connects you to all of the kami in the surrounding area, allowing you to see everything within a 300' radius, from every direction and from every perspective. You may examine any object or set of objects within this area closely or at a distance, although not in a manner that would require moving them.

This spell does not enhance your natural eyesight; you may not (for instance) look between the pages of a closed book, nor can you see the contents of a darkened room as if it is illuminated.

Perceiving your surroundings while in such a state requires your full concentration. If something causes you to break the spell against your will, you are stunned and can take no actions for 2 rounds.

Due to your enhanced perspective when using this spell, opponents gain no benefit from Flanking you in combat (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 169).



Contemplate Void

MASTERY LEVEL: 2

DURATION: 10 rounds

AREA OF EFFECT: 1 person

RANGE: Touch

By focusing your own awareness of your relationship to Void, this spell allows you to enhance your ability — or the ability of an individual of your choice — to draw upon the Void for strength. Contemplate the Void raises by one the limit on Void Points the target may allocate to attack rolls, damage rolls, Skill Rolls, and Raw Trait Rolls. This ability expires when the spell ends. You may cast this spell on yourself.

SPECIAL RAISES: You may Raise to allow additional Void Points to be spent on the designated roll. Each Raise allows another Void Point to be spent, up to the remaining number of Void Points that the target has left at the time.

Depth of Void

MASTERY LEVEL: 4

DURATION: See text

AREA OF EFFECT: See text

RANGE: 50'

In Rokugan, there are various ways of divining the future, some simpler than others. They usually involve forcing the patterns formed by the Celestial Order to reveal themselves to you, or communing with a divine being who will reveal that knowledge to you. Depth of the Void, however, not only allows you a limited glimpse of the future, it allows you — to a modest degree — to grasp the threads of time and shift them, thus changing the outcome of minor events.

In mechanical terms, Depth of Void allows you to change the outcome of one Skill Roll of your choice, by an ally or an enemy, during the game session in which you cast the spell. The Skill Roll to be re-rolled must apply to an action taking place no farther away from you than the spell's range, and you must decide immediately after it happens that you wish to have it re-rolled; to allow a change of outcome too far after the event would unravel the skein of time beyond even the power of the kami to effect.

Casting the spell requires substantial preparation without a guarantee of success. Before you attempt the Spellcasting Roll, you must meditate without interrup-

tion for two hours. You must also have at least 3 Ranks in your Earth Ring, or you do not have enough stamina to cast the spell, and you must spend 1 Void Point simply to attempt the Spellcasting Roll.

Possible uses for Depth of Void include assisting an allied courtier who has inexplicably botched the tea ceremony, or helping your yojimbo when he is fighting for your life. However, tinkering with the past is a serious business, even if the spell only allows you to do so in relatively small ways. The Phoenix Clan, for instance, believes this spell should not be cast unless doing so will serve the greater purpose of the Celestial Pattern. Horrific stories of divine retribution for trivial or malicious use of Depth of the Void circulate among Phoenix shugenja as cautionary tales.

As GM, you should feel free to use your power of fiat to limit the use of this spell if you believe a player is abusing it. Divinely-inflicted injury, deformity, or maiming as punishment for excessive (or ill-intentioned) manipulation of the strands of time would give credence to the morality tales the Phoenix tell among themselves.

SPECIAL RAISES: You may Raise to increase the number of rolls you may have re-rolled during a game session, by 1 roll for every 2 Raises called, to a maximum of 3 re-rolls stored up for one session.

However, a re-roll that does not generate a satisfactory result cannot be re-rolled. Sometimes destiny simply cannot be defied, no matter how great your power or effort.

Drawing Out Void

MASTERY LEVEL: 1

DURATION: Instantaneous

AREA OF EFFECT: 1 person, creature, or object

RANGE: Touch

You may gather otherwise obscure information about something or someone by focusing on the balance of the Elements within it.

First, if the target is magical or currently affected by a spell effect, you may learn one fact about the nature of the enchantment (such as the nature of the bonus, or a single special power it grants). Only the effect with the lowest Mastery Level is learned, no matter how many times the spell is cast.

Second, you will immediately know if the target is sentient, if he has a Void Ring, and whether he can use Void Points.

End of Illusions

MASTERY LEVEL: 6

DURATION: 1 round per caster Insight Rank

AREA OF EFFECT: Self

RANGE: Self

This spell has several different effects.

First, you gain the ability to see clearly in both mundane and magically created darkness, as if normal daylight conditions prevailed. (However, you cannot see better in any given place than you would under normal daylight conditions — for instance, in a shuttered room, you will not be able to see as well as you could in the open under a clear sky.) More importantly, you can see the true locations and true natures of objects and beings hidden or concealed by magical means. You can also see creatures that are invisible, negating all benefits of their invisibility.

Second, you connect yourself to the Void in such a fashion that the material world is no longer of any real consequence to you. Physical attacks from mundane or magical weapons no longer affect you, though spells affect you normally. Due to this strong connection to the otherworldly, the Spellcasting Rolls for all spells cast against you receive a Free Raise, and you suffer a +5 TN penalty to your Spellcasting Roll when casting Void spells.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 round for each Raise called.

Essence of All

MASTERY LEVEL: 5

DURATION: 2 rounds per caster Insight Rank

AREA OF EFFECT: Self

RANGE: Self

When a shugenja becomes one with the Essence of All, he touches the very fabric of the Void that holds reality together. Your form, as it appears in the mortal realm, becomes insubstantial, and you acquire the qualities of a gaki (except for Immortality) for the duration of this spell (for a summary of Gaki Qualities, see *Creatures of Rokugan: Third Edition*, p. 104). You also gain 5 extra Void Points you may use during the duration of the spell, and all Spellcasting Rolls made against you suffer a TN penalty equal to 5 + your Insight Rank. While in this state, you may cast spells as if affected by the spell Voice of the Void.

If the spell comes to an end while you are inside a material object (such as a solid wall), you are shunted off to the nearest open space and suffer 2 Wound Points for every 5' you travel in this manner.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 round for each Raise called.

Look Into Void

MASTERY LEVEL: 1

DURATION: 2 rounds

AREA OF EFFECT: 90-degree arc extending from caster to extent of range

RANGE: 30'

When you cast this spell, your perceptions are shifted toward the patterns of Void in the surrounding area. While this spell is in effect, you can note surges and absences of Void in the area of effect.

Spirit creatures, and shugenja with an Insight Rank of 4 or higher, will register as strong sources of Void through this spell. Persons and creatures with at least 1 Shadowlands Taint Point will show up as turbulent spots in the balance of the Elements. Persons and creatures corrupted by the Lying Darkness/Shadow Dragon will be noticeable as "blank" spots (i.e., spots with an unnatural absence of Void). If an effect prevents a target's Taint from being discovered, this spell will not draw attention to it, and it will show up as a normal source of Void.

The spell can help in detecting illusions, as they have no direct connection to Void, and will also show up as "blank" spots. However, you must make a successful Raw Perception Roll against a TN of 15 to discern their true nature.

SPECIAL RAISES: You may Raise to increase the range of the spell, by 10' for each Raise called.

Master the Dragon

MASTERY LEVEL: 6

DURATION: See text

AREA OF EFFECT: Self

RANGE: Self

Ultimate mortal mastery of Void comes when one has knelt in the presence of the Void Dragon. Casting this spell requires six hours of undisturbed deep meditation, chanting, and ritual, at the conclusion of which

you may connect with the infinite being of the Void Dragon. The Dragon appears to you in a vision in its typical form, as a pair of serpentine eyes hovering in darkness, but it does not communicate verbally. At this point, you make the Spellcasting Roll for this spell, with a bonus to the total of the roll equal to your Meditation Skill Ranks, and an additional +2 if you have the Void Recovery Emphasis. If you are successful, all of your Wounds are healed and your Void Points are restored to their natural maximum. However, the Void Dragon will not answer any questions you may ask while communing with it in this way.

Though it is famous for taking a greater interest in the affairs of mortals than many of the other Celestial Dragons, the Void Dragon is not so indulgent that it will allow you more than one audience per week. If you attempt to cast this spell more often than that, the wrath of the Dragon will rebound against you; your Intelligence and Awareness will drop to 1 and you cannot use Skills linked to those Traits, nor can you cast spells. You will remain in this state until you are restored to normal condition by magical means.

Ring of Void

MASTERY LEVEL: 6

DURATION: Full Concentration plus 1 minute

AREA OF EFFECT: 30' radius

RANGE: Self

You trace the kanji for Void in mystical energy, extending that force into a visible, shimmering dome that extends to the edges of the area of effect. This dome radiates eerie black light in the area of effect and 60' beyond it, and it causes your allies within the area of effect to be enlightened by the mystical nature of Void.

Once per round, all allies affected by the power of Ring of Void may re-roll 1 attack roll, Skill Roll, or Raw Trait Roll and keep the better result. This effect stacks with other magical and mundane abilities that allow re-rolls, but it is not cumulative with multiple castings of this spell.

The dome-shaped area of effect moves along with you, but only allies that were within it at the time of casting are affected. All individual allies must be designated as such at the time the spell is cast. Those who leave the area of effect at any time lose the benefits of the spell, even if they return to the area of effect. Also,



you may not move more than 10' per round while this spell is in effect. A person or creature who enters an area simultaneously affected by Ring of Fire, Ring of Air, Ring of Earth, Ring of Water, and Ring of Void is immediately teleported to a random location elsewhere in Rokugan (GM's discretion).

Spiritual Presence

MASTERY LEVEL: 3

DURATION: 5 rounds Area of Effect: 1 person

RANGE: Touch

This spell grants you the ability to extend your inner essence into another person, allowing that person to draw upon the power of your chi. It grants the target of the spell a pool of points that may be used as bonuses to all Skill Rolls and Raw Trait or Ring Rolls linked to a Ring you must designate at the time of casting. The number of points granted is equal to your number of Ranks in that Ring. For instance, if your Fire Ring is 4, the spell grants your ally a total of 4 bonus points that may apply to Skill Rolls involving Agility or Intelligence as the relevant Trait, Raw Agility or Intelligence Rolls, or Raw Fire Ring Rolls. These bonuses may be allocated as the target wishes — a series of 4 bonuses at +1 each, a single +4 bonus, two bonuses at +2 each, and so on. These bonus points must be used within the duration of the spell, or else they are lost.

However, Spiritual Presence cannot be used to increase the target's Void-related rolls. Also, it can only be used on one target at a time; anything more than that would tax even a powerful shugenja beyond his breaking point. The target of the spell must consent to having it cast on him; any doubt in his mind will cause the connection between you and him to fail. The target must always remain in your sight; if he ever leaves your direct line of sight, the connection will be broken.

Furthermore, maintaining this connection puts a noticeable strain on the caster. It does not require active concentration, but it is a distraction. You suffer a -1k0 penalty to all Skill Rolls made for the duration of the spell. You also suffer a -2k0 penalty to all Spellcasting Rolls made for the duration of the spell, and if you fail a Spellcasting Roll made while Spiritual Presence is in effect, your connection with your target is broken. Also, you may not spend Void Points for the duration of the spell.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 round for each Raise called.

Touch of All

MASTERY LEVEL: 1

DURATION: Instantaneous

AREA OF EFFECT: 1 person, creature, or object

RANGE: 20'

This spell allows you to readjust the balance of the Elements within one person, creature, or object, dispelling any effect that might have thrown that balance off of its natural state. Any spell with a Mastery Level of 1 that presently affects the target is dispelled.

Touch of Void

MASTERY LEVEL: 1

DURATION: 1 round

AREA OF EFFECT: 1 person or creature

RANGE: 10'

This spell allows you to create a minor disturbance in or around another living creature's inherent Void, causing him to hesitate. Successfully casting this spell on a person with an Insight Rank of 2 or lower, or a non-human with a Void Ring of 2 or lower (or no Void Ring at all), deprives the target of all actions on his next turn. This spell has no effect on persons with an Insight Rank of 3 or higher, or a creature with a Void Ring of 3 or higher.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 round for every 2 Raises called.

Unbound

MASTERY LEVEL: 5

DURATION: Permanent

AREA OF EFFECT: 1 person or creature

RANGE: 150'

Because Void is the one Element that binds the other four Elements together, one who is proficient in manipulating it can cause a great imbalance between the Elements within another living thing. This spell, if successfully cast, attacks one of the Elements in a target, suppressing it to the bare minimum needed to sustain life. When you cast this spell, you choose which of the Elements in your target you wish to affect. The effects are as follows:

Air: The target's Reflexes and Awareness are both reduced to 1. The target may make an Opposed Water Roll against the caster to negate this effect.

Earth: The target's Stamina and Willpower are both reduced to 1. The target may make an Opposed Earth Roll against the caster to negate this effect.

Fire: The target's Agility and Intelligence are both reduced to 1. The target may make an Opposed Fire Roll against the caster to negate this effect.

Void: If the spell is successfully cast, the target immediately loses all remaining Void Points and cannot attempt to recover Void Points until 24 hours after the casting of the spell.

Water: The target's Strength and Perception are both reduced to 1. The target may make an Opposed Water Roll against the caster to negate this effect.

The effects of Unbound last until dispelled by a magical effect.

Voice of Void

MASTERY LEVEL: 2

DURATION: 2 hours per caster Insight Rank

AREA OF EFFECT: Self

RANGE: Self

This spell allows you to extend a substantial portion of your own essence into the very pattern of Void, allowing you greater freedom in casting spells. For the duration of the spell, the prayers you would ordinarily need to speak in order to cast spells become unnecessary, as Void itself becomes the medium through which your spirit communicates with the kami.

Because you may pray to the kami without speaking, you receive a +10 bonus to the total of all Stealth Skill Rolls that involve casting spells. Also, all Spellcraft Skill Rolls that attempt to discern a spell that you are casting or have just cast suffer a TN penalty equal to your Awareness + Agility.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 2 hours for each Raise called.

Void Kami's Blessing

MASTERY LEVEL: 3

DURATION: 1 day

AREA OF EFFECT: Self

RANGE: Self

You may only cast this spell if your Basic School grants you an Affinity for Void spells. Casting this spell grants you a bonus equal to your Void Ring to the total of all Meditation Skill Rolls for the spell's duration. You also gain an extra Void Point for the spell's duration (which may exceed your normal allowance of Void Points), but disappears if not used by the end of the spell. You may only benefit from one casting of a Kami's Blessing spell (of any Element) at a time. Most shugenja who know this spell cast it when they wake up for the day, as part of their morning rituals.

Whispered Blade

MASTERY LEVEL: 3

DURATION: 3 rounds per caster Insight Rank

AREA OF EFFECT: 1 3'-long blade of force

RANGE: 50'

This spell creates a shimmering plane of force shaped like a katana blade. This weapon is almost invisible, detectable only by a faint distortion in the light around it. This blade may appear up to 3' away from you, and can move at a speed of up to 30' per round. It can never at any time be farther away from you than the maximum range of the spell. You direct the blade's movement, and you may attack with it as if it was a weapon in your possession, using any melee weapon Skill of your choice. You receive a bonus to the total of your attack roll equal to your current number of Void Points + 2.

A successful attack roll drains a number of Void Points from the target equal to your Void Ring. If the target has no Void Points left, the attack temporarily drains 1 Rank of Willpower (it can be recovered with 1 full day of rest). In this latter case, however, the target may make an Opposed Willpower Roll against you (before the Willpower damage is actually inflicted), and if he is successful, the Willpower damage is negated.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 round per Raise called. You may also Raise to increase the range of the spell, by 10' per Raise called. You may not accomplish both tasks with the same Raise.

Winds of Change

MASTERY LEVEL: 3

DURATION: 10 rounds

AREA OF EFFECT: 1 person (see text)

RANGE: Touch

This spell allows the caster, or another person who has the Theology Emphasis of Shintao, to use a single Skill in which he has no Ranks as if he had Ranks in that Skill. The Skill is chosen by the caster, and for the duration of the spell, the target may use this Skill as if he had 2 Ranks in it.

The target will give the appearance of being as comfortable in using the chosen Skill as if he has been trained in it since his childhood. However, he does not understand any of the basic intellectual concepts underlying the Skill, and cannot articulate what he "knows" or how he knows it. For instance, a target who gains a temporary competence in Kenjutsu through this spell cannot answer questions about swordsmanship training or techniques that he would not have been able to answer before the spell was cast on him. In other words, the spell grants a sudden intuitive knowledge, but does not impart formal knowledge gained through training and practice.

Skills that the target already possesses are not improved by this spell.

SPECIAL RAISES: You may Raise to extend the duration of this spell, by 2 rounds per Raise called. You may also increase the number of targets of this spell by 1 per every 2 Raises called. However, you must select the same Skill for all targets, and none of your targets may have any Skill Ranks in that Skill.

You may not accomplish both tasks with the same Raise.

Water Spells

Breath of Mist

MASTERY LEVEL: 6

DURATION: 2 hours per caster casting on the exact same area

AREA OF EFFECT: Area 10' x 10' x 2' deep

RANGE: 650'

This spell transforms solid earth into a viscous bog that traps man and beast alike. Even rock and stone, which ordinarily offer sure footing, are reduced to a quagmire.

The spell affects a 10' x 10' square area to a depth of 2' (enough to entrap most persons or creatures, but not enough to suck them in and drown them, as would true quicksand).

Comprehensive List of Water Spells

For handy reference, we include below a comprehensive list of Water spells that can be found either in this book or in the Legend of the Five Rings Roleplaying Game Third Edition core rule book, pp. 245-9. The spells from the core rule book are marked with an '*.' Spells found in The Art of the Duel are marked with an '†.'

MASTERY LEVEL 1

Bo of Water*
Castle of Water*
Clarity of Purpose
Ebbing Strength
Fortune's Turn
Heart of Nature*
Path to Inner Peace*
Purify Water*
Reflections of Pan Ku*
Reversal of Fortunes*
Speed of the Waterfall
Spirit of the Water
Suitengu's Surge
Sympathetic Energies*

MASTERY LEVEL 2

Cross the Veil of Sleep
Heart of Mortality*
Inari's Blessing
Miya's Sasumata (Seppun School only)
Reflective Pool*
Rejuvenating Vapors*
Ride Through the Night
Stand Against the Waves
Surging Soul
The Inner Ocean
The Ties that Bind*
Wave-Borne Speed*
Wisdom and Clarity*

MASTERY LEVEL 3

Ashim's Rainbow Shield (Unicorn shugenja Schools only)
 Bane of the Scorpion*
 Clay Horse (Ronin specialty)
 Near to Ice*
 Regrow the Wound*
 Silent Waters*
 Torrential Rain
 Visions of the Future (Tonbo School only)†
 Wall of Bamboo
 Water Kami's Blessing
 Way of Still Waters*
 Walking Upon the Waves*
 Yuki's Touch

MASTERY LEVEL 4

Curse of the Jackal
 Dominion of Suitengu (Level 3 for Mantis shugenja Schools and Isawa Water Tensai)
 Ebb and Flow of Battle
 Energy Transference
 Hand of Jurojin*
 Heart of the Water Dragon
 Master of the Rolling River
 Sacred Ground*
 Strike of the Flowing Waters
 Symbol of Water*

The Emperor's Road
 The Flow of Time
 The Path Not Taken (Ronin specialty)
 Wall of Water*
 Within the Waves*

MASTERY LEVEL 5

Endless Deluge
 Energy Reversal
 Hands of the Tides
 Part Water*
 Power of the Ocean*
 Suitengu's Embrace
 The Seed of Qanon
 Waves Are Ever Changing*
 Whirlpool*

MASTERY LEVEL 6

Breath of Mist
 Gather the Clouds
 Kingdom Beneath the Sea
 Kumo's Black Embrace
 Peace of the Kami*
 Ring of Water
 Rise, Water*
 Tides of Battle
 Wards of the Kami*

Although it dramatically changes the terrain in the area of effect, the bog created by Breath of Mist can be difficult to perceive. Anyone who is not already searching the terrain carefully (such as while tracking) must make a successful Hunting Skill Roll or a Raw Perception Roll against a TN of 20 to notice the area of effect.

Anyone who enters an area affected by Breath of Mist has his movement slowed to less than a crawl due to the utter lack of a solid surface to push against. It takes 8 rounds for a normal-sized human or horse to cross 10' of this sludge moving at full speed. A successful Strength/Athletics Skill Roll against a TN of 15 reduces the number of rounds needed by 1, with Raises further decreasing the number by 1 each. All Skill Rolls based on moving the lower half of the body — except for Athletics Skill Rolls meant to speed crossing the area of effect — suffer

a -2k2 penalty (to a minimum roll of 1k1). Horses and other animals trapped in the muck will panic and thrash about, possibly injuring themselves and anyone in the immediate vicinity, unless calmed (requires a successful Horsemanship Skill Roll against a TN of 20).

This spell was originally developed by the Kuni, who consider it a variation of Osaku's Lifeblood. They have used the spell effectively in battle to slow Shadowlands hordes approaching a fortified point. They even derive grim amusement from the sight of bakemono screeching in surprise as the ground gives way beneath them, flailing helplessly while Hiruma archers pick them off.

SPECIAL RAISES: You may Raise to increase the area of effect, by an extra 25 square feet of surface area for each Raise called. You may not use Raises to increase the depth of the area of effect.

Clarity of Purpose

MASTERY LEVEL: 1

DURATION: 2 rounds

AREA OF EFFECT: All allies within 30' of the caster

RANGE: 30'

Though this spell is now used by all major shugenja Schools, it is a traditional favorite of the Phoenix Clan, as it is said to have been first learned by Isawa himself. All targets of this spell receive a +4 bonus to the total of their Initiative Rolls for the duration of the spell. You must choose the targets when you cast the spell, and they must be within the area of effect at that time. Targets may not be added after the fact, nor may anyone who was outside the area of effect when the spell was cast ever be affected by it. Targets that leave the area of effect are no longer affected by the spell, nor do they regain the benefits of the spell if they re-enter the area of effect.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 round for each Raise called.

Cross the Veil of Sleep

MASTERY LEVEL: 2

DURATION: Instantaneous

AREA OF EFFECT: 1 person

RANGE: Infinite

This spell allows you to communicate with another person through the target's dreams. To cast this spell successfully, you must be personally acquainted with the target, and you must be in a relatively quiet area at the time of casting. The middle of a battle or even a crowded teahouse will not do. However, there is no restriction on the distance between you and the target; the range of the spell is theoretically infinite, and you may cast Cross the Veil of Sleep successfully even if you are at one end of the Empire and the target is at the other. Also, the target need not be asleep at the time the spell is cast; the Water kami that carry the message will know to wait until they can enter his dreams.

You will appear to the target in the dream, making yourself known in the surreal way in which familiar people so often appear in dreams, and speak directly to him. Immediately upon waking, the target will remember the dream and your message clearly. However,



the message must be simple, something that can be expressed in a single sentence.

SPECIAL RAISES: You may add additional sentences to the message by Raising when you cast, at a rate of 1 additional sentence per Raise called. However, this spell is not meant to convey an entire story, and some GM's discretion may be involved in limiting the complexity of the message.

Curse of the Jackal

MASTERY LEVEL: 4

DURATION: 1 hour

AREA OF EFFECT: 1 person

RANGE: 50'

This brutal spell is one of the artifacts the Unicorn Clan brought back with them from their exile. It affects the mind of the target, reducing him to an animal state. It does not change his outward appearance, only his inner nature.

The target loses the ability to think or reason; he walks on all fours, sniffs the ground, and obeys only basic fight-or-flight instincts in response to threats. He cannot conceive or express elaborate thoughts and can only communicate through grunts, growls, or other bestial noises.

The target may resist the spell's effects by making a successful Raw Willpower Roll at a TN of 30. If the resisting attempt fails, however, the spell reduces the target's Awareness, Willpower and Intelligence to 1 for the duration of the spell. The target will not be able to spend any Void Points, nor use any Skills except for Hunting, Stealth, and Athletics — that is, those Skills which a brute animal might be capable of using.

Needless to say, many Rokugani shugenja consider this spell an abomination and the use of it beneath them. This is not universally true, however, and although Curse of the Jackal is used primarily by Unicorn, it is not theirs exclusively.

SPECIAL RAISES: You may Raise to extend the duration of the Spell by 10 rounds per Raise called; if you use 6 Raises, the effects become permanent until they are removed by magical means — or ended by your whim.

Ebb and Flow of Battle

MASTERY LEVEL: 4

DURATION: 2 minutes per caster Insight Rank

AREA OF EFFECT: All allies within 50' of the caster

RANGE: 50'

Mobility is essential in skirmishes and great battles alike. This spell was once known exclusively to the Lion Clan, but the Lion could not keep its knowledge a secret after other Clans saw its effectiveness on the battlefield. Ebb and Flow of Battle doubles the movement rate of all allies of the caster within its area of effect. The allies must be chosen and must be within the area of effect at the time of casting. Targets may not be added after the fact, nor may anyone who was outside the area of effect when the spell was cast ever be affected by it. Targets that leave the area of effect are no longer affected by the spell, nor do they regain the benefits of the spell if they re-enter the area of effect.

Ebbing Strength

MASTERY LEVEL: 1

DURATION: 4 rounds per caster Insight Rank

AREA OF EFFECT: 2 persons or creatures

RANGE: 50'

Just as water ebbs and flows, so does one's physical strength. You must target two persons or creatures with this spell, neither of whom may be yourself. This spell weakens the first target and strengthens the second in direct proportion. The first target has its Strength reduced by 1 for the duration of the spell, while the second target has its Strength increased by 1 for the duration of the spell.

SPECIAL RAISES: You may Raise to increase the effect of this spell, by 1 Rank of Strength for every 2 Raises called. However, you may not decrease the first target's Strength below 1 or increase the second target's Strength above the natural maximum of 10.

The Emperor's Road

MASTERY LEVEL: 4

DURATION: 5 hours per caster Insight Rank

AREA OF EFFECT: Any number of persons or creatures touched

RANGE: Touch

This spell calls upon the speed of the rushing river to help the caster and any number of companions to travel much faster than normal on a selected road. This spell functions only on roads that are legally recognized by the Emperor.

The process of having a road legally recognized is simple — the Emperor must officially proclaim the road to be an Imperial Road. During the War of the Spirits, Hantei XVI noted this property of the spell and recognized a great many roads in order to allow his troops to outmaneuver Toturi's. After the War of the Spirits, Toturi was left with a huge network of roads the kami recognized as having Imperial approval. The Steel Chrysanthemum's cunning still affects this spell's function, and many roads that appear on no Imperial map will nevertheless work with this spell. There are simply too many to untangle the confusion easily, and it is doubtful the kami actually care much either way.

While traveling on a road recognized by the kami as an Imperial Road, all targets may move at up to 6x their normal movement rate.

Endless Deluge

MASTERY LEVEL: 5

DURATION: 10k8 hours

AREA OF EFFECT: 3 mile radius

RANGE: 1 mile

Though its name is something of an exaggeration, this spell is nonetheless dramatic and powerful enough to stop battles or shut down entire cities. Over the course of 10 minutes after this spell is successfully cast, dark clouds roll in from all directions, filling the area of effect with a deep and menacing gloom. The sky itself seems to split open and monsoon rains come flooding down. This weather supercedes all naturally occurring weather, and may trigger flash floods at the GM's discretion. All persons and creatures suffer a penalty to the total of all of their attack rolls, damage rolls, Skill Rolls, and Raw Trait Rolls equal to the caster's Water Ring while they remain in the area of effect.

SPECIAL RAISES: You may Raise to try to increase the duration of the spell. For each Raise called, add +1k0 to the roll determining the duration.

Energy Reversal

MASTERY LEVEL: 5

DURATION: 2 rounds

AREA OF EFFECT: 2 people

RANGE: 50'

The Elements roil constantly through every living thing, and their movement affects the decisions people make

and how they deal with others. Someone who is enlightened enough to perceive this movement can temporarily realign the relationship between two people. When you cast this spell successfully, Energy Reversal switches the Rank in a particular Trait between two targets of your choice. You may choose yourself as one of the targets.

Even if you cast this spell successfully, either target may resist this effect by making a successful Raw Willpower Roll against a TN equal to your Water Ring x5.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 round for each Raise called.

Energy Transference

MASTERY LEVEL: 4

DURATION: 20 minutes per caster Insight Rank

AREA OF EFFECT: 1 person or creature

RANGE: Touch

By drawing on the nature of chi and its ability to transform passive energy into its opposite, you force your target to experience a radical transformation of the spirit. This spell exchanges values between the target's mental and physical abilities. When casting the spell, you must select one pair of Traits from among the following list: Strength and Intelligence, Awareness and Willpower, Stamina and Awareness, Agility and Perception. Once the spell takes effect, the values of the two Traits are switched with one another. The choice of Traits may not be altered during the duration of the spell, nor may the caster end the spell before its natural duration expires.

Fortune's Turn

MASTERY LEVEL: 1

DURATION: Instantaneous

AREA OF EFFECT: 1 projectile

RANGE: 200'

Flowing water bends around a rock in a river, adjusting its natural flow to the presence of the obstacle. This spell diverts a projectile in a similar manner. You may cast this spell on a single projectile in your line of sight, and you may cast it instantly as a reaction to the projectile being thrown or fired, even though it is not your turn. The projectile automatically misses its target, as the spell diverts it off-target. However, attempting to cast this spell preoccupies you, so you may not act on your next turn in the Initiative order.



The projectile maintains its speed and continues on its original trajectory after bypassing the original target. At the GM's discretion, it may strike targets other than the one originally intended.

SPECIAL RAISES: You may Raise to affect additional projectiles, at a rate of 1 projectile for every 2 Raises called.

Gather the Clouds

MASTERY LEVEL: 6

DURATION: 2 rounds per caster Insight Rank

AREA OF EFFECT: Self

RANGE: Self

The Iuchi and Horiuchi Families' research into talisman magic has had a number of curious side effects. This spell, an almost accidental discovery by the Unicorn Clan, allows you to nearly sever your connection to the kami. You inhabit a curious state in which you stand with one foot still planted in the Celestial Order, but the other foot outside it. This cloistering effect works both ways, making it difficult for you to summon the kami while under the effects of this spell even as you become much more resistant to others' magic.

For the duration of this spell, the Spellcasting Roll TN for all spells cast against you (that is, whose effects you would prefer not to have to endure) is doubled. However, Gather the Clouds also causes your own magics to become terribly erratic. For each spell you cast for the duration of Gather the Clouds, the TN of your Spellcasting Roll is also doubled, minus your Water Ring.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 round for each Raise called.

Hands of the Tides

MASTERY LEVEL: 5

DURATION: Instantaneous

AREA OF EFFECT: Persons or creatures within range, no two of which may be more than 30' apart

RANGE: 200'

This spell allows you to alter the position of a number of persons or creatures within the area of effect equal to your Water Ring, unless they weigh 300 pounds or more (including gear). No time passes for those who are affected by this spell – they are instantly teleported to a new position within the range of the spell, facing a direction of your choice. You may not suspend targets



in the air unless they were in mid-air when you cast the spell (birds in flight, for instance). Persons or creatures that attack during the same round in which they were affected by this spell suffer a +5 TN penalty to their next attack roll.

SPECIAL RAISES: You may Raise to increase the area of effect, by an extra 50' of radius for each Raise called.

Heart of the Water Dragon

MASTERY LEVEL: 4

DURATION: 1 round per caster Insight Rank

AREA OF EFFECT: Self

RANGE: Self

This spell calls upon the power of the Water Dragon to embrace you with healing energy. Any time you suffer Wounds during the spell's duration, you automatically heal 1k1 Wound Points. This effect takes place the first time you are wounded in a round, and may take place no more than once per round.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 round for each Raise called.

Inari's Blessing

MASTERY LEVEL: 2

DURATION: Permanent

AREA OF EFFECT: See text

RANGE: Touch

Inari is the Lesser Fortune of Rice, and as such he is responsible for blessing crops and ensuring plentiful harvests. By appealing to Inari and his attendant spirits, you can create from out of nothing enough food to feed one person for a number of weeks equal to your Water Ring. Unless you use Raises, the food you create is simple fare — uncooked rice, barley, raw vegetables, fish, fowl, tofu, or some other staple of the Rokugani diet. The food must still be prepared before consumption.

SPECIAL RAISES: At the GM's discretion, you may use Raises to create food more elaborate than basic staples. The exact number of Raises you may call and to what exact purpose are left to the GM, and may depend on your circumstances. It may be said for certain, however, that creating a mixture of foodstuffs, or anything more rare than raw staple foods, will require at least 1 Raise.

Kingdom Beneath the Sea

MASTERY LEVEL: 6

DURATION: 1 round

AREA OF EFFECT: Self plus 1 target person or creature per caster Insight Rank

RANGE: 10'

The Kami Shiba took for his wife a maiden who came from a mysterious kingdom beneath the sea, the same realm said to have forged the Phoenix Clan's ancestral sword, Ofushiki. By means of this spell, you can call on this ancient alliance between those who dwell on land and those who live beneath the waves to travel through hidden pathways in the water.

The spell allows the caster and any willing targets to walk into the sea and emerge at any other point along the Rokugani coast one round later. Those affected by this spell may not act in the round immediately following their emergence from the water. They are not left wet by their strange aquatic journey.

SPECIAL RAISES: You may Raise to affect additional targets, at the rate of 1 person or creature for every 2 Raises called.

Kumo's Black Embrace

MASTERY LEVEL: 6

DURATION: 3 hours per caster Insight Rank

AREA OF EFFECT: The Great Sea Spider

RANGE: 650'

One of the most lethal Water spells was created, ironically, by the peaceful shugenja of the Asahina Family amid the bloody Crane civil war that broke out during the War Against the Darkness. Casting this spell calls upon the malicious spirit in the heart of the great whirlpool that lurks in Rokugan's seas: The Great Sea Spider, the King of the Kumo. It emerges from any source of water within the spell's range that is large enough to hold it, and attacks enemies at the command of the caster (for more detailed information on the Great Sea Spider, see *Creatures of Rokugan: Third Edition*, p. 110).

The Great Sea Spider is a sinister and hateful creature, and it takes commands given to it absolutely literally. For example, it will not hesitate to trample your allies if they are in between it and enemies you have ordered it to attack. The Great Sea Spider will obey even obviously self-destructive commands, for if it is

defeated, it will simply return to its whirlpool home deep in the sea.

The Great Sea Spider disappears at the end of the spell's duration. It will not attack you or your allies unless you attack it first. If you or your allies do attack it, your control over it is broken, and it will remain in the area for as long as it likes — past the spell's duration if it so chooses — killing and destroying as it pleases.

There is, of course, only one Great Sea Spider. If this spell is cast to summon the Great Sea Spider while it is already serving another shugenja elsewhere, the spell fails. If you attempt to summon the Great Sea Spider more than once in a week, the beast becomes enraged and attacks you immediately upon its appearance.

However, if the spell is cast by a Crane shugenja, it can also be used to stem the Great Sea Spider's wrath. If the King of the Kumo is currently within range of the spell, a Crane shugenja may cast Kumo's Black Embrace to force the spider to return to the sea immediately. No Spellcasting Roll is needed to determine the success or failure of the spell. Success is automatic.

If the Great Sea Spider is currently being controlled by another Crane shugenja casting the spell, you must make an Opposed Willpower Roll against that shugenja for control of the beast, using the difference between your Insight Rank and his Insight Rank as a modifier to the total of your roll. If any of your ancestors or loved ones have been slain by the Great Sea Spider, you gain a Free Raise to the roll. If you lose the Opposed Roll, the Great Sea Spider ignores you, and the spell fails.

Master of the Rolling River

MASTERY LEVEL: 4

DURATION: 1 round

AREA OF EFFECT: 1 person or creature

RANGE: 10'x caster Water Ring

This spell smashes its targets with the force of a magical tsunami, which springs from the air around them and falls with a crushing weight. If you cast the spell successfully, each target must make a successful Raw Strength Roll against a TN equal to your Water Ring x5 or be knocked off his feet. The force of the blow also inflicts Wounds equal to your Water Ring. (No Wounds are suffered if the target's Strength Roll succeeds.) Regardless, each target is soaked from head to toe, and must make a successful Meditation Skill Roll against a TN of 15 to take any actions on his next turn.

If you are within 300' of a river or other substantial body of water, the presence of water makes the spell even more powerful. In that case, the TN for the targets' Strength Roll to keep their feet is 25, and the Wounds inflicted if they fail equals your Water Ring x2.

SPECIAL RAISES: You may increase the number of targets by making Raises, at a rate of 1 extra target for each Raise called. You may also increase the range of the spell by 10' for each Raise called. You may not accomplish both tasks with the same Raise.

Ride Through the Night

MASTERY LEVEL: 2

DURATION: 1 day per caster Insight Rank

AREA OF EFFECT: Up to 3 persons or creatures per caster Insight Rank

RANGE: Touch

This spell enables its targets to completely ignore the effects of exhaustion. They may run, fight, work, walk, or do anything else without being fatigued, although they still have to eat and breathe normally. When this spell ends, the targets must rest normally, as if they had been active for a single normal day. You may not cast this spell again on the same target until a number of days after the previous spell ends equal to the duration of the previous spell. Sleep is not necessary while under the effects of this spell, but a spellcaster must still rest for 8 hours to establish the peace of mind required to recover spell slots or Void points for the day.

This spell was originally fashioned by the Unicorn Clan, and it assists them to this day in making long rides in days instead of weeks, allowing their mounts to ride around the clock without the need for rest.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 day for each Raise declared. You may also Raise to increase the number of targets you can affect, by 2 for each Raise declared. You may not accomplish both tasks with the same Raise.

Ring of Water

MASTERY LEVEL: 6

DURATION: Full Concentration plus 1 minute

AREA OF EFFECT: 30' radius

RANGE: Self

You trace the kanji for Water in mystical energy, extending that force into a visible, shimmering dome that ex-

tends to the edges of the area of effect. This dome radiates pale blue light in the area of effect and 60' beyond it, and it causes your allies within the area of effect to be enlightened by the unpredictable nature of Water.

Once per round, as a Complex Action, you may teleport yourself and all others within the area of effect up to 1,000' away in any direction. You may not teleport into an area occupied by a solid object. Upon arrival, your allies appear wherever you desire as long as they are still within the area of effect.

The dome-shaped area of effect moves along with you, but only allies that were within it at the time of casting are affected. All individual allies must be designated as such at the time the spell is cast. Those who leave the area of effect at any time lose the benefits of the spell, even if they later return to the area of effect. Also, you may not move more than 10' per round while this spell is in effect (apart from the movement caused by the teleportation effect of the spell). A person or creature who enters an area simultaneously affected by Ring of Fire, Ring of Air, Ring of Earth, Ring of Water, and Ring of Void is immediately teleported to a random location elsewhere in Rokugan (GM's discretion).

Speed of the Waterfall

MASTERY LEVEL: 1

DURATION: 1 hour per caster Insight Rank

AREA OF EFFECT: 1 creature

RANGE: Touch

This spell was developed by the Unicorn Clan — the Iuchi Family in particular — to assist riders on long journeys. For the duration of this spell, the target creature may move as if its Water Ring is 3 x its normal value while moving across level terrain or downhill.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 hour for each Raise called. You may also Raise to increase the number of targets you can affect, by 1 for each Raise called. You may not accomplish both tasks with the same Raise.

Spirit of the Water

MASTERY LEVEL: 1

DURATION: Instantaneous

AREA OF EFFECT: 1 person or creature

RANGE: 50'

You may call upon the Water kami to lend speed to others who perform deeds in your place. The target gains an additional attack, Use Special Abilities Action, or Miscellaneous Complex Action. This extra attack or Action must be used on his next turn, or it is lost.

SPECIAL RAISES: You may Raise to increase the number of targets you can affect, by 1 for each Raise called.

Stand Against the Waves

MASTERY LEVEL: 2

DURATION: 1 round

AREA OF EFFECT: 1 person or creature

RANGE: 50'

Countless tales from the history of Rokugan tell of a single brave samurai standing against numerous foes and either triumphing in spite of the odds, or dying heroically in performing great deeds (which, in the eyes of his fellow samurai, is also a triumph). Some of them are actually true... especially if a shugenja capable of casting this spell was present at the time.

This spell grants one additional attack during the target's next turn for each of the caster's Insight Ranks. However, the target suffers a +5 TN penalty to all attack rolls while affected by this spell.

SPECIAL RAISES: You may Raise to increase the number of targets you can affect, by 1 for each Raise called. You may also Raise to increase the duration of the spell, by 1 round for every 2 Raises called. In addition, you may grant an additional attack per round to 1 target of your choice for every 2 Raises called. You may not accomplish more than one task with the same Raise.

Strike of the Flowing Waters

MASTERY LEVEL: 4

DURATION: 1 round

AREA OF EFFECT: 1 person or creature

RANGE: Touch

This spell grants the power and suppleness of a swiftly flowing river to aid the target in hand-to-hand combat. When the target of this spell makes an attack roll using a melee weapon, he can ignore any magical or mundane bonuses given to his enemy's TN to Be Hit by armor, shields, or other protective gear.

SPECIAL RAISES: You may Raise to increase the number of targets that you can affect, by 1 for each Raise called. You may also Raise to increase the duration of the spell, by 1 round for each Raise called. You may not accomplish both tasks with the same Raise.

Suitengu's Embrace

MASTERY LEVEL: 5

DURATION: Instantaneous

AREA OF EFFECT: 1 person or creature

RANGE: 5' x caster's Water Ring

This potentially deadly spell summons the local Water kami to fill the target's lungs with seawater, so that he may drown even though he is on dry land.

If Suitengu's Embrace is successfully cast, the target may take no actions – it is all he can do simply to struggle against the effects of the spell. Each round, beginning with his first turn after the spell is cast, he must make a Raw Stamina Roll against a TN of 15. On the first round he fails, he becomes incapacitated, as if he has suffered enough Wounds to reduce him to the "Out" Wound Rank. Two rounds after that, he dies from drowning.

Holding one's breath has no impact on the effects of the spell, as the target's lungs are already filling with water. Neither does mundane resuscitation (i.e., manually expelling the water from the lungs), as the kami will simply keep refilling the victim's lungs. Only magical effects that will negate the spell will stop its lethal progress.

Knowledge of Suitengu's Embrace originated in the Islands of Silk and Spice, among Mantis Clan shugenja. However, they have used it enough that knowledge has spread to other shugenja Families; when enough enemies of the Mantis were found on dry land with their lungs filled with seawater, it was clear the spell was no longer a secret of the Clan.

SPECIAL RAISES: You may Raise to increase the number of targets you can affect, by 1 target for every 2 Raises declared.

Suitengu's Surge

MASTERY LEVEL: 1

DURATION: 1 round

AREA OF EFFECT: 1 person or creature

RANGE: 50'

This spell causes the local Water kami to withhold their favor from a particular person or creature, leaving him lethargic. The target's Reflexes Rank is reduced by 1. The target also moves as though his Water Ring was reduced by 1 Rank.

SPECIAL RAISES: You may Raise to increase the number of targets you can affect, by 1 for each Raise called. You may also Raise to increase the duration of the spell, by 1 round for each Raise called. You may not accomplish both tasks with the same Raise.

Surging Soul

MASTERY LEVEL: 2

DURATION: 3 minutes per caster Insight Rank (until discharged)

AREA OF EFFECT: 1 person or creature

RANGE: Touch

While the focused violence of an iaijutsu duel is most commonly associated with the flaring energies of Fire, the spirits of Water may also erupt into bursts of power and activity. You may prepare the target's chi to crash down on his foes with the force of an ocean wave, sweeping them aside. This spell gives its target a bonus equal to his Willpower to the total of his iaijutsu Focus Rolls for the duration of the spell.

The Flow of Time

MASTERY LEVEL: 4

DURATION: 1 round

AREA OF EFFECT: Self

RANGE: Self

While under the effect of this spell, you may choose to retroactively cancel one action you take during the next round. Your memory of the canceled action remains intact. However, you cannot choose to take the same action again to try for a different result. For instance, if you cast this spell and then attack a particular opponent, you cannot choose to attack the same opponent again hoping for a different outcome. However, you could — for example — cast the spell before opening a door; if the door is trapped and your opening it sets off the trap, you may instead choose to retroactively do something else rather than open the door. For instance, you could try to find an alternate route into the room, or ask someone else to open the door, or try to find and defuse the trap before opening the door again.

Because of the dramatic way this spell affects the Celestial Order, Water kami treat this particular prayer very seriously. If you make this appeal to them too often, they will stop listening to you until a decent interval has passed. Therefore, you cannot cast this spell more than once per day.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 1 round for each Raise called. However, this does not allow you to take back more than 1 action; it simply allows you more time to choose an action to cancel.

The Inner Ocean

MASTERY LEVEL: 2

DURATION: 5 rounds per caster Strength Rank

AREA OF EFFECT: Self

RANGE: Self

This spell amplifies your innate harmony with the Water kami so much that for a brief time you actually become living water. Your body retains its shape and cohesion, but becomes pure water, transparent and difficult to see. You gain a Free Raise to all Stealth Skill Rolls, and an additional Free Raise to all Stealth Skill Rolls while underwater. In addition, you can now breathe water as easily as air. However, you cannot cast spells while in water form unless the spell is an innate ability.

Because you are now water, material objects pass through you. All damage rolls made against you suffer a penalty in rolled and kept dice equal to your Water Ring (to a minimum of 1k1). You cannot run, but you can seep through any object or barrier that is not waterproof as a Move action, at a rate equal to your normal movement rate.

SPECIAL RAISES: You may Raise to increase the duration of the spell, by 5 rounds for each Raise called.

Tides of Battle

MASTERY LEVEL: 6

DURATION: 2 minutes per caster Insight Rank

AREA OF EFFECT: 2 persons or creatures per caster Insight Rank

RANGE: 100'

Water is not only the Element of clarity and strength; it is also the Element of battle. This spell excites the local Water kami to assist your army and carry it to victory. You may target any number of persons or creatures of your choice with this spell, up to twice your Insight Rank, as long as they are within range at the time of casting. The spell grants bonuses to the targets depending on their role in the Celestial Order. These bonuses stack with any and all other bonuses the targets currently receive. You may choose yourself as one of the targets.



The bonuses are as follows:

Bushi: A bonus to the total of all attack rolls equal to his Agility; a bonus to the total of all damage rolls equal to his Strength; a bonus to his TN to Be Hit equal to his Reflexes; and a bonus to the total of all Raw Trait Rolls equal to his Intelligence.

Shugenja: A bonus to his TN to Be Hit equal to his Reflexes; a bonus to the total of his Spellcasting Rolls equal to his Intelligence.

Courtiers: A bonus to the total of all attack rolls equal to his Agility. Also, for the duration of the spell, he may use any weapon in which he has no Skill Ranks as if he has the appropriate Skill at a Rank of 1 with an Emphasis in that specific weapon.

Monks: A bonus to the total of all attack rolls equal to his Agility; a bonus to the total of all damage rolls equal to his Strength; a bonus to his TN to Be Hit equal to his Reflexes; and a bonus to the total of all Raw Trait Rolls equal to his Intelligence. He also receives 2 extra Void Points that must be used or lost during the duration of the spell.

Others: A bonus to the total of all attack rolls equal to their Agility; a bonus to the total of all damage rolls equal to their Strength; a bonus to their TN to Be Hit equal to their Reflexes.

Also, the spell temporarily heals all targets of a number of Wounds equal to twice your Intelligence; these Wound Points are marked off again when the spell ends, with all attendant consequences. If a target is uninjured when Tides of Battle is cast, the spell temporarily adds Wound Points equal to twice your Intelligence to his first Wound Rank. These temporary Wound Points likewise disappear when the spell ends, and all Wounds suffered while the spell was in effect must be marked off accordingly, with all attendant consequences.

SPECIAL RAISES: You may Raise to increase the number of targets you can affect, by 2 targets for each Raise called. You may also Raise to increase the duration of the spell, by 2 minutes for each Raise called. You may not accomplish both tasks with the same Raise.

Torrential Rain

MASTERY LEVEL: 3

DURATION: 6 hours

AREA OF EFFECT: 2 mile radius

RANGE: Self

This spell calls upon the fury of Osano-Wo, the Fortune of Fire and Thunder, to unleash a fierce storm on the area immediately surrounding the caster. As the spell is cast, dark clouds gather in the sky, and within two rounds the clouds unleash a relentless downpour of rain, accompanied by howling winds. The storm created by this spell is much more intense than a natural rainstorm, and although it does not cause direct damage to anyone or anything caught in it, it does inflict considerable misery.

Between the omnipresent rain and the clouds blotting out the sun, visibility and movement rates are reduced by 75% within the area of effect. All ranged attacks have their range increments halved; they also suffer a +10 TN penalty to attack rolls, due to the physical effects of the pouring rain and high winds. All melee attacks suffer a +5 TN penalty to the attack roll. All Perception-based Skill Rolls suffer a +10 TN penalty.

Most small open flames in the area (such as candles, paper lanterns, etc.) are typically snuffed out within one round. Larger flames take somewhat longer – for example, a campfire may take two or more rounds to fully extinguish. A large burning building would take at least 10 rounds to extinguish.

Casting this spell may draw the attention of Osano-Wo. Each time this spell is cast successfully, there is a 1% chance it will draw the attention of the Fortune, who will demand the caster perform a service for him, to be completed within a year, in exchange for his favor.

This spell may only be cast outdoors.

SPECIAL RAISES: You may Raise to increase the area of effect, by 1/2 mile of radius for each Raise called. You may also Raise to increase the duration of the spell, by 1 hour for each Raise called. You may not accomplish both tasks with the same Raise.

Wall of Bamboo

MASTERY LEVEL: 3

DURATION: 30 minutes

AREA OF EFFECT: Wall 5'x caster Water Ring long, 5' wide, 10' high

RANGE: 50'

This spell attunes the local Water kami to the plant life in the area and uses their influence to create physical barriers. When you cast Wall of Bamboo, a dense thick-
et of bamboo 10' high and 5' wide shoots up, growing

to full size in seconds as the Water Kami flood the trees with life. The spell may be cast in any environment, even one in which bamboo would not ordinarily grow.

Breaking through this barrier requires three separate successful melee attack rolls against a TN of 25. This will create a hole large enough for a normal-sized human to pass through.

After the spell expires, the summoned bamboo becomes brittle and dead, and can be broken at will.

SPECIAL RAISES: You may Raise to increase the area of effect, by 10' of length for each Raise called, or 5' of width for each Raise called. You may also Raise to increase the duration of the spell, by 5 minutes for each Raise called. You may not accomplish both tasks with the same Raise.

Water Kami's Blessing

MASTERY LEVEL: 3

DURATION: 1 day

AREA OF EFFECT: Self

RANGE: Self

You may only cast this spell if your Basic School grants you an Affinity for Water spells. Casting this spell grants you a bonus equal to your Water Ring to the total of all Perception Trait Rolls and Perception-based Skill Rolls for the spell's duration. You may only benefit from one casting of a Kami's Blessing spell (of any Element) at a time. Most shugenja who know this spell cast it when they wake up for the day, as part of their morning rituals.

Yuki's Touch

MASTERY LEVEL: 3

DURATION: 3 hours per caster Insight Rank

AREA OF EFFECT: 1 body of water, up to 50 sq. ft. of surface area per caster Insight Rank

RANGE: 300'

This spell causes a body of water to freeze in a way of your choosing. The entire body of water is affected, but its surface area cannot exceed the spell's area of effect. When you cast Yuki's Touch, you can affect any part of the water you can see (usually the surface), and you can choose to form a shape of ice from the water. This spell may cause the ice to rise from the water's original height, but no more than 5' at any point.

This spell is commonly used to create an ice bridge across an otherwise un-crossable body of water. The ice surface can be as sturdy as a stone bridge when used for this purpose. Ice from this spell may be melted by magical means; otherwise, it remains intact for the duration of the spell (no matter what the weather). When the spell expires, the ice begins to melt as it normally would in the prevailing weather conditions.

SPECIAL RAISES: You may Raise to increase the area of effect, by 50 square feet for each Raise called. You may also Raise to increase the duration of the spell, by 30 minutes for each Raise called. You may not accomplish both tasks with the same Raise.

Maho Spells

Comprehensive List of Maho Spells

For handy reference, we include below a comprehensive list of Maho spells that can be found either in this book or in the *Legend of the Five Rings Roleplaying Game Third Edition* core rulebook, pp. 268-71. The spells from the core rule book are marked with an '*.'

Spell Name **Element**

MASTERY LEVEL 1

Ancient Wisdom	Fire
Bleeding*	Air
Blood Rite*	Water
Choke the Soul	Water
Curse of the Water Spirits	Water
Curse of Weakness*	Air
Drain Soul*	Earth
Eternal Darkness	Earth
Limb Disruption	Earth
No Sustenance	Earth
Purge the Weak	Fire
Reduce*	Air
Sinful Dreams	Air
Summon Undead Champion*	Earth
Written in Blood	Air

MASTERY LEVEL 2

Avatar's Stranglehold†	Earth
Bind the Revered	Fire
Blood Command	Earth

Burning Blood	Earth
Caress of Fu Leng*	Earth
Choking Death*	Water
Control Undead*	Earth
Darkness Rising*	Earth
Dark Wings*	Air
Dim Mak	Fire
Fear*	Air
Feeding on Flesh	Fire
Red Knife	Earth
Smite the Blood	Air
The Unblinking Eye*	Earth
Wings of Blood	Air

MASTERY LEVEL 3

Blood Armor	Earth
Bloodstained Forest	Water
Chains of Jigoku	Earth
Corruption of the Elements*	Varies
Curse of Blood	Air
Dancing With Demons	Air
Essence of Undeath*	Earth
Form of Vermin	Water
Heaven Has No Justice	Air
Obsidian Armor*	Earth
Stealing Breath*	Air
Suck the Marrow	Earth
Tomb of Earth	Earth
Ward of the Ninth Kami	Fire

MASTERY LEVEL 4

Blood of the Ages (Chuda only)	Earth
Blood Warding	Earth
Bloodstrike	Earth
Curse*	Fire
Dark Charisma	Air
Death's Curse	Air
Gift of the Kansen	Air
Gift of the Maker*	Void
Greater Curse of Weakness	Earth
No Pure Breaths	Air
Shinobi Corruption	Earth
Stealing the Soul	Fire
Summon Greater Kansen*	Air
Summon Oni*	Water
The Touch of Jigoku*	Void

MASTERY LEVEL 5

Flock of Blood (Level 4 for Chuda)	Water
Harvest of Death*	Earth
Touch of Death	Air

Ancient Wisdom**ELEMENT:** Fire**MASTERY LEVEL:** 1**DURATION:** Permanent**AREA OF EFFECT:** 1 skull**RANGE:** Touch

Casting this spell allows you to call a spirit from its current realm and force it to reside in the skull it once inhabited. Most often, this spell is used on humans, but other creatures are legal targets as well. The spirit is imprisoned within the skull, and cannot take any action other than to speak telepathically with you.

The spirit retains the Intelligence, Willpower, and Awareness it had in life, but its Perception is automatically set to 4. It has access to all the Lore Skill Ranks and Emphases it had in life, as well as to all the Skill Ranks and Emphases it had in Courtier, Underworld, Spellcraft, and Etiquette. It can speak the caster's language, even if it could not in life. The skull used for this spell must be stripped clean of flesh, and the spell ends if the skull is ever destroyed.

Bind the Revered**ELEMENT:** Fire**MASTERY LEVEL:** 2**DURATION:** 1 hour per caster Insight Rank**AREA OF EFFECT:** 1 Item of Fine or Higher Quality**RANGE:** Touch

This spell, an outgrowth of Ancient Wisdom, draws forth an ancestor spirit and binds it to a Fine or higher Quality item. The item must be appropriate to the ancestor in question (a general would inhabit a tessens, for example).

While bound within the item, the ancestor is capable of speaking to the item's current owner telepathically as with Ancient Wisdom. It retains the Intelligence, Willpower, and Awareness it had in life, but its Perception is automatically set to 4. It has access to all the Lore Skill Ranks and Emphases it had in life, as well as to all the Skill Ranks and Emphases it had in Courtier, Underworld, Spellcraft, and Etiquette.

The shiryo or yokai is unaware it was summoned with maho, and knows only that it was invoked to provide guidance to the item's owner. It may or may not be willing to provide definitive guidance, but it will watch out for the safety of the item and its owner, and it will shout a warning if it detects a danger the owner seems to have missed. If the item ever drops below Fine Quality before the spell's duration has elapsed, the spirit departs.

Blood Armor

ELEMENT: Earth

MASTERY LEVEL: 3

DURATION: 4 rounds per caster Insight Rank

AREA OF EFFECT: Self and 1 target person or creature in line of sight

RANGE: 300'

Blood calls to blood, and this spell reinforces that bond by linking the damage the maho-tsukai and his opponents take. When you cast this spell, you link yourself to another person or creature of your choice, who shares (disproportionately) whenever you suffer injury. Each time you suffer Wounds, you only lose 25% of the total damage; each target takes 75% of the total. All fractions are rounded up.

SPECIAL RAISES: You may Raise to increase the number of targets who receive damage from this spell, by 1 for each Raise called. Each additional target suffers the same amount of damage, i.e. 75% of the damage that would have been inflicted on you.

Blood Command

ELEMENT: Earth

MASTERY LEVEL: 2

DURATION: 1 hour

AREA OF EFFECT: 1 target person or creature

RANGE: 50'

Blood Command is the spell from which Iuchiban extrapolated to create the Rain of Blood. A complex spell, it does not grant control over its targets as the name implies, but it can coerce them easily. When you cast the spell, you engage in an Opposed Earth Roll with the spell's target. This may be done once per round as a Simple Action. If the target wins, he feels nothing more than a slight shift in his gut. If you win, the target is wracked with crippling pain, and suffers penalties to the total of all Skill, Trait, and Ring Rolls equal to the difference between your roll and his.



Blood Warding

ELEMENT: Earth

MASTERY LEVEL: 4

DURATION: 4 hours per caster Insight Rank

AREA OF EFFECT: 800 sq. ft. area per caster Insight Rank

RANGE: Self

This spell allows you to ward an area against intrusion by calling on maho's ability to rob a creature of its health. Any person or creature without the Shadowlands Taint attempting to enter the warded area must make a Raw Earth Roll against a TN equal to 5x your Earth Ring. If he fails, he suffers Wounds each round equal to your Earth Ring in rolled and kept dice. These wounds stop if he leaves the warded area. If he succeeds in the Earth roll, he takes no damage, but he must make another roll at the beginning of each subsequent round for as long as he remains in the warded area.

The spell may affect an area of any shape that you desire, as long as you are standing inside the area to be warded at the time you cast the spell.

Bloodstained Forest

ELEMENT: Water

MASTERY LEVEL: 3

DURATION: 2 hours

AREA OF EFFECT: 1 person

RANGE: 1 mile radius

In order to cast this spell successfully, you must spill the necessary blood on the earth you wish to alter. This creation of Jama Suru reshapes the land around the caster temporarily. The local Water kami twist, recoil, and buck as they are subjected to the powerful maho. This negates all penalties on the Battle and Defense Skill Rolls of a person of your choice in the area of effect. It also adds a bonus to the total of that person's Battle and Defense Skill Rolls equal to your Water Ring.

SPECIAL RAISES: You may Raise to increase the effect of this spell. For each Raise called, you may increase the bonus that the target adds to the total of his Battle and Defense Rolls by your Water Ring. Calling 1 Raise would increase his bonus to twice your Water Ring; calling 2 Raises would increase it to triple your Water Ring, and so on.

Bloodstrike

ELEMENT: Earth

MASTERY LEVEL: 4

DURATION: Permanent

AREA OF EFFECT: Up to 4 persons or creatures

RANGE: 100'

This spell, among the most dramatic in the maho-tsu-kai's repertoire, causes up to four shafts of sickly, pus-yellow light to whip forth from your fingers. Each creature struck by the light must make an Opposed Earth Roll against the total of your successful Spellcasting Roll. Those who succeed are momentarily nauseated, but suffer no ill effects. Those who fail lose Ranks from their Stamina and Willpower, respectively, equal to the amount you choose to lose from your own Stamina and Willpower. You may not reduce either of these Traits below 1 in yourself or any of the targets. You must choose the degree of the spell's effect before you make the Spellcasting Roll, not after you have determined its success or failure.

SPECIAL RAISES: You may Raise to mitigate the effect of this spell on yourself. For each Raise you call, you may negate the loss of 1 Rank in either Stamina or Willpower.

Burning Blood

ELEMENT: Earth

MASTERY LEVEL: 2

DURATION: Permanent

AREA OF EFFECT: 1 person or creature

RANGE: 50'

This spell is most commonly seen in the satchels of maho-tsukai who expect to frequently defend themselves. When you cast this spell, you must choose one of two effects. The spell either superheats the target's blood, inflicting a DR equal to your Earth Ring in rolled and kept dice, or it reduces one of the target's Rings by 1 Rank. The Ring loss can be healed with a day's rest for each Rank lost.

Chains of Jigoku

ELEMENT: Earth

MASTERY LEVEL: 3

DURATION: Casual Concentration

AREA OF EFFECT: 1 person or creature

RANGE: 20'

A twisted version of the Kuni family's binding spells, Chains of Jigoku is an effective way to bind a creature to one spot. Rust-pitted, blood-darkened chains shoot forth from the earth (or whichever direction is closest to Jigoku), and wrap themselves around the target, adhering to his flesh by freezing to his skin or melting it, whichever is more effective. Resolve this as an attack roll, with the chains rolling 10k10.

If this attack succeeds, the target is effectively bound and cannot move more than one foot per round from where he first stood. If the chains bind a creature which is not in its native spirit realm, they deal 1k1 Wounds to the creature each round – however, the creature can escape the chains if it has, and uses, the ability to voluntarily return to its own realm. This damage cannot be reduced using powers, spells, Void points, or Techniques. This spell lasts as long as you concentrate on it, but any Wounds you used to cast it cannot be healed until the spell ends.

Choke the Soul

ELEMENT: Water
MASTERY LEVEL: 1
DURATION: 1 day
AREA OF EFFECT: See text
RANGE: Touch

The Bloodspeakers frequently employed subtle maho to maintain their secrecy as they moved through Roku-gan. Choke the Soul is one such example. At the time of casting, you must choose a single, specific condition. "Drawing a sword" is not specific enough, but "drawing your sword within 30' of me" is acceptable. It is up to the GM to determine whether or not the condition is reasonable. The first person or creature who fulfills this condition becomes the target of the spell. The target suffers a +5 TN penalty to all Skill Rolls for 1 hour, or until the spell expires, whichever comes first.

Curse of Blood

ELEMENT: Air
MASTERY LEVEL: 3
DURATION: 1 week
AREA OF EFFECT: 1 person or creature
RANGE: Touch

This spell marks a target with your blood. If you succeed in touching the target, your blood will adhere and sink into his skin. This process is painless, and can be done while the target is asleep or not paying attention. The target becomes fascinating to kansens, who will work all manner of mischief for no other reward than the target's frustration. The target gains a Rank in the Disadvantage Unlucky, but the re-rolls from the Disadvantage can only be forced on matters that local kansens can perceive. For example, making a Lore Skill Roll based on memorized knowledge would not be affected, because the kansens can't see the character's thoughts.

SPECIAL RAISES: You may Raise to increase the effect of this spell, adding an additional Rank of Unlucky (to a maximum of three Ranks) for each Raise called.

Curse of the Water Spirits

ELEMENT: Water
MASTERY LEVEL: 1
DURATION: 1 day
AREA OF EFFECT: 1 person
RANGE: 10' or sympathetic link; see text

A favorite spell of maho-tsukai trying to confuse magistrates, Curse of the Water Spirits abuses the superstitions of peasants and the suspicions of samurai. The target of this spell gains Phobia (4 points), with the object of fear being any amount of water larger than a cup. The target gets extremely agitated around such amounts of water, constantly checking his footing to make sure there's no chance he'll fall in, and standing away from anyone who might push him in. There is virtually no way to convince him to take a bath.

You may cast this spell without range limitations if you can obtain some of the target's Water (sweat, saliva, and urine are all acceptable).

Greater Curse of Weakness

ELEMENT: Earth
MASTERY LEVEL: 4
DURATION: Full Concentration
AREA OF EFFECT: 1 person
RANGE: 1 mile

Greater Curse of Weakness cripples those already suffering. If you cast this spell on a target already suffering from the effects of the spell Curse (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p.

271), the target suffers a +10 TN penalty to all Stamina and Willpower Rolls, as well as all Skill Rolls based on those Traits. He also loses 1 Wound from each Wound Rank while in the spell's range. If the target is not already Cursed, he still loses the Wounds, but suffers only a +5 TN penalty.

Dancing With Demons

ELEMENT: Air

MASTERY LEVEL: 3

DURATION: Permanent

AREA OF EFFECT: Self

RANGE: 1 mile

This spell was the signature ability of the Beauty of Death cell of the Bloodspeaker Cult, a small cell composed primarily of Crane samurai driven to get any advantage over their rivals, even if it meant resorting to blood magic. It is believed the spell may have originated with the legendary criminal Doji Nashiko, who embraced maho to make herself the greatest beauty of her age.

In order to cast Dancing with Demons successfully, you must not only make a Spellcasting Roll but must also make a successful Awareness/Performance (Dance) Skill Roll at the same TN. This ritual lasts one hour, as you dance amidst the summoned kansen, who slowly gnaw away and reshape the portions of your form and soul you wish to change. Once the ritual is complete, you may grant yourself any Advantage that affects you alone, even an inherent one. Alternatively, you may remove any Disadvantage that affects you alone, even a physical one like Missing Eye.

This spell is not without risk. If you fail the Awareness/Performance (Dance) Skill Roll, you anger the summoned kansen, who inflict 1k1 Wounds for every Rank of the Advantage or Disadvantage you wanted to gain or remove. (If there are no distinct Ranks to the Advantage/Disadvantage, you take 1k1 Wounds.)

Dark Charisma

ELEMENT: Air

MASTERY LEVEL: 5

DURATION: 1 hour per caster Taint Rank

AREA OF EFFECT: Self

RANGE: Self

Casting this spell blesses you with supernatural eloquence and perception. You gain a bonus in rolled and kept dice equal to your Shadowlands Taint Rank on all Awareness Rolls and Awareness-based Skill Rolls. However, individuals whose Honor Rank is higher than your Taint Rank may make an Honor Roll at a TN equal to 5x your Taint Rank to resist this spell's effects. If this roll succeeds, you not only lose the bonus, but you also suffer a -1k1 penalty to the roll. Due to the possibility this spell might accidentally backfire, it is generally only used by highly experienced maho-tsukai.

Death's Caress

ELEMENT: Air

MASTERY LEVEL: 4

DURATION: Instant

AREA OF EFFECT: 1 person or creature

RANGE: 10'

Much like Greater Curse of Weakness, Death's Caress hinders the already hindered. If you cast this spell on a target who is already laboring under the effects of the spell Curse (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 271), he must make an Opposed Air Roll against you. If he fails, he loses consciousness, as though he had passed out from not breathing. If he is not already Cursed, he must still make the Opposed Air Roll against you, but he does so with a +2k2 bonus. This spell is a favorite of maho-tsukai who wish to place victims in compromising positions, such as the site of a murder holding the murder weapon.

Dim Mak

ELEMENT: Fire

MASTERY LEVEL: 2

DURATION: Instant

AREA OF EFFECT: 1 person or creature

RANGE: Touch

The Dim Mak is one of the best-known maho spells, forever immortalized in a play by Ikoma Tseinosuke about a corrupted sect of the Brotherhood of Shinsei. The spell does not inflict a great deal of damage – what makes it legend is how it works with but the slightest brush of fingertips. Just touching the target inflicts 2k2 Wounds. If the target resists being touched, you must

make a successful attack roll against his TN to Be Hit, but he does not gain any bonuses for armor or other protective gear.

SPECIAL RAISES: You may Raise to increase the effect of the spell, adding +1k1 Wounds to the total damage for every two Raises called.

Eternal Darkness

ELEMENT: Earth

MASTERY LEVEL: 1

DURATION: Permanent

AREA OF EFFECT: 1 undead

RANGE: Touch

A spell crafted during Iuchiban's first return to the Empire, Eternal Darkness is maho meant to fortify the undead. If cast on a newly-created zombie, it grants the zombie Carapace 2, or adds 1 to the zombie's Carapace rating if it already possessed one. Similarly, zombies that have this spell cast on them when they are first created are durable even after their destruction, and parts of them may be salvaged to create new zombies or other human-based undead. Making another undead out of the destroyed zombie under the effects of this

spell grants the necromancer 2 Free Raises for spells like Summon Undead Champion.

This spell may affect the undead siege weaponry of the Lost, but it must be cast successfully twice, with 3 Raises called on each casting.

Feeding on Flesh

ELEMENT: Fire

MASTERY LEVEL: 2

DURATION: See text

AREA OF EFFECT: 1 person or creature

RANGE: 300'

By devouring a chunk of human flesh, you can invoke kansen to inflict damage on others. To demonstrate intent, you must bite into a human corpse as you cast the spell, hard enough to break skin and tear away meat. Once you have done so, the kansen rush to your target and do their best to imitate your action, only more savagely. Each round that you bite and devour meat (considered to be a Use Special Ability Action), the kansen do the same to the target, inflicting 1k1 Wounds. Wounds left by this spell look like jagged bites. The spell expires once you fail to take a bite of meat during your turn, as the kansen rapidly lose interest.



SPECIAL RAISES: You may Raise to increase the DR of the spell, by +1k1 for each Raise called.

Form of Vermin

ELEMENT: Water
MASTERY LEVEL: 3
DURATION: 8 rounds
AREA OF EFFECT: Self
RANGE: Self

This spell allows you to break down your body into hundreds of insects or similarly sized vermin. While in this form, you have a Carapace of 4 (due to the difficulty of trying to smash a large number of bugs at once), but you cannot use Skills or cast spells. You may disperse and reform at will, but every round beyond the 8th that you remain in this form, you must make a Raw Earth Roll against a TN equal to the TN of your Spellcasting Roll. If you fail, the kansen will compel you to resume your true form.

You can control each member of the swarm without dividing your attention, and you can potentially use this to perform strange and incredible feats (filling a house with spiderwebs if spiders are chosen, for example, or devouring all of the rats in a castle if snakes are chosen). If you turn into venomous vermin, they are capable of delivering their poison in the same manner as a normal member of the species.

Gift of the Kansen

ELEMENT: Water
MASTERY LEVEL: 4
DURATION: See text
AREA OF EFFECT: 1 gift-box
RANGE: See text

This devious spell requires a material component: a box, usually a netsuke gift-box of the sort commonly used in samurai gift-giving traditions. Casting Gift of the Kansen on this box allows you (or any other caster) to store a spell in the box. The spell is discharged the moment the box is opened. Treat this box as a minor nemuranai once it has been enchanted with Gift of the Kansen.

This spell is very subtle and difficult to detect as maho. Though the box can be sensed as magical, the taint of the maho is slight enough to render up answers of "Water" when the Element is sought.

Heaven Has No Justice

ELEMENT: Air
MASTERY LEVEL: 3
DURATION: 1 hour per caster Taint Rank
AREA OF EFFECT: 1 person
RANGE: Self

A wickedly effective spell for maho-tsukai in Roku-gan, Heaven Has No Justice grants you a bonus to the Rank of one of your mental Traits (Awareness, Willpower, Intelligence, or Perception) equal to your opponent's Honor Rank for the purpose of resolving Opposed Rolls against that person. This temporary bonus does not increase your Ring, however. This spell is popular amongst Spider Clan shugenja and Bloodspeakers pretending to belong to the Crane and Scorpion Clans.

Limb Disruption

ELEMENT: Earth
MASTERY LEVEL: 1
DURATION: 1 hour
AREA OF EFFECT: 1 person or creature with limbs
RANGE: 25'

This spell targets a part of an individual person or creature, causing crippling pain in one limb. The target suffers a +15 TN penalty to all Skill Rolls using that limb. The limb is decided randomly by rolling a single die:

Humans: 1-2 Head, 3-4 Left Arm, 5-6 Right Arm, 7-8 Left Leg, 9-10 Right Leg.

Naga: 1-2 Head, 3-4 Left Arm, 5-6 Right Arm, 7-10 Tail.

Nezumi: 1 Head, 2 Tail, 3-4 Left Arm, 5-6 Right Arm, 7-8 Left Leg, 9-10 Right Leg.

If the head is affected, the target suffers the penalty to all Intelligence, Perception and Awareness-based Skill Rolls. If the legs are affected, the target must also make a Stamina/Athletics Roll against a TN of 15, once per round if fighting in a skirmish, once per hour otherwise. If the roll is failed he immediately falls to the ground.

SPECIAL RAISES: You may Raise to try to target a specific part of the body. Calling 2 Raises allows you to eliminate any two limbs as possibilities, forcing the target to roll again. Calling 3 Raises allows you to choose the limb to be affected. In both cases, you must choose before the target makes his location roll.

No Pure Breaths

ELEMENT: Air

MASTERY LEVEL: 4

DURATION: Instant

AREA OF EFFECT: 1 person or creature

RANGE: 300'

This spell instantly corrupts the air inside the target's lungs, replacing the pure Air kami with vicious Air kans-en which explosively drive the Air kami out of the body. This inflicts Wounds on the target with a DR equal to your Air Ring in rolled and kept dice. If this spell deals enough damage to kill its target, the target is literally blow apart, often swelling like a balloon before rupturing and showering everyone and everything in the area with gore. If the victim survives, he lives in intense pain due to the ravaging of his lungs and trachea, and suffers a +10 TN penalty to all physical actions (including Raw Trait Rolls, Skill Rolls associated with physical Trait, and Spellcasting Rolls) until magically healed.

No Pure Breaths has no effect on creatures that don't breathe air.

RAISES: You may Raise to add more targets to the spell, at the rate of 1 additional target for every 2 Raises.

No Sustenance

ELEMENT: Earth

MASTERY LEVEL: 1

DURATION: Permanent

AREA OF EFFECT: See text

RANGE: 10'

This spell, a twisted version of Preservation, rots food and drink instead of preserving it. This spell putrefies 1 pound of food or 2 quarts of liquid.

SPECIAL RAISES: You may Raise to increase the effect of the spell, by 1 pound of food for every 2 Raises called, or 1 quart of liquid for each Raise called.

Purge the Weak

ELEMENT: Fire

MASTERY LEVEL: 1

DURATION: 1 skirmish

AREA OF EFFECT: Self

RANGE: Self

In use since the days of Iuchiban's first rise, this spell's poetic name, Purge the Weak, symbolizes an effect

that bolsters prowess in combat. Developed by more martially-minded maho-tsukai, it rarely saw use in the modern era until the creation of the Lost. Casting this spell grants you the Quick Advantage, and others may not switch their Initiative with you using Combat Reflexes.

Red Knife

ELEMENT: Earth

MASTERY LEVEL: 2

DURATION: 1 hour

AREA OF EFFECT: 1 weapon

RANGE: Touch

This spell is the source of the infamous legends of wicked knives wielded by the Bloodspeakers. Once successfully cast on a bladed weapon (aiguchi and tanto are the most commonly chosen, but any bladed weapon can receive these benefits), Red Knife grants several bonuses. First, the weapon receives a DR bonus equal to the target's Honor Rank in rolled and kept dice, with a minimum of +1k1. Second, the weapon prevents its owner from being possessed by anyone other than Iuchiban and Yajinden. If anyone other than those two Bloodspeakers tries, he automatically suffers Wounds as though the owner had successfully struck him with the weapon. Finally, the weapon's owner gains a +3k0 bonus to any Skill Rolls made for the purpose of convincing a being to sacrifice itself (such as for a maho ritual or to protect the owner).

Shinobi Corruption

ELEMENT: Earth

MASTERY LEVEL: 4

DURATION: Permanent

AREA OF EFFECT: Self

RANGE: Self

Kuni Yori is responsible for this spell. It is a fail-safe he created in the event his mortal form was destroyed. In casting it, you call upon the power of the Shadow Dragon to inflict the most grievous wound you can manage on yourself. You die immediately, but instead of going to the spirit realms for Emma-O's judgment, you persist in Ningen-Do as a potent ghost.

As a ghost, you gain all Gaki Qualities (see *Creatures of Rokugan: Third Edition*, p. 104). You retain all Skills and Shadowlands Powers you had in life, but lose all

normal spells you knew. You also gain the following: Flight, Carapace 4, and claws and fangs (using the Jiu-jitsu Skill) with a DR of 2k2. You retain knowledge of a number of maho spells you previously knew, totaling as many as the number of Wound Levels you inflicted on yourself in casting the spell.

Sinful Dreams

ELEMENT: Air

MASTERY LEVEL: 1

DURATION: 1 hour

AREA OF EFFECT: 1 person

RANGE: 1 mile

A spell crafted by the more subtle agents of Fu Leng, Sinful Dreams creates a strong physical or psychological desire in the target by filling his sleeping mind with pleasant dreams. Casting it grants you, or someone of your choice, a Free Raise on your next Deceit (Seduction) Skill Roll against the target. Multiple castings can stack with one another, up to a maximum of your Awareness Rank. If the total number of castings within 1 hour exceeds the target's Awareness, the target will begin sleepwalking and try to act out his desires before waking, with only a vague distant awareness of his current state.

Smite the Blood

ELEMENT: Air

MASTERY LEVEL: 2

DURATION: 1 hour

AREA OF EFFECT: 1 projectile

RANGE: 100'

A favorite of Chuda shugenja aiding the Lost in combat, Smite the Blood supplements a ranged attack, be it spell, arrow, or thrown weapon. It grants a bonus in unkept dice to the projectile's DR equal to 1 + your Air Ring. Furthermore, anyone struck by the projectile will have the Low Pain Threshold Disadvantage for one hour. Magical healing will remove this Disadvantage immediately.

Stealing the Soul

ELEMENT: Fire

MASTERY LEVEL: 4

DURATION: 1 day

AREA OF EFFECT: 1 person

RANGE: See text

Among the oldest and best known of maho spells, Stealing the Soul has seen use as far back as the first Day of Thunder, and is one of the few maho spells that may be cast as a ritual. While it can be cast by a single maho-



tsukai, multiple casters make it far more effective. The casters must gather in a ritually prepared area, which can be used for no other purpose between preparation and casting. The lead caster performs an elaborate ritual taking up to an hour. At the culmination of the rite, the lead caster and all participants spill the requisite amount of blood on an item that belongs to the target.

If successfully cast — resolve the Spellcasting Roll as a Cooperative Skill Roll if more than one caster is involved — the target feels an immediate lurch as the maho lays hold of his soul. Intense agony pours over him as the magic rips his fundamental essence from his body. Each participant who successfully contributed to the ritual may take 1 Rank of each of the target's Traits and add it to their own corresponding Traits for the spell's duration. This cannot raise their Traits above the natural maximum of 10 for them, nor may it lower the target's Traits below 1. The lead caster decides which and how many Ranks are taken from the target, as well as how they are distributed. If either the lead caster or the target dies prior to the spell's end, the other dies as well.

Suck the Marrow

ELEMENT: Earth
MASTERY LEVEL: 3
DURATION: Instant
AREA OF EFFECT: 1 undead
RANGE: 100'

This spell, a staple of the Bloodspeaker cult, allows you to use the Earth present in the undead to heal your own injuries. When you cast the spell, you target an undead and choose how many of its Rings (and thus also Traits) you wish to reduce by 1. For each Ring you choose, you may heal 1k1 wounds. An undead with all of its Rings reduced to zero ceases to exist, crumbling into unidentifiable dust. Targeting undead with an Intelligence greater than 1 requires you to call a Raise in casting this spell.

Tomb of Earth

ELEMENT: Earth
MASTERY LEVEL: 3
DURATION: Variable
AREA OF EFFECT: 1 person or creature
RANGE: 100'

The inverted version of Tomb of Jade, Tomb of Earth replaces a target's Earth with Taint, effectively turning him to stone. Casting it forces the target to make an Opposed Roll of his Air against your Earth every round. Each round he fails the roll, he suffers 2k2 damage as he slowly turns to stone. If he succeeds in one of the rolls, the spell's effects end.

If the target is killed by this spell, he remains as a very lifelike statue for 1-10 days, at which point the statue crumbles into dust. If the target survives this spell, all damage inflicted by it heals normally.

Touch of Death

ELEMENT: Air
MASTERY LEVEL: 5
DURATION: Permanent
AREA OF EFFECT: 1 person
RANGE: Touch

A terrifying spell, Touch of Death robs a person of something he can never get back: time. The target must make a Raw Earth Roll against a TN equal to the spell's Spellcasting Roll. If he fails, he immediately and catastrophically ages, his body and flesh withering and his hair permanently turning white. This devastating effect causes 7k7 Wounds in damage. If he succeeds, he still suffers a lesser aging effect, losing 3k3 Wounds. Although the Wounds can be healed normally, the aging effect cannot be reversed, and a person who is unfortunate enough to be hit by this spell multiple times will be left in a state of physical decrepitude — the GM should assign Disadvantages and Trait penalties as appropriate.

Truth is a Scourge

ELEMENT: Water
MASTERY LEVEL: 4
DURATION: 1 hour
AREA OF EFFECT: 1 person
RANGE: 50'

The target of this spell is unable to think without vocalizing his thoughts. It doesn't matter what he is thinking about, he will immediately say it out loud. Unless gagged, he will continue to speak — which can make life exceedingly difficult for a samurai in Rokugan, where appearances are so important. How this actually plays

out in game terms is a matter of discussion between GM and player, as are all matters in which a character is compelled to act against his will.

Ward of the Ninth Kami

ELEMENT: Fire
MASTERY LEVEL: 3
DURATION: 1 day
AREA OF EFFECT: 30' radius
RANGE: Self

This spell creates an area of ground protected by corrupted fire that extends 30' all around you at the moment that you cast it. If anyone passes through the area with a drawn weapon, an item meant to be used as a weapon, or even with merely hostile thoughts against you, the area erupts in cold blue fire, dealing damage to all within it with a DR equal to your Taint Rank in rolled and kept dice. As this spell draws more on Fire than on the Taint, it is difficult to detect as maho using ordinary methods.

Wings of Blood

ELEMENT: Air
MASTERY LEVEL: 2
DURATION: 1 hour
AREA OF EFFECT: Self
RANGE: Self

Though simple, this spell is actually one of the more spectacular maho spells, as it causes great, ruddy red wings of flowing blood to stretch out behind you, resembling bat wings growing from your back. These wings permit you to fly at a speed equal to a running pace, but with your Water Ring calculated as 2 Ranks higher.

SPECIAL RAISES: You may Raise to increase the effect of this spell. If you call 2 Raises you may fly as though you are running with a Water Ring 4 Ranks higher.

Written in Blood

ELEMENT: Air
MASTERY LEVEL: 1
DURATION: Permanent
AREA OF EFFECT: 1 object
RANGE: Touch

This spell has served nearly all maho-tsukai well in its time, permitting them to post secret messages in broad daylight without anyone being any the wiser. The spell requires you to write a message on an object with your own blood. The magic causes the blood to seep into the item's core and become invisible to those not afflicted by the Shadowlands Taint. Someone with a Taint Rank of 1.0 or higher can see the words clearly, while those with less or no Taint will see only the object itself.



PRAYERS AND TREASURES



VESSELS OF THE KAMI

The practice of magic in Rokugan is never entirely neutral. Left to themselves, the kami care little about the ebb and flow of the affairs of men, but humans born with the gift of communicating with them can manipulate the kami into doing their will with surprising ease. Given that most shugenja are trained by and swear fealty to one or another of the Empire's various factions, it is inevitable that the use of magic should to some degree be held hostage to factional interests. Add into the mix the weird magics of the naga and the nezumi, and the blasphemy of mahotsukai, not to mention gaijin practices introduced by the Unicorn Clan, and it is clear that magic in the Empire is just as bound up in sectarian differences as war and diplomacy.

Much of this is discussed in Chapter 1, which provides an overview of magic among the Great Clans, the Minor Clans and the Imperial Families. Here, you will find a catalogue of some of the nemuranai that have blessed — or cursed — the Empire over the last millennium. They are organized under the factions with which each item is primarily identified, or to which it currently belongs. Some of these items are great artifacts, the stuff of legends, while others are simply useful tools. All of them can make playing a character a lot more interesting, add a compelling sidelight to a larger story, or even become the centerpiece of an entire campaign.

As a general rule, treat the items described in this chapter as being of Legendary Quality if they are truly one-of-a-kind (such as the Ancestral Armors and Weapons of the Great Clans, or the Egg of P'an Ku), and of

Excellent Quality if more than one of the item exists (such as Fire Maple Mempo and Henshin's Amulet). Exceptions to this rule are noted in the item description. All magical powers and benefits stack on top of the benefits granted by item quality.

Optional Rules: *Nemuranai Creation*

The nemuranai rules in the *Legend of the Five Rings Roleplaying Game* core rulebook (pp. 222-224) provide an important conceptual framework for understanding the role of magic items in the world of Legend of the Five Rings, as well as useful guidelines for creating your own items. However, if players and GMs want a more structured process for crafting nemuranai, they may use the following rules at their discretion. In general, the more powerful an item, the longer it will take to craft it, and the more difficult it will be to craft it successfully.

Duration: Crafting a nemuranai requires an amount of time in which the crafter must devote substantial and steady effort to the process of shaping the material and, more importantly, meditating over the item to accelerate the process of awakening its innate spiritual power.

For Minor nemuranai, this requires 1 week for each Spell Mastery Level equivalent of the item's power (i.e., a nemuranai that replicates the effect of a Level 1 spell would require 1 week to craft), or 1 week for any 1 of the effects listed under Minor

nemuranai. For Major nemuranai, this requires 1 week per Spell Mastery Level equivalent of the item's power, or 2 weeks for any 1 of the effects listed under Major nemuranai.

Item Quality also affects the length of time it will take to craft an item. Fine Quality is the baseline for calculating duration, and nemuranai cannot be crafted at any Quality level less than Fine. Crafting an item of Excellent Quality doubles the total amount of time required to craft it; an item of Legendary Quality quadruples it.

Difficulty: Once the amount of time required to craft the item has passed, the crafter may make the Skill Roll necessary to determine whether or not the item turned out as desired. If more than one person is involved — if the shugenja who communicates with the kami in the materials and the craftsman who shapes the item into its final form are different people — resolve it as a Cooperative Skill Test. Use the guidelines regarding the effect of Item Quality on the Skill Roll TN and number of Raises required (see *Legend of the Five Rings Roleplaying Game Third Edition*, p. 179), as well as the TN penalties imposed by the difficulty of crafting nemuranai (see *Legend of the Five Rings Roleplaying Game Third Edition*, p. 223) to determine the TN of the Skill Roll.

At the GM's discretion, failing the crafting/enchantment Skill Roll may have a range of consequences, depending on the degree of failure:

- A result that is 90% or greater, but less than 100%, of the TN indicates that the kami within the item have failed to respond, in which case the item in question is simply a mundane item of the desired type, 2 levels of Item Quality below the target level. For example, if the crafter or crafters sought to make an Excellent Quality enchanted katana, it turns out as a mundane Average Quality katana.
- A result that is 65-89% of the TN indicates that not only has the enchantment failed, but the basic craftsmanship is also considerably less than what was desired. The

item turns out as a mundane item 3 levels of Item Quality below the target level, to a minimum of Poor Quality.

- A result that is less than 65% of the TN indicates a disastrous failure of either enchantment or craftsmanship, or both. The kami rebel against the attempt to manipulate their actions, and/or a serious blunder in the physical process of shaping the item occurs. The item shatters, and the raw materials used to make it are rendered unrecoverable and useless.
- If the Skill Roll result is 50% of the TN or less, the GM may consider the possibility that a catastrophic failure has occurred, and the intense effort required to craft a nemuranai and the supernatural energies that the process puts in play have somehow rebounded against those who attempted to craft the item. This might involve destruction of part or all of the apparatus used in the crafting process, or some kind of ill effect against the crafter(s) — such as inflicting Wounds, temporary reduction of one or more Traits, or the effect of a Mastery Level 1 or 2 spell, simulating the actions of angry kami.
- In all cases of failure, the experience points expended in order to craft the item may not be recovered.

New Advanced School: Master Artificer

Nemuranai are created in one of two ways: Either the kami within an item awaken (by chance, or through the greatness of one who possesses the item), or an item is crafted in such a way that the spirits dwelling in the materials are stimulated into activity. The former method lies beyond direct human agency, for not even the greatest of samurai can will the kami to stir in this way. The latter method is the domain of only the most elite and skilled craftsmen and artisans in the Empire.

The Master Artificer Advanced School is a mechanical representation of the very few individuals who have mastered their art to such an extent that they have learned how to prod and cajole the kami to action within their creations. It does not represent an academic institution in the sense that most Basic Schools represent formal training at dojo. Master Artificers are too rare and too widely scattered across the Empire to support such a complex administrative structure of their own.

Master Artificers work mostly in isolation from their peers, except for chance meetings and pilgrimages made for the sake of gaining or exchanging trade secrets. Even among the exceptionally gifted Tsi Smiths, only a distinct minority can be considered Master Artificers. The knowledge and experience required to become a Master Artificer can only come from studying with one.

There are no dojo or temple to which one may apply in order to gain this privilege, as with most other Schools. Famed artisan academies such as the Kakita Artisan Academy are something of an exception to this, but even in such places, true Master Artificers are still quite rare. Instead, a would-be student must seek out an individual Master Artificer and petition him to accept an apprentice.

Requirements:

Rings/Traits: Agility 4, Intelligence 4, Void 4

Skills: Artisan: Any or Craft: Any 5, Lore: Any 5, Meditation 3, Spellcraft or Theology 3

Special: You must gain the permission of a Master Artificer of equal or greater Insight Rank to apprentice under him.

Techniques:

RANK 1: SHAPING THE SPIRITS

You may craft Minor nemuranai. You also gain a number of Free Raises to your Artisan or Craft Skill Rolls for crafting mundane items equal to your Fire Ring.

RANK 2: MASTERING THE FORMS

You gain a number of Free Raises for crafting nemuranai equal to your Fire Ring.

RANK 3: CALLING OUT THE SPIRITS

You may craft Major nemuranai. You also gain a number of Free Raises to all Artisan or Craft Skill Rolls equal to twice your Fire Ring. This latter benefit replaces the similar benefit gained at Rank 1.

Adventure Hooks: A Quest for Knowledge

The requirement that an aspiring Master Artificer must apprentice with an existing craftsman of prestigious rank provides an opportunity to make characters for whom artisanship and/or craftsmanship is central to their character concept into the focus of a campaign, at least for a while. Potential Master Artificer sensei are rare, and must be sought out. They may be found in a variety of settings, ranging from isolated places to the middle of big cities. They may live hermetic lives, caring for nothing but their craft and wishing to be left alone, or they may be loyal servants of a Great Clan or even an Imperial Family — and therefore enmeshed in the politics of the Empire. They may be rootless ronin, or they may be unhappy servants bonded to feudal (or criminal) masters whom they yearn to escape. The particular nature of a potential sensei's life will influence how a character will have to approach him in order to gain his favor.

Further intrigue may be had if the Master Artificer sets certain conditions for allowing the character to apprentice with him. This could involve some sort of demonstration of skill on the applicant's part, or a quest on the master's behalf — such as a hazardous journey to deliver a finished item to a patron, a quest to acquire rare raw materials, or even settling a personal score on his behalf.

Generally speaking, the Craft and Artisan Skills tend to involve tasks that support the main action of a campaign, but do not contribute directly to that action. Searching out a Master Artisan in order to gain Ranks in the Master Artisan Advanced School gives a character who focuses on these skills the chance to rise out of the "support" role and enact his own hero's journey.

Such a quest also emphasizes an important point about the place of nemuranai in the world of Legend of the Five Rings — namely, magic items of any sort are truly exceptional things, not to be taken lightly. The knowledge of how to craft nemuranai should be rare and hard to find, and GMs should make their players work for it.

Treasures of the Crab Clan

Ancestral Armor of the Crab (Fukutsu)

The majority of the Great Clans' ancestral armors were forged by the Boar Clan, but the Crab Clan's was not. Kaiu himself crafted Fukutsu, taking six tries before he produced armor he felt was worthy of Hida. In modern times the Crab Clan Champion always wears Fukutsu, although in the past the Champion often wore the (now lost) Armor of the Shadow Warrior instead.

Treat the Ancestral Armor of the Crab as heavy armor. It has an unusual resistance to the influence of Fu Leng, and if the armor or its wearer ever accumulates Shadowlands Taint, the Taint slowly dissipates at the rate of 1 point per week. The armor also grants a bonus of 1 Rank to the wearer's Stamina and Willpower. Fukutsu was originally designed to fit the Crab Kami and no one else, and it absorbed a great deal of the First Crab's chi, making it the ideal armor for a Hida bushi. Fukutsu's thousand years of service defending the Empire has worn its plates and joints into the fighting patterns of the Crab bushi school, and anyone wearing the armor who possesses School Ranks in a Hida bushi School need never spend a Void Point to activate a Hida bushi School Technique.

Ancestral Standard of the Crab (Noroshi)

The Crab Clan has carried the same j'uma jirushi (great standard) into battle for a thousand years, and the labors of a special group of Hida artisans ensure that it remains whole and intact despite the effects of time and combat. It is said that Hida himself raised this banner during the First War, and while Crab armies with this banner have sometimes been defeated, the banner itself has never been captured, making it the embodiment of the Clan's indomitable traditions.

As with any of the ancient j'uma jirushi of the Clans, the general of an army with the Ancestral Standard of the Crab may add +10 to any Battle (Mass Combat) Skill Roll made to determine winners for a Battle Turn,

and gains 4 Free Raises on any other use of the Battle Skill when it is visible to the army's troops. In addition, if Noroshi is displayed on the battlefield, all Crab within 300' of it (and who have a clear line of sight to it) receive one Free Raise per round when fighting against Shadowlands creatures.

Noroshi is huge, even for an Ancestral Standard, and requires at least two bearers to be raised effectively. These bearers are at a +15 TN penalty to all physical actions. The standard can also be mounted on one of the Kaiu's siege engines. In this case, the siege engine functions as if its craftsmanship and the quality of all materials used to make it were one equipment grade higher. The siege engine also gains Carapace 1, and requires only 75% of the manpower ordinarily necessary to move or operate it.

Ancestral Sword of the Crab (Chikara)

When Hiruma, Kaiu, and Kuni, the founders of three of the four original Families of the Crab, came to Hida and asked to be his followers, the Crab Kami set them a formidable task: slay the terrible Hatsu Suru no Oni. The three founders each contributed their own skills to this task, but they were ultimately successful because they worked together. Chikara was a living symbol of the Crab's duty, and how all Crab must work together if they were to succeed in their monumental task of protecting Rokugan from the Shadowlands. Crafted by Kaiu, enchanted by Kuni, and wielded by Hiruma, Hida, and every Crab Champion until Hida Yakamo, Chikara was probably the single most powerful nemuranai of the Crab. Like the other ancestral swords, it was taken into the Celestial Heavens by Shinjo in retri-



bution for the death of Lord Moon at mortal hands, and it remains there still, waiting for the time when it might return to Ningen-do.

Chikara is inlaid with spiritually enhanced incorruptible jade, meaning that neither it nor its bearer can accumulate Shadowlands Taint. The mystical inlays glow with a harsh green light when a Tainted creature comes within 300' of it, and it glows steadily brighter as the Tainted creatures draw nearer or increase in number. Anyone of the Crab Clan who wields Chikara against a denizen of the Shadowlands gains a number of Free Raises equal to twice their current Insight Rank.

Armor of Osano-Wo (Yamigatai)

Though he normally wore Fukutsu or the Armor of the Shadow Warrior while commanding his Clan in defense of the Empire, Osano-Wo commissioned a lighter, more traditional set of armor for his personal campaign against the trolls. Yamigatai is not nearly as famous as the other two great Crab armors, but it contains the indomitable spirit of the second son of Hida, and it is blessed by his mother, the Thunder Dragon.

Treat Yamigatai as light armor. The armor and those who wear it are both immune to all effects of maho spells. In fact, any maho spells cast by or targeting anything within 100' of Yamigatai require an extra 2 Raises to be cast successfully. If the wearer enters the area of effect of a maho spell, he may spend a Void Point to immediately end the effect of that spell. Finally, due to the blessing of the Thunder Dragon, if the armor's wearer is ever forced to make a Stamina Roll because of weather conditions, each die rolled because of his Stamina Ranks automatically counts as a 10 (but does not explode).

Armor of Atarasi (Kikyo)

Hida was haunted all his life by the loss of his first son Atarasi to the Shadowlands. His second son, Osano-Wo, refused to believe that his older brother had been lost forever, and many years after the Day of Thunder, he took up hammer and tongs himself to forge a worthy gift for when Atarasi might return. While blacksmithing was not Osano-Wo's greatest gift, he still crafted a legendary suit of heavy armor in Kikyo. Of course, Atarasi never returned, and his armor still remains in Kyuden Hida, waiting for its lost master. Legends claim that a warrior with Atarasi's eyes will someday claim it.

Kikyo was supposedly made of steel taken from the mountains which hold up the sky, and it is unquestionably a mighty nemuranai. If a warrior were to earn the right to wear Kikyo, he could speak aloud a single, specific task and spend a Void Point to gain a +2k0 bonus to all Skill Rolls directly related to accomplishing that task. Such a task would need to be reasonably specific, such as, "turn back Kyoso no Oni's army" or, "defeat Bayushi Tasogare in a duel."

Celestial Sword of the Crab (Yuruginai)

There is some debate amongst the Kuni as to whether or not Yuruginai is the actual Celestial Sword given to the Crab Clan by the Fortune of Steel, Tsi Xing Guo. While the Hida could care less because the blade's effectiveness against the Crab's enemies is all that matters to them, there are troubling facts about the weapon's history. Tsi Xing Guo claimed the Celestial Swords could never be broken, and yet Yuruginai shattered when Hida Kuroda fell defending the Empire against Daigotsu's first attack on the Wall. Although the weapon has since been reforged to be stronger than ever before, the Kuni still wonder how it could have broken at all.

Yuruginai, like all Major nemuranai, is considered a jade weapon for the purpose of harming Invulnerable foes. In addition, it grants the following bonuses: a +3k0 bonus to attack rolls made with it, and a +2k2 bonus to damage rolls made against creatures with the Shadowlands Taint. It also strikes incorporeal creatures as though they were solid. So long as the weapon is carried, the wielder's Earth is considered to be two ranks higher, and in addition he rolls two extra unkept dice when resisting the Shadowlands Taint.

Hammer of Earth

The Hammer of Earth is a basic Elemental item favored by the Kuni shugenja, who often assist in the making of these weapons when they are still initiates. All Hammers of Earth are fashioned by the Kuni, from the moment the steel is set upon the forge all the way to the final blessings that awaken the spirits within, and thus almost all of these items in Rokugan are found in Crab lands. Typically, Hammers of Earth are given to Crab samurai — bushi, courtiers, and shugenja alike — to honor excellence in the course of their duty. A few others are given as gifts to members of other Clans, as a

sign of friendship or respect. Receiving such a gift is thus always considered a great honor, and most samurai zealously keep these magical weapons within their family.

Forged from a single piece of steel, these extraordinary dai tsuchi look outwardly like many other weapons of their kind. But while many Crab favor dai tsuchi for dealing with heavily armored opponents or creatures with thick hides, the high penetrating power of a mundane war hammer is nothing compared to that of a Hammer of Earth.

Wielding a Hammer of Earth grants a bonus to the total of attack and damage rolls equal to the owner's Earth Ring. If he has School Ranks in the Hida Bushi School, this bonus stacks with the school bonuses.

Hirum a Tetsubo (Konbo)

Almost as famous a weapon as Chikara is Konbo, the first tetsubo wielded by Hida. Crafted by the First Crab himself, Konbo is very simple and practical weapon, as powerful as its creator. Hida gifted the weapon to Hiruma in recognition of his position as his right-hand man and chief follower.

Wielding Konbo grants a Free Raise on all attacks intended to Push Back opponents. Attacks using the weapon also ignore all magical effects intended to grant the target protection from physical attacks.

The Jade Hand

No one knows from whence the Jade Hand truly came, but the descendants of Kuni Osaku assert it is a gift from Osano-Wo himself, given to their line after the Battle of the Cresting Wave. For several centuries, the Kuni Family kept the Jade Hand, using it only rarely. It rose to greatest prominence shortly before the second Day of Thunder, when it replaced the unnatural oni claw on Crab Thunder Hida Yakamo's left arm. The Jade Hand is currently in Tengoku with its last bearer, but Yakamo may return it to Rokugan at any time, should he wish to do so.

The Jade Hand extracts an onerous cost from its bearer – his left arm from the elbow down – but the benefits are widely held to outweigh the cost. When the Jade Hand is held to the stump of the arm it is to re-

place, it instantly attaches itself, changing in size until it matches the new bearer's normal left arm. The Jade Hand functions as though it were his biological limb, even providing the sensation of touch and the same manual dexterity he would enjoy had his original hand still been attached. Once it is attached, the only way for a mortal being to part himself from the Jade Hand is to die, after which the Hand can be severed from his corpse.

The Jade Hand is incorruptible jade, and neither it nor its bearer may ever accumulate Shadowlands Taint or use maho. Also, the Jade Hand removes all Taint the bearer may have accumulated prior to joining it to his body. This scouring of the bearer's soul can be time-consuming if he was heavily corrupt, as the Jade Hand literally burns the corruption out of him with coruscating green fire, an agonizing experience.

The Jade Hand is considered a jade weapon for fighting Shadowlands creatures, and inflicts a base damage of 1k3 when used for Jujutsu attacks. In addition, the bearer may spend a Void point to cast the spell Jade Strike as a shugenja of equivalent Rank, with a number of Free Raises equal to the bearer's Earth.

Lotus Blade of the Crab (Kettei)

Kettei was the final gift to the Crab Clan from the Fortune of Steel, Tsi Xing Guo. Hida Kuon ordered the Kuni to scrutinize the sword and determine its powers. While they detected the sword's ability to sustain its wielder beyond human endurance, they could not divine the sword's other powers. Kuon gave it to his capable lieutenant Hida Daizu as a gift, and Daizu later discovered its considerable powers while battling several Oni. While the Oni instantly corrupted the jade which Daizu carried, his sword slew one of them with a single blow, and sent the rest fleeing in terror.

Daizu eventually received another blade as a gift from the Fortune Kisada, and he returned Kettei to Hida Kuon. It rested unused until the Champion's brother Kuroda, now transformed into the Onisu Kyofu, came before him and requested the right to lead the Damned into the Shadowlands. Kyofu perished fighting the dreaded Kyoso no Oni, but the sword was borne safely back to the Crab lands by another bushi, Hida Daigo, and waits there for the call of another hero.

Kettei is treated as a normal Excellent quality katana in the hands of anyone not sworn to the Crab Clan. In the hands of a Crab, however, it is a 5k4 katana, and as a Legendary quality nemuranai it is treated as jade for the purpose of harming Invulnerable creatures. It cannot be corrupted or damaged by anyone bearing the Shadowlands Taint. A Crab may activate the Earth kami within the sword with a Simple Action. Once activated, the sword grants a +2k0 bonus to attack and damage rolls against Tainted opponents. Also, the wielder cannot gain the Shadowlands Taint so long as the blade is activated. Finally, as long as it is unsheathed, all allies within 100' also gain a +1k0 bonus to attack and damage rolls against Tainted foes.

Kuni Mokuna's Guide

Considered the seminal work on the Shadowlands, Kuni Mokuna's Guide is widely read within the Crab Clan. Although it addresses a grisly matter, copies of the studious Kuni's work pass frequently from one Crab officer to another, and copies with particularly high-quality calligraphy can fetch a very high price for their value as artifacts. The original copy, worn from years of service, now rests in the Crab ancestral shrine of Kotei, inside Mokuna's personal shrine.

Simply studying the Guide for a few months allows the reader to automatically learn the first 5 Ranks of the skill Lore: Shadowlands. If the reader already has at least 5 Ranks of Lore: Shadowlands, reading the Guide grants one additional Rank. In addition, if the treatise is ready to hand and can be referred to easily, it grants 2 Free Raises to Lore: Shadowlands Skill Rolls, and the reader is considered to have the following Emphases to that Skill: Goblins, Oni, Ogres, Undead, Geography, and Defense Against.

The original copy of the Guide also has an additional benefit: Holding the guide and speaking Kuni Mokuna's name will summon his *shiryo* from Yomi. It will arrive in 1k1 rounds. Once Mokuna arrives, he will expect compliments on his diligent labor in assembling the Guide, but once he is thus flattered, he will gladly answer any question regarding any Shadowlands creature he studied.

Kuni Nakanu's Journals

Kuni Nakanu was the first shugenja to notice Shadowlands Taint on dead bodies, and also the first to notice that Tainted corpses would eventually rise as undead if not properly disposed of. Although he amassed much useful knowledge, tragically, he succumbed to his own ambitions and the lure of the Taint, seeking to raise an army of zombies to defend the Empire against the Shadowlands. He was eventually killed by the very zombies he had created, and his stolen notes and discoveries influenced Bloodspeakers in their development of maho techniques to raise and control the undead. Only recently have his original journals been rediscovered in a remote monastery.

Anyone who reads Nakanu's journals receives an additional experience point which may only be used to purchase the Undead Emphasis for the Skill Lore: Shadowlands. However, when that experience point is spent, the reader must make a Willpower/Theology Roll against a TN of 5x the number of times that he consulted the Journal. A failed roll means the reader gains the Disadvantage Fascination: Undead.

Anyone who studies Nakanu's work gains 1 Free Raise to any attack made against an undead being.

O-Ushi's Hammer (Arazawa)

The hammer that once belonged to the sister of the second Crab Thunder rests in Kotei, the Crab Clan's hall of ancestors. Her younger son, Hida Kuon, has commanded the stewards of Kotei to leave the hammer at his mother's shrine until her next reincarnation claims it. Kuon believes this will be a woman strong enough to defeat the guardians of Kotei and take the hammer from its plinth. Until that day, the hammer remains untouched beside her statue. Should it ever be hefted, though, the power of the Bully will flow through the wielder.

If a woman is fortunate enough to wield Arawaza, it grants the benefit that her Strength will always be 1 Rank higher than her opponent's Strength whenever she engages in a kenjutsu, iaijutsu, jiujutsu, or Heavy Weapons duel. In all other types of combat, Arazawa grants 1 Free Raise each round, which may only be used to perform the Knockdown maneuver.

Treasures of the Crane Clan

Ancestral Armor of the Crane (Sasageru)

Sasageru, the Ancestral Armor of the Crane Clan, is a legendary nemuranai which has protected many Crane heroes through the ages. It was created by Lady Doji's will alone, on the final day before she vanished into the sea. A gift to her great-grandson, it appeared after a flash of the sun's brightest light surrounded his body, and it has protected the mightiest of the Crane's samurai ever since. The Crane revere it as a reminder of the virtues of duty, honor, and devotion to the Clan.

Sasageru is made from an unknown metal that glows in the sunlight. It is pale blue in color, decorated with faint striations of a darker blue. The laces of the plates are made of a white silk that is said to be as strong as metal wire. Enameled on the breastplate is the outline of a Crane in flight, its wings outstretched, and the image appears as pristine as it was on the day Lady Doji created the item. The armor will never scratch or dent and appears to be indestructible, at least by mundane means. Worn by Doji Domotai during the Winter of Red Snow, it is said to have inspired her troops to greatness of both body and spirit.

Sasageru grants a +1 bonus to the wearer's Honor Rank (and allows a maximum Honor Rank of 6 instead of the normal 5). The armor also grants the wearer the ability to substitute her Honor Rank for any Trait or Ring for any purpose. As an additional effect, when worn by any Crane Daimyo into battle, the armor will act as if the spell *Courage of the Seven Thunders* (see *Legend of the Five Rings Third Edition* core rule book, p. 235) has been cast on the wearer.

Ancestral Standard of the Crane

Crafted as a symbol of the Crane's military might and made to impress even the toughest of the Crane's enemies, the Ancestral Standard of the Crane Clan is also referred to as the Banner of the Iron Crane. Two feet wide and eight feet tall, the standard is a brilliant sky

blue and bears both the Daidoji Family and Crane Clan mon at the top, under which are kanji representing the Fortunes Bishamon and Fukurokujin, all in a bright steel-gray.

Great Crane heroes have taken the standard into battle for centuries, such as when Daidoji Yuzan captured Shiro no Yojin from the Lion. During the Winter of Red Snow, it was held by Doji Domotai's forces as they fought in Toshi Ranbo to protect the Imperial City. It is said that as long as a Crane is alive to hold the standard, no enemy can truly defeat its army.

As with any of the ancient j'uma jirushi of the Clans, the general of an army with the Ancestral Standard of the Crane may add +10 to any Battle (Mass Combat) Skill Roll made to determine winners for a Battle Turn, and gains 4 Free Raises on any other use of the Battle Skill when it is visible to their troops. The standard's bearer cannot move very quickly, suffers a +10 TN penalty to all Skill Rolls made while carrying the banner, and may only fight one-handed. Any army bearing the Ancestral Standard of the Crane Clan will gain an additional +5 bonus to any Battle (Mass Combat) Skill Roll made on the Mass Battle Table, whether by the general of the army or the individual samurai rolling on the Mass Battle Table. If the Crane forces are outnumbered more than 2 to 1, this bonus doubles to +10.

Ancestral Sword of the Crane (Shukujo)

Shukujo, the Ancestral Sword of the Crane Clan, was originally created by Doji Yasurugi and, along with the other four of his finest blades, helped to found the legacy that would eventually create the Kakita Master-smiths. Like the other Ancestral Swords, Shukujo was returned to the Celestial Heavens by Amaterasu's grief, but it is said by the Crane that on a perfectly clear night, the brightest star in the sky is actually Shukujo, shining down on those whom it once protected.

The sword was carried into the Shadowlands by the first Crane Thunder, Doji Konishiko, but returned to the Clan by Doji Hayaku three years later. The blade is unique among all of the nemuranai of Rokugan, since it contains two completely sentient human souls: those of Konishiko and her brother, Yasurugi. While they never communicate with their wielder, it is said their honor and sacrifice bless the sword and any Crane who bears it.



Treat Shukujo as a Legendary quality katana. When drawn, it grants the full power of the Crane, allowing the wielder to fight as a fine duelist even if trained as a courtier, and to speak with the glib tongue of a courtier even if trained as a bushi. A Crane bushi who holds Shukujo temporarily gains Ranks in the Doji Courtier School equal to his own Basic School Rank, while a Crane courtier or artisan who holds the katana temporarily gains Ranks in the Kakita Bushi School equal to his own Basic School Rank. In addition, Shukujo is the ultimate example of a Kakita blade, and its unparalleled balance allows the user to always Strike first in an iaijutsu duel, no matter who declared Strike.

Finally, woe to those not truly descended from Lady Doji or Kakita who drew the blade, as it is said the Thunders' souls within will tear apart the mind of any not of their blood. This vengeful power functions as if the spell *Burn the Soul* (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 242) was cast upon the unfortunate trespasser (but with no visible outward effects).

Annekkusai's Feathers

When the Crane gifted the magnificent Dai-kyu of Annekkusai to the Unicorn, the Iuchi Family spent a generation studying the magic that enchanted the bows and fashioned a way to repay the kindness of the Crane. The Iuchi crafted countless feather fetishes, using both their gaijin meishodo magic and the native kami magic of Rokugan. When the fetishes were brought before the Doji Daimyo, the Crane marveled at the beauty of the hand-carved feathers, made from thin pieces of pine and inlaid with pearl and gold. The assembled Crane

samurai were even more taken aback when the Ide diplomat placed the feather on a bow as he would an arrow, and fired it by whispering a single word. Moments later, the feather reappeared in his hand.

Among the Daidoji archers in the Clan, being given even one of the Feathers is a great honor, and the magical arrows have become a precious heirloom for those skilled enough to earn them. Large caches of the Feathers are kept at Shiro Daidoji and Mountain's Shadow Dojo, and the best archer in a large Crane army or garrison can typically be found with 10 to 20 of the arrows. He is, of course, expected to return each and every one to his quartermaster. Daidoji yojimbo assigned to important Crane personages may also have some of the Feathers, although these are given out more as a sign of rank rather than for actual use.

Annekkusai's Feathers seem delicate in appearance, but they are as sturdy as thick wooden arrows. They have a very simple function: when a command word is spoken, they transform into Excellent Quality arrows with a DR of 2k2. They return to the owner's quiver or hand (his choice) 2 rounds after they are fired. Those struck by one of the arrows are affected as if the spell *Wind-Borne Slumbers* (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 229) had been cast upon them.

Celestial Sword of the Crane (Megumi)

Megumi has been referred to as the most beautiful of any of the Celestial Swords created by the Fortune of Steel. Its hilt and tsuba are made of gleaming ivory and bound with the finest blue silk found anywhere in Rokugan. The blade, made from the purest white steel, is polished to such brilliance that it could be mistaken for crystal or ice. It is said that much like Shukujo, the Celestial Sword of the Crane grants its wielder mastery over both the courts and the battlefield.

Sadly, the Crane Celestial Sword's reputation has been somewhat tarnished by the exploits of the samurai who bore the same name, Daidoji Megumi. Though she has long since had her name stricken from the Crane's records and history, many still remember the blind duelist and the great promise she showed before her corruption, and this unfortunate association is likely to burden the sword for some time to come.

Doji Kurohito took up Megumi as his blade once he broke the curse of Chukandomo, and the sword never left the Crane Champion's side after that day. It was passed down to Doji Domotai upon her father's death, and it remains with her always, a reminder of his legacy and the honor with which he died. When drawn by the true Crane Clan Champion, the Celestial Sword rings with a pure and clear musical note, much in the same manner as the Ancestral Sword of the Crane. Doji Domotai hopes to one day to allow a certain Lost samurai to hear such a note, just before ridding Rokugan of the lesser Megumi forever.

Treat Megumi as a Legendary quality katana with a DR of 3k3. It grants a temporary bonus of 4 Ranks to the wielder's Iaijutsu Skill, and a student of the Kakita Bushi School can focus an additional 4 times in an iaijutsu duel. The keen insight that the blade provides grants a +3k3 bonus to any Awareness-based Skill Roll.

Daidoji Armor

"Move quickly, but not foolishly."

- Daidoji Uji

Over the centuries, the Daidoji Family bushi have completed many missions in complete secrecy, thanks in no small part to the power of Daidoji Armor. Manufactured by the more militant Asahina craftsmen, these sets of armor are crafted for specific individuals and fitted to them exactly. During the armor's creation, both the intended wearer and the shugenja enchanting the armor must remain in quiet seclusion, attempting to coax silence and grace into the suit by their own example. Once completed, Daidoji Armor may only be worn by the warrior for whom it was crafted, or his direct descendants, or it will lose its powers.

Daidoji Armor is used for tasks where silence and stealth are considered paramount, and it has allowed Daidoji Harriers to poison entire enemy units, sneak past some of the most vigilant guards in the Empire, and engage in acts of sabotage even Shosuro shinobi would admire. Despite its effectiveness, Daidoji Kikaze, the Family Daimyo, has recently ordered the production of this armor halted due to the Crane Champion's prohibition against the underhanded tactics of the Harriers.

Treat Daidoji Armor as Fine Quality light armor that provides a TN to Be Hit bonus of +10. It imposes no penalties to Agility or Reflexes-related rolls, including

Stealth rolls, due to its exacting construction. In fact, wearing it gains a bonus to Athletics and Stealth Skill Rolls equal to the wearer's Reflexes. The armor also grants 2 Free Raises on any attempt to conceal or hide its presence or nature. If someone other than the Crane for whom the armor was crafted (or his descendants) attempts to wear it, the armor's magical effects will be suppressed and it will simply function as Poor Quality light armor. Any of the designated user's descendants who use a given set of Daidoji Armor will find that it fits and serves them as perfectly as it did their ancestors.

Daidoji Uji's Jade Aiguchi

The man known to the Empire as Daidoji Fumisato is not truly a man, but a spirit unlike any other in Rokugan. This spirit is a version of Daidoji Uji from a nightmare realm where Fu Leng triumphed on the Second Day of Thunder, a world where he was the Last Crane. Now a part of the Rokugan we know, he curses his existence, living in a paradise his true friends can never see. Nevertheless, he serves the Crane dutifully and carries with him two bright jade daggers. Those who cross Uji find the "green knives" he holds are often the last thing they ever see.

Uji's pure jade blades carry powerful enchantments that make an already deadly samurai even more lethal. The twin Aiguchi were created by the last Asahina in Uji's native realm, who fashioned them from a solid block of material and enhanced the blades with steel infused with Earth kami. As a result, the weapons are almost unbreakable.

Treat Uji's Aiguchi as Legendary quality aiguchi with a DR of 2k2. When used against armored opponents of any kind, they grant a +4 bonus to attack rolls due to the aiguchi's incredible strength. Thanks to their supernatural sharpness, their damage dice explode on a 9 or 10. Due to their exposure to the nightmare world from which Uji originally came, the aiguchi will fully protect their wielder against the Taint and will never turn soft and black as does normal jade when it is exposed to the Shadowlands Taint. Finally, against creatures with 1 or more Taint Ranks, the aiguchi's true powers emerge: they ignore any Invulnerability or Carapace rating the target has, and gain a +3k3 bonus to their DR, as if the target was affected by the spell Jade Strike (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 234).

Daidoji Yari (Kotoku)

Crafted by Doji Yasurugi, the eldest son of Kakita and the Lady Doji, the spear known as Kotoku was a marvel of the Empire at the time of its creation. Having mastered the art of sword-smithing, Yasurugi chose a rather innocuous weapon to attempt next. Though many felt the crude yari beneath his talents, the weapon he named Kotoku was as exquisite as the katana he forged before it. Supposedly he crafted it from the tear of a kami and the soul of the wind. Wielding it, Yasurugi is said to have defeated six of his most skilled kinsmen simultaneously. The spear was given to Doji Hayaku to commemorate his return from the Shadowlands and the founding of the Daidoji Family. It was passed down from father to son throughout the years and was typically reserved for either the most dangerous of missions or to protect the Family's Daimyo while journeying outside the Crane provinces. It was the favored weapon of Daidoji Kasumiko when she served the Daidoji Daimyo just before the formation of the Asahina Family. Ultimately, however, it was lost in the Umi Amaterasu when Daidoji Masashigi led his guards across the Tidal Landbridge to defend the Crab against Kinjiro no Oni.

Kotoku rested at the bottom of Earthquake Fish Bay until it was recovered approximately a decade ago. However, the Daidoji kept the knowledge of its return secret, even from the other Crane Families. The yari was used by various Harriers while that organization was still active, but has since been brought back to Shiro Daidoji, where it rests in the castle's armory, locked in a non-descript chest. Today, Kotoku is occasionally used by Daidoji Kikaze when missions from the Crane Champion require his personal intervention. He has yet to inform Lady Domotai of the yari's existence, wishing to save the weapon only for when the Daidoji and the Crane truly need it.

The Daidoji Yari appears to most as an unexceptional if serviceable weapon. However, despite its immense age it appears no worse for wear than any other battle-tested yari, and has never needed to be sharpened or mended. Supposedly, the yari can keep commanders who hold it safe from the strongest winds and storms, and it gives courage in the face of any odds, rendering the bearer impervious to fear, doubt and regret while he holds it.

Treat the Daidoji Yari as an Excellent Quality yari which grants a DR bonus of +2k1 (rather than the usual +1k1) when used from horseback. The weapon creates a protective zone around the wielder, making it impossible for him to be attacked by more than one opponent at a time, no matter how many may be present. In addition, it grants the wielder a number of additional Void Points equal to the total of his Honor Rank plus his Daidoji Bushi school rank (if any).

Dragon's Claw Katana

The original Dragon's Claw Katana was a blade crafted by the Void Dragon from one of its own claws, before it withdrew from the mortal realm to allow mankind to realize its own destiny. Before departing, the enigmatic Void Dragon gave the blade to Agasha Ashiko, a pious and introspective woman with a latent talent for Void magic. Ever the dutiful wife, Ashiko gave the blade to her husband, Daidoji Kedamono. He, in turn, gave it to his Daimyo.

The sword eventually returned to Kedamono's family. Having heard of the legend of the katana, two women, Kakita Isako, a renowned bladesmith, and Asahina Yuri, a crafter of nemuranai, sought the unique weapon out in a sort of pilgrimage. After several months of careful observation and more than a few false starts, they began to fashion their own blades from what they had learned from the original sword.

These later Dragon's Claw Katana, named both for their destiny and because of the more pronounced curve of their blades and the pair of dragon's claws that adorned the golden tsuba of each weapon, mimic the original blade in appearance, if not ability. While no more than four are known to still exist at this time, they are all said to be powerful weapons in the hands of the honorable.

Isako and Yuri originally created a total of eight Dragon's Claw Katana, two for each of the Families of the Crane. They wanted to make sure that the most worthy defenders of their Clan had blades that mirrored the Crane's honor and dedication. They took three years to complete the weapons, and the morning after their work was finished, both were found unconscious — Isako at her anvil and Yuri in a nearby shrine to Ebisu — and aged 50 years overnight. The "patronesses of the blade," as they are now known, had poured so much of their souls into the Dragon's Claw Katana that they had

almost nothing left for themselves. The two aged women continue to re-visit Kedamono's children to study the original weapon and make sure his descendants are well-cared for. The Daidoji consider them family and they are honored by a small shrine near Kosaten Shiro.

It is considered a great boon to be granted the use of one of the Dragon's Claw Katana. Samurai are never given these blades lightly, and with good reason: those whose actions would dishonor the Crane cause the weapons to bend and warp into useless pieces of metal. Three of the blades were found in such a warped state next to the bodies of those whose shame demanded their own seppuku. The fourth missing blade has been lost to history, but is widely sought by Crane artisans and smiths. Supposedly, it will occasionally be seen in the hands of a Crane during a notable skirmish, but is always lost afterwards to the tides of history.

Treat a Dragon's Claw Katana as an Excellent Quality katana with a DR of 4k2. They grant the wielder a temporary bonus of 1 Honor Rank, to a maximum of 5. As long as the wielder has an Honor Rank of at least 2, a Dragon's Claw Katana will allow him to add his Honor Rank to the result of a Skill, Raw Trait, Damage, or Initiative roll twice per day. Also, these katana echo some of the magic of the original blade's origin with the Dragon of Void. They grant their wielder 2 extra Void Points per day, which must be spent on a single roll.

If one who possesses a Dragon's Claw Katana ever drops below Honor Rank 2.0, or loses more than an entire Rank of Honor as a result of a single action, the Katana's magical effects will end immediately and it will bend, warp and tarnish until it is a useless lump of metal, forever ruined.

Incense of Concentration

Incense of Concentration is one of the most powerful tsangusuri that can be created by the Asahina. Although it has existed for centuries, during the War Against the Spirits it was greatly improved by Asahina Tsukiyoka. The Incense was originally intended to enhance the effects of meditation, but a happy accident during Tsukiyoka's research led to a much more powerful effect.

The incense she made could expand the mind and enhance the powers of a shugenja of any level of skill, especially when involved in rituals that typically re-

quired more than one caster to perform. The Asahina craftswoman quickly realized the importance of her discovery and meticulously recorded every step that created the improved incense. The scrolls containing this formula and ritual are one of the Asahina's most closely guarded relics, both because of their power and the reverence the priests hold for Tsukiyoka.

When burned in the presence of a shugenja, Incense of Concentration allows one to participate in ritual magic to a much greater effect. It grants a bonus to the Spellcasting Roll in rolled and kept dice equal to the Basic Shugenja School Rank of the lead caster. This effect also increases the maximum number of Raises that may be made when casting the spell by an amount equal to the lead caster's Void Ring (rounded down). Multiples doses of this incense may be used in the same ritual by different participants.

The Incense still produces its original effect as well. By inhaling the Incense and meditating for fifteen minutes, the user recovers all Void points, just as though having rested overnight.

Kakita's First Blade

While the sword that Kakita used to win the first Emerald Championship is an artifact closely associated with a powerful man, it is actually an ordinary blade. Only through exposure to the Crane Clan founder's greatness did the weapon become more than its materials, developing into a powerful nemuranai. The saya of Kakita's First Blade is richly lacquered in sky blue and ornamented with fine silver, while the simple blade itself is clean and always remains rust-free.

Kakita's First Blade was thought lost for countless centuries, but Daidoji Kikaze recovered it from the Tomb of the Seven Thunders in 1168. The Crane considered



giving the blade to their finest duelist, but Clan Champion Doji Domotai wisely felt that such a gift would remind the Lion Clan of Matsu's defeat by Kakita and potentially damage their alliance. Instead she gave the blade to Doji Nagori, making the storyteller a respected figure in the courts and an object of admiration among younger Crane. Nagori is one who, much like his ancestor, studied all of the arts and works tirelessly on behalf of the Empire and its courts. With such a bearer, perhaps the sword may one day be known as Nagori's Blade.

Treat Kakita's First Blade as a Fine Quality katana. When in an iaijutsu duel, the wielder may ignore any lethal karmic strike result, losing only enough Wounds to be put to the Down Level, 1 Wound above Out. During a duel, he may also use any technique from the Kakita Bushi School of an equivalent Rank to his own Basic School Rank (assuming that he is not a Kakita bushi already). When even part of the blade is held within its saya, however, it does not grant any of its dueling benefits. Instead, while sheathed it allows the wielder to use any technique from the Kakita Artisan School of an equivalent Rank to his own Basic School Rank (again assuming that he is not a Kakita artisan already).

Lotus Blade of the Crane (Tomodachi)

Created by the Fortune of Steel as a parting gift to the Empire, the Crane Lotus Blade, Tomodachi, was gifted to Kakita Matabei by the Keepers of the Five Elements. It was first held by Asahina Sekawa, who remarked that the blade was as perfect a marriage of magic and steel as he had ever seen. The sword is held in an azure blue saya with a tsuka bound in matching silk, and appears to be almost too thin and delicate to use.

Matabei originally believed this blade would help him find his true destiny. Becoming the commander of the Empress' Guard was an honor he had not hoped to ever achieve, and it came to him shortly after he was given the blade. But that was before the Winter of Red Snow. The Empress' death during the Khan's attack on Toshi Ranbo has shaken Matabei's confidence, and the once smiling and garrulous duelist has withdrawn within himself. Outside of acknowledging and giving commands, he speaks only to his wife. Those who have seen Matabei in the heat of battle swear that his blade

and body are limned in flame, but nothing near him ever catches fire, so they are never sure of what they've seen.

Treat Tomodachi as a mundane katana of Excellent Quality if it is wielded by anyone who has not sworn an oath of fealty to the Crane Clan. When held by a Crane, however, Tomodachi has a DR of 5k4, and the wielder can activate the Fire kami bound to it once per day as a Simple Action. Once Tomodachi is active, the wielder may act as if affected by the One Leg Stance kata (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 197) even if not of sufficient Rank or the appropriate School to use it. Activating the blade also increases both the wielder's Iaijutsu and Kenjutsu skills by 2 Ranks, and allows access to any new Emphases or Mastery abilities that would come with these new (albeit temporary) Skill Ranks. If the wielder is wearing no armor, Tomodachi also grants a bonus to both Agility and Intelligence equal to the wielder's Honor Rank.

Merchant Coins of the Yasuki

Originally a gift to the Yasuki Family after they joined the Crane Clan, the Merchant Coins of the Yasuki are some of the rarest artifacts from the dawn of the Empire. The 24 copper coins originally came in a crimson pouch, and are each the size of a standard koku, although they are said to gleam slightly and to weigh a bit more than a normal koku coin. The backs of the coins were minted just as any other, with the symbols of the Fortunes and the Clan that minted them (in this case, the Crane). However, the fronts of the Merchant Coins have depictions of one of the twelve creatures that represent the hours of the Rokugani day. The original set of 24 contained two of each creature: hare, dragon, serpent, horse, goat, monkey, rooster, dog, boar, rat, ox and tiger.

Legend has it that the bearer of any of these coins will become extremely lucky in commercial dealings, political maneuvering, or trade during the iconic creature's respective hours of the day. While many of the coins were supposedly destroyed during the economic wars between the Daidoji and the Yasuki, the Doji Family still possesses one full set of twelve to this day. The whereabouts of the coins from the second set is unknown, although it was rumored that the legendary trader Yasuki Taka possessed two of them. Some of his contemporaries noticed the wily trader would conduct

most of his deals in the early afternoon and just before sunset, in the hours of the goat and the dog. What became of the coins after Taka was consumed by the Lying Darkness during the War of Shadows is unknown, although it is possible they are circulating through the Empire and granting good fortune without anyone being the wiser. As long as you touch a Merchant Coin of the Yasuki with your bare skin (such as by palming it in your hand, or wearing it as an amulet under your clothes), it grants you a +2k2 bonus to any Commerce or Courtier Skill Roll that involves a commercial agreement (i.e., the exchange of goods for money, or goods for goods). The coins only work during the hour of the day to which their symbol corresponds. Thus, the coin with the symbol of the goat will only work during the hour of the goat (2 to 4 p.m.). Outside their designated hours, the coins have a lesser effect, granting a +1k0 bonus to the aforementioned Skill Rolls. Once per day, the coin-holder may ignore the standard benefit of the Merchant Coin to instead re-roll 1 Commerce or Courtier Skill Roll of any sort.

Tapestry of Air

The Tapestry of Air is one of the most common creations of the Asahina Shugenja School. Most students who study under the Asahina shugenja assist in the creation of these Elemental items, allowing the initiates to both further their magical understanding and learn artisanship. These ornate tapestries are always beautifully and expertly woven. They are usually displayed in Asahina temples and shrines but are sometimes gifted to other shrines or homes elsewhere in the Empire.

A Tapestry of Air typically depicts legendary scenes from Rokugan's past, featuring Shinsei, Doji, and other famous historical figures. The item is imbued with the essence of Air, and bestows great advantages to shugenja casting Air Spells. In order for the magic of a Tapestry of Air to work, it must be put display in the owner's residence or place of worship. Its magic begins to take effect one week later, so long as the owner remains within his house or frequently visit the shrine during that time. Thereafter the magic continues to work as long as the owner returns to the proper location at least once a month to meditate in front of the tapestry.

The owner can also invite others to meditate in front of the magical tapestry. Up to three other shugenja may thus gain the same benefits as the Tapestry of Air bestows to its owner. However, these shugenja only benefit from the magic for a number of days equal to their Air Ring.

Tapestry of Air grants the owner two Free Raises to any Air Spell she casts as long as she abides by the conditions laid out above. If the Tapestry is hidden or removed, all who currently benefit from its magic instantly loses these advantages, even if they are miles away from it. If the Tapestry of Air is destroyed, the owner suddenly feels as though a fire is burning inside of her. She not only loses any benefit granted by the item, but for a number of days equal to twice her Fire Ring she suffers a +5 TN penalty to her Spellcasting Roll on Air Spells.

Token of Jade

Asahina fetish crafters have created these items for hundreds of years, but they increased greatly in popularity during the early years of the reign of the Emperor Toturi I, when maho-tsukai ran nearly unchecked in Rokugan, and again after the Rain of Blood, when the Empire lived in fear of the Bloodspeaker Cult.

These items, known as Tokens of Jade or simply Jade Pendants, are simple-looking yet very impressive magical items. Each Token is a small round plate of jade with strange magical designs on one side and holy symbols on the other. Typically, the Tokens are tied around their wearers' necks with lengths of silk. Although they are not exactly commonplace items, Tokens of Jade can be found in most large cities in the Emerald Empire. Because of the protection they provide, however, they do not come at a cheap price. Treat them as an item of jewelry of Excellent Quality with a cost of around 100 koku.

A Token of Jade protects its owner against the Taint. Any time the wearer must roll to resist gaining Taint, he gets a +2k2 bonus to the roll. If he is targeted by an attack or effect which would automatically inflict Shadowlands Taint Points, the Token shatters, but the wearer is protected from gaining the Taint. If the bearer ever does something of his own free will which would cause him to gain Taint (such as casting maho), the Token will also shatter, but without protecting him.

Treasures of the Dragon Clan

Ancestral Armor of the Dragon

The Ancestral Armor of the Dragon Clan is a massive, ancient, full suit of armor which was worn for many centuries by the Kami Togashi in his various guises as Clan Champion. The armor's impressive size is quite distinctive, and would cause many to presume it once belonged to a Crab warrior, perhaps even the great Hida Kisada himself. Unfortunately, the armor ceased to be functional during the battle with the dark god Fu Leng at the Second Day of Thunder. Togashi was wearing it when he faced his fallen brother in combat and was mortally wounded, and the damage was exacerbated when Togashi bid Mirumoto Hitomi to retrieve the twelfth and final Black Scroll from its place of hiding within his chest. Today the ruined armor rests within the High House of Light, where it is displayed on a simple, unassuming rack for all to see.

Treat the Ancestral Armor of the Dragon Clan as Light Armor that adds +15 to the wearer's TN to Be Hit. Wearing it also grants a 2 Rank bonus to one's Honor Rank for the purposes of Tests of Honor. Finally, the wearer gains a +1k0 bonus to all attack and damage rolls for every Dragon shugenja within 100' at the time of the attack.

Ancestral Standard of the Dragon

Like the other Great Clans founded by Kami, the Dragon have an Ancestral Standard. It was used in the Empire's earliest days to rally followers to Togashi's banner, and like all standards it is carried aloft by the Dragon armies in time of war. The Dragon Clan's history contains far less war than most Clans, however, and entire centuries have passed without the standard being seen outside of the Clan's provinces. Indeed, until the Dragon marched into the Lion-Unicorn conflict at the City of the Rich Frog a few years ago, the Dragon Clan Standard had not appeared in the Empire at large since the Second Day of Thunder.



As with any of the ancient j'uma jirushi of the Clans, the general of an army with the Ancestral Standard of the Crane may add +10 to any Battle (Mass Combat) Skill Roll made to determine winners for a Battle Turn, and gains 4 Free Raises on any other use of the Battle Skill when it is visible to the troops. However, the standard's bearer cannot move very quickly, suffers a -10 penalty to all Skill Rolls while carrying the banner, and may only fight one-handed. When the Ancestral Standard of the Dragon is held aloft in battle, all Dragon within 200' of the Standard may add or subtract their Dragon Basic Bushi School Rank from the total of their roll on any Mass Battle table.

Ancestral Katana of the Dragon

Though the Togashi Family have ruled the Dragon Clan for the majority of its existence, they have never been a particularly militant order, and have left stewardship of the Clan to their Mirumoto vassals. Thus, the Ancestral Sword of the Dragon Clan is actually the katana first wielded by Mirumoto at the dawn of the Empire. The Mirumoto Daimyo wielded his daisho set for centuries, and it was a powerful pair of warrior's blades. The more belligerent daimyo in past generations used these swords to exact a terrible toll upon the Clan's enemies. Possession of the blades would normally have fallen to the current Daimyo, Mirumoto Kei, or her husband and co-ruler Mareshi, but the katana was taken from the mortal realm and placed among the stars years ago by a wrathful Lady Shinjo, shortly before she returned to the Celestial Heavens. Whether it will ever return to the mortal world remains to be seen. The wakizashi, meanwhile, has been placed in a shrine to Mirumoto Hojatsu.

Treat the Ancestral Katana of the Dragon as a katana with a DR of 4k4. Like all Ancestral Swords, it is treated as jade for the purpose of harming invulnerable foes. The katana allows its wielder to instantly know the Schools and Rank of any individual he faces in combat, whether skirmish, battle, or duel. It grants the wielder two Free Raises to every attack roll made with it for every Rank he possesses in a Mirumoto Bushi School.

Celestial Sword of the Dragon

The Celestial Swords wielded by the Great Clans were among the first and finest *nemuranai* crafted by Tsi Xing Guo, the Fortune of Steel, following his ascension to the Celestial Heavens. The blades were meant to replace the Ancestral Blades taken by Lady Shinjo, and despite the sentiment associated with those ancient blades, none can claim that the Celestial Blades are any less powerful. The name of the Celestial Sword of the Dragon is known only to its current owner, Togashi Satsu, who learned it from the Fortune of Steel himself. Satsu claims that Tsi Xing Guo also forged a wakizashi to match the katana, but hid it in the Celestial Heavens to await a great Dragon hero. If that hero ever appears and finds the wakizashi, he will know the name of the katana as well, and will become the personal defender of the Dragon Champion. Until that time, Satsu carries the blade.

The Celestial Sword of the Dragon is a Legendary quality katana with a DR of 2k3, which grants the wielder a +25 bonus to his TN to be Hit. It also grants a number of Free Raises per day equal to the wielder's Insight Rank which may be used on any Social Skill Roll. Finally, it allows the wielder to see through all illusions, and to sense any nearby passages to the Spirit Realms.

Bitter

Bitter is one of the Five Swords of Legend forged centuries ago by a swordsmith of almost preternatural skill, Togashi Nyoko. Like most of Nyoko's blades, Bitter is a powerful *nemuranai*; however, also like most of her blades, it incorporates her unique views of balance in the mortal realm, and it thus has significant drawbacks as well as considerable benefits. The katana Bitter has remained in the Dragon Clan's possession since the time of Nyoko, but has been wielded only intermittently at best, given the dangers it presents when its wielder either has little Honor, or encounters those who also

have little or no Honor. For whatever reason, the blade compels its owner to destroy honorless individuals regardless of the immediate circumstances, and punishes an owner whose own Honor is deficient. Needless to say, this has caused disastrous problems for the Clan in the past.

Treat Bitter as a katana, the DR of which is equal in both rolled and kept dice to 5 minus the target's Honor Rank. Against targets with no Honor, or an Honor Rank of 0, it is a DR 5k5 weapon, more powerful even than some Ancestral Weapons. But against paragons of Honor, it inflicts no damage whatsoever. Also, the blade instinctively senses the presence of dishonorable individuals and tries to merge its will that of its owner. If the wielder of Bitter finds himself within 20' of someone of Honor Rank 0, he must immediately make a Raw Willpower Roll against a TN equal to his own Honor x 5, or be compelled to attack that person immediately. If Bitter's owner ever reaches Honor Rank 0 himself, he must make a Raw Willpower Roll at TN 25 every day he retains Bitter in his possession, or else the sword will inflict terrible nightmares that drive the owner to commit *seppuku* within one to three days.

Dragon Pearl

The Dragon Pearl is one of many dangerous artifacts collected by the Dragon Clan during the period after the Dragon-Phoenix War, when the Mirumoto scoured the Empire for potentially dangerous *nemuranai*, often destroying those they could not understand or control. During those years, there were a handful of items the Dragon collected that were deemed so dangerous they could not be safely destroyed. The Pearl is one of these. It is presumed to be a remnant of some sort of the dragon P'an Ku, an entity whose purpose in the Celestial Order is unknown because it was driven mad and eventually destroyed, apparently by the influence of the Lying Darkness, in the time before man came to exist in Rokugan.

While holding the Dragon Pearl, the owner may spend a single Void Point and transform the Pearl into an exact replica of any item within line of sight. This can be anything from a broken knife to an Ancestral Weapon, so long as the Pearl's holder can see the object. If there is some sort of restriction as to who can wield the item in question, that restriction is still in place. A blade that can only be wielded by a Lion, for instance, cannot be

duplicated while the Pearl is held by a Crane. The duplicate object lasts until the owner wishes the Pearl to return to its natural form, or he loses possession of the Pearl for more than 1 hour.

Dragon Puzzle Box

The small boxes generally called Dragon Puzzle Boxes are confounding creations first invented by the Togashi order centuries ago. They gradually became popular outside the order, particularly with the Agasha Family, who began to augment the boxes with their own unique alchemical form of magic and dramatically enhanced their ability to frustrate (and sometimes enrage) the unenlightened who encounter them.

A Dragon Puzzle box is a small, mildly enchanted item intended to aid others in perceiving the world differently, thus spurring them down the road to Enlightenment. Treat it as an item of Average Quality. The boxes have an established difficulty when they are created, varying depending on the creator's intentions. The TN to solve one of the boxes can be anywhere between 15 and 50. To solve a box requires a Skill Roll using the lowest of an individual's four mental Traits (Awareness, Intelligence, Perception, or Willpower) combined with the skill Lore: Enigmas (Investigation may be substituted if the individual does not possess the Lore: Enigmas Skill, but the TN increases by 10). When a box is solved, it typically opens to reveal a koan, fortune, or something else specific to the box, such as a small item. Anyone who manages to solve a box gains 3 Free Raises that may be used on any Skill Roll of their choosing. No more than 1 of these Free Raises may be used on any particular roll, and all the Free Raises are lost if they are not used within 1 day.

Dragon Ya

Archery is not an activity normally associated with the Dragon Clan. Despite this, there are many highly skilled archers who serve the Clan. As with most Rokugani archers, Dragon archers utilize the standard ya arrow. The Dragon, however, have certain semi-mystical ointments that they apply to these arrows to confer upon them unusual capabilities. These ointments were first developed by the Agasha and have been perfected by the Tamori.

All Dragon Ya can be used only a single time, after which they lose all supernatural effects. Even if the arrows themselves can be recovered, the ointments used to confer their mystical effects dissolve away after a single use. Dragon Ya are identified by the color of their fletching, which corresponds to the Elemental effects they unleash upon impact. All Dragon Ya are extremely fragile and must be carried delicately, as any significant jarring or even extreme heat can cause them to activate suddenly and unexpectedly.

Black Ya (Void): Black Ya unleash a thick, black cloud of smoke upon striking a target. This smoke is non-magical except that it is strangely difficult to disperse, even with magic. The area of effect is a 15' radius sphere centered on the point of impact. Anyone within this area of effect suffers a +10 TN penalty to all attack rolls and any Perception-based Skill Rolls. The cloud eventually disperses after 10 rounds.

Blue Ya (Water): Upon impact, a Blue Ya unleashes a swirling cloud of blue Water kami that disperses almost instantly. Anyone within 5' feet of the point of impact must make a Raw Willpower Roll against a TN of 20 or fall instantly asleep. Those affected by the arrow awake immediately if they suffer any Wounds or if anyone approaches within 5' of them.

Green Ya (Earth): The Green Ya unleashes a thick cloud of pollen and dust. Anyone within 5' of the point of impact must make an immediate Raw Stamina Roll against a TN of 20 or be Blinded by the dust, inflicting a +20 TN penalty on any attack rolls. The cloud disperses after 3 rounds, but the Blindness lasts for 5. Washing one's eyes out with water counteracts the blindness.

Red Ya (Fire): Easily the most straightforward of the Dragon Ya, the Red Ya detonates in a small but intense burst of fire upon impact, inflicting 3k3 fire damage to anyone and anything within 3' of the point of impact. Easily combustible objects or materials, such as cloth, will be set ablaze by this effect.

Yellow Ya (Air): The Yellow Ya unleashes a storm of angry, noxious Air spirits in the form of a thick cloud of yellowish gas that spreads out 10' in every direction from the point of impact. Any person or creature that requires air to breath suffers a +10 TN penalty to all rolls while they remain within the cloud. This cloud disperses after 5 rounds.

Hojatsu's Blade

Mirumoto Hojatsu was the son of Mirumoto, the first Dragon Thunder and the author of "Niten," one of Rokugan's seminal works on swordsmanship. Hojatsu was as great a duelist as his father, and died defending his father's honor in the decades-long feud with Kakita of the Crane Clan. Hojatsu's death, and the subsequent ritual suicide of Kakita upon Hojatsu's blade, conferred upon his weapon a revered status among the Mirumoto that is unrivaled by virtually any artifact in their Family's care.

Treat Hojatsu's Blade as a DR 4k3 katana. It grants the wielder a bonus to all Iaijutsu Skill Rolls equal to his Kenjutsu Skill Rank. It also allows the wielder to sacrifice unused Focuses in an iaijutsu duel (i.e., any Focuses he could have made to reach his maximum, but chose not to make for whatever reason) to gain an additional +5 per Focus sacrificed on either the final attack roll or the subsequent damage roll.

Honorable

The blade called simply Honorable is another of the Five Blades of Legend forged by the ancient swordsmith Togashi Nyoko, a woman of such incredible skill that some have speculated she might have been another incarnation of the immortal Dragon Champion, Togashi. Honorable is a wakizashi, the companion blade to the katana Bitter. It is the blade Nyoko used to end the life of her rival Hida Raiden in their infamous kenjutsu duel, which took place after he mocked her in court. The blade is known to reflect the purity and honor of its bearer, and as such it can be a great asset to warriors of virtue, but a terrible curse to those with no regard for the code of Bushido.

Treat Honor as a wakizashi, the DR of which is equal to the wielder's Honor Rank. The appearance of Honorable varies depending upon the Honor of the wielder. Samurai of high honor appear to hold a brilliant wakizashi with a mirror finish, while those of lesser soul appear to hold a dirty, rusted blade. Honorable grants a quick and relatively easy seppuku to those with an Honor Rank of 3 or higher, but a difficult and agonizing one to those of less than Rank 3.

Hunger

The last blade forged by Togashi Nyoko, Hunger is a no-dachi with a terrible reputation for bloodshed. Even Nyoko herself felt that the blade was somehow corrupted. She attempted to melt it down not long after its completion, only to discover she was unable to destroy what she had created. Although the Mirumoto daimyo used the blade in great victories, Nyoko remained convinced of its flaws, and she eventually hid the blade away. It remained hidden for centuries until it was found in the possession of a Unicorn warrior less than two hundred years ago. The warrior succumbed to its curse and died in battle, though only after taking a terrible toll upon his enemies. The Dragon recognized the power of the blade, but they were unable to recover it. The blade has not resurfaced since that time, and is now believed to be in the possession of either the Unicorn or Dragonfly Clans.

Treat Hunger as a no-dachi with a DR of 4k3. The blade may only be used to make Full Attacks; while wielding it, the wielder may not adopt other combat postures. When engaged in a mass battle, he must move to Heavily Engaged at the earliest opportunity and remain there as long as he possesses Hunger. In skirmishes, at the beginning of each round the owner of Hunger must make a Raw Willpower Roll; if this roll is failed the will of the sword compels its owner to charge and attack the largest, most dangerous opponent that you can reach this round. The TN of this roll starts at 5 and increases by 5 each subsequent round. Hunger grants a +2k0 bonus to all Kenjutsu Skill Rolls, and a +5 bonus to the wielder's TN to Be Hit while in the Full Attack posture.

Jade Mirror

The Jade Mirror is one of numerous objects found within the Tomb of the Seven Thunders deep within the Shadowlands, presumably placed there by the line of Shinsei for some unknown purpose. The mirror was retrieved by Mirumoto Rosanjin and sent back to the Dragon Lands after his death, shortly after the Tomb was destroyed. The mirror has been studied extensively by both the Kitsuki and Tamori Families, but they have learned only that it is capable of incredible feats of clarity. Most recently, the Togashi order of monks have taken the mirror into their care, and they have used it

to discern a new purpose for themselves: to combat the Shadowlands in all of its forms and incarnations.

The Jade Mirror will exaggerate the features of those who look into it in order to reveal their true nature through a sort of magical caricature. An honorable and virtuous samurai will appear stronger, taller, and more fair in visage. A selfish, greedy individual will appear smaller, with cruel, conniving features. Those with an injury or disability that they have allowed to cripple their spirit will appear withered and weak, while those who have overcome their disability will appear in perfect health. Generally, anyone who sees another's reflection in the mirror will immediately learn if they have any Dark Secrets. No maho may be cast within 100' of the Jade Mirror, as kansen cannot abide its presence.

Kitsuki's Coin

The man who founded the Kitsuki Family, Agasha Kitsuki, began life as a simple shugenja. He soon discovered, however, that while his powers of perception assisted him in his scholarly research, he found the work unfulfilling. It did not help matters that he was an abysmal shugenja, unable to accomplish even the relatively mundane task of producing potions and other alchemical substances. During his time with the Agasha, Kitsuki produced but a single success in the area of magical craftsmanship — a coin — and it was regarded as relatively useless by the other Agasha. Among his descendants in the Kitsuki family, however, the coin is regarded as exceptionally valuable, and it fits in perfectly with their unique philosophy.

Kitsuki's Coin has but a single effect. When someone holds the coin, or has it upon their person somewhere, it reacts when they attempt to deceive someone else. Any lie or attempt to obfuscate the truth causes the coin to surround the person with a faint red aura. This aura is actually invisible to the individual holding the coin, but fully visible to any others who are present. Aside from this visual effect, the coin has no other powers, and cannot directly affect the owner.

Koutetsu Mukei

Koutetsu Mukei is one of nine sets of elaborate heavy armor recently given as gifts to the Great Clan Champions by an as yet unknown benefactor. No one has yet been able to identify the creator of these armors, but all

attempts to discern any malevolent aspect to them have determined that they are exactly what they appear to be: armor of notable excellence (treat as items of Excellent Quality), recently forged and possessing numerous abilities that seem to indicate the spirits within were awakened during the crafting process.

Koutetsu Mukei is heavy armor that inflicts no TN penalties of any kind on those who wear it. If the person wearing Koutetsu Mukei has a Void Ring lower than 4, it is considered 4 for all purposes while he wears the armor. The armor grants an additional +5 bonus to the wearer's TN to Be Hit during skirmishes, and a +5 bonus to the total of all rolls that he makes during iaijutsu duels.

Lotus Blade of the Dragon (Yogen)

One of the ten blades forged by the Fortune of Steel as his parting gift to the Empire, Yogen is surely one of Tsi Xing Gao's finest creations. It was left in the mortal realm and discovered by Asahina Sekawa, the Keeper of the Five Elements, along with the other blades of its type. Sekawa saw to it that they all reached the Clans for which they were intended, and Togashi Satsu eventually bestowed the blade upon Mirumoto Kei, the Mirumoto Daimyo and without question the finest military mind within the Clan. Although Kei has not been in a position to utilize Yogen against the Dragon's enemies as of yet, there can be no doubt that it will only enhance her military prowess.

Treat Yogen as a DR 4k2 katana. It grants a bonus of 2 Ranks to the wielder's Kenjutsu and Iaijutsu Skills, and a +1 bonus to his Void Ring when she is engaged in a duel. Furthermore, it allows the wielder to utilize Kiho as if she were a Rank 1 member of the Order of Ten Thousand Fortunes order. The wielder must select the Kiho that will be available at the time she first receives the blade, and they cannot be changed later.

Mantle of Fire

When the Agasha were still part of the Dragon Clan, they created a special kind of garment called Mantles of Fire. When the Agasha left to Dragon to join the Phoenix Clan, the Tamori retained the secrets of making these vestments, ensuring the Dragon would continue to fashion these Elemental items. Today, both the Agasha and the Tamori regularly train their initiate shugenja by having them craft Mantles of Fire.

Mantles of Fire can take many forms, such as a long cloak or a simple-seeming body wrap, but are most often made as rigid haori. Regardless of their form, Mantle of Fire are always an outer garment of red, orange, and yellow. Most typically, they are a deep red coloration with bright orange flame patterns decorating the ends of their sleeves, the collar, and the bottom edge. Many also bear a symbol representing Fire upon their back.

Anyone who wears a Mantle of Fire finds that it draws out their inner Fire, causing their spells and attacks to become fiercer and more damaging. The Mantle grants a bonus to damage rolls equal to the wearer's Fire Ring. This applies to both physical attacks and to spells that inflict Wounds.

Mirumoto's Wakizashi

The Dragon Thunder Mirumoto was the originator of a fighting style which used both katana and wakizashi together, and both of his weapons became artifacts of great renown. While his katana eventually became the Ancestral Sword of the Dragon Clan, his wakizashi was used by his son Hojatsu, along with the katana which became Hojatsu's Blade, to fight Kakita in their infamous and mutually fatal duel. After that, it served countless Mirumoto daimyo alongside the Ancestral Sword. After Shinjo took the Ancestral Swords to the Celestial Heavens, however, Mirumoto's wakizashi was placed within a Family shrine, where it remains today. It is not uncommon for young Mirumoto, even those not of the founder's bloodline, to undergo a pilgrimage to the distant shrine in order to meditate before the blade.

Treat Mirumoto's Wakizashi as a DR 4k2 wakizashi. Like all truly powerful ancestral weapons, it is considered to be jade for the purpose of harming Invulnerable creatures. It confers a bonus to the wielder's TN to Be Hit equal to his Mirumoto Bushi School Rank x5. It cannot be wielded or even lifted by anyone save an honorable samurai of the Mirumoto Family. The sword also adds twice the wielder's Mirumoto Bushi School Rank to the total of any Kenjutsu or Iaijutsu Roll, and to any damage rolls associated with those two Skills.

Ryokan's Sword

The tale of the blade called Ryokan's Sword is both strange and obscure, and it involves the odd relationship between the Dragon and Crane Clans. The blade belonged to a mysterious samurai who defended a re-

mote village in the Dragon Lands against an onslaught of Shadowlands creatures during the Clan War. The samurai slew dozens of enemies before finally succumbing to his wounds, having killed enough of the creatures that the village's few defenders were able to defeat the rest. The man, who was clad in a tattered blue kimono, identified himself as Ryokan shortly before dying. The Dragon respectfully attempted to return the man's swords to the Crane, but were informed there were no Crane samurai of that name within the Dragon Lands at the time of the incident. A Dragon historian later discovered that Ryokan was a bandit who had murdered a Crane warrior and stole both his clothes and his blades, but was forced by the spirit of the Crane's sword to behave in an honorable fashion — hence his final sacrifice. The Dragon constructed a shrine honoring him in the village, and Ryokan's Sword remains within it.

Ryokan's Sword is aware and intelligent, and compels those who hold it to behave in an honorable manner. It is a DR 4k3 katana that grants a +2k0 bonus to all attack rolls made using it if they are made in defense of the innocent or helpless. Ryokan's Sword will not allow its wielder to ignore the persecution of the weak or defenseless — if he witnesses such a thing and do not act to defend the victims, he must make a Raw Willpower Roll against a TN of 30. If he fails, the will of the sword will compel him to attack the nearest individual it deems to be one of the oppressors (i.e., GM's discretion). Ryokan's Sword can harm any target, even those normally immune to physical damage because they are incorporeal or from another spirit realm.

Sword of the Sun

The Sword of the Sun is a blade crafted by the Tsi smiths (before they became the lords of the Oriole Clan) at the behest of Emperor Toturi I. The Emperor offered the blade as the prize of a tournament convened during the chaotic times known today as the War Against the Darkness. In addition to the sword, the winner gained the right to ask anything of the Emperor and have his wish granted. A Scorpion disguised as a ronin, none other than Bayushi Aramoro, entered and won the tournament, and as his boon took back the lands that had belonged to his Clan before their exile across the Burning Sands. The Sword of the Sun therefore came to him almost by the way, and the Scorpion Clan later gifted the blade to their new Dragon allies as a sign of mutual

respect. The Sword of the Sun is a DR 4k2 katana. It grants a +1k0 bonus to all attack rolls, and a +2 bonus to the wielder's TN to Be Hit while it is drawn. While in the Full Defense posture, the wielder may choose to grant 1 Free Raise on an attack roll to 1 allied samurai within 25'. This may be done once per round, although the chosen ally may be changed from round to round.

Tamori's Flame

Successors to the Agasha in every way, the Tamori Family have taken the generally benevolent alchemical work of their predecessors and found ways to turn it to military uses, dramatically increasing the potency of the Mirumoto armies in the process. The siege engines called Tamori's Flame are essentially massive canisters in which the Tamori mix their potent chemicals. When the final additive is placed within, there is a relatively short time during which the canister can be aimed via the pivot on which it is constructed. After a brief period of reaction, the chemicals within the canister explode outward in a massive gout of liquid fire that immolates whatever it touches. The Flames were first used in the war between the Dragon and Phoenix, by Mirumoto Junnosuke, a particularly cruel and innovative military commander. Since then the Dragon have reserved the Flames for their most desperate battles, against the most implacable opponents. There are currently twelve of them in existence, and each requires a crew of six Tamori shugenja to operate.

Tamori's Flame is a primitive, magically-fueled cannon that fires a terrible mixture of flaming chemicals. It has a range of approximately 300', and it affects everything within 20' of its point of impact. Everyone and everything in the area of effect suffers 6k6 Wounds in Fire-related damage, and 3k3 Wounds every round for 4 rounds after that, as the viscous chemicals stick to the target and continue burning. This secondary damage can only be ended by complete immersion in water.

Togashi's Daisho

Because of the unusual organizational structure of the Dragon Clan, the Ancestral Weapons utilized by the Clan are those once used by Mirumoto, a mortal, rather than those wielded by the Kami Togashi at the dawn of the Empire. But unknown to virtually everyone in the Empire, Togashi ruled the Dragon through a series of lifetimes, moving his immortal spirit among different

bodies willingly provided by tamashii, individuals of exceptional spiritual potential. As such, Togashi masqueraded as dozens of individuals, each supposedly the son of the next, and in every form he kept with him the daisho he carried when he first created the Dragon Clan. After his true death, the swords passed to the Lady Hitomi, and later were stolen by the corrupted tattooed man Kokujin. Togashi Satsu finally recovered them from Kokujin, and retains control of them to this day.

Only someone with one or more of the mystical Dragon tattoos can wield Togashi's daisho and access the powers within the twin blades. The daisho consists of a DR 3k2 katana and a DR 2k2 wakizashi. The swords grant a preternatural awareness of one's surroundings, granting a +2k2 bonus on any Perception-based rolls and on all Initiative rolls. Also, the blades bear a hint of Togashi's divine power, and the wielder can cast Commune a number of times per day equal to his Void ring, as a shugenja of the same Insight Rank.

Treasures of the Lion Clan

Akodo Dagger

These five ornate weapons were forged by the artisans of the Crane Clan over a thousand years ago in an attempt to heal the rift between the Lion and Crane Clans. One was given to each of Akodo One-Eye's five sons, and they have been passed down from father to first-born son ever since that time. The daggers were intended to be given only to the most honorable of men, but they have occasionally fallen into the hands of less than ideal candidates. They are made of an alloy of silver and iron that shines in almost any light, and each blade is engraved with each of the Lion's Family mon around the tsuba, with the Lion mon in relief on the bottom of the tanto's tsuka.

Unfortunately, several of the daggers were lost when the Akodo Family was dissolved following the Scorpion Clan Coup, and they have changed hands several times since then. One is in the hands of Akodo Kage, if he still lives, or else his successor in the Kolat. Another

is in the possession of Matsu Nimuro (now disguised as the ronin Tamago) and was copied when he used the Egg of P'an Ku, though the copy held by the False Nimuro has none of the abilities of the true daggers. Kaneka had a third, willed to him by his sister Toturi Tsudao after her death, and his dagger has been with the Phoenix since he died defending Toshi Ranbo from the Khan. The monk Heigai has the fourth dagger, a remnant from his previous life as Akodo Ginawa. The fifth dagger's location is unknown, though it was supposedly held by Tsuruchi at one point during the War in the Heavens. Only the Phoenix's blade may see public light again any time soon, as the others are likely to stay with their owners until the end of their days.

Treat an Akodo dagger as an Excellent Quality tanto with a DR of 3k1. The prestige of holding such a weapon grants a +1k1 bonus to the owner's Etiquette Skill Rolls, +2k2 if dealing with any member of the Lion Clan. The owner also gains the ability to re-roll a failed Test of Honor once, but must keep the second result instead of keeping the one most favorable.

Ancestral Armor of the Lion (Junsui)

The High Histories of the Ikoma record that Junsui, the armor of the first Akodo Daimyo, was forged of the first steel made by the Crab and given to Akodo One-Eye by Hida. Its shoulder plates were said to be able to withstand the weight of 100 boulders and Junsui's chest plate was enameled with a stunning portrait of Amaterasu. The armor's bearer was always shown in the Lion's histories as a person of honor, truth and loyalty... until the last man to bear the Ancestral Armor of the Lion, a samurai erased from history, but once known as Akodo Fuso.

During the Battle of the Cresting Wave, many Lion came to the Crab Lands to help defend the improvised fortification that would eventually become the Kaiu Wall. It is said Fuso made a secret deal with a powerful oni, promising to provide Jigoku's forces a means of breaching the wall. In return, the oni would make him the greatest of warriors, with unparalleled skill in battle. The plan was successful, and only the timely intervention of the Dragon Clan contingent prevented the oni from finding a passage through the wall. Unfortunately, Fuso's deal was already done and the oni had endowed the Ancestral Armor with a new power, allowing the wearer to give his soul to Fu Leng in return

for amazing abilities and strength. Since that day, the armor has remained within a secret alcove of the Kitsu Tombs, awaiting one who can cleanse it of the Taint as well as the oni's accursed gift.

The Ancestral Armor of the Lion is a suit of light armor which provides a +20 bonus to the wearer's TN to Be Hit. Once someone dons Junsui, they are compelled to continually wear it, no matter the time or situation. The armor grants the ability to spend up to 3 Void Points on any 1 enhancement (extra kept dice, Free Raises, or extra Skill Ranks) to any skill or damage roll. In addition, the wearer can gain an additional Void Point at the beginning of each round, at the cost of gaining 1 Shadowlands Point each time.

Ancestral Standard of the Lion

"No rest until we reclaim it from the Khan!"

- Matsu Kenji

400 years ago, the Bloodspeaker Iuchiban escaped from his tomb and raised an army of the dead in vengeance against those who had imprisoned him. The Lion's Pride stood beside the samurai arrayed against him at the Battle of the Sleeping River, an army comprised of all the Great Clans of the day. As zombies and animated skeletons threw themselves against the might of the Great Clans, the Empire's lines held, however tenuously. Seeing the failure of spreading his forces, Iuchiban gathered his undead hordes and focused the entire weight of their attack on the point in the lines held by the Lion's Pride.

The fierce Matsu women held their position throughout the battle, understanding that if they failed, the Empire's lines would be broken and Iuchiban would destroy them all. The Lion banner never wavered, despite the Lion's Pride being cut off from the rest of the Great Clan's forces by the sheer volume of the undead horde. As the battle raged on, the outnumbered, exhausted women of the Lion's Pride began to utter a war cry like the roar of a lion, energizing them and inspiring the rest of the Lion to fight with a new fury. When the forces of the Akodo finally broke through to flank the undead attacking the Lion's Pride, Iuchiban's forces were crushed and routed. Only then did the war cry of the Matsu fade away.

Even as the Lion tended their wounds, the battle standard still stood. The Lion's Pride broke their ranks to reveal a single woman, kneeling on the ground, with

the pole of the battle standard clenched between her knees and clutched in both bloody hands. Her body was stiff and cold; she had died hours before the battle ended, refusing to let the banner fall even in death. She was never identified, for her body and face were torn to shreds by the combat. She served as the ultimate example of duty, loyalty, and honor to the forces gathered that day, especially to those of the Lion's Pride she had protected with her strength of will.

It is said the spirit of this samurai-ko still infuses the ancient banner of the Lion. Its vertical wooden pole stands ten feet high, with a four-foot horizontal crossbar. The banner itself displays the ancient mon of the Lion Clan above that of the Matsu Family. The banner is also known as the Banner of the Roaring Tempest, and gets that name from the noise that emanates from it when it is carried in battle, the sound of a pride of roaring lions mixed with the rumble of a distant storm. Through the four centuries since the Battle of the Sleeping River, the Lion have carried it in dozens of battles, but in spite of its frequent use the standard never shows any sign of wear. The Lion's Pride ensures its appearance of agelessness, maintaining and repairing it meticulously, regarding it as a symbol of one of their greatest triumphs and a source of pride for all Lion.

Shamefully, the banner was lost during a battle against the Unicorn during the War of the Rich Frog. Since then it has been the consuming desire of the entire Matsu Family, especially the Lion's Pride, to fight the Khan and regain their sacred artifact.

Like any of the ancient j'uma jirushi of the Clans, the general of an army with an Ancestral Standard may add +10 to any Battle (Mass Combat) roll made to determine winners for a Battle Turn, and gains 4 Free Raises on any other use of the Battle skill when it is visible to their troops. The standard's bearer cannot move very quickly, suffers a +10 penalty to all TNs when carrying the banner, and may only fight one-handed. All Lion within 100' of the standard are immune to any Fear effect and gain a +1k0 bonus to their attack, damage and Skill Rolls. Each foe within 100' suffers a -1k0 (to a minimum of 1 rolled die) penalty to their attack, damage and Skill Rolls. Also, they are subjected to the Fear 4 effect generated by the banner. If the banner is used *against* a Lion force, its Fear rating increases to 6, and its Lion foes suffer a -2k0 penalty (to a minimum of 1 rolled die) to attack, damage and Skill Rolls.



Ancestral Sword of the Lion (Shori)

The Ancestral Sword of the Lion, Shori, was an ancient weapon wielded by Akodo himself during the First War. When he offered his fealty to the Hantei Dynasty, he gave Hantei the blade and declared he would never raise his sword unless it was on the Emperor's behalf. The Hantei held Shori in a place of honor in Otosan Uchi, only to be given to the Lion Champion when the Emperor himself declared war. The blade itself was unremarkable, but the tsuka was carved of fine jade and wrapped with brass and gold wire, and its tsuba bore a carving of a great palace, said to be a vision of the Imperial City before it was built.

The Ancestral Sword of the Lion was used only sparingly through the long history of the Empire, the first time coming with the Battle of the White Stag. It was also given to the Lion during the Battle of Stolen Graves and the Battle of Sleeping River, both times for service against the Bloodspeaker Iuchiban and his undead hordes. Shori was also used against the Unicorn when they first returned to the Empire, before they revealed their origins. The blade saw its final battles during the War in the Heavens, as it was taken from the mortal realm only a day after Lord Moon's defeat. Ironically, the Ancestral Weapon of the Clan most associated with war never saw many battles, but those few in which it was wielded turned the fate of the Empire. Now residing in Tengoku with the other Ancestral Swords, Shori is an eternal reminder of the Lion Clan's honor and dedication to the Empire.

Treat Shori as a Legendary katana with a DR of 6k5. Like all Ancestral blades, it is treated as jade for the purpose of harming Invulnerable foes. It grants the wielder

a number of attacks per round equal to his Honor Rank. This is not cumulative with other Techniques and effects that grant extra attacks. Wielding the Ancestral Lion sword also grants the Tactician Advantage, and a number of ranks in Battle, Defense, and Lore (History) equal to the wielder's Insight Rank.

Celestial Sword of the Lion (Shinrai)

Created by the Fortune of Steel to replace the Ancestral Sword of the Lion when it was returned to the Heavens, Shinrai, the Celestial Sword of the Lion, has seen a great many wars and far more bloodshed than one of its former owners intended. Matsu Nimuro originally treated it much as the Ancestral Sword of the Lion, presenting it to Toturi I as a symbol of the Lion's fealty to the Emperor. Toturi returned the blade to Nimuro, saying he could only accept the blade when the Empire was truly at peace. Though the Matsu Champion was never able to return Shinrai to the Imperial City, he handled it with great care and only drew it against the forces of the Shadowlands and in the few battles in which he knew he might have to personally face a Clan's Champion. It was this careful handling of the blade that kept it from being lost when the False Nimuro died in battle against Moto Chagatai during the Battle of the Rich Frog.

Nimuro was known for his prowess in battle and his ferocity, so it is ironic that the blade has been in more battles under the care of Ikoma Otemi and Matsu Yoshino, Nimuro's son, than with the former Lion Champion. Yoshino currently holds the blade at all times, hoping to use it to avenge his father's death. Yoshino promised Chagatai to defeat him on the grounds of Shiro Moto a year after the Khan's attack on Toshi Ranbo, and he fervently hopes Shinrai will taste the Unicorn Champion's blood and avenge his father.

Treat Shinrai as a katana with a DR of 4k4. Wielding Shinrai grants a bonus of 2 Ranks in the Kenjutsu skill, and also grants the Katana emphasis if the wielder does not have it already. In addition, the sword grants a bonus to the wielder's Initiative Rolls equal to his Honor x5. Against opponents with a lower Honor Rank, the Celestial Sword of the Lion grants an extra attack per round, and this effect stacks with other effects and Techniques that grant extra attacks.

Chukandomo

The third sword forged by the legendary bladesmith Doji Yasurugi, Chukandomo's tale was originally the most tragic of all five blades. Yasurugi had intended to give the blade to the Lion as a gift to stem the hatred that was already building between the Lion and the Crane during the first decades of the Empire. When Yasurugi died, formal presentation of the gift was delayed by his younger brother, Doji Nio, and when the sword was finally to be delivered, an unexpected storm sank the ship that carried it. From that day on, the sword's spirit was bitter and angry, resentful of the great destiny it was forever denied. Any who sought to wield Chukandomo did so at great risk, as failing to meet the sword's high standards would summon the vengeful spirits of all those who had previously failed wielding the blade.

On the day of Doji Kurohito's birth, Chukandomo washed up on the shores beneath Kyuden Doji. Upon his gempukku, Kurohito took up the blade and was instantly informed by the sword of both its power and its price. He immediately decided he would never admit failure, and throughout his lifetime and Championship, never lost face or dealt with a situation or battle that wasn't at least partially turned to the Crane's favor. Thus, for many years he was spared Chukandomo's wrath.

In an ironic turn, it was another of Yasurugi's blades, Naishi, which changed the sword's destiny. Kurohito intentionally surrendered Toshi Ranbo to the Lion, which infuriated Chukandomo. When the spirits of the cursed sword came forth, Kurohito and his cousin, Doji Yasuyo, fought them without fear. Naishi lent its aid and summoned the spirits of the Crane heroes who had wielded it to defeat those whom Chukandomo had claimed. The Kitsu in the city used their magic to give both sets of spirits temporary form, and in the end, Kurohito and Yasuyo won, freeing the tormented spirits. Kurohito ended the blade's curse, and gifted it to Matsu Nimuro, the Lion Clan Champion. In doing so, he finally delivered Chukandomo to those for whom it had been intended over a thousand years earlier, and began the peace between the Lion and the Crane that still endures.

In the years since the curse was broken, Chukandomo has been borne by two Lion heroes. Matsu Satomi carried the blade for a short time before her death dur-

ing the Rain of Blood. Matsu Benika, after returning an urn containing Matsu's ashes from the Tomb of Seven Thunders, was given Chukandomo by Matsu Yoshino to both reward her and remind the Crane of the gift that had healed the rift between their Clans. The Lion beastmaster had always carried herself with honor, but now that she bears Chukandomo, she strives to be a true paragon of Bushido and to live up to the legacy of the blade.

Treat Chukandomo as a katana with a DR of 5k5. It also grants a DR bonus in rolled and kept dice equal to 5 minus the target's Honor Rank. As long as the owner carries the sword on his person (even if he does not attack with it), it grants a +3k0 bonus to any Bugei Skill Roll and grants a +10 bonus to his TN to Be Hit.

While the blade still carried its curse, Chukandomo brought with it a harsh punishment to match its power. The sword's spirit viewed as unworthy of respect anyone whose Honor Rank dropped more than 1 point from any action or series of actions, or whose actions it saw as breaking the code of Bushido. Since Chukandomo was linked to the spirits of those who failed while bearing the sword, it could summon 4-40 Toshigoku spirits to destroy the wielder. Each round that the spirits attacked, the wielder would have to make a Raw Willpower Roll against a TN of 25. If he failed, he would be unable fight, flee, defend himself, or even drop Chukandomo. If the wielder was killed by these spirits, or died in the midst of a terrible failure of his own while carrying the blade, his soul would be bound to the blade and could not be reincarnated.

Golden Frogs of Kaeru

A group of highly detailed netsuke, these small nemuranai are the work of a poor but powerful shugenja named Tanzan who had more than a bit of a gambling problem. After several days in the City of the Rich Frog, he owed an enormous debt to the Kaeru Family. After convincing the rulers of the city to hold off on collecting their debt, Tanzan fashioned the Golden Frogs for the Kaeru and demonstrated their abilities. Intrigued by the nemuranai, the Kaeru forgave Tanzan of his debt in return for the twelve golden netsuke. While the ability provided by each Frog is relatively minor, they are still highly sought after nemuranai. Legend has it that when all twelve are together, they are much more powerful and can grant great fortune to the one lucky enough to hold them all.

Though they were kept by the Kaeru for several decades, the ronin Family came upon hard times and ended up selling the Frogs to an Asahina shugenja for an outrageous sum of koku. Sadly, bandits raided the caravan transporting the Frogs and they were lost. Only two of the golden netsuke can currently be accounted for. One was recently returned to the Kaeru, and they keep it as a closely guarded relic. The other is held by Ikoma Korin, having come into his possession shortly after the death of Kaeru Meiji, the treacherous son of Kaeru Tomaru. Meiji poisoned his father for agreeing to make the Kaeru a vassal Family of the Lion and was in turn slain by the manipulations of Ikoma Yasuko, avenging Tomaru's death.

Each of the individual netsuke resembles a golden frog holding some sort of item. The benefit granted by each of the Frogs is indicated by the object that they hold. Ten of the frogs grant 1 Free Raise to a specific Skill roll: Commerce (abacus), Etiquette (fan), Investigation (torch), Deceit (whip), Artisan: Calligraphy (brush), Stealth (tanto), Underworld (mask) and Spellcraft (staff). The remaining two frogs carry weapons, and confer +1 Skill Rank in the type of weapon shown: katana (Kenjutsu) and yumi (Kyujutsu). The Golden Frogs only need to be carried on one's person to bestow their bonuses. The benefit of one does not preclude the benefit of the others, so someone could carry more than one and benefit from all of them. If anyone is ever lucky enough to hold all twelve Frogs, the bonus granted by each Frog is tripled and they also grant their owner an additional 4 Void Points each day (which may only be used on the skills from which the Frogs grant bonuses).

Ikoma Tessen

A very old part of the Lion's heritage, the Ikoma Tessen was originally given to Ikoma's son by Akodo as a wedding gift. Legend holds that Akodo tore the tessen from the stars themselves, although its modest appearance is hardly conducive to such a tale. The ancient tessen is much like any other war fan, and can be used as both a signaling device and, when necessary, as a weapon. It is made from fine sandalwood and decorated with kanji and the mon of the Lion on each of its spines. The fan does not show its age at all, displaying very little wear despite its immense age. It has been handed down by each Ikoma Daimyo to the next, giving the Family of historians their own little piece of history to revere.

The tessens have been put to a variety of uses through the history of the Family, as the Daimyo of the Ikoma have varied from consummate courtiers to masterful battlefield tacticians. Ikoma Komori, Ikoma's son and the first owner of the tessens, kept the war fan with him at all times, only setting it aside on the day he gave his life to kill his nemesis, a Scorpion named Bayushi Karitano. Ikoma Gohesu, made Daimyo shortly after discovering the Naga cities near Shinomen Mori, never touched the Ikoma Tessen until the day he died and passed it on. Ikoma Sume, daimyo in the time of the Four Winds, never truly needed the ancient fan, but carried it daily into the Imperial Court, as if to remind those present of the Ikoma's proud traditions.

The Tessen is currently held by Ikoma Korin, and was given to him by Sume just before the old courtier's retirement. Korin will occasionally sit alone in his quarters and stare at the old fan as if looking for answers, but he has not yet used the tessens in public. Perhaps once a new Emperor is found, the newest Ikoma Daimyo can hold such an ancient relic in court, where an Ikoma should be at home and where the tessens belong.

Treat the Ikoma Tessen as a war fan with a DR of 1k1. It grants a +4 bonus to the wielder's TN to Be Hit, increasing to +8 if he has at least 6 Ranks in the War Fan Skill. If held in the hand (i.e., in a way that others can see it), it also grants a number of Ranks in the Courtier, Etiquette and Storytelling Skills equal to the wielder's highest School Rank in any Lion courtier or bushi School.

Kireru Hyoujin

Created by a long-forgotten Kaiu weaponsmith, Kireru Hyoujin was once the sword of Yasuki Fumoki, a legendary pirate who was thought lost with his ship, the *Deathless*, in the Sea of Shadows almost 500 years ago. Fumoki died fighting a great Tainted orochi in the corrupted waters. His death left his duty as a Crab – to fight the Shadowlands – unfulfilled, and his restless spirit became trapped on the Island in the Mist for centuries, with only the descendants of his nezumi crew for company. After a time, Fumoki's nezumi began sending out maps to the island in bottles, hoping the Crab or any other samurai would find one and come to give him the physical body he needed to finally defeat the orochi.

Ikoma Otemi found one of the maps in 1158 after defeating some bandits plaguing the Ikoma provinces.

He and Matsu Kenji were sent to find the island and claim its rumored riches. They became stranded on the island after their ship was destroyed by the skull tide, a mass of hungry ghosts in the Sea of Shadows. Fumoki's spirit possessed Kenji's body and, along with Otemi and Fumoki's loyal nezumi crew, the Crab spirit sailed into the Sea of Shadows to settle scores with the orochi once and for all. During the ensuing battle, they managed to cut open the beast, and Otemi found the blade Fumoki had died holding: Kireru Hyoujin. As the orochi lunged to finish Otemi off, Kenji took the blade from his hands and slashed at the corrupted serpent, splitting its head in two. Together, the Lion had finished the job Fumoki had started hundreds of years earlier, breaking the curse that had kept the serpent alive and the Yasuki's spirit trapped in Toshigoku.

Victorious, Otemi and Kenji brought home the *Deathless*, the nezumi crew who still served on the ship, and the great horde of treasure from the Island in the Mist. Kireru Hyoujin was one of many treasures that sailed into Otsan Uchi that day, but it is the only item from Otemi's great adventure that the Lion general continues to bear to this day.

Treat Kireru Hyoujin as a katana with a DR of 4k3. When drawn in the presence of Tainted creatures, persons, or objects, the blade will glow with a soft golden light that intensifies as the source of the Taint gets closer. The enchanted edge of the weapon also enables it to ignore the Carapace rating of any creature it strikes. Finally, if any dice explode in an attack roll made with it, Kireru Hyoujin's greater magic is unleashed: the target of such an attack must make a Raw Earth roll against a TN of 30. If it fails, one of its limbs (determined randomly) is severed by the weapon's supernatural sharpness.

Lotus Blade of the Lion (Daitan)

Created by the Fortune of Steel, Daitan is the Lotus Blade given to the Lion by the Keeper of the Five Elements, Asahina Sekawa. Instructed to give the blade to a samurai worthy of its power, the Lion Champion chose Akodo Sadahige to bear Daitan. The Lotus Blade of the Lion is held in a dark brown saya and its tsuka is a darker gold color, wrapped in silk of identical color to the saya's lacquer.

Akodo Sadahige has been something of a braggart his entire life and his bravado is almost comical to those

who have not seen him in battle. He believes he is destined for greatness, despite his circumstances as a guard in the small village of Hitsu Taeruko, and such determination gained him the attention of his superiors. After quelling a peasant uprising in that village, he was promoted and became a gunso underneath Akodo Bakin. He has made the most of his good fortune, fighting fiercely for the Lion and advising Bakin well throughout the last few years. An amazing warrior and tactician, Sadahige was given Daitan after several admirable performances against the Dragon Clan while aiding the Crane during the War of Silk and Steel.

Treat the blade as a mundane katana of Excellent Quality if it is wielded by anyone who has not sworn an oath of fealty to the Lion Clan. When held by a Lion, however, Daitan has a DR of 5k4, and the Water kami bound to it may be activated once per day as a Simple Action. Once Daitan is active, it renders the wielder completely immune to all Fear effects, and his movement allowance becomes his Water Ring x25'. He may also summon another member of the Lion Clan from any distance once every 5 rounds as a Complex Action, mimicking the effects of the spell Sacred Ground (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 248). This may not summon someone against his will, but the magic of the blade allows its owner to send a short (less than 20 words) mental message to the intended target just before the summoning attempt.

Mempo of Matsu Hitomi

Matsu Hitomi, one of the most famous samurai-ko in the Empire's history, once wore this mempo into battle at the side of the Lion forces. When she was forced to betray her commander and flee to protect the one she loved, Hitomi left her armor behind so that she would not dishonor her ancestors. The golden mask from that armor takes the form of a Lion's jaw, elaborately tooled and covered in small mirrors that catch the sun and shine it back into the enemy's eyes. On the field of battle, the mempo shines brightly, enabling anyone, including enemies, to find the wearer. Only the boldest of the Lion's Pride have ever been granted the right to wear the mempo into battle.

Ironically, when Matsu Hitomi returned to the Empire through Oblivion's Gate, she refused to wear the mask her great spirit had made a powerful and revered artifact

of the Lion. When several members of the Lion's Pride came to her in the City of Remembrance, Hitomi declared she was unworthy of the mempo and those who had become the Lion's Pride were its true owners. The samurai-ko who had brought the mempo returned home, but vowed to find a way to honor the legendary hero.

Two of that group returned with Hitomi's Mempo several months later, having shaven their heads and become monks. They sought to dedicate their lives to the study of history and honor. Over the last several years, these two monks have built a shrine to Goemon, Fortune of Heroes, dedicating it to Hitomi and her great deeds. The mask can be found inside a small case at the foot of a statue of Goemon, and it is carefully guarded by the monks who tend to the temple.

Hitomi's Mempo will only grant its benefits to a woman who wears it, but those benefits are substantial. It provides a +2 bonus to the wearer's TN to Be Hit, and grants a Free Raise to all Battle (Mass Combat), Kenjutsu, and Athletics Skill Rolls when the wearer participates in any combat that involves more than 20 combatants at any one time. It also grants a Carapace rating of 1. However, should the wearer ever commit a dishonorable act on the field of battle while wearing the mempo, the spirits of the Lion's Pride's greatest warriors will return from the Realm of the Ancestors with the express purpose of killing her to remove the stain of her delinquency.

Treasures of the Mantis Clan

Ancestral Weapons of the Mantis

Though the Mantis Clan lacks the grandeur of an Ancestral Sword or Armor, they do possess artifacts from the beginning of the Empire that have great power as well: the Ancestral Weapons of the Mantis. A strange curved sword with a serrated edge that is reminiscent of a praying mantis' claw and a similarly curved shorter blade make up the pair of weapons. Both blades are made of a darker alloy than typical Rokugani steel, but are said to be as old as any of the swords the other Great Clans once held.

Forged on the order of Yohihotsu, daimyo of the Mantis, a year after the death of Gusai Rioshida during his failed coup, the weapons were intended to help the Mantis defend themselves in the two realms that mattered to the Clan: trade and battle. The curved design of the two blades ensured no duelist would know quite how to respond to the weapons, and they intimidated diplomats who assumed the Mantis Champion would be like any other Clan's leader. More than a few trade agreements were made to the Mantis' advantage due to the fearsome influence of the twin blades.

However, the blades have been rarely seen since the time of Yoritomo. Legend among the Mantis holds that a death-bed vision by Moshi Wakiza pointed to the weapons dooming the Mantis unless they could be wielded by a "prodigy of sword and spirit." Since that day, the weapons have been carefully stored within the temple of Kaimetsu-uo Seido, and are guarded by the monks who dwell there.

The Ancestral Weapons of the Mantis function like a daisho in that they consist of a primary and a secondary sword, but they are unique weapons. The sword, Sakusen, and the knife, Shoubai, are balanced much like a katana and wakizashi, but they are oddly curved compared to typical Rokugani blades. Treat Sakusen as a katana with a DR of 6k3, and Shoubai as a wakizashi with a DR of 3k2. Both can be wielded using Kenjutsu, but they require a solid week of practice to get used to them. Until that time, the wielder suffers a +5 TN penalty to any attack roll made with either weapon. While holding only Sakusen, the wielder gains additional Ranks in Kenjutsu equal to half of his Earth Ring (rounded down). While holding only Shoubai, he gains additional Ranks in Commerce equal to half of his Water Ring (rounded up). When both weapons are used at the same time, they grant a +1k0 bonus to DR, a +10 bonus to TN to Be Hit, and the wielder is considered to have the Tactician Advantage. These bonuses complement, rather than substitute for, the bonuses granted when using either weapon by itself.

Battle Standard of the Mantis

A large sashimono that was first carried by the Mantis Champion Hotoka during the Battle of the Cresting Wave, the Battle Standard of the Mantis is decorated with three huge green Mantis mons. The pole is made from a dark sugi wood that is only found on Tokigoga-

chu in the Mantis isles, and it has been worn smooth with age and use. Interestingly, only the actual banner has been awakened as a nemuranai, and the wood is replaced once a year during the New Year's celebrations for which Tokigogachu is famous.

Hotoka himself was lost to the Shadowlands at the Cresting Wave, although his banner survived. Since that time, the standard has been carefully guarded and only brought to bear when the Mantis are fighting in large numbers on land or when a significant portion of their fleet is expected to engage in combat. When not in use, the banner is taken off of its support and stored in a locked chest that can only be opened by a Mantis Family Daimyo or someone of equivalent rank. The standard was flown most recently during the War of Fire and Thunder, inspiring the Mantis fleet in their combat with the Phoenix.

The Battle Standard of the Mantis is larger than a typical sashimono, though if situated correctly, it may be worn as a back banner. As with any of the ancient j'uma jirushi of the Clans, the general of an army with an Ancestral Standard may add +10 to any Battle (Mass Combat) Skill Roll made to determine winners for a Battle Turn, and gains 4 Free Raises on any other use of the Battle Skill when it is visible to his troops. The standard's bearer cannot move very quickly, but only suffers a +5 penalty to all TNs when wearing or holding the banner. Whether held or worn, the banner inspires all Mantis within 200' of the standard and possessing a clear line of sight to it, causing them to gain 1 Rank each in Kyujutsu and Kenjutsu, as well as a bonus to all attack rolls equal to their highest School Rank in any Mantis School.

Candle of Shadows

The Candle of Shadows is a powerful nemuranai, originally created by Isawa artificers as a minor aid in divination and to allow the user greater use of their own magical abilities. Connected to Void by exposure to powerful magics and hidden away in Gisei Toshi, the Candle was taken by Isawa during the Day of Thunder and eventually found its way to the Tomb of the Seven Thunders. Its exposure to the pure energies used to bind Fu Leng has awakened the item and made it far more powerful than the Isawa originally intended, creating a sort of window into the Void.



During the Battle at the Tomb, the Candle was taken by Tsuruchi Etsui, and has been kept hidden by the Mantis since. The most powerful of the Moshi have used it carefully in an attempt to see the future of the Race for the Throne and to divine the Mantis' role in the Empire. The Candle has become a valuable tool that the Clan is loathe to share.

Inscribed on one side of the Candle are the kanji, "An extinguished candle sheds no light," and on the other, "A lit candle casts no shadow." Moshu Amika believes the phrases suggest careful use of such a powerful artifact. She makes sure she is present for any use of the candle, but she has slowly begun to allow other Mantis shugenja to meditate with it as well.

The Candle of Shadows, when lit and used in meditation, grants the user several abilities. Any spells relating to divinations or visions cast in its presence act as if they had been cast by a shugenja 2 Ranks higher. In addition, if the Candle is lit while a shugenja uses the Meditation Skill, the shugenja gains a 2 Rank bonus to the Void Ring while casting spells for the next 24 hours. Finally, grasping the candle grants anyone, shugenja or not, 2 extra Void Points for the next 24 hours. Only 1 person can benefit from the Candle of Shadow's effects at a time.

Celestial Sword of the Mantis (Nobori Raiu)

Nobori Raiu, the Celestial Sword of the Mantis, was forged by the Fortune of Steel along with all of the other Celestial Swords given to the eight Great Clans. Its first master, Yoritomo Aramasu, said the blade was forged from lightning rather than steel and imbued with

the power of the Son of Storms. Supposedly, the blade can only be wielded by those of Yoritomo's bloodline or by the rightful Champion of the Mantis. This may have been Yoritomo Aramasu's undoing, for he refused to draw the blade against Bayushi Kamnan when the Scorpion came to assassinate him.

A heimin servant named Chojiro, witness to Aramasu's death, stole the sword and hid it for years. Chojiro intended to sell the blade and make his fortune, but he quickly realized such an artifact would be almost impossible to sell. He kept its whereabouts secret and safe from the Mantis, who would certainly kill him for his thievery. Towards the end of Chojiro's life, he flung the blade off a cliff into the sea, figuring that the ocean was a fitting resting-place for a Mantis blade. Fortunately for the Mantis, and seemingly as a gift from Suitengu, Yoritomo Naizen and Yoritomo Singh found the blade washed ashore during the War of Fire and Thunder. Naizen has worn Nobori Raiu since that day, considering his finding of the weapon as a sign that the Fortunes bless his Championship.

Treat Nobori Raiu as a katana with a DR of 3k3. If the wielder is a member of the Mantis Clan, it grants a 3 Rank bonus to the Kenjutsu Skill, along with the Katana Emphasis (if needed). Someone who does not have any Ranks in Kenjutsu may wield Nobori Raiu as if they have 1 Rank in that Skill. In addition, carrying the weapon allows the wielder to make a Raw Perception Roll against a TN of 10 at any time to correctly predict the weather for the next day.

The blade's most powerful ability, however, is restricted to the Mantis Clan Champion and any descendant of Yoritomo. Once per day, such a fortunate individual can call down a bolt of lightning from above, even in a clear sky. This bolt, if directed at an opponent, has a DR of 6k6 and knocks the target Prone if he does not make a successful Raw Stamina Roll against a TN of 30. If the wielder directs the bolt at himself, the lightning does no damage and will instead surround him with electrical energy. This blessing from Osano-Wo lasts for a number of rounds equal to his Water Ring. During that time, he is immune to Wounds from fire or electrical sources and he gains 7 extra Void Points. Each time he spends one of these points, the sword crackles with its own electrical energy and diminishes the lightning effect surrounding the user.

Feet of the Kitsune

The samurai of the Kitsune Family excel at traversing wooded and uncivilized areas without disturbing them. Shinjo and Tsuruchi trackers are often baffled by a Kitsune's supernatural ability to move through places almost undetectably. Although many Kitsune say this talent is natural, others admit they use their Family's penchant for magic, an important part of their history as the Fox Clan, to assist them in remaining silent.

Having only recently becoming a part of the Mantis Clan, the Kitsune are hesitant to give up their secrets. But they have seen the good the Feet of Kitsune can do in the possession of a Tsuruchi archer or Yoritomo magistrate, so they have begun crafting new pairs of these silent sandals for their Mantis cousins.

The Feet of the Kitsune are simple silken sandals, light and supple. Anyone wearing them may constantly act as if under the spell effects Walk Without Passing (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 235) and Quiescence of Air (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 229), though this silence does not extend to anyone around them.

Kaimetsu-Uo's Furoshiki

The Mantis Clan have always shared a kinship with the power of storms, as their founder Hida Kaimetsu-Uo was the son of the Fortune of Fire and Thunder, Osano-Wo. Being the only Clan who lives almost exclusively in and around the seas of Rokugan, they have also had the most advanced navy of any Clan for hundreds of years, and a corresponding need for magic to help on their voyages. Many generations ago, an industrious Mantis shugenja named Mizuki was inspired by a visit from Kaimetsu-Uo's spirit to find a way to harness the power of the winds that drove her Clan's sails. She eventually learned how to channel the energy of a storm's most powerful gusts into a simple silken or canvas satchel that could be carried with a ship or its crew to unleash at a captain's command.

The furoshiki are generally used as a back-up for when a ship's Storm Rider is exhausted or slain, or for those ships unfortunate enough not to have a Storm Rider in their crew. Their creation is a closely guarded secret and can only be accomplished by a few of the master Storm Riders in the Clan. If one of these nemu-

ranai were to be stolen, the crew would be held responsible by the sensei of Tempest Island, ordered to battle unrelentingly until they returned the furoshiki to the Clan's hands. Such fury has only been demonstrated once, by Yoritomo Kaigen, and none of the precious satchels has been lost since.

Kaimetsu-Uo's Furoshiki is a plain and unassuming silken bag in appearance. When it is opened, and the owner speaks a command word unique to that particular bag, it produces an effect identical to the spell Tempest of Air (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 229) as if cast by a shugenja with School Rank equal to the owner's Insight Rank. The wind created by the furoshiki may also be used to increase a ship's speed by up to 125% of its normal maximum speed. Each silken bag may only be activated once per day, but the wind may be maintained as long as the furoshiki's user can hold it open, a task which steadily gets more difficult as the Air kami inside become restless. Every 10 rounds the bag is held open, the owner must make a Raw Strength Roll that begins at TN 5 and increases by 5 with each subsequent roll. If the roll is failed, the Air kami overcome the efforts to contain them; the power of Air disperses and the wind dies down.

Kumiko's Katars

These exotic weapons were given to Yoritomo Kumiko by Yoritomo Singh (formerly Rama Singh) shortly after his oath of fealty to the Mantis. Kumiko's Katars are gaijin punching daggers, covered in gold and jewels from Singh's homeland. The horizontal grip and long, triangular blade that extend above the knuckles are engraved with a combination of Rokugani kanji and symbols from the language of the Ivory Kingdoms.

The katars are one of the last things ever touched by Kumiko before her death, and are kept in Heaven's Bank Hold. Those few allowed to visit the Mantis' great treasury seem to be drawn to the weapons. Moshi Amika has remarked more than a few times that part of the Daughter of Storms' spirit seems to linger about them, much like an ancestor's presence. If the Ivory Kingdoms ever gain acceptance in Rokugan as something other than a land of barbarians, perhaps these gaijin weapons can be wielded once again by a champion of the Mantis, but for now, they remain hidden from prying eyes.

Treat Kumiko's Katars as a weapon of Fine Quality with a DR of 4k2. Anyone with the Knives skill may use the weapons with a +5 TN penalty to their attack rolls, but true mastery of the blades requires the specific Katar (Agility) Weapon Skill. If a combatant wields both katars, she gains a +1k1 bonus to DR, +2k2 if she has a technique or ability that grants more than 1 attack per round. Anyone who has sworn fealty to the Mantis and holds the katars gains the ability to fluently speak and understand Ruumal, the language of the Ivory Kingdoms. When wielded by any Mantis Daimyo, the blades become even more powerful and grant the benefits of the Combat Reflexes Advantage.

Lotus Blade of the Mantis (Shori)

Created by the Fortune of Steel as a gift to the Empire before leaving for Tengoku, the Lotus Blades were distributed by the Keeper of the Five Elements, Asahina Sekawa, to the Great Clans. He declared them to be gifts that should be given to samurai deemed worthy to carry them. The blade named Shori was given to Yoritomo Bunmei by the Daimyo of the Mantis.

Bunmei was given Shori after he worked with Akasha, the Unicorn samurai-ko and half-naga, to defeat the bandits known as the Forest Killers. Yoritomo Naizen instructed Bunmei to always wield the blade with the Mantis and the Empire in mind, and the young pirate has made a name for himself doing just that. Bunmei is now known as a captain who will fight to save any cargo, and has become somewhat of a role model for young Yoritomo samurai and sailors. The few who have seen Bunmei wield Shori swear he has become one with the Air kami, though whether it is the young pirate's doing or the blade's, none can say.

The Lotus Blade of the Mantis is decorated with forest green silk on the tsuka and held in a saya of identical color. The blade functions as a mundane Excellent Quality katana for anyone who has not sworn an oath of fealty to the Mantis Clan. If a Mantis wields it, however, Shori has a DR of 4k4 and the wielder may activate the Air kami bound to the blade once per day as a Simple Action. Once Shori is thus activated, the Mantis Lotus Blade grants 1 additional attack each round. This attack may only be made if Shori is wielded by itself, and is lost if the owner employs any other weapons. While sheathed, Shori grants a bonus to any non-Weapon Skill Roll equal to the owner's Awareness.

Another strange ability of the sword is that it allows the owner to cast an Air Spell once per day (regardless of whether or not he has Ranks in a shugenja School), as long as the spell is of a Mastery Level equal to or less than his current Honor Rank.

Masashigi's Blade

Originally lost during the Battle of the Tidal Landbridge, Masashigi's Blade stands as a testament to Crane craftsmanship, having survived the ocean's embrace for hundreds of years no worse for wear. A fine example of a Kakita blade, it was fashioned for the Daidoji Daimyo of the time, Daidoji Masashigi. In return for several significant political favors, Masashigi had a Kuni shugenja awaken the Earth and Water kami within the blade to repair the weapon and leave him with a serviceable blade no matter how it was used or damaged. Ironically, it is this trait that has given the Mantis a powerful nemuranai at their disposal.

After being lost, the sword was buried at the bottom of the sea for more than 400 years. The time the sword spent in the sea has only strengthened its connection to Water and Earth, enhancing the effects Masashigi originally intended for the weapon. Masashigi's Blade was discovered by Yoritomo Kumiko following a battle with the Dark Wave in the waters just north and east of the Sea of Shadows. The recovery of the sword has been kept carefully secret, lest the Crane discover it still exists. The katana has only been given out to an elite few performing special tasks for the Mantis Clan Champion. The weapon is delivered while the bearer is en route to his assignment and is expected to be returned directly to the Clan Champion when the mission is complete. The blade is moved each time it is used, its location kept a mystery but to a select few.

Masashigi's Blade is a katana with a DR of 5k2. Brandishing or wielding the weapon in combat grants the benefits of the spell Way of Still Waters (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 247). If any dice that explode when damage is rolled for the blade, the target of the strike must make a Raw Earth Roll against a TN of 20. If he fails, he is knocked prone and stunned for 1k1 rounds. Also, no matter how much damage the katana takes, it will regenerate until it is in its original condition. This process takes hours to complete for small nicks, weeks or months if the blade is actually broken. As it "heals"

the other broken pieces will disappear, so breaking the weapon in half will only result in the smaller half disappearing as the larger one regenerates.

Tsuruchi's Yumi

Although he disappeared years ago to become the monk Tanari, the man once known as Tsuruchi left a lasting legacy within the Mantis Clan. His disdain for the trappings of Bushido is still felt by many in the Family that bears his name, and the legends of his skill with a bow inspire warriors from every Clan. One of his greatest legacies is the bow he carried with him all his life. Tsuruchi's Yumi is one of the most sacred artifacts of the Mantis, and it is kept today within Tsuruchi Nobumoto's quarters in Kyuden Ashinagabachi.

Nobumoto draws inspiration from the yumi that helped create the Family of which he is now the leader. He believes its mere presence makes him a better leader, and he hopes to create his own legacy for the Family in much the same way that Tsuruchi did. The Tsuruchi Daimyo will only take the bow from his quarters for important ceremonies or when going to battles in which he intends to personally participate in the combat. At all other times, it rests in a small shrine, unstrung.

Treat Tsuruchi's Yumi as a yumi with a Strength of 5 and a Range of 500' which inflicts no TN penalties when fired from horseback. It grants a +3k3 bonus to all Kyujutsu Skill Rolls. If the wielder is a member of the Tsuruchi Family, carrying the bow grants a 1 Rank bonus in the Tsuruchi Magistrate or Tsuruchi Bounty Hunter Schools. Tsuruchi who are not members of either School may use the Rank 1 Techniques of both Schools while they hold the yumi. However, anyone who carries a katana on their person will find the yumi loses its potency, becoming a mundane Average Quality yumi until the blade is set aside.

Yoritomo's Armor

Worn by Yoritomo throughout his time as Mantis Clan Champion, Yoritomo's Armor is a set of heavy lacquered armor made as a gift by several of the Minor Clans to celebrate his ascension as Daimyo of the Mantis in 1117. In time, all of those Clans but the Sparrow would eventually join the Mantis themselves. The armor's materials were provided by the Wasp; the suit was crafted by a Sparrow said to be descended from some of the

finest Doji artisans; and the armor was blessed by the priests of the Fox and Centipede Clans. The pieces of the armor are varying shades of the Mantis' colors, from bright green plates to the yellow silk ties and the dark green kote to protect the wearer's hands.

Although he was rarely seen without his armor, Yoritomo typically only wore the breastplate of the suit, wanting to be as unconstrained as possible, whether at sea or on the battlefield. The few times the Son of Storms did don the rest of the armor, it was considered a warning to the samurai following him that the battle ahead would be particularly rough. The armor has not been worn by a Mantis Champion since the death of Yoritomo, and lies enshrined in Kyuden Gotei as a reminder of the spirit that made the Mantis Clan what it is.

Treat Yoritomo's Armor as heavy armor that provides a +15 bonus to the TN to Be Hit instead of the usual +10. Any Mantis who dons the armor will find it fits them perfectly, growing or shrinking as necessary. In addition, it grants a wearer from the Yoritomo Family a +2k2 bonus to DR on all attacks.

If a samurai wears Yoritomo's Armor, it also grants various additional abilities depending on the Family affiliation of any Mantis samurai within 10'. If there is a Moshi within this area of effect, the wearer may ignore any penalties to Skill and Trait Rolls that involve Agility or Intelligence. If there is a Tsuruchi, the wearer gains a +2 bonus to Reflexes and Awareness. If there is a Yoritomo, the wearer gains a bonus of +1 Rank to all Strength or Perception-based Skills he already has. If there is a Kitsune, the wearer gains a +2k2 bonus to any roll to resist poison, disease, and mental compulsions, whether natural or magical. The wearer does not need to pick and choose among these benefits; if Mantis samurai from more than one Family are within the area of effect, he gains all relevant benefits.

Yoritomo's Kama

The kama once wielded by Yoritomo are simple in appearance, small sickles with handles bound in green silk, worn by the wind, sun, salt and sea that surround any Mantis every day of their lives. The Son of Storms was rarely seen without these kama, and while he was an excellent swordsman, he supposedly felt the katana was too slow and unwieldy (especially in the close

quarters of a ship) in comparison to these weapons. The kama were originally a pair of simple peasant weapons which Yoritomo snatched from the ground when he needed them, but they have been awakened by the strength of his legend as well as that of his descendants. It is said the weapons guide those who would fight for the good of the Mantis.

Even though Yoritomo willed the weapons he had made so famous to his foster son, Yoritomo Aramasu never truly felt worthy of them, and passed them on to Yoritomo's daughter Kumiko for when she came of age. The fact that Kumiko could wield the kama with amazing proficiency convinced many Mantis she was the true Daughter of Storms and a worthy successor to Aramasu. Although Kumiko proved herself over her rival Yoritomo Kitao many times over, it remains to be seen who will have the last laugh. A corrupted Kitao returned to fight the Mantis during the War of Fire and Thunder, and both she and Kumiko were consumed by an explosion aboard Kitao's ship. Unfortunately for the Mantis, they were not as lucky with Yoritomo's Kama as they were with the Celestial Sword. The kama have been lost at sea, a sacrifice to Suitengu that may never be recovered.

Treat Yoritomo's Kama as mundane kama of Fine Quality when they are held by anyone who is not a Mantis. If a Mantis wields them, however, they are kama of Excellent Quality with a DR of 2k3 each. They grant a +1k1 bonus to attack rolls and negate any penalties for using both weapons at once.

In the hands of a blood descendant of Yoritomo, their true power shines. In this case, treat them as kama of Legendary quality with a DR of 3k4. They grant a bonus in kept dice to both attack and damage rolls equal to all of the wielder's combined Ranks in Mantis Schools. If they inflict more than 30 Wounds with a single damage roll, the target must make a Raw Earth Roll against a TN of 20. If he fails, he dies immediately even if he has Wound Points remaining. Finally, if the wielder has only one of the kama and the other is more than 20' away, the absent kama will automatically leap into the wielder's off-hand, allowing an attack with it in the next turn.

Treasures of the Phoenix

Agasha's Mirror

Agasha's Mirror was once a simple hand mirror used by the original Agasha in experiments she performed with light and reflection. But its exposure to her many investigations as well as to the magics of the many Agasha shugenja over the past 1,000 years has awakened the item to become a useful nemuranai. The mirror has been passed down from the Agasha Daimyo to his most promising student in each generation, and the tradition continued even when the Agasha Family defected from the Dragon Clan to the Phoenix in 1131, as Agasha Tamori had given it to Agasha Gennai several years earlier during the Clan War.

While many Phoenix have attempted to duplicate the mirror, none have mastered its effects. Its unique history has shaped it beyond normal awakened nemuranai and made it something unlikely to ever be reproduced. The current Agasha Daimyo, Chieh, keeps the mirror on her at all times and uses it frequently during her research into creating multi-Elemental spells and items.

Agasha's Mirror has two useful main functions. It acts as a shield of sorts against magic, and it reveals the Elemental composition of any item, spell, or being. The first effect allows the owner, once per day, to counter the first damaging spell cast at her as if she were casting Counterspell (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 227), even if she is unaware of the hostile spell being cast. If she is aware of the incoming spell and has successfully used Spellcraft to identify what is being cast, she instead gains 2 Free Raises when casting Counterspell. The second function of Agasha's Mirror allows the user to immediately see all the Elements which comprise an object, as layers of color and texture. It also grants 2 Free Raises to any Intelligence-based Skill Roll (excluding Theology) made while holding the item.

Ancestral Armor of the Phoenix

The Shiba have a long history of honor and culture, rivaling the Crane with their dedication to the peaceful arts. However, on occasion, the Shiba must fight to defend the Phoenix Clan. When the Phoenix are forced to go to war, the Council of Five give the Clan Champion the Ancestral Armor of the Clan. It is a magnificent suit of plates and silk, forged in the fires of Sleeping Thunder Mountain by Togashi himself. The Ancestral Armor of the Phoenix is a set of heavy armor that provides a +15 bonus to TN to Be Hit. Once worn, the armor can only be removed by its bearer's will or his death, and it fits itself perfectly to the proportions of whoever puts it on. While the armor is worn, it projects an aura of pure Void, a 10' radius sphere centered on the wearer, in which no spells (friendly or hostile) may be cast without his permission. This sphere of Void prevents any kami from entering the area, shielding its wearer without conscious thought (although he can choose to allow an individual spell to affect him). Further, the armor allows the wearer to cast the spell *Sense Void* (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 244) once per day, as if he were a shugenja of the same Rank.

Ancestral Standard of the Phoenix

A bright orange banner typically carried by the youngest Shiba in a formation at the center of a Phoenix army, the Ancestral Standard of the Phoenix has been in continual use somewhere in the Emerald Empire since it was originally created. The standard is approximately seven feet tall and three feet wide, the banner attached to two polished pieces of rosewood carved with the mons and kanji of the different Families of the Phoenix. It is enchanted by the Isawa to remain clean and repair itself of any damage over time. When the Agasha defected to the Phoenix from the Dragon, their Family mon and name appeared on the Standard overnight. It is said that while the Ancestral Standard flies in Rokugan, the Phoenix will always rise from the ashes of defeat.

The standard was kept with Shiba Tsukune's unit from the beginning of the Clan War until her ascension as Champion of the Clan. Under successive Champions, the Ancestral Standard has typically remained at Shiro Shiba, proudly held by the current Captain of the Watch and well within view of most of the guards stationed there.



While the Phoenix occupy Toshi Ranbo and attempt to keep the Clans from each others' throats, the Ancestral Standard has been moved to the garrison that protects Kyuden Isawa, presumably to protect the Phoenix's most important city while most of its permanent garrison are away. Once that time is over, the powerful nemuranai will most likely be moved back to either Shiro Shiba or Kyuden Asako, to be held until it is needed once more.

The Ancestral Standard of the Phoenix provides special benefits to any Phoenix within 200' of it. All Phoenix bushi in this area of effect gain a bonus to their damage rolls equal to their highest Phoenix School Rank or the highest Phoenix School Rank of the bearer of the standard, whichever is greater. A Phoenix shugenja in the area of effect gains +1k0 bonus to all Spellcasting Rolls. Finally, once per day, Phoenix monks or henshin may ignore the debilitating effects (if any) of any one kiho they cast while in the standard's area of effect.

Like any of the ancient j'uma jirushi of the Clans, the general of an army with an Ancestral Standard may add +10 to any Battle (Mass Combat) Skill Roll made to determine winners for a Battle Turn, and gains 4 Free Raises on any other use of the Battle skill when it is visible to their troops. The standard's bearer cannot move very quickly, suffers a +10 penalty to all TNs when carrying the banner, and may only fight one-handed.

Ancestral Sword of the Phoenix Clan (Ofushikai)

Ofushikai, the Ancestral Sword of the Phoenix Clan, was originally created by Shiba's wife Tsamaru, as a gift to him on the day of their son's birth. It was a beautiful weapon encrusted with pearls, and shone with a strange light, as though water was flowing down the

blade. But it became a truly legendary item after Shiba's soul fused with it as the Kami lay mortally wounded from his battle with the First Oni. Shosuro, who had fought alongside him, eventually returned to the Imperial City from the Shadowlands and gave the blade to Shiba's son, Shiba Tsuzaki. Tsuzaki already knew of the blade, as Shiba's death and transformation had begun the chain of Phoenix Champions whose souls would pass into the next Champion, anchored to the mortal realm by Ofushikai.

Each time a Phoenix Champion died, his or her spirit would pass into the samurai deemed worthy to become the next Champion. While this was a harrowing experience for some, the Elemental Council would usually help make the transition as painless as possible. The Ancestral Sword of the Phoenix guaranteed that this process would continue, storing the knowledge and wisdom of the Clan's former Champions.

Unfortunately, when Amaterasu returned the Ancestral Swords to the Heavens after the death of Lord Moon, it took the anchor for the Soul of Shiba with it. Shiba Tsukune, the Phoenix Champion at the time, was given a choice: to lose the wisdom of the Soul forever with her death, or to be raised into Tengoku as the Fortune of Rebirth, to guard Ofushikai in the Heavens and some day find a way to return the Soul of Shiba to her Clan. Though it pained her to do it, Tsukune, with the help of Osano-Wo, became a Fortune and left the mortal realm. This left the Phoenix without the guidance of the Soul of Shiba.

The Soul of Shiba returned to the Phoenix through the effort of Tsukune's son Shiba Aikune, who felt slighted when his friend Shiba Mirabu succeeded Tsukune as Champion. During the War of Fire and Thunder, the Phoenix were in dire need, and with the help of Kitsu Ineko, Aikune traveled to the Celestial Heavens to attempt to bring Ofushikai and the Soul back to the mortal realm. Knowing of the Phoenix's need, Tsukune brought Ofushikai to Aikune at the gates to Tengoku. Through the power of Isawa's Last Wish, Aikune destroyed Ofushikai and made the Soul of Shiba a part of the Shiba Family's bloodline instead, leaving only a token version of the sword in Tengoku to honor Amaterasu's wishes. Though the Soul of Shiba was saved, the tale of Ofushikai ends with Aikune's powerful act.

Treat Ofushikai as a katana with a DR of 6k4, with the ability to affect Invulnerable foes as though it is jade. The weapon can only be held by the Phoenix Clan

Champion, and anyone else who attempts to grab the blade will have it twist out of his grasp or dissipate as if it was made of smoke. The blade grants the wielder a bonus of 4 Ranks in the Iaijutsu, Kenjutsu and Battle Skills. As a Simple Action, the wielder may ask the Soul of Shiba — which contains the knowledge of the Phoenix Clan Champions throughout the years — any question. In mechanical terms, this allows the wielder to temporarily gain a 2 Rank bonus in any Skill for a period of 10 minutes, after which time the detailed knowledge seeps back into the Soul of Shiba. The Phoenix Clan Champion cannot lose the sword — it can be summoned to his hand instantly by an act of will.

The most powerful effects of the sword has only been used a few times: The user may spend a Void point and stop all combat within 20' of himself. Those in the affected area are unable to attack, cast offensive spells, use aggressive techniques, or even hurt themselves in any way. This effect lasts until the wielder's next turn.

Candle of the Void

Initiates of the Isawa Shugenja School learn to craft these items as part of their regular training. They take the form of candles, imbued with faint but very practical elemental magic. Although they outwardly appear to hold only the power of Fire, each Candle of the Void actually incorporates all of the Elements. The creation process, which is taught exclusively at the Isawa Shugenja School, also infuses the candle with the power of Void, giving the item a supernatural aura of peace and focus.

These magical candles are made of black wax. They are extremely thick and usually about one foot long when newly created. They burn like normal candles, melting slowly, until a shugenja casts a spell near them. Each time a shugenja spell draws upon the enchantment of a Candle of the Void, the wax instantaneously melts several inches, forming strange patterns at the base of the item. These patterns sometime take the forms of dangerous creatures, strange human visages, or trees and mountains found in Rokugan, but at other times they do not look like anything from the Realm of Mortals. Despite these strange shapes and patterns, a Candle of the Void never seems ugly or menacing — indeed, many claim these wax forms only make the candle more beautiful.

When a shugenja casts a spell within 10' of a burning Candle of the Void, she gains a +5 bonus to her

Spellcasting Roll. Furthermore, while she is within this radius she can cast any spell she knows as an Innate Ability. Each Candle of the Void can be used up to 5 times before its wax is fully melted and its magic completely burned up.

Celestial Sword of the Phoenix Clan (Keitaku)

Keitaku, the Celestial Sword of the Phoenix Clan, had more of a legacy to live up to than any of the other Celestial Swords created by Tsi Xing Guo. The Ancestral Sword of the Phoenix was one of the more powerful of the ancient weapons granted to the Clans, largely because it served as the anchor for the Soul of Shiba. While the Celestial Sword was extremely powerful, it could not contain the hundreds of years of wisdom that the assembled Champions had amassed, and was not suitable to hold the Soul of Shiba. It was originally given to Shiba Aikune, but after he gained the power of Isawa's Last Wish, he gave Keitaku to his friend, Shiba Mirabu.

Ironically, Shiba Mirabu became the Phoenix Clan Champion shortly thereafter, and though he is not viewed as having been a strong leader, he never failed to defend his Clan and always worked to make the Phoenix stronger. The Celestial Sword bolstered Mirabu in many battles, allowing him to use magic when none would expect it. It is unknown whether the blade was changed by Mirabu's exposure to Isawa's Last Wish, but it has been dormant since his death at Sezar's hands. Keitaku currently resides in Shiro Shiba, in a small shrine to Mirabu's memory.

Treat Keitaku as a katana with a DR of 3k3. Wielding it grants a bonus of 3 Ranks to the Iaijutsu and Kenjutsu Skills. Also, the wielder may speak a command word (as a Simple Action) to cause the blade to become engulfed in flame, acting as if it was affected by a Katana of Fire spell (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 239) cast with 3 Raises. The blade may also store a spell cast into it and release it later upon command, as a Simple Action. Keitaku can hold a maximum number of spells equal to its current owner's Void Ring. Finally, any time the wielder spends a Void Point to improve a roll, he gains a +2k2 bonus instead of a +1k1 bonus.

Chime of Harmony

Chimes of Harmony were originally created by the Dragon Clan centuries ago as an aide to meditation and a conduit to Enlightenment. The Agasha, when they defected to the Phoenix during the War Against the Shadow, brought the secret of the chimes with them and such knowledge has slowly percolated through their new Clan. Isawa artificers have only recently been able to master the creation of Chimes of Harmony, but they have put them to good use.

Many of the larger shrines in the Phoenix provinces have at least one Chime. Each ringing of a Chime can be heard throughout the temple, and most monks will stop to enjoy its tone, if given the chance. The kami brought by the ringing of the Chime become visible to all, and thus the Chimes are occasionally used to teach new shugenja about the Elemental spirits' true forms.

A Chime of Harmony's power is only activated once it has been rung 3 times in close succession, following an hour of quiet meditation by the user. Once the third tone settles, the user gains one of several effects, depending on why he needs the magic of the Chime:

If he intends to learn a new spell shortly after ringing the Chime, he gains a +2k2 bonus to the final roll to master the new magic's intricacies and add the spell to his repertoire.

If he needs to cast spells, he may cast 2 spells within an hour after ringing the Chime as if his School Rank is 2 higher. This effect dissipates immediately, however, if he is involved in a stressful situation of any kind, as it disrupts the calm that the Chime is enhancing. This makes its use during battle nearly impossible.

Finally, if he needs to use an innate Ability, ringing a Chime of Harmony allows him to do so once without having it count against his spell slots cast for the day. He must use this ability within 1 hour of ringing the Chime, but it may be used regardless of external distractions.

The user does not need to specify which one of these abilities he wishes to use before he rings the Chime, but each ringing of the Chime allows him to use only 1 ability.

Egg of the Void

The Egg of the Void is a uniquely powerful vessel. Originally a gift from the Elemental Dragons to the Kami, it

acts as a conduit between Ningen-do and Tengoku, and allows those who are near it to sense the greatness of the Elemental Dragons. Touching the Egg allows one the extraordinary privilege of communing with them. It sits in the Elemental Council's chambers, placed between the Master of Void and Master of Fire's seats (due to their connections to the Elements that it radiates so strongly).

In the weeks before the occupation of Toshi Ranbo that ended the Winter of Red Snow, the Phoenix used the Egg of the Void to communicate with the Fire Dragon and ask for its aid to help save the Empire from total war. Though it took many tries and almost killed several of the Fire tensai participating, the egg's use eventually convinced the Fire Dragon of the greater good its intervention would provide.

The Egg of the Void suffuses the air around it with a sense of the majesty of Tengoku. Fire spells cast within 20' of the Egg will act as if they are cast by a shugenja of 1 Rank higher. Also, holding the Egg allows the user to commune with an Elemental Dragon of her choosing, gaining its attention. The user typically is allowed to ask the Dragon 1 question, much like the questions mortals may ask of the Elemental Oracles. The Dragon will answer truthfully, though cryptically, and that person may never ask another question of any of the Dragons. Asking such a question also puts an enormous strain on the mind and body, immediately inflicting enough Wounds to drop the questioner to Crippled. She must also make a Raw Stamina Roll against a TN of 35; if she fails, she falls unconscious for a number of hours equal to the difference between the TN and her roll.

Because of the extraordinary access it provides to the Elemental Dragons, the Egg of the Void's value to the Phoenix cannot be underestimated. However, this "child of the Dragons" has a one-shot effect that may one day save the Phoenix or even the Empire: when intentionally thrown to the ground and destroyed, the Egg will warp time and space around it, returning the pure Fire and Void that make up the Egg to the Celestial Heavens. This will allow the one who destroyed the Egg to reverse events and move backwards in time up to 3 rounds, but still retain memory of what happened in the flow of time undone in the process. Any rolls the destroyer of the Egg makes in those rounds as a result of his own actions receive a +2k2 bonus.

Henshin's Amulet

The Phoenix rarely share their unique knowledge of how to fashion nemuranai with other Clans, but they have done so with the Henshin's Amulets. However, the amulets' magics are only fully harnessed by the Henshin mystics among the Asako who have truly mastered the riddles of the kami. The amulets are made of pure silver, and are a physical puzzle in and of themselves – they do not function magically for someone wearing one until they are solved. It is said the Asako allow others to build the amulets simply to test the Clans and their willingness to work towards Enlightenment.

Many Asako, even those who are not Henshin, wear the amulets as both a show of Family pride as well as for their magical effects. Asako Toshi, the current Daimyo of the Family, has ordered more amulets produced each year and has them delivered to the Daimyo of other Families whose lands are near the Phoenix Lands. While the small nemuranai won't reveal the secrets to the Path of Man the Asako so carefully guard, he hopes they will bring the Phoenix and even some of the other Clans closer to understanding the generally reclusive Asako Family.

When someone first receives a Henshin's Amulet, they must make a Raw Intelligence Roll against a TN of 20 to solve the physical puzzle that makes up the amulet. Once solved, the magic of the item takes effect. Whenever any of the amulet's functions are used during a given day, the next morning the puzzle will have changed, requiring another Raw Intelligence Roll against a TN of 15 to solve and re-activate the item.

An amulet functions only as a minor nemuranai for non-Phoenix, giving a bonus equal to the owner's Insight Rank to 1 chosen Spellcasting Roll per day. If the owner is a Phoenix, but one not of the Asako Henshin School, the magic of the amulet becomes more powerful, allowing him to recover 1 Void Point once per day. As one might expect, the amulet manifests its true power only when worn by an Asako Henshin: A Henshin may activate the amulet once per day to ensure that his next 2 Skill Rolls used to cast a Riddle or his next Skill Roll used to cast a Mystery automatically succeed.

Isawa's Helm

When Isawa Asahina left the Phoenix Clan to start a new Family with his Crane bride, he offered several

gifts not only to his new Clan, but to his old Family as well. Asahina and his apprentices worked for a year to forge Isawa's Helm, among the most powerful relics created by the fledgling Asahina Family. Asahina and his bride presented the finely forged and decorated kabuto to the Council of Elemental Masters. This nemuranai impressed the Council and strengthened the bond between the two peace-loving Families. Since then, the Helm has always been in the care of the Master of Air, and it is usually given out to the Shiba bushi who speaks on the Council's behalf, allowing that samurai to carry the power of the Council of Five with him. Isawa's Helm is a large red-and gold kabuto which prominently displays the Phoenix mon. The mempo of the Helm is somewhat plain and not terribly fearsome, as befits the peaceful nature of both the Asahina who crafted it and the Isawa to whom it was given.

The helm has a long history among the Shiba and is considered one of the greatest honors that can be bestowed upon a yojimbo. Heroes such as Shiba Tetsu and, more recently, Shiba Yoma have carried. Currently, it has been given to Masakazu, yojimbo to the Master of Fire, Isawa Ochiai. Some Shiba find the gift to such a man offensive, but would not dare gainsay any of the Elemental Council. Despite his crude background, Masakazu treats the helm with the respect it is due, and only wears it when given direct commands by Ochiai or one of the other Masters.

Isawa's Helm may only be worn by one who has received it to perform a task set by one or more of the Elemental Masters. Much like the enchantment that created Ofushikai, those who try to steal the Helm will find it simply wrests itself from their grasp or is intangible to them. Wearing the helm grants a +10 bonus to TN to Be Hit. The ancient kabuto also grants absolute immunity to all mind-affecting spells, whether in the forms of illusions or actual mind-control. The exception to this protection is the powers of the Elemental Masters, which can affect the one wearing the Helm, regardless of range.

Isawa Naginata

One of the few weapons ever created to be wielded by an Isawa rather than a Shiba, the Isawa Naginata is a sort of last resort for the Phoenix. Housed in the Chambers of the Elemental Council, it was originally created over 300 years ago as a gift to the Council by the Centipede

Clan (now the Moshi Family of the Mantis Clan). Ironically, now that the Centipede are a part of the Mantis Clan, the Naginata offers the Phoenix insight into the shugenja of their enemies and is studied by some of the more powerful students of the Isawa shugenja schools when the Council is not in session.

The naginata appears to be an unremarkable weapon, but when any member of the Elemental Council is threatened, its blade begins to glow as brightly as the sun. This acts as a sort of alarm for the Council, as well as a rallying point for any Phoenix troops in the vicinity. During times of crisis, the naginata will be removed from the Council's chambers and typically used by the most powerful of their yojimbo as they follow the Elemental Masters into battle. Though it has never been necessary for an Elemental Master to hold the weapon himself, it is whispered by those who have studied the naginata's magic that the Centipede's enchantments will make such an event a sight to behold.

Treat the Isawa Naginata as an Excellent Quality naginata with a DR of 2k4. It grants the wielder a bonus of 3 Ranks in the Naginata Skill. Also, if the wielder is guarding an Elemental Master (whether or not he is formally recognized as one of their yojimbo), he gains 3 Free Raises each round that may only be used for the Guard, Feint or Knockdown Maneuvers. If the wielder is a shugenja, he may cast Fire or Air spells as if his School Rank is 1 higher. In the unlikely event that an Elemental Master must bear the Isawa Naginata into combat personally, the weapon's most powerful enchantment may be activated: Any spells cast by the Master do not count against his spell slots expended for the day, and those spells specifically cast from the Master's Element have their range and damage (if any) doubled. This surge of power lasts for 10 rounds, after which time this effect cannot be used again for 1 full year.

Lotus Blade of the Phoenix (Kyoryoku)

Kyoryoku is one of the more powerful of the Lotus Blades given to the Clans by the Keeper of the Five Elements, and is currently borne by a bushi with a very important job indeed: Shiba Naoya, one of the senior yojimbo to the Elemental Council, and brother to Shiba Mirabu. The blade is a curious mix of magic and steel, aiding both the bearer and those who surround him.

Kyoryoku appears to be made of different materials depending on the strongest schools of magic among those who surround it. The weapon changes to a bronze color in the presence of Fire; blue or white when near Air or Water; a light green in the presence of Earth, and it blackens when near those who have mastered Void.

Naoya allows some of his subordinates to bear the weapon when they anticipate trouble, and he himself has had relatively few occasions to draw it in anger. Even so, more than a few Mantis patrols were surprised by the formidable power of the blade during the War of Fire and Thunder. Naoya was recently appointed as the Captain of the Guard during the Phoenix occupation of Toshi Ranbo, and has begun carrying the blade himself more often. He has also instructed the few Seppun shugenja left after the Khan's assault in the use of the sword. The few times Naoya has been seen in battle with Kyoryoku, he appears to fade away, as if becoming invisible, but none are ever sure if it's the magic of the Phoenix aiding him or the powers of his blade.

This blade functions as a mundane katana of Excellent Quality in the hands of anyone who has not sworn an oath of fealty to the Phoenix Clan. When held by a Phoenix, however, Kyoryoku has a DR of 5k3 and allows the wielder to activate the Void kami bound to the blade once per day as a Simple Action. Once Kyoryoku is active, it grants a 2 Rank bonus in both the Battle and Kenjutsu Skills, and begins to glow a bright red. The crimson light from the blade has its own effect, allowing all shugenja within 20' of the weapon to cast their next spell as an Innate Ability (as long as they know the spell in the first place). The casting effect may only be used once every 5 rounds by a given shugenja, but may be used by any number of shugenja each round. Each time the casting effect is used, the wielder of the sword may make a Void/Meditation Roll against a TN of 30 to regain a Void Point, up to his normal daily allowance + 2.

Serenity Lanterns

Serenity Lanterns are found in almost every Phoenix palace and at every public function. The soft light that is shed by one of these minor nemuranai calms those around it, soothing anyone exposed to its radiance. Heated arguments are much less likely to occur, tense situations are diffused and violent outbursts all but never occur in an area protected by a Serenity Lantern.

This effect only extends to passionate anger, however, and will not stop any sort of planned or premeditated attack.

Shortly after the end of the Winter of Red Snow, many of these lanterns were brought to Toshi Ranbo by the Phoenix, and they have been quietly installed in some of the more important sections of the Imperial City. The Crane and Scorpion have inquired about their construction, but they have received no response from the Phoenix, who are unsure whether to trust the two Clans most likely to gain political advantage from having these nemuranai under their control.

Treat Serenity Lanterns as items of Fine Quality. Anyone who attempts to start or provoke any sort of attack while within 100' of a Serenity Lantern may not spend Void Points for any roll in the skirmish, nor may they use any Free Raises in a skirmish. Also, Emphases or Mastery Abilities for Bugei Skills are negated within this area of effect. Furthermore, these effects linger for five minutes after anyone leaves the area of effect.

Treasures of the Scorpion Clan

Ancestral Sword of the Scorpion (Itsuwari)

Not surprisingly, the oldest and most revered of all the artifacts of the Scorpion Clan is the powerful sword held by Bayushi himself. Although no one in Rokugan remembers who actually forged the sword, most sages believe it was a gift Shosuro offered to her Daimyo. This wonderful katana, called Itsuwari, is commonly known as the Ancestral Sword of the Scorpion.

Unlike the Ancestral Swords of other Clans, Itsuwari was rarely held by the Champion of the Scorpion. Instead, it was traditionally entrusted to a hero of the Clan, who bore the blade in secret. This tradition prevented anyone from knowing the exact location of the most precious relic of the Scorpion. Many outside the Clan of Secrets speculate on what pushed the Scorpion samurai to act thus, and all fail to understand their reasons. The exception to this rule was Bayushi Shoji, who carried the Ancestral Sword with him up until the



notorious Clan Coup, when he set it aside in favor of the Bloodsword Ambition. The true Ancestral Sword was placed into the hands of Bayushi Yojiro, the “Honest Scorpion,” who would eventually rise to become Clan Champion himself.

Like all of the Ancestral Swords of the Clans, Itsuwari was taken to the Celestial Heavens in 1132, when Amaterasu ordered the swords to be scattered there as retribution for the death of Onnotangu. It remains there to this day.

The Ancestral Sword of the Scorpion Clan is an entirely ordinary looking katana, and its appearance belies the unfathomable magic it holds. In fact, the saya that holds the Ancestral Sword of the Scorpion Clan is more elaborate than the sword itself. Made from red wood so dark it seems almost black, the top half of this very special sheath is adorned with strands of the finest red and bronze-colored silk, tightly woven around it. Simple plates of a dark golden color make up the bottom end of the saya.

Like all Ancestral Swords, the true power of Itsuwari is given only to those who are part of the Clan to which it belongs. Thus, in the hands of anyone who is not a Scorpion, Itsuwari functions as a mundane katana of Excellent Quality. When held by a Scorpion, however, it is treated as a katana with a DR of 4k3, and functions as jade for the purpose of harming Invulnerable foes. Wielding the Ancestral Sword makes its owner appear as if he is standing beside the spot where he actually stands. This obviously makes him extremely difficult to hit in combat. Itsuwari grants a bonus to the TN to Be Hit equal to the wielder's Reflexes x5, over and above the normal TN to be Hit. However, every round after the first round of the skirmish, foes may make an

Awareness/Kenjutsu Roll against a TN of 30. Anyone who succeeds may attack the sword's wielder at his normal TN to Be Hit. Once the illusory power of this Ancestral Sword has been overcome by an opponent, it does not affect this particular foe for the remainder of the skirmish.

Bayushi's Mask

Bayushi, the founder of the Scorpion Clan, was a deeply misunderstood figure during his lifetime, and he remains one of the most enigmatic personages in Roku-gan's long history. The vast majority of people in the Empire still regard the Kami as a man without honor and without truth, and even the wisest often fail to understand his ways. Bayushi, however, was more than the deceiver many believe him to have been. Scorpion samurai understand that where the other Kami saw humanity's tremendous potential and boundless possibilities, Bayushi saw the darker nature of the world. In order to protect the Empire, Bayushi was willing to sacrifice his honor as well as the honor of his entire Family.

Of course, it was Bayushi who began the Scorpion habit of wearing a mask in public. At the Tournament of the Kami, held to select the first Emperor, Bayushi defeated Shinjo, after which he was scheduled to face Shiba. The Scorpion claim that before the two brothers met in battle, however, Shinsei took Bayushi aside and told him the Tale of the Scorpion and the Frog... but changing the traditional ending, perhaps in an effort to teach him by making the tale unfamiliar. Like so many of the stories told by and about Shinsei, it is too subtle and complex to relate in full here, and is best relegated to a discussion that focuses on the mindset of the Scorpion Clan (see *Way of the Scorpion*, pp. 18-19). Suffice to say Bayushi realized, among other things, the value of hiding one's true strength from one's opponents, and he draped a length of silk across the lower half of his face to hide his smile from Shiba.

In doing so, Bayushi became the first of his Clan to wear a mask. This simple red cloth that Bayushi first wore during the Tournament of the Kami was found by his son along with the cryptic words, “I have lost her” when the Kami disappeared. Since then, the mask has been passed down from one Clan Champion to the next. Among the Scorpion, it is believed Bayushi's Mask, as the artifact came to be known, holds part of the essence

of the founder of the Scorpion Clan. Because of this, it is second only to the Ancestral Sword of the Scorpion Clan in importance, and considered one of the Clan's most revered relics.

Bayushi's Mask is an ordinary looking piece of scarlet silk about four feet long. If a member of the Scorpion Clan wears the mask, any use of the Deceit (Lying) Skill by him is automatically successful as long as he has at least 1 Rank in Deceit and the Emphasis Lying. In addition, any use of a Skill, spell, or magical item that would detect lies automatically fails. Anything he says has at least a slight ring of truth to it, and sounds pleasantly agreeable and plausible, so all listeners *want* to believe him. Note that this cannot convince someone of something obviously false (e.g. "The sea is yellow"), although anything short of that can be accomplished ("The sea appears to be blue, but is really yellow"). If Bayushi's Mask is ever worn by a non-Scorpion, however, treat it as a mundane item of Fine Quality.

Bronze Lantern

The origin of these mysterious lanterns is unknown by all save a very exclusive group of Bayushi samurai. Tales concerning these simple but highly useful magical lamps abound, and many believe the Scorpion Clan first discovered them during their exile in the Burning Sands in the early Twelfth Century. The specific origin of the Bronze Lanterns, as these items are now called, remains a tightly held secret by the lords of the Bayushi, but among the Scorpion who are not directly privy to the knowledge, it is said these strange devices come from the gaijin Senpet Empire. It is generally believed — correctly, but on no more than circumstantial evidence — that the Bayushi have several allies in the Senpet Empire, and acquired the Bronze Lanterns through them.

Since no one in the Emerald Empire has discovered the secret of their making, these gaijin devices are rare and their magic is considered extremely strange and wholly exotic. The shugenja of Rokugan do not have the skills needed to awaken the spirits within these objects in the right way, so the Senpet have thus far remained the only reliable source of Bronze Lanterns.

As the name implies, a Bronze Lantern is made from a mixture of copper and tin of a metallic, brownish coloration. The device is crafted from a single piece of bronze. The base of the lantern is circular and about

the width of an average human woman's hand. On top of this is the body of the device, which is much larger and shaped like many Rokugani teapots. There is a lid on top of the lantern through which oil can be poured. On the opposite side from the handle is a short cone, which sharply twists upward to form a small bowl through which a flame can be lit. All Bronze Lanterns are shaped thus, and the bronze surfaces of the devices are always painted with narrow lines and small dots and squares, in a striking manner that appears to be characteristic of Senpet design. The color used for these decorative patterns may vary, according to the whim of the creator and the exact magical ability bestowed upon the lamp in question.

Only shugenja can unlock the gaijin magic within a Bronze Lantern. To activate it, one simply rubs the item and speaks a command word. A mist begins to pour out of the device, and 1 round later, this mist concentrates to form a creature of flesh and blood. The type of creature thus summoned varies greatly from one Bronze Lantern to another, and the Bayushi believe almost any kind of animal, beast, or monster can be called forth with the proper type of Bronze Lantern. Once summoned in this manner, the creature will follow the commands of the shugenja who activated the device, obeying his every whim even if doing so puts the creature's life in peril. A creature summoned by a Bronze Lantern remains for a number of minutes equal to all of the summoner's shugenja School Ranks, after which time it vanishes into thin air. A Bronze Lantern may only be used once. After its power has been spent, the magic of the lantern vanishes and it becomes an ordinary oil lamp of Average Quality.

Celestial Sword of the Scorpion Clan (Churetsu)

After Amaterasu scattered the Ancestral Swords of the Clans, Lord Sun commissioned the creation of the Celestial Swords, which were forged by Xing Guo, the Tsi Family artisan who was eventually named the Fortune of Steel. One Celestial Sword was given to the Champion of each of the Great Clans to replace the ancestral weapons they had lost. Churetsu, the Celestial Sword of the Scorpion Clan, was first used by Bayushi Yojiro. Churetsu looked no different than any mundane Rokugani katana, but Yojiro did not let this fool him as to its value. Indeed, its simple appearance has proven to

be quite useful over the years, as Scorpion agents entrusted with the sword have found it easy to conceal the fact they were carrying a powerful weapon with them. The blade is now in the possession of Bayushi Paneki, the current Scorpion Clan Champion. To the common eye, or even to magical inspection, Churetsu appears to be a standard, unawakened katana, but to the Champion of the Scorpion Clan the sword glows with a strong, unnatural reddish hue. As one of the Clan's most precious artifacts, Churetsu is zealously guarded. Like all Celestial Swords, the blade is a powerful weapon, but a special enchantment was also placed upon Churetsu. If the owner of this weapon is killed, the blade immediately returns to a very special — and heavily guarded — room in the heart of Kyuden Bayushi. In this room, dozens of replicas of Churetsu can be found. These copies randomly move each night to ensure no one knows where the true sword of the Clan Champion might be. Anyone touching one of the many replicas of Churetsu is instantly killed. This magical protection allows the new Scorpion Champion, and no other, to safely claim the sword that rightfully belongs to him. Because of this, many in Rokugan believed Churetsu will always be wielded exclusively by the true Champion of the Scorpion Clan — unless, of course, he decides to loan the blade to one of his trusted samurai.

When wielded by a samurai who is not of the Scorpion Clan, the sword functions as a mundane katana of Excellent Quality. If anyone not of the Scorpion attempts to use the blade against a member of the Scorpion Clan, the weapon transmits the energy of the strike back at the wielder and the attacker must make his attack roll (and subsequent damage roll) against himself. This property is negated if a Scorpion wielding the Celestial Sword attacks another member of his Clan.

In the hands of a Scorpion, Churetsu has a DR of 4k3, and can harm Invulnerable foes as though it is jade. The wielder adds his Air x5 to his Initiative roll and may make 1 extra attack each round against any opponent with higher Honor (this bonus stacks on top of other Techniques and effects that allow extra attacks). It also grants a +2k2 bonus to all Awareness-based rolls and to all attack rolls made with it.

Curse of the Midnight Flies

This simple magical item looks like a tiny gem set on a gilded chain. The color of this gem can vary depending

on the material used to fashion it. A close examination, however, reveals the gem is far from a simple semiprecious stone, as there are several minuscule black insects encased within the jewel.

These small trinkets were originally created by the Ra'Shari, strange gypsy sorcerers who lived in the Burning Sands. The Scorpion uncovered the existence of these small but intricate gems during their exile into those distant lands. Since that time, many Scorpion shugenja have learned how to create these minor magical devices. Because of the very nature of the Clan of Secrets, however, this knowledge remains their exclusive preserve. Nevertheless, these small gems are extremely simple to make, and due to the number of them the Scorpion have created, they can turn up anywhere in the Empire.

Dubbed the Curse of the Midnight Flies, each of these strange gems can be used only once. Anyone can activate the magic by breaking the gem. Since they are relatively fragile, this can be done by throwing the gem against a hard surface, or even by crushing it between thumb and forefinger. Breaking a Curse of the Midnight Flies creates a small swarm of pestering, flying insects. The user, who is not bothered by the insects, may direct this swarm to fly toward any target within 500'.

The insects immediately attack the target, injecting him with a magical poison through their stingers. Any person or creature stung by the insect swarm must make a Raw Stamina Roll against a TN of 20; if he fails, he is knocked unconscious for 1k1 rounds. A successful roll, on the other hand, renders the target immune to the poison of this particular swarm. The swarm of insects created by a Curse of the Midnight Flies vanishes into thin air after a number of rounds equal to 1 + the user's Basic School Rank. The user of the item can direct the swarm toward another target of his choice as a Use Special Ability Action. The swarm moves at the uncanny speed of 500' per round, but it will vanish into thin air the instant it moves farther than 500' from the user. The swarm also vanishes after one minute, leaving nothing behind to show it ever existed.

Fire Maple Mempo

The Fire Maple Mempo is a simply-designed armored mask painted to intimidate its wearer's opponents. The Fire Maple Mempo covers the lower face of its user and also protects his neck. Its highest part is on the bridge

of the nose, curving down on either side and turning up again to reach the ears. Made from dull steel with parts of it painted in a scarlet hue, the mempo forms an impressive visage, with a wide and flat nose, angry lips, and chiseled features. The base of the Fire Maple Mempo is especially wide, with parts of the single piece of steel from which it was forged rising to form spikes on both sides of the head. Despite its harsh appearance, the Fire Maple Mempo is surprisingly comfortable to wear.

The origin of these magical masks is disputed, but it is certain that only the cunning and secretive shugenja of the Scorpion Clan know how to create them. Those among the Clan of Secrets who own such a treasure keep these masks for themselves, and when they die they make sure it is passed on to their descendants. Thus, very few — if any — samurai outside the Scorpion Clan have ever owned a Fire Maple Mempo.

Those who wear these magical war masks look disquietingly powerful and intimidating. Anyone making an attack roll against someone wearing a Fire Maple Mempo must first make a Raw Willpower roll against a TN of 15. Failing that roll indicates the magic of the battle mask has unnerved him and he suffers a -1k0 penalty to both his attack and damage rolls.

Kage Mask

Some Scorpion use masks to completely cover their faces; others prefer simpler coverings that reveal just enough of their dangerous beauty. Many Scorpion are famous for wearing the same mask day in and day out. The unique design of such a mask becomes associated with its wearer, and these Scorpion thus become recognizable only by their masks. Others among the Clan of Secrets wear a variety of face coverings, choosing the color and design as the mood or purpose suits. Regardless of their individual tastes or preferences, one particular type of mask is especially prized by those who own them. The origin of these magical masks is unknown, but many sages believe they were designed by a Scorpion shugenja centuries ago. These items are called Kage Masks. Those outside the Clan of Secrets wonder if these masks were named after their creator or if there is some unknown meaning behind the appellation.

The cloth of a Kage Mask is not remarkable in any fashion, except that one cannot easily identify which type of material it is. When looking at a Kage Mask

in its true form, some think the item to be made of silk or velvet, while others see it as simple cotton or rough wool. A closer inspection, however, will reveal the strange material has a texture and feel that doesn't closely resemble any mundane fabric.

When someone first dons a Kage Mask, it instantly reveals its magical ability, and allows the wearer to reshape the mask's physical form by a simple act of will. Once per day, the wearer may compel his Kage Mask to change its shape and color to resemble an entirely different mask. This ability is activated as a Simple Action, and the transformation takes 1 round to complete. Once changed, a Kage Mask remains in that particular shape for a period of 24 hours, or until the wearer chooses to revert it to its original form. Additionally, a Kage Mask makes its wearer more perceptive, granting a 2 Rank bonus to Awareness.

Lotus Blade of the Scorpion Clan (Shinjitsu)

Shinjitsu, the Lotus Blade of the Scorpion Clan, was the final gift of Tsi Xing Guo to the Clan of Secrets. It is one of a handful of invaluable treasures owned by the Scorpion. When Shinjitsu was originally delivered to Bayushi Paneki in 1167, the Scorpion Champion chose to entrust it to Shosuro Yudoka. Yudoka was charged with guarding the uniquely powerful artifact until it could be given to someone truly worthy of it. After Yudoka was murdered by a treacherous underling, the duty of guarding the blade was passed to Shosuro Jimen, a young diplomat who would go on to become the Emerald Champion.

Like the Celestial Sword of the Scorpion Clan, another gift from Xing Guo, the Lotus Blade of the Scorpion appears as a rather ordinary weapon. Its tsuba is wide, silvery, and almost perfectly round, but several black lines form a sun-like pattern inside a black disk on the side of the hilt. These designs are extremely simple, however, and anyone observing the blade would fail to find anything noteworthy about them. The hilt is covered with a layer of red silk, which is itself partly hidden with a tightly woven strand of black silk. Both of these silken layers form a simple pattern common in Rokugan.

The Lotus Blade of the Clan of Secrets works like a mundane katana when wielded by anyone other than a Scorpion. In the hands of a Scorpion, the sword be-

comes a terrible weapon. It has a DR of 4k2 and can harm Invulnerable foes. As a Simple Action, the wielder can activate the Fire kami bound into the sword. Once activated, the sword grants a bonus in rolled and kept dice to Initiative Rolls and attack rolls equal to the wielder's Fire Ring. The wielder also gains 2 Free Raise each time he attempts a Feint with the weapon.

Meiwaku Fans

About 200 years ago, Asahina Meiwaku, a talented Crane shugenja, married Soshi Toraburu, himself a prominent shugenja of the Soshi Family. The marriage, like most, was strictly a political arrangement. Meiwaku spent many years alone, for her husband was rarely home and most Scorpion were reluctant to trust her. Ostracized in her husband's house, Meiwaku decided to show the Scorpion the meaning of true loyalty. She fashioned a fan which she imbued with powerful magic. When her husband returned from a particularly long trip, Meiwaku presented it to him. She asked him to offer the device as a gift to her father the next time he visited her Crane cousins on the coast. Toraburu promised to honor his wife's request and kept his word. After he had given the fan to his wife's father, however, something strange occurred: Toraburu began to hear the old man's thoughts as he spoke to him. Toraburu noticed that the old man was carrying his daughter's fan, and a thin smile grew on his face.

Soshi Toraburu was so impressed with the fan that as soon as he returned home he begged Meiwaku to produce more. Meiwaku agreed to his request on one condition: that her husband showed the rest of the Scorpion she was truly part of the Clan, and not merely a useless Crane wife. She asked him to perform a second gempukku that would officially make her a part of his Family and a full-fledged member of the Scorpion Clan. Toraburu performed the ceremony himself, in front of the Soshi Daimyo and 90 other members of the Family. On every anniversary of that ceremony, Meiwaku gave her husband a new fan.

As far as anyone can tell, Meiwaku created seventeen of these magical fans. Each of these items is unique in appearance, but they all share the same magical power. Unfortunately for the Scorpion, over the years many of these wondrous devices fell into the hands of members of rival Clans. Although many Soshi shugenja have tried to copy the formula Meiwaku used, they have thus

far failed to replicate these fans. As far as they know, no other shugenja has been able to reproduce them either, thus making the seventeen Meiwaku Fans even more valuable.

A Meiwaku Fan only works properly when the item is offered as a gift. Once the item has been accepted, a link is formed between the giver of the Fan and the person who received it. Any time the giver is within line of sight of the recipient, as long as that person carries the gift, he may spend a Void Point to read his thoughts. Each Void Point spent in this manner allows the giver to read the recipient's thoughts for a number of minutes equal to his Void Ring. This ability may only be used a number of times per day equal to the Void Ring of the giver.

Obsidian Hand (Shosuro's Hand)

The Obsidian Hand (or Shosuro's Hand, as it is sometimes known) is quite literally a thing of Heaven and not of Earth. It was the right hand of Onnotangu, cut off by Hantei as Lord Moon grabbed at the last of the siblings who fell from the Heavens – the child who would become Fu Leng. The Ninth Kami fell with his father's severed hand, and it went with him into Jigoku when he struck the earth and created the Festering Pit.

When Shosuro, the only survivor of the Seven Thunders, returned to Rokugan, she brought with her the Twelve Black Scrolls, but the hand in which she carried them was not her own. Shosuro's hand had been replaced by a weird glass of the deepest black that shimmered with all the colors of the rainbow when even the faintest light was cast upon it. Everyone who saw her hand assumed her flesh had been corrupted by the magic of the strange scrolls she brought back with her. But the hand was not Shosuro's own. It was the hand of Lord Moon, which had turned to obsidian.

Along with the Obsidian Mirror, which Shosuro also brought with her from the Shadowlands, the Hand remained in the possession of the Scorpion Clan for generations. Contrary to what many originally believed, Shosuro's Hand has no trace of the Shadowlands Taint and does not automatically corrupt anyone who uses or carries it. It does, however, come with a terrible price.

This artifact resembles the right hand of a human, but it is made of sharp-edged obsidian. In order to use the Obsidian Hand, one must go through a painful rit-

ual which grafts the artifact onto the stump of the right arm. The secret of this grim ritual is kept hidden in the libraries of the Shosuro Family. Those who have worn the mystical hand heard voices in their mind and were plagued by nightmares, which eventually drove them to desperate acts. At least three of those who wore Shosuro's Hand were driven utterly mad and killed themselves. Another bearer of the Obsidian Hand used the Ancestral Sword of the Scorpion to slice off the artifact from his own arm.

The final bearer of the Obsidian Hand was Hitomi, who used it to defeat her nemesis Hida Yakamo. Unlike her predecessors, Hitomi managed, barely, to withstand the madness of the Hand. Ultimately she slew Lord Moon and ascended into the Heavens as Lady Moon, taking the Obsidian Hand with her. Whether she ever allows it to return to the mortal world remains to be seen.

Although the Obsidian Hand is a dangerous item, it nevertheless bestows great prowess in combat on those with the will to use it. Whenever the wielder of the Hand faces an opponent in battle or in a duel, she may keep an additional number of dice equal to her opponent's (or target's) Honor Rank on all attack and damage rolls (to a maximum of the number of rolled dice). Additionally, she may make 1 extra attack each round, so long as this attack is made using the Obsidian Hand. The Obsidian Hand may be wielded using the Jiujitsu Skill, and it has a DR of 3k3. Wielding it also grants all the Mastery Abilities associated with the Jiujitsu Skill, as though possessing 10 Ranks in that Skill.

When this mighty artifact is attached to the arm of a new bearer, he must make a Raw Willpower Roll against a TN of 25. If he fails, he goes completely mad within a period of one to three months. If he succeeds, he may wield the artifact as described above, with no further risk to his sanity.

Obsidian Mirror (Shosuro's Mirror)

For centuries, the Obsidian Mirror was possessed by the Scorpion Clan, and for much of that time it was known simply as Shosuro's Mirror, named for its creator. Unbeknownst to the Scorpion, however, Shosuro crafted the object from the blood of Onnotangu after she had been corrupted by her union with the Lying

Darkness. The mirror allowed Bayushi Kachiko to spy upon the Emperor during the years leading up to the Clan War, and it may have played a role in his eventual defeat by the reincarnated Seven Thunders. During the War against the Darkness, however, the Scorpion came to realize the nature and origin of the mirror, and they attempted to destroy it. Their attempt failed, however, and the mirror still exists, although its current location is unknown.

Anyone who possesses the Obsidian Mirror can view another location through it by spilling a drop of fresh blood (the equivalent of 1 Wound) upon it and expending 1 Void Point. The Mirror can only show a location that the viewer has personally visited. Each use of the Mirror allows a viewing of up to 1 minute, although the image will disappear as soon as the viewer ceases to concentrate on it. Using the Mirror causes the viewer to immediately lose 1 Honor Point. Nezumi who use the Mirror lose 0.1 Name.

Pincers & Tail

Pincers & Tail is a unique weapon similar to a bisento, except that it bears a heavy blade on both of its tips, one in the shape of a claw and the other a barbed tail — hence its name. The eight-foot long shaft is made of hardwood bearing countless runes of unfathomable meaning. At first glance, it looks like a difficult weapon to use in combat, but anyone who picks it up instantly realizes that it is surprisingly light and perfectly balanced. The weapon was given to Shosuro Yudoka by the Ashalan sorcerer Hojyn, and he preferred using it to any other weapon (including Shinjitsu). As Yudoka forged a name for himself, his unusual weapon became as recognizable as the Scorpion Clan's own standard. Many of Yudoka's lieutenants began using imitations of it, although those copies lack the unique power of the original. Following his death in 1168, Bayushi Paneki gave the original weapon to Yudoka's sister, Toku Inao.

Treat Pincers & Tail as a double-bladed bisento with a DR of 1k3. The weapon grants a Free Raise on all Disarm attempts, and allows the user to gain an extra attack with only three Raises instead of the normal four. The weapon can also be thrown at an opponent, with a range of 60'. When used as a missile weapon, it grants a DR bonus in rolled and kept dice equal to the wielder's Earth Ring.

Shosuro's Cloak (The Rainbow Cloak)

Part of the mystery of the enigmatic Shosuro comes from the infamous cloak she wore at all times. The origin of Shosuro's Cloak, which was also called the Rainbow Cloak, was never revealed and only Shosuro herself knew the truth. After she disappeared from the Empire, this fabulous garment was used by the Clan for a thousand years. It was stolen by Shosuro herself during the war against the Lying Darkness. When she was reunited with Bayushi and left the mortal world, many believed she had taken her cloak with her, but the unique garment was found days later at the edge of the water where she was last seen.

The surface of Shosuro's cloak is of a dark hue, but the color seems to shift as light and shadow dance upon it, much like a length of fine Rokugani silk. It has been described as a slice of darkest, starless moonlight. The cloak's swirling patterns and movements are unnatural and can mesmerize even the most powerful oni.

The magic of Shosuro's Cloak grants the ability to appear to any and all onlookers according to their expectations, allowing the wearer to keep her identity secret. For instance, if the cloak's wearer were to walk into a chamber where a young man is expecting his wife to join him, that person would see his beloved spouse. If the wearer committed murder in the streets of a large city, every witness would describe someone else — a bandit, or a notorious assassin, or some other despised figure of public knowledge or imagination. Shosuro's Cloak, however, does not bestow any control as to whom onlookers see when one wears it. The cloak does not change the wearer's voice.

Yogo Jitte

The badge of office for the head of the Kuroiban (see p. 34) is the Yogo Jitte, a powerful weapon created especially for the leader of this secretive group devoted to protecting both Emperor and Empire from the practice of blood magic. Over the years, however, many replicas of this very special item have been fashioned for other agents of the organization. These magical weapons are also called Yogo Jitte, and they have much the same properties as the original. The Jitter is made out of wood. The central prong is approximately fifteen inches long and has a blunt tip. The secondary prong has more

of a curved angle than most other jitte, but it is made of the same wood and likewise ends in a blunted tip. The handle, which is approximately half as long as the weapon, is made from several layers of densely woven leather strands.

In the hands of anyone who is not a shugenja, a Yogo Jitte functions like any mundane jitte of Fine Quality. In the hands of a shugenja, however, the weapon provides aid in both the casting of spells and the grim business of melee combat. A Yogo Jitte enables the wielder to cast Commune and Sense Void up to 3 times per day each, without counting against the wielder's spell slots for the day. Additionally, he may store a spell of his choice within the Yogo Jitte by casting it upon the weapon. Once stored, the spell may be cast (once) by activating the weapon as a Use Special Ability Action. A Yogo Jitte is also a practical combat weapon, granting a bonus in unkept dice to all attack and damage rolls equal to the wielder's Void Ring.

Treasures of the Unicorn Clan

Ancestral Armor of the Unicorn (Yuki)

Yuki, the mystical armor originally worn by the founder of the Unicorn Clan, is said to carry the echoes of the spirit of Shinjo. Regardless of the truth of this legend, it is a fact that the armor not only enhances the abilities of its wearer, but also boosts those who follow her into battle. Lady Shinjo, whose devotion to Bushido was greatly respected even among her Kami siblings, wore Yuki until she handed the reins of the Unicorn to her children. From that day forward, the Ancestral Armor has been worn in turn by every Unicorn Champion who followed her. The only exception was Shinjo Yokatsu, who deemed he was not worthy to wear this powerful garment and not honorable enough to bear Hayai, the Ancestral Sword of the Unicorn.

Yuki is an old-fashioned suit of Rokugani armor, complete with wide and flat arm guards on either sides and a full length hauberk, split down the center for ease in riding, that runs down to the wearer's knees.



It is lacquered with a purple shade so deep it appears almost black. The many pieces of boiled leather, sinew, bone, and metal that make up this intricate garment are bound together with strong cords of bleached leather dyed lavender. Several of these pieces are also delicately painted with gold touches meant to evoke the vast open plains of the Unicorn provinces.

Yuki is complemented by a massive kabuto covered with soft white fur, which is believed to be a clipping of the first unicorn Otaku befriended. Since the fur is always clean and cannot be sullied by any means — and also because it always seems to flutter in the breeze like the finest spider silk — few doubt this is indeed the case. A great horn of pure gold is set atop the helm, but its most impressive feature is undoubtedly the terrible mask that covers the face of its wearer. This mask is shaped in the form a snarling unicorn face, as though the creature was constantly engaged in battle.

The Ancestral Armor of the Unicorn bestows tremendous advantages to those who belong to the Clan. If worn by anyone who is not part of the Unicorn Clan, Yuki functions as an Excellent Quality mundane suit of heavy armor. When worn by a Unicorn, however, all of the magical properties of this unique suit of armor are revealed. Yuki grants a +5 bonus to the TN to Be Hit (in addition to the normal bonus for heavy armor). It also allows the wearer to ignore 1 kept die of damage (her choice) from any mundane or magical attack made against her. Furthermore, because the armor is imbued with both the audacity and tenacity of the Lady Shinjo, the wearer can ignore the penalty from a number of Wound Levels equal to her School Rank in any Unicorn Basic School.

In addition to the powers bestowed to those who don it, Yumi also grants advantages to any ally riding a steed within a radius equal to 10' for each Rank the wearer possesses in any one Unicorn Basic School. Affected individuals (including the wearer) gain a +1k0 bonus to their Initiative Rolls and Damage rolls.

Ancestral Sword of the Unicorn (Hayai)

Hayai, the katana wielded by Shinjo herself, is the Ancestral Sword of the Unicorn Clan. The blade drew its first blood at the dawn of the Empire, during the war against Fu Leng. Many Unicorn heroes since then have carried the weapon, and it is considered sacred by all the samurai of the Clan.

As one would expect given the Clan's history, the Ancestral Sword of the Unicorn has traveled the length of the Empire as well as far beyond its borders. Its journeys ended in 1132, when as retribution for the death of Onnotangu, Amaterasu ordered the Ancestral Swords of all the Clans of Rokugan be scattered among the Celestial Heavens. Shinjo, acting on her mother's command, placed Hayai in Tengoku, where it still lies.

This ancient blade looks like a typical Rokugani katana, albeit slightly shorter than most. The hilt of the weapon has been held by countless hands throughout the centuries, and the carved ivory of the handle, which was once a resplendent pearl, is heavily blackened. A small white tassel is set at the butt end of the hilt. It is said that each time a new Unicorn hero was given the weapon he replaced this silken ornament. The color of the tassel, which inevitably became sullied by the dust, sweat, and blood of battle, was an easy way for those who met the wielder to approximate how long he had held it. The blade of Hayai is a marvel of craftsmanship and it is so light that the weapon feels almost weightless. The saya that holds the Ancestral Sword of the Unicorn is a very simple sheath made of polished wood bound with leather at the top, center, and bottom.

Hayai grants a number of benefits to those who wield it, but only if they are of the Unicorn Clan. In the hands of anyone outside the Clan, the Ancestral Blade of the Unicorn functions like a mundane katana of Excellent Quality. In the hands of a Unicorn samurai, Hayai is a DR 4k3 katana which can harm Invulnerable foes. The extraordinary lightness of this unique artifact also allows its wielder to strike opponents with uncanny speed

and accuracy. The wielder gains a bonus to Initiative Rolls in kept dice equal to his Rank in any Unicorn Basic School. He also can reroll any attack dice which are less than the combined total of his Kenjutsu rank and Unicorn Basic School Rank. Finally, Hayai can ignore all armor bonuses to an enemy's TN to be Hit.

Ancestral Wakizashi of the Unicorn (Daitan)

The Ancestral Wakizashi of the Unicorn Clan is the short sword that once belonged to Iuchi, and which he presented to Shinjo after Hantei collected the wakizashi of his siblings to forge the Ancestral Blade of Hantei from them. This intriguing artifact rests on an 800-year-old mahogany stand in Shiro Shinjo. It is said the Unicorn Champion will only hand the weapon to those truly worthy of it, and only in times of direst need.

Daitan, as Shinjo (and Iuchi before her) called the blade, is an unusual weapon. The handle is fashioned from a strange, nondescript, finely woven mesh of spider silk of a silvery gray shade. The spider silk is so fine that the weapon is said to be slippery. Because of that, many past Unicorn heroes have preferred not to wield Daitan in battle, for fear of losing their grip upon it and thus dishonoring the uniquely powerful wakizashi. The blade itself is strange and seems to be made from a milky substance that constantly moves of its own volition within the confines of the solid blade. When swung in combat, the Ancestral Wakizashi of the Unicorn appears like a blur of gray mist, which makes it almost impossible for any mortal eyes to follow the movements of the blade. Many Unicorn samurai believe Daitan is imbued with magic so powerful that the weapon can actually be at two places at once.

Like Hayai, the Ancestral Sword of the Clan, Daitan functions as a mundane blade in the hands of anyone who is not a Unicorn. In the hands of a Unicorn, however, this weapon is a DR 3k2 wakizashi which harms Invulnerable foes and bestows tremendous speed to its wielder, awarding a bonus to his Initiative Rolls in kept dice equal to his Air Ring. The speed of Daitan is so great the wielder must have at least 2 ranks in Kenjutsu skill in order to truly master the weapon. Those who have enough Kenjutsu to use Daitan properly can negate the effect of one opposing Bushi School Technique per round. However, only a technique of a lesser or equal Rank than the wielder's Unicorn Basic School Rank can thus be negated.

Arrows of the Four Winds

The mounted archers of the Unicorn armies are feared throughout the Empire and far beyond the borders of Rokugan for their strength, precision, and determination in combat. It thus comes as no surprise that their fletchers have created awakened arrows of tremendous craftsmanship and power. One particular set of missiles, the Arrows of the Four Winds, is an especially priceless heirloom of the Unicorn Clan. Through the centuries, several Unicorn Clan Champions have been known to give these powerful arrows as a reward for meritorious and loyal service, or to help those whom they send on exceptionally dangerous or important missions.

Made of a strange and unidentifiable purple wood, the Arrows of the Four Winds are light but extremely strong. Their shafts are expertly fletched with long feathers of white, gold, and gray. There are four different Arrows of the Four Winds, each one named after a particular wind and emblazoned with a likeness of the dragon believed to send that wind into the world.

Although each of these four enchanted arrows has a distinctive power, they all have one thing in common: if properly petitioned by the archer before being fired (which requires a successful Awareness/Theology Skill Roll against a TN of 15), the arrow magically returns to the hands of the Unicorn Clan Champion within a week. If the arrow does not return, the archer's entire family is greatly dishonored and they must find the lost arrow or forfeit their lives.

The **Arrow of the North** pierces like the bitter winds from the polar region, bestowing a bonus to attack rolls in unkept dice equal to the wielder's Glory Rank.

The **Arrow of the South** is a gentle but precise breeze, granting a bonus to attack rolls in unkept dice equal to the wielder's Honor Rank.

An **Arrow of the West** functions as a divination device rather than a weapon. When let loose, it magically veers toward the place the wielder is thinking about, whether it is the lair of a creature he is hunting, the lost tomb of a long-forgotten ancestor, or the quickest route home out of the Shadowlands. It flies to the limit of its range (thereby giving a strong hint) or to the actual object of inquiry, whichever is closer, and it will always reveal itself so that it may be recovered. The Arrow of the West may be used a number of times equal to the wielder's School Rank in a Unicorn Basic School before it magically vanishes to return to the Clan Champion.

The **Arrow of the East** was lost long ago when the ill-fated Moto armies ventured into the Shadowlands. This arrow was also called the Arrow of Heart's Desire, but it has been lost for so long no one remembers what its magical properties were.

Bonsai Pine of Iuchi Ramatsu

Bonsai, or the art of growing miniature trees, was originally developed by the Crane Clan, but the Unicorn have always admired this refined art form. During their long journey outside of Rokugan, one of their shugenja devoted the majority of his life to produce the most wondrous bonsai tree ever seen. Iuchi Ramatsu spent 40 years growing a bonsai out of a thimble. Today, the tree is ancient and venerable, but is still only the size of a delicate woman's smallest finger. The Bonsai Pine of Iuchi Ramatsu, however, is especially remarkable for its ability to shrink people to its own scale. Anyone who contemplates the bonsai and wishes to be with the tree immediately finds himself standing on rough soil next to a giant pine. All around him, everything suddenly seems grotesquely huge. One simply has to bid farewell to the tree in order to return to normal size.

The Bonsai Pine of Iuchi Ramatsu was used at the Battle of Malka Oasis. The Unicorn used the tree to shrink an entire unit of mercenaries in their pay and hide them within the tiny tree's thimble. When their enemies believed the remainder of the Unicorn forces were about to surrender, the mercenaries suddenly returned to their normal size, surprising their foes. This tactic provided a great victory to the Unicorn.

In another instance, the Bonsai Pine was essential in providing provisions during a lengthy journey. One by one, all who were traveling used the magic of the tree to shrink themselves into the thimble. A fig had been placed next to the tree, allowing them to eat from it. It is said the entire caravan was fed from a single piece of fruit.

Brass Gong of Otaku Masero

This magical device was originally acquired by Ide Borume from a gaijin merchant, and no one has ever discovered who its creator was or where the gong actually came from. The antique item was thus named in honor of Otaku Masero, a Unicorn stable boy whose unwavering loyalty earned him great respect among the Unicorn nobility. Before the ancient gong was named,

the honor of holding it when it was first rung was given to Masero, who was afterward allowed to keep it in his house. Since that time the Gong of Otaku Masero has passed through countless hands, but the awakened item is always given to an unsung hero of the Clan.

About three feet in diameter, the Gong of Otaku Masero hangs from a stout silken cord, and as befits the nomadic Unicorn traditions the item has never been mounted upon a stand. In order to use it, a person must hold it high above the ground. The Gong of Otaku Masero is traditionally held with both thumbs, its user keeping his arms as far up as he can so that the gong falls to the level of his navel. This is to better focus the sound at the center of the bearer's chi. Ever since it was discovered, the Unicorn Clan has used the gong during important or sacred ceremonies, remembrances to the fallen of the Clan, during grand story-telling festivals, and other such occasions. In times of war, the Gong of Otaku Masero is rung for the troops on the morning of battle.

When the Gong is rung, all the allies of the bearer who hear the sound immediately feel a wave of peace wash over them. If any listener is meditating, his Meditation Skill Roll automatically succeeds and he recovers all Void Points within the time it takes the gong to completely stop its ringing (which typically takes 10 minutes).

Celestial Sword of the Unicorn (Enginoshi)

Soon after the Celestial Sword of the Unicorn was first presented to Moto Gaheris, he placed a dignified blade in the Shinjo ancestral home, leading many to assume that he refused to carry Tsi Xing Guo's gift. However, this was a ruse – the sword in the Shinjo palace was merely an artistic display, and Gaheris carried the real Celestial Blade until his death in 1159. The sword has since passed down to his grandson and successor, Moto Chagatai.

Enginoshi, which is kept in a mundane looking saya of wood, has a blade as bright as the purest silver. Its tsuba is a simple round plate that bears no special design or insignia, but it is made of solid gold. The most impressive feature of this Celestial Sword, however, is its hilt. Longer than the handle of most katana, the hilt of Enginoshi is made to resemble a unicorn's horn. Of an immaculate white shade, the elongated handle becomes

gradually thinner, ending in a sharp point. Although some believe that the handle is made of a strange alloy, others argue it is actually a true unicorn horn. Whatever the truth might be, one fact remains: Enginoshi undoubtedly holds the essence of the Unicorn.

When held by a samurai who is not of the Unicorn, Enginoshi functions as a mundane katana of Excellent Quality. If anyone not of the Unicorn attempts to use the blade against a member of the Clan, the weapon transmits the energy of the strike back at the wielder and the attacker must make his attack roll (and subsequent damage roll) against himself. This property is negated if a Unicorn bearing Enginoshi attacks another member of his Clan.

In the hands of a Unicorn samurai, Enginoshi has a DR of 4k4 and is considered jade for the purpose of harming Invulnerable does. It doubles the wielder's movement allowance, or the movement allowance of his mount if he is on horseback, for as long as he carries the blade. The sword awards an extra three ranks in the Kenjutsu skill and an extra +2k2 on Initiative rolls. Furthermore, if the wielder has least 1 Rank in Kenjutsu, he can use Enginoshi with incredible might in battle: any damage roll that gets three or more explosions causes the target (if he survives) to fail the next skill roll he makes.

Dai-kyu of Anekkusai

The first of these wondrous bows was a gift given to the Unicorn Clan by the Crane, shortly after their return to the Emerald Empire. The original Dai-kyu of Anekkusai was crafted by expert Asahina hands and enchanted by powerful Crane magic, and many Unicorn consider it the greatest gift any of the other Great Clans has ever given them. It was light but extremely powerful, and it greatly impressed all the Unicorn samurai who were fortunate enough to wield it. In the years that followed, the shugenja of the Iuchi Family studied the intricate magic of the Dai-kyu of Anekkusai, and they were able to reproduce the original Crane creation. Today, this weapon is a favorite of the Shinjo Family, for in the hands of a mighty Unicorn horse archer it can be quite deadly.

A Dai-kyu of Anekkusai seems to know when its owner needs to use it. Whenever someone carries the weapon, whether on their person or their steed, they can instantly summon the bow into their hands with a

mere thought. This does not require expending an Action. Because it is extremely light and easy to use, the wielder can make an additional attack each round. This bonus stacks with any other effects or Techniques that allow extra attacks. Finally, when firing a Dai-kyu of Anekkusai from horseback, the wielder never suffers any penalties to his attack rolls from riding a horse or from difficult terrain.

Drum of Water

These items are primarily crafted by the Iuchi, although the secrets of their creation have filtered out into the Empire at large. Drums of Water can potentially be found anywhere in the Empire, although the majority are among the Unicorn. Within the Iuchi Shugenja School, young initiates assist in the creation of the Drums of Water until they master how to fashion them themselves.

A Drum of Water is a small hand drum, extremely light and easy to use. The body is made from blue-painted wood and decorated with spirals of purple and other colors. The skins that stretch across both ends are painted with strange black designs. These skins are held tight by a wooden ring with several attached cords which link both sides of the drum. Another thick string runs parallel to the cords, allowing the user to tune the instrument by tightening or slackening the main cords.

Treat a Drum of War as an item of Fine Quality. To use the Drum, the owner simply plays it with the bare hands, producing a staccato beat. The drum can be played as often as desired, of course – it is perfectly functional as a musical instrument – but its magical ability can only be triggered once per day. The user can target himself or a single allied person or creature within 30'. The target may move as if its Water Ring is doubled, and can make one additional attack per round. These enhancements last for a number of rounds equal to the drum-player's Insight Rank.

Heavenly Kobune of Suitengu

The Heavenly Kobune of Suitengu is a tiny jade model in the shape of a traditional kobune. The model is small enough to snugly fit into a person's hand, and is as light as a feather. The rainbow of green hues that make up the hull of the small boat constantly changes as light and shadow dance upon it. The jade is so well polished and its color so extraordinary that there can be no doubt

the kobune is magical in nature. To make the item even more special, the ramp of the boat is made from shining gold. The same bright metal also enhances several parts of the artifact's hull. The sails of the Heavenly Kobune are just as remarkable as the rest of it. Fashioned from the lightest and finest silk of a translucent gray-green shade, these sails flutter constantly, as if wind eternally fueled them.

It was Moto Chen who originally uncovered the Heavenly Kobune of Suitengu in the Shadowlands. Although he did not know what he had found, Chen offered the exquisite jade model to the Unicorn Champion Moto Chagatai upon his return. Chagatai was pleased and intrigued with the gift, but it was Horiuchi Rikako who reacted most strongly when she saw the model, as she instantly recognized it as a symbol of Suitengu, the Fortune of the Seas. Rikako explained to her Khan that legends claimed the Fortune of the Seas used a vessel known as the Heavenly Kobune of Suitengu to journey between the mortal realm and Tengoku. She believed the model Chen had found in the Shadowlands was a small fragment of that legendary vessel, perhaps broken off during a battle between Suitengu and a mighty water demon. The Khan commanded they learn more about this artifact, and placed it in the care of the shugenja Moto Tsusung. Tsusung, Rikako, and the Mantis priestess Moshi Amika eventually used the Heavenly Kobune to accomplish a great goal, helping the spirit of Yoritomo to reach Tengoku. This fragment of the Heavenly Kobune of Suitengu is a unique artifact of great power. When it is taken to sea, the boat carrying it is automatically blessed. It will always reach its destination safely and none of its crew or passengers will suffer from sea-sickness or other ailments. Furthermore, if the Heavenly Kobune's command word is spoken aloud, it causes a number of sea vessels (up to a maximum equal to the owner's Void Ring x5) to travel at up to 10x their maximum speed in complete safety for a number of hours equal to the owner's Void Ring x2. Truly wise and powerful shugenja can accomplish much more with the Heavenly Kobune, for as an object of Celestial power it is capable of transforming into a full-sized ship that can travel into the spirit realms, even to the very gates of Tengoku. Only a few shugenja have been able to learn how this is done, however, and even they do not fully understand what they accomplished.

Lotus Blade of the Unicorn Clan (Jiyu)

Jiyu was the final gift of Tsi Xing Guo to the Unicorn Clan, one of the ten Lotus Blades he forged before his apotheosis as the Fortune of Steel. Asahina Sekawa gave it to Akasha, the human embodiment of the Naga Akasha and the spouse of Moto Chen, who now lives in the Naga city of Vyakarana. Akasha is never seen without Jiyu and she proudly carries the Lotus Blade of her Clan wherever she goes.

The Lotus Blade of the Unicorn Clan is a simple looking katana, but its workmanship is exceptional. The saya that holds the blade is made of wood tinted in a light, glossy purple color. Intricately carved silver bands decorate the saya, which was specially designed to hold Jiyu. Its tsuba is oval shaped and cast from silver, but on the side of the hilt strange patterns decorate it. These form a black circle into which are several dark bands that seem to expand from its center, where the hilt of the weapon protrudes. The end of Jiyu's hilt bears an oval ornamental silver piece with the head of a unicorn.

The magic of Jiyu only works in the hands of a samurai sworn to the Unicorn Clan. Otherwise, treat it as a mundane katana of Excellent Quality. In Unicorn hands, however, Jiyu has a DR of 5k3 and can harm Invulnerable foes. The wielder may take a Simple Action to activate the Water spirit within the blade. Once activated, the sword's full potential is reached. It grants a +2k2 bonus to damage rolls when using the Full Attack posture or when mounted. Also, when fighting from horseback, the wielder receives a +5 bonus to TN to Be Hit against mounted foes and a +10 bonus against enemies on the ground.

Meishodo Amulet

Ever since the Unicorn discovered the existence of meishodo in the gaijin lands, many Iuchi shugenja have devoted their lives to the study of this craft, experimenting with the art and developing new and innovative techniques. After centuries of experimentation, they have become the unrivaled masters of this still little-known form of magic. More recently, the Horiuchi family has delved even more deeply into meishodo, and those who wish to master this strange magic today must come to the Horiuchi, since all major work with the craft is being done in their provinces. One of their

most remarkable breakthroughs was to overcome the barrier between gaijin magic and the native Rokugani practice of kami worship.

In the past, those who had learned to master *meishodo* found themselves unable to cast magic by rousing the lesser kami, just as those who practiced kami worship were unable to craft *meishodo* fetishes. The Horiuchi found a revolutionary way to overcome this deficiency, and they are now able to use both types of magic, combining their effects and creating unique spells that only they can hope to learn. Although the gaijin art of *meishodo* is much less powerful than typical *shugenja* magic, it is nevertheless extremely practical and versatile. Many Unicorn scouts have benefited from such magic. One of the most important items created by the *shugenja* of the Horiuchi family is the simple *meishodo* charms. These items, typically referred to as *Meishodo Amulets*, come in many forms, but they are always made from natural materials such as wood, grass, stone, and untreated leather. These magical devices are particularly useful to those who must be constantly on their guard.

Meishodo Amulets come in various forms and each holds a different power. Treat them as items of Fine Quality. These handcrafted magical trinkets work only once, and are often unique. Once triggered, the magic of such a device is released and the item becomes a mundane amulet. Using these magical amulets is simple and requires the user to either speak a single word or concentrate on the amulet for a few seconds. A typical *Meishodo Amulet* is linked to one of the following traits (although other types exist): Agility, Awareness, Perception, and Reflexes. The amulet's magic boosts this specific Trait for 1 hour, either by augmenting the Trait by 1 Rank or by granting 1 Free Raise each time the Trait is used (such as on a Skill Roll). Other *Meishodo Amulets* may instead hold a spell of Mastery Level 1 with a Range of Self. These items can be triggered by anyone who knows the command word, and the spell lasts for half the duration it would normally have (with a minimum of 1 round).

Most Honorable Iris Haori and Hakama of the Ide Family

Even the wisest of the Unicorn Clan are uncertain where these wondrous garments originated. Some stories say that they were made for Ide himself, while oth-

ers claim the garments were first worn by the son of Ide, who was so successful at keeping the mighty caliphs of the Burning Sands fighting each other instead of turning upon the Unicorn Clan. Other Unicorn tales even suggest it was a skilled seamstress from a gaijin land who made and enchanted these fine garments for one of Ide's descendants. Regardless of its true origin, this ancient apparel is one of the most beautiful and intricate sets of clothing found in all of Rokugan. It is thus not surprising that the Ide, who have carefully kept the garments for generations, only use them on the most important of occasions.

The Most Honorable Iris Haori and Hakama of the Ide Family, as the outfit came to be called, is of a deep purple shade. Adorned with a variety of delicately embroidered irises, unicorns of various shapes and sizes, as well as other intricate designs and unique insignia, this garment is comfortable and extremely elegant. Its long, loose folds, however, are not of typical Rokugani design. Anyone but the smallest or largest samurai in Rokugan would look regal in this attire. In fact, the powerful magic of the vestment ensures that anyone wearing it appears calm and at peace with the world. It creates for its wearer an imposing demeanor that can discourage his enemies from striking at him.

Anyone with the great good fortune to don The Most Honorable Iris Haori and Hakama of the Ide Family is protected by its power. Those who wish to attack the wearer must first make a Contested Roll against him, rolling a number of dice equal to their Honor Rank while the wearer rolls a number of dice equal to either his Basic School Rank or his Glory Rank, whichever is better. If the attacker loses the Contested Roll, he cannot bring himself to strike, and he cannot attempt another attack upon the wearer for the next 24 hours. If the attacker wins the Contested Roll, he may strike normally, but the attack counts as a failed Honor Roll for him.

Unicorn Saddle

The samurai of the Unicorn Clan have long been known for their superior horsemanship skills, which often seem to border on the supernatural. Some believe it is the Unicorn's blood, which holds a unique blend of true Rokugani and gaijin ancestry, that grants them the wondrous abilities they have with horses. Others think it is the ancient traditions of their Clan and their unique training which makes them such wonderful cav-

alrymen. Some argue that all Unicorn samurai share a special bond with the steed they ride. Most Unicorn samurai, however, feel such skills simply come naturally to them.

Despite these unquestionable talents, however, many Unicorn samurai would love to put their hands on several items fashioned by Iuchi shugenja of their Clan and especially designed to make them even more fearsome riders. Among these are the little known (at least outside the Unicorn Lands) objects simply called Unicorn Saddles.

The artisans of the Unicorn Clan have developed several new and innovative ways to craft saddles and stirrups, based on secrets learned from the Ujik-hai, a gaijin race of nomadic horsemen with whom the Ki-Rin shared a close relationship. Unicorn Saddles still look exactly as they did in days long past, when the shugenja of the Iuchi Family first created them based on Ujik-hai models. These magical items are designed for a specific individual in mind, but with time and practice any rider can benefit from them. If a samurai uses a Unicorn Saddle that was not made for him, its magic will not work until he has ridden his steed for a full month. After that time, the saddle works just as if it had been created specifically for him.

A Unicorn Saddle can be set upon any kind of horse. Treat it as a saddle of Fine Quality. Those with the good fortune to possess one of these magical devices will find the steed on which they place it becomes wholeheartedly devoted to them, even if it is an unbroken wild horse. The steed will obey every command and will never abandon its rider unless dismissed. Furthermore, as long as the rider sits in the Unicorn Saddle on horseback, he gains a bonus to all Horsemanship Skill Rolls and attack rolls equal to his Unicorn Basic School Rank.

Utaku Saddle Cutter

The Utaku Saddle Cutter is a mighty-looking nagamaki of exquisite craftsmanship. Unlike most typical nagamaki, which are composed of a sword blade mounted upon a short wooden shaft, the Utaku Saddle Cutter is forged from a single piece of steel. The blade of the weapon is not straight and narrow like most sword blades, but rather wide and greatly bent. The blade is approximately four inches wide at the neck of the handle, but it widens considerably at its other end,

forming a massive curved edge that is obviously not of traditional Rokugani design. The blade is also serrated in many places, forming over half a dozen tiny spikes along both sides.

The Saddle Cutter is said to have been created by an Utaku shugenja while the Clan was journeying through the Burning Sands, and it is clearly of gaijin design. Many who have seen this odd looking weapon believe it was actually taken from one of the foreign tribes encountered by the Unicorn during their exile, and is not an original creation of the Unicorn. Regardless of its specific origin, knowledge of how to craft these weapons is confined to the Unicorn Clan. As far as anyone can tell, all Utaku Saddle Cutters known to exist are wielded by samurai of the Utaku Family.

An Utaku Saddle Cutter functions as a Fine Quality nagamaki, but with a DR of 3k3. As with mundane nagamaki, the wielder may spend 1 Void Point to gain a +1k1 DR bonus when wielding an Utaku Saddle Cutter. As its name implies, the weapon can also be used to attempt to cut the straps that holds an opponent's saddle in place, perhaps unhorsing the enemy in the process. To do so requires a Called Shot against the target's TN to Be Hit, but the Saddle Cutter awards 2 Free Raises for this attack. If successful, the attack cuts the target's saddle from under him, but causes no damage to horse or horseman. The target whose saddle has been loosened must make a Raw Agility Roll against a TN equal to the result of the attack roll. If he fails, he immediately loses his balance and falls to the ground, taking normal damage in addition to having his ego bruised.

Treasures of the Imperial Families

Ancestral Sword of the Hantei (Akkuai-uo)

When Hantei defeated his Kami brothers and sisters in the tournament to determine who among them would rule the new Empire, he took each of his siblings' wakizashi. It was part of the agreement between the Kami that whoever would rule them would use the wakizashi of the others to forge a new blade. However, it was not



the Kami Hantei who first wielded the fabled Ancestral Sword of the Hantei in battle, but his descendent, the fifth Hantei. He was the first Emperor to actually use the sword in battle, joining the Crab to wage war against the Shadowlands, and it was his victory that truly awakened the soul of the weapon, granting it incredible powers.

After that time of glory, the sword returned to the Otosan Uchi, where it remained largely unused until the end of the Hantei dynasty. Hantei XXXIX, fully possessed by Fu Leng, used it to stab Hida Kisada. Hida Yakamo took the sword from his father's body and carried it on the Day of Thunder, when Hantei XXXIX was killed. Afterward, Yakamo retained possession of the famous blade until he was captured in the Shadowlands by the corrupted Kuni Yori.

The Naga eventually banished Yori from the mortal realm. Unaware of the significance and power of the Ancestral Sword of the Hantei, they abandoned it in the Shinomen Forest. It remained there until a group of magistrates from the Monkey Clan returned it to Lady Shinjo, who took it to the Celestial Heavens along with the other Ancestral Swords of the Great Clans of Rokugan.

When Fu Leng invaded Tengoku during the time of the Four Winds, the Shadow Dragon followed, stole the sword, and returned it to the Shadowlands. It is said the Shadow Dragon gave the blade to Omoni, the flesh-shaper, who in turn offered the weapon to Daigotsu. Because he was of the Hantei line, Daigotsu could wield the blade, and when he drew the sword in the Temple of the Ninth Kami, Fu Leng blessed it, corrupting the weapon's magic. Daigotsu renamed the blade Akkuai-

uo. He kept the Ancestral Sword of the Hantei until Iuchiban invaded the City of the Lost. Gravely wounded, Daigotsu was forced to abandon the weapon during his escape. Because Iuchiban was also of the Hantei bloodline, he was able to safely wield Akkuai-uo. When Iuchiban was defeated, the Ancestral Sword was lost and its current whereabouts are unknown.

Akkuai-uo is an oversized no-dachi that holds unbelievable power. In its original form, the Ancestral Sword of the Hantei shone with a golden light when it was held by a Hantei. Now, Akkuai-uo glows with an eerie corrupted black fire when someone from the Hantei line wields it. It was once a weapon that could cause unbelievable damage against creatures corrupted by the Shadowlands Taint, but the sword is now a horrible bane against those who have not yet been corrupted.

Akkuai-uo can only be wielded properly by someone of Hantei's bloodline. Any person or creature with at least 1 Shadowlands Point may carry the sword, but if they attempt to use Akkuai-uo in battle the blade will simply refuse to move. However, its current, Tainted state also makes it hazardous for someone who is not corrupted to handle it. Anyone not yet afflicted by the Shadowlands Taint suffers a 2 Rank penalty to all of their Traits (to a minimum of 1) for as long as they keep the blade on their person.

In the hands of a descendant of the Hantei with at least 1 Shadowlands Point, Akkuai-uo becomes a mighty weapon. It is a Legendary katana with a DR of 6k4 and can harm all foes, regardless of protections and immunities. The wielder may use his Shadowlands Taint Rank to replace any Trait or Ring for as long as the sword is carried. It grants a +2k2 bonus to damage rolls made against targets who have no Shadowlands Taint. If the attacker makes 3 Raises, the sword will also reduce the target's Water Ring by 2 in addition to inflicting damage. Any target reduced to a Water of 0 dies, and reanimates as a Tainted undead.

It is said that before it was Tainted, the Ancestral Sword of the Hantei had the same effect on Shadowlands creatures as it now has on those who are untainted.

Emerald Armor

Along with the Sword of the Emerald Champion, the Armor of the Emerald Champion (or the Emerald Armor) is both a tool and a badge of rank for the Emerald Champion. These items serve as the symbols of his

office, but they also ensure that one of the most honorable and talented samurai in the Emerald Empire is well equipped to face all sorts of challenges.

The Emerald Armor is a unique suit of heavy armor. Composed mainly from thick but supple leather reinforced in many places by strong steel plates, the bulk of the armor — including the armored sleeves, leggings, and helmet — is of a green shade that seems to constantly mutate as light flashes upon it. Strips of gold define the steel shoulder pads, wrists, hauberk, and the upper part of the torso, giving the suit a properly rarefied touch, worthy of the dignity of one who functions as the Emperor's most significant lieutenant. Gold also decorates the kabuto that complements the armor, and a long cloth of golden silk, which is attached around the wearer's waist, completes the garment.

The Emerald Armor functions as traditional Rokugani heavy armor, but it is extremely light and does not penalize its wearer in any way. Thus, unlike mundane heavy armor, the Emerald Armor does not bestow a +5 TN penalty to Skill Rolls involving Agility or Reflexes. Additionally, the Emerald Armor makes its wearer feel more confident and determined, and makes him appear more regal. Wearing it grants a 1 Rank bonus to Awareness, Stamina, and Willpower.

Imperial Standard

The Imperial Standard is an ancient nemuranai. Many believe it holds a small portion of the essence of Hantei, and some are even convinced the Kami himself created it. The item remains one of the most cherished possessions of the Imperial Court, for not only is the Imperial Standard imbued with potent magic, but it is also a distinctive symbol the Emperors of Rokugan. While countless other standards have been fashioned with the Imperial colors and insignia, only the original Imperial Standard is imbued with magic strong enough to boost the moral of those who serve the Emperor directly.

This nemuranai is shaped in the form of a rectangular flag, only slightly taller than it is wide. The standard is made of the purest white silk and can never be soiled by normal means, so it is always clean and vibrant. The Chrysanthemum flower of the Imperial Families is woven upon it in golden threads.

Any samurai loyal to the Emperor who is within 200' of the Imperial Standard feels stronger and invigorated. The Standard grants a +1k0 bonus to DR to allies of the

Emperor of Rokugan as long as they remain within the area of effect. It also makes them more fearless, granting a bonus against any Fear effect equal to twice their Honor Rank.

Like any of the ancient j'uma jirushi of the Clans, the general of an army with the Ancestral Standard of the Hantei may add +10 to any Battle (Mass Combat) Skill Roll made to determine winners for a Battle Turn, and gains 4 Free Raises on any other use of the Battle skill when it is visible to their troops. The standard's bearer cannot move very quickly, suffers a +10 penalty to all TNs when carrying the banner, and may only fight one-handed.

Kaede's Fan

Isawa Kaede, daughter of Isawa Ujina and Doji Ninube, held many titles. She became Mistress of the Void after her father resigned from the position, and held that post until she abandoned the Council of Five to become the Oracle of Void. She became known throughout the Empire, however, as the Empress Toturi Kaede. After her marriage with Toturi I, Kaede bore three children, and for a time she held the title of Imperial Regent, although this led to an imbalance in the Heavens and helped to trigger the dynastic struggle of the Four Winds. After her son Naseru became Toturi III, Kaede left Ningen-do. Her fan, however, remained behind.

Kaede's Fan, as this unique nemuranai came to be known, is a beautiful fan made of delicate, golden-yellow rice paper. The surface is painted with crimson symbols, the meaning of which is unknown. Fine sticks of oak separate the various branches of the fan, forming tiny spikes between each. Although Kaede's Fan seems extremely delicate, the item is actually quite sturdy. Many even believe it is indestructible. As far as anyone knows, Kaede was never seen without this intricate nemuranai.

Anyone who holds and carries Kaede's Fan gains a bonus to all Courtier Skill Rolls equal to their Honor Rank. Additionally, every time they gain Honor for any reason, they gain 1 additional Honor Point.

Mantle of the Jade Champion

This unique artifact is the badge of office of the Jade Champion of Rokugan, the foremost shugenja in the Empire. The Mantle of the Jade Champion, as the priceless artifact is known, was created by the most gifted

artisan of the Kakita Family before being enchanted by the most powerful Isawa shugenja.

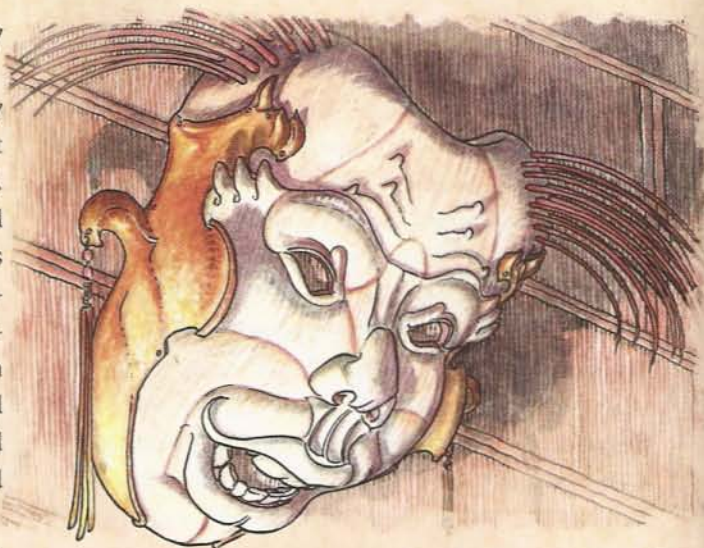
The Mantle of the Jade Champion was originally given to Kitsu Okura, who was the first to hold that office after it was revived during the reign of Toturi I. Tragically, Okura fell to the temptations of maho, and there was some concern that the magical vestment was Tainted during his time of office. The next Jade Champion was Kuni Utagu, leader of the Kuni Witch Hunters. When the Mantle of the Jade Champion was given to him, Utagu thoroughly examined the vestment and declared it free of the Taint. Since then it has passed on to two more Jade Champions, Asahina Sekawa and now Kuni Daigo.

The Mantle of the Jade Champion is a loose, knee-length garment with long, ample sleeves. Made from the finest silk, it is of a dark green shade embroidered with golden threads. On the lower part of the mantle and upon its sleeves, an uneven ring of golden flames seem to dance. The high collar of the garment is thick and patterned with gold strands, forming a simple ring around the wearer's neck.

The Mantle of the Jade Champion not only identifies the wearer's position within the Empire of Rokugan, but also significantly enhances his capabilities. Anyone fortunate enough to don the Mantle of the Jade Champion gains a bonus of +5 to their TN to Be Hit. Also, once per day, they can absorb the magic of any spell cast directly against them, as long as its Mastery Level is equal to or less than their shugenja Basic School Rank. This effectively cancels and disperses the spell.

Sezaru's Mask

Toturi Sezaru was the third child of Emperor Toturi I and Isawa Kaede. Sezaru always wore a mask in battle, a fact that led some to mistakenly believe he was not honest or honorable. During his lifetime, Sezaru was a mystery wrapped in a riddle, perceived by some as a bloodthirsty and secretive individual and by others as a great hero. The Jade Champion Kuni Utagu even suspected him of practicing maho, and when Utagu died under strange circumstances many thought Sezaru might have had something to do with it. In fact, Sezaru never dabbled with maho, and accomplished many things in his life, such as discovering Iuchiban's capture of the last Ki-Rin and protecting Toturi III from the taint of the resulting Rain of Blood. Under the Emperor's



orders, he hunted down and destroyed all the Bloodspeaker groups operating in Rokugan. Unfortunately, Sezaru struggled with madness all his life, and when he set out to eradicate the Bloodspeakers he embraced the violent side of his persona, known as the Wolf.

Sezaru is remembered chiefly as a heroic yet tragic figure, but he is also known for some of the magical items he wrought. The intricate porcelain mask he wore in battle is certainly his most famous creation. This nemuranai is a white mask of the finest quality. It covers the entire face of its wearer, with the exception of two narrow slits for the eyes. Above the eye slits, the forehead is thick and descends in a V-shape that makes the face of the mask appear fierce or angry. Thick black lines circle the eyes, forming a coiling pattern close to the ridge of the nose. More delicate black lines as well as dark oval brows also decorate Sezaru's Mask, but its most impressive feature is the large crimson circle painted upon the forehead. Sezaru lost the mask during a battle with Daigotsu, and the Dark Lord claimed it as a trophy he could place beside the Steel Throne.

This unique artifact grants a 2 Rank bonus to the Intelligence of whoever wears it. When worn by a shugenja, Sezaru's Mask also allows him to cast any of the spells he knows as Innate Abilities, up to a total number of spells per day equal to his Intelligence.

Sword of the Emerald Champion

Since the position of Emerald Champion was created in the year 153, each samurai appointed to this prestigious office has worn the Emerald Armor, which has without a doubt become the most important symbol of the Em-

erald Champion. Those who have won the tournament which determined each new Emerald Champion, however, were also given a blade of great power. Forged from the same steel that was used to reinforce the Emerald Armor, the weapon is of a green shade that seems to shift constantly, like the face of the purest emerald stone. The handle of the Sword of the Emerald Champion is also covered with silk of a lustrous green, which is tightened around the hilt in a traditional Rokugani pattern.

It is the duty of the Emerald Champion to do everything in his power to reinforce the Emperor's laws as well as protect his sovereign from any possible threats. The Sword of the Emerald Champion is a unique artifact that reinforces its wielder's sense of justice and loyalty to the Emperor. When using the enchanted blade, the Emerald Champion gains a bonus to attack rolls in rolled dice equal to half of his Awareness Trait (rounded up).

Topaz Armor

The Topaz Armor is a highly sought after nemuranai. Although no one knows who fashioned the remarkable suit of heavy armor, it has become a symbol of excellence and nobility throughout Rokugan. Since the creation of the Topaz Championship in the Eighth Century, this intricate armor has been passed down to each successive champion of the tournament. Those who win the Topaz Championship are given the right to wear the Topaz Armor for one year, until another young samurai wins the next tournament.

This intricate suit of heavy armor is made of various pieces of different shades of blues and grays, trimmed with black and gold leather, silk, and steel pieces. Although the suit itself offers a fine display with all the complex designs that decorate its torso, it is the kabuto that completes it which looks most impressive. The dark blue helmet covers almost the entire face, masking it with the dreadful visage of a mighty warrior. From the front of it, a wide pair of ivory horns protrudes, forming strange, white wings that stand above the helm.

When worn by anyone but the true Topaz Champion, this fabulous suit functions as mundane heavy armor of Fine Quality. When used by its rightful owner, however, the Topaz Armor grants a 1 Rank bonus to both Glory and Honor (to the natural maximum of both). It also provides a bonus on both TN to Be Hit and Defense Skill Rolls equal to the wearer's Glory Rank (including the bonus it provides to Glory).

Toturi's Battle Standard

The battle standard of the Toturi Family is an imposing flag made from layers of white silk, decorated with a golden dragon coiled inside a narrow ring of gold upon a night blue sky. This nemuranai is always attached to a pole shaped as an inverted L. This allows the standard to be tied on one of its sides as well as on its top, ensuring it remains open and visible even when there is no wind. When the Standard is held by a samurai of the Toturi Family, all allies gain a +1k0 bonus to attack and damage rolls so long as they remain within 200' of the standard. Furthermore, all enemies within the area of effect suffer a -1k0 penalty to attack and damage rolls against allies of the current holder of the standard.

As with any of the ancient j'uma jirushi of the Clans, the general of an army with Toturi's Battle Standard may add +10 to any Battle (Mass Combat) Skill Roll made to determine winners for a Battle Turn, and gains 4 Free Raises on any other use of the Battle Skill when it is visible to their troops. The standard's bearer cannot move very quickly, suffers a +10 TN penalty to all Skill Rolls made while carrying the banner, and may only fight one-handed.

Tsudao's Tanto

Toturi Tsudao, also known as Empress Toturi II, was one of the greatest warriors of her age, perhaps of any age. Tsudao used many weapons in battle and was particularly fond of her katana, but she was also known for carrying a tanto with a delicate blade and impressive golden hilt. It is said this weapon never left her side, even when she was forced to attend court. Although no one can say for certain what happened to Tsudao's Tanto after her death, if it survived it would certainly be a nemuranai of great power.

The slightly curved blade of this weapon is made of thin steel of seemingly unremarkable quality, but the hilt of Tsudao's Tanto is a work of art. The hilt, about half as long as its blade, is decorated by simple patterns that form long grooves in which the golden metal takes various shades. Unlike a typical tanto, Tsudao's Tanto has a tsuba. Forged from the same gold as the handle, the tsuba looks like six delicate petals: two curving slightly to decorate the weapon, two bending toward the hilt to cover the wielder's hand, and two more parallel to the tanto's blade.

Tsudao's Tanto has a DR of 2k2 and can affect Invulnerable creatures. When used by a samurai of any Imperial Family or a Great Clan Champion, it grants 3 Free Raises to disarm an opponent as well as a bonus to all Defense Skill Rolls equal to the wielder's Honor Rank.

Treasures of the Spider Clan (Shadowlands)

Anvil of Despair

There are few artifacts in existence that can inspire such horror as the Anvil of Despair. The accursed artifact was created centuries ago under the direction of the sinister Agasha Ryuden. An entire Minor Clan, the Boar, were sacrificed so that the Anvil could be brought into being using the blood of the First Oni. It was upon the Anvil that the infamous Asahina Yajinden later created the Bloodswords, the most terrible weapons in existence. Centuries later, the madman Kokujin used it to create the Shameswords, horrible in their own right if not quite so insidious as their predecessors. Recently, the Crane Clan came into possession of the Anvil, although this fact remains a closely kept secret.

The Anvil of Despair is of such age and power that its mechanical effects are difficult to summarize. The artifact is aware, and attempts to use those who use it. Anyone who attempts to craft something upon the Anvil will gain a number of Free Raises equal to 5x their Insight Rank. Any object crafted upon the Anvil will be a nemuranai, but it will be cursed in some way. Furthermore, using the Anvil lowers one's maximum possible Honor Rank by 1. Evil, tainted nemuranai can be created on the Anvil far more readily, and when the Anvil is used for this purpose, both the Free Raises awarded and the Honor reduction imposed are doubled.

Armor of Shadows (Ketsuen)

The ancient armor known as the Armor of Shadows was once an ancestral item possessed by the Crab Clan, the legendary Armor of the Shadow Warrior, worn by Hida himself during the First War and by almost every Crab Champion thereafter. Its sinister name derived from the black stain on its cords and ties, a stain made by Hida's

own blood from his many wounds. Unfortunately, the last Champion to wear the armor, Hida Yakamo, perished in the Shadowlands. While he was resurrected by the naga and eventually ascended to the Celestial Heavens as Lord Sun, the Armor was left behind and eventually corrupted by the noxious efforts of a powerful spawn of Tsuburu no Oni. The armor later arrived in the Mantis Islands, sent there perhaps as a temptation for the young Yoritomo Kumiko, who had inherited the Taint from her mother and struggled to control it. The Mantis have had the armor in their possession ever since, and while they have made strides in reducing the corruption within it, it is still far too dangerous for anyone to wear it.

Ketsuen is imbued with the essence of the Kami Hida, who wore the armor centuries ago. It grants a +10 bonus to TN to Be Hit, and allows the wearer to ignore a number of Wound Ranks equal to his School Rank in either the Hida Bushi School or the Yoritomo Bushi School (i.e., both major bushi Schools founded by the line of Hida). The wearer is also highly resistant to the effects of magic; the TN for any spell targeting the wearer is increased by an amount equal to his Earth Ring x5. Unfortunately, because of the corruption within the armor, this protection no longer extends to maho spells.

Blade of Secrets

The Blade of Secrets and its companion, the Blade of Truths, were both created by the swordsmith Kaiu Haru when his village was besieged by Chizaro no Oni, a lieutenant of the dreaded Oni known only as the Maw. He threw his body and soul into creating two swords which could defeat the Oni. Each blade was tempered with powdered jade, but this proved insufficient protection, and the Taint of Chizaro no Oni twisted and cursed both blades. Kaiu Haru died defending the village, allowing his people to escape, but his blades fell into the grasp of the Shadowlands. Since then, both swords have appeared several times in both the Shadowlands and the Empire. The Blade of Secrets in particular has left a trail of broken heroes across the face of the Empire, although it has occasionally been used with effect against creatures of the Shadowlands. No one knows who currently wields it.

The Blade of Secrets is a wondrously well-made katana. The handle of the weapon is a work of art in itself. Made from gold, it curves slightly to form the stylized,



elongated body of a duck. At a distance of approximately one hand and a half from the weapon's tsuba, the golden hilt narrows to form the neck of the creature. On top of this narrow neck is an impressive duck head, complete with onyx eyes and a long, straight beak. A tiny hole runs through both sides of the hilt at the base of the duck's beak. The tsuba is no less impressive than its hilt, but is of a much simpler design. Also made of gold, the tsuba's rim is a wide ring from which two small pieces extend outward. Inside this ring are elaborate designs of unfathomable meaning.

The Blade of Secrets is an Excellent quality katana and can harm Invulnerable creatures as though it is jade. It also has a singular power: the wielder's Raises do not increase the TN of his attack rolls. However, each time the wielder calls a Raise, he unknowingly loses a Void point. If he runs out of Void, he will begin losing Ranks of Earth instead, but due to the hypnotic appeal of the blade, he will not be aware of this loss. He will always remain convinced that the sword is the best thing ever to happen to him, and will never willingly give it up. If his Earth is reduced to zero by this effect, he falls into a coma for a number of hours equal to 35 minus his Earth x4. When he awakens, his Earth and Void are permanently reduced by 1, and he is thereafter plagued with horrible, maddening dreams of violence and torment.

Blade of Truths

The companion to the Blade of Secrets is much more obscure than its twin, for those who pick it up seldom live long. Its last known owner was a Crab who died in the Shadowlands, and its current whereabouts are unknown. Despite its accursed nature, the Blade of Truths

is a beautiful weapon. The handle is exquisitely made, the tip of the hilt cast from gold and matching the weapon's unique tsuba, which is itself strangely designed. Unlike most tsuba, this one is not rounded but instead made to form intricate patterns on both sides where the blade of the weapon is narrow. Between its golden tip and beautiful tsuba, a layer of the purest white silk covers the long steel handle. The sword's saya is just as impressive as the blade itself, and is made of bronze, gold, and lacquered wood. Strange and intricate patterns decorate the sheath of this unique magical katana, and no other saya in all of the Empire resembles it.

The Blade of Truths, like the Blade of Secrets, can affect Invulnerable creatures as though it is jade. It allows the wielder to "explode" (re-roll) 9's on damage dice as though they were 10's. However, it also carries a terrible curse. Any time more than two dice explode on the sword's damage rolls, any subsequent damage rolls made against the wielder of the sword roll and keep an extra die. This effect is cumulative, increasing each time it is triggered. It wears off gradually, decreasing by one die per day until it is gone.

Blood Armor

Like many insidious items employed by the Bloodspeaker cult, Blood Armor is based upon the experiments and craftsmanship of Asahina Yajinden. It is light armor, with the traditional lacquered plates, and a shiny, crimson coat of paint upon it that reminds all who see it of freshly spilled blood. When the armor is worn, the red paint constantly drips, as if bleeding. The armor is quite conspicuous, and immediately identifies its wearer as a Bloodspeaker, or at least as someone utilizing blood sorcery.

There is a ritual required to activate the powers of Blood Armor. When it is donned, it must be anointed with recently spilled blood. Unless it is prepared in this way, it functions as mundane light armor of Average Quality. When properly prepared, however, the armor grants a bonus to TN to Be Hit equal to the total number of Wound Ranks inflicted to gain the blood used in the anointing.

Blood Arrows of Yajinden

Asahina Yajinden, called by some the Bloodsmith, is among the most brilliant artisans ever to walk the mortal realm, and easily the most twisted and evil. The lieutenant

ant of Iuchiban was revered by the Bloodspeaker cult, and the dark secrets of crafting he mastered during his mortal life were adopted by the cult during his centuries of inactivity as a spirit. His so-called Blood Arrows, among many others, were a particularly useful creation and one the Bloodspeaker cult put to use in its campaign of terror against Rokugan. Now that the cult has been all but eradicated, it may be hoped the secret of the Blood Arrows' creation died with it... but of course Yajinden himself still exists, so this seems unlikely.

Blood arrows are hungry for blood, and eagerly seek out their targets. Firing a Blood Arrow gains the user a +2k0 bonus to his Kyujutsu (or other Skill depending upon the bow) Skill Roll. Anyone struck by a Blood Arrow must immediately make a Raw Earth Roll against a TN of 20. If he fails, he gains 1 point of Shadowlands Taint.

Bloodswords

There are no more loathed, feared, and coveted weapons anywhere in the Empire of Rokugan than the Bloodswords. Four in number, they are easily the most dangerous weapons ever crafted by the hand of man. Each time one surfaces, it wreaks terrible havoc throughout the land, causing death in the hundreds or even thousands before finally bringing absolute ruin to whomever wields it. Having finished its work, the sword disappears only to surface again years or generations later. To date, no Bloodsword has ever been successfully destroyed, although one has been broken and re-forged into a wakizashi rather than a katana.

All of the Bloodswords are aware, and can communicate with those who bear them, although they only do so in times of great need. The Bloodswords are all DR 4k4 katana save for Ambition, which is a DR 4k3 wakizashi. All of them have the ability to harm any foe, regardless of normal immunities.

Ambition: The Bloodsword Ambition has had by far the greatest impact on the Empire's history, as it was the catalyst that set in motion the Clan War and the ultimate destruction of the Hantei Dynasty. After centuries hidden away in a vault, its whispers seduced the soul of Bayushi Shoji, the Scorpion Clan Champion. Under its influence, Shoji attempted to seize control of the Empire, believing he was saving it from certain doom at the hands of Fu Leng. His coup failed, disgracing his Family and Clan. The blade was broken, but years afterward it was re-forged into a wakizashi. It

remains in the Empire today, one of two Bloodswords whose location is known: It is in the custody of a young but fiercely determined Dragon bushi named Mirumoto Kenzo, who thus far appears completely immune to its seductive whispers.

Ambition's curse is triggered any time its bearer interacts with someone who has lower Glory but higher Status. The bearer must then succeed at a Raw Willpower Roll against a TN of 25, or else the will of the sword compels him to attack the individual instantly. He also gains a continual +15 bonus to the total of all Deceit and Stealth Skill Rolls. He may cast the spell *Forgotten Murmurs* (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 231) at will.

Judgment: Originally given to the Crab Champion Hida Tenburo, a man already known for his harsh views and judgmental nature, the Bloodsword Judgment led Tenburo to slaughter his personal guard and his entire family after finding them unworthy of the legacy of Hida. Shortly thereafter, Tenburo killed himself as well, and the ultimate fate of his sword is unknown. Some believe it surfaces periodically throughout history, and the nature of samurai culture is such that its influence has remained relatively unnoticed. Others believe it has remained lost for centuries, for surely the influence of a Bloodsword could not be so easily overlooked.

Judgment allows its wielder to make a Raw Perception Roll to determine the Honor Rank of another person. The TN is the target's Insight Rank x5. On any such roll, however, there is a 50% chance that Judgment will inform its wielder that the target's Honor Rank is 1.0, regardless of the true Rank. Any time that the sword's owner believes someone has lied to him or otherwise wronged him, he must immediately make a Raw Willpower Roll against a TN of 25. If he fails, the will of the sword compels him to attack that person. Judgment grants a +2k0 bonus to all attack rolls made with it.

Passion: Passion has had perhaps the least impact upon the Empire, as it was lost shortly after it was forged. Yajinden cruelly gifted the blade to his own lord, the Crane Clan Champion Doji Tanaka. His own interests fanned to a fever pitch by the blade, Tanaka murdered his wife and children, then hurled himself from a cliff into the sea after declaring his absolute and undying love for a young geisha, a girl of no more than thirteen years. Passion was lost to the sea along with him, and it has never resurfaced — at least so far as anyone knows.

Passion allows its wielder to instantly cast Earth's Stagnation (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 234) upon any target that he damages with it, without spending any kind of action. Three times per day, he may cast Wave-Borne Speed (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, pp. 246-7) upon himself. The blade grants a +1k0 bonus to all attack rolls made with it, and an additional +1k0 bonus for each of the following Disadvantages its wielder possesses: Compulsion, Dark Secret, Greed, and Lechery. Any time another individual comes between the sword's owner and something he believes to be his, or something he covets, he must make a successful Raw Willpower Roll against a TN of 25. If he fails, the will of the sword compels him to immediately attack the individual in question. Afterwards, he will take the valued item (or person) and go where he can be alone with the object (or person).

Revenge: The most brutal and bloodthirsty of the four bloodswords, Revenge drove its first bearer, the Lion Champion Matsu Meikuko, to invade the Dragon Lands over a minor perceived slight. This foolhardy act led to a crushing defeat that disgraced the entire Clan. The blade disappeared for a time, and while it remained hidden for centuries, there are enough incidents of spectacular violence throughout history to cause one to suspect the blade was not dormant. It surfaced some years before the Clan War in the hands of a ronin, the former Akodo named Ginawa, who resisted its bloodthirsty nature with an iron will. Upon his reinstatement to the Akodo decades later, Ginawa relinquished possession of the blade to the Phoenix Clan in hopes they would find some means of destroying it.

Revenge grants its owner 3 additional Wound Levels at the +0 penalty level. He also gains the benefits of the Combat Reflexes and Quick Advantages. Revenge grants a +3k0 bonus to attack rolls made with it. If a damage roll made using Revenge has more than 2 dice explode, the target of the attack must make an immediate Raw Stamina Roll against a TN of 25. If he fails, he dies instantly.

If anyone slights Revenge's owner in any way, he must immediately make a Raw Willpower Roll against a TN of 25. If he fails, the will of the sword compels him to attack that person instantly.

Chuda Hankyu

The few Chuda Hankyu that exist are not creations of the Chuda who serve Daigotsu and the Lost, but rather relics from the days of the Snake Clan, centuries ago. The Snake were adamant opponents of maho and other forms of forbidden sorcery, but their descent into corruption stained virtually every aspect of their duties, including the tools they used in the execution of those duties. While the Phoenix were zealous in their attempt to purge every vestige of the Clan from existence, a handful of these items remained behind. Among the most dangerous of them are the Chuda Hankyu.

Chuda Hankyu are Strength 3 hankyu. An arrow fired by a Chuda Hankyu may discharge upon its target a maho spell that was cast upon it, so that the spell is, in effect, cast upon the target of the arrow. However, the arrow must be fired within 5 rounds of the spell being cast upon it, and it must be fired from a Chuda Hankyu, or the effect dissipates.

Corrupted Jade Slivers

The protection from the Shadowlands Taint afforded by jade is finite, and after time spent in the Shadowlands, it becomes soft and black. When this happens it is traditionally discarded as useless... but it does still have some degree of use, for those who are threatened by pure jade.

A corrupted jade sliver grants protection equivalent to Carapace 3 against damage that is generated by jade (such as from jade weapons, spells such as Jade Strike, etc.). They are consumed after they have successfully reduced damage from one attack of any kind.

Dairya's Cackling Skull

The ronin Dairya was an important figure during the Clan War and the events leading up to the Battle of Oblivion's Gate. A master duelist, Dairya was consumed with thoughts of revenge against the only man who ever defeated him: Kakita Toshimoko, one of the greatest duelists ever to draw breath. The two men faced off during the Battle of Oblivion's Gate, and Dairya was victorious, if only because Toshimoko chose not to draw against the ronin warrior. Moments later, Dairya was assaulted by evil spirits, and though his body was never found, he is presumed to have perished. Since then, his ghost has come to guide the Lost duelist and former Crane, Megumi.

The object known as Dairy's Cackling Skull was created by a bakemono sorcerer who found his body. It is a gray, corrupt skull mounted on a human femur, and the kansen infused within it cause it to constantly emit a bizarre cackling laugh, despite the lack of lips, tongue, or lungs. The skull is a 1k3 weapon, and when carried by a bakemono has a morale-building effect, awarded +1k0 to all goblins in hearing (including the wielder).

Deafening War Drums of Fu Leng

The origins of the Deafening War Drums of Fu Leng are unknown. There are reports of attacks on the Kaiu Wall by Shadowlands forces that were accompanied by a terrible, maddening sound that may well have been the War Drums, but their first confirmed appearance in Rokugan came when the Shadowlands marched alongside the Crab during the early days of the Clan War. The drums were a powerful psychological weapon, causing even hardened veterans to break and run.

The Deafening War Drums of Fu Leng require Performance: Musician 2 to be operated properly. When played during battle, they generate Fear 3 for all enemies within 500'. They also allow the player's allies, including the army commander, to add or subtract 5 from their result on the Mass Battle Table.

Egg of P'an Ku

Legends tell that the dragon P'an Ku, once the physical manifestation of primal forces, turned itself into an egg after it had been driven completely insane by the powers of the Lying Darkness and the Taint. The Egg of P'an Ku is a unique artifact of exceptional quality, but it has caused much trouble since it first came into being. It is said the Egg has the power to create a shadow replica of anyone or anything. Like many other cursed nemuranai, it has been tainted by the Shadowlands, and thus it is extremely dangerous for anyone to use it. The magic of the Egg of P'an Ku has been triggered on at least two occasions in the past, and both times it spelled trouble for Rokugan.

Bayushi Kachiko used the power of the Egg during the Clan War. After Shosuro Kachiko became the wife of the Scorpion Champion Bayushi Shoji, she gave birth to a son by her former lover, Doji Hoturi. Shoji accepted the child, named Bayushi Dairy, as his own and proclaimed him heir of the Scorpion Clan. At the end of the Scorpion Clan Coup, Doji Hoturi slew Bay-

ushi Dairy, only to later realize he had in fact killed his own son. Kachiko, determined to extract retribution for the death of her son, kidnapped Hoturi and used the Egg of P'an Ku to make a copy of him. The False Hoturi, as the creature came to be known, masqueraded as the real Hoturi, attacking the Crane lands using legions of Shadowlands creatures and nearly destroying the Clan. The False Hoturi was eventually defeated by the real one, unmade, and returned to the form of the Egg. It reappeared briefly during the time of the Four Winds, when it took the name "Daigotsu Hoturi," but eventually returned again to its original form as the Egg.

Many years later, the Egg of P'an Ku was found by Shahai, lover of Daigotsu and a powerful Bloodspeaker. She offered it to Iuchiban, then the ruler of the Shadowlands, but he declined and instead sent the Egg into the Empire to wreck havoc. It would up in the hands of Kitsu Juri, who presented it to the Lion Champion Matsu Nimuro. Nimuro duplicated himself using the Egg, creating a being called Tamago. The "false Nimuro" escaped and took control of the Lion armies, riding to his death at the hands of Moto Chagatai. The real Nimuro, after he recovered from the shock and confusion of being duplicated, chose to take Tamago's name and has remained in hiding, living as a ronin.

The Egg does not require any rituals or special magics to use. It is simply touched to someone with the intent of making a duplicate, which form it then takes, perfect right down to clothing and equipment. The duplicate has all the knowledge and understanding of the original, but due to the influence of Jigoku, inevitably succumbs to madness and evil, much like P'an Ku itself.

Eyes of Ninube

The Eyes of Ninube bear a striking resemblance to small crystals, save that they are jet black in appearance, and appear to be made of obsidian. They are not, however; their true composition is unknown. They were presumably created by the remnants of the Ninube Family that survived the Battle of Oblivion's Gate. Unlike their Goju associates, the Ninube declined the patronage of the Shadow Dragon to pursue their own, mysterious agenda. They bestowed the Eyes upon their servants for specific purposes, and distributed others throughout the Empire to trouble the samurai of Rokugan. Although the Ninube and their plots were crushed by Asahina Sekawa in the ruins of Otosan Uchi, their Eyes still remain.



Anyone in possession of an Eye of Ninube may use the Rank 1 Goju Ninja School Technique at any time. Doing so results in the loss of 1 Honor Point each time.

Grandfather's Jaw

The item known as Grandfather's Jaw is the jawbone of a powerful maho-tsukai who perished centuries ago. Somehow, the man's spirit is bound to the last remnant of his physical body, and it is able to communicate with those who bear it. The jawbone was found by Iuchi Shagai, the ambitious and amoral daughter of the Iuchi Daimyo, and under its tutelage she became one of the greatest maho-tsukai of her generation. Since she became the wife of Daigotsu and mother to his son, her attention to Grandfather's Jaw has waned, but she retains the jawbone just in case.

Grandfather's Jaw allows its owner to cast spells as if possessing +1 Rank of the Maho-Tsukai Shugenja School. Grandfather's spirit is effectively a sensei of the Maho-Tsukai School with Instruction 10, but he is also insane, and his "students" must endure his cackling laughter and insane babble.

Kokuji's Daisho

Few names strike as much fear into the heart of samurai as Kokuji, the former vassal of the Dragon Clan Champion and current plague upon the Empire. Kokuji is absolutely, irredeemably mad, and his madness tends to be infectious. It is not the prospect of death at his hands that makes others fear Kokuji, but rather the notion they might be driven mad by his mere presence. Kokuji has corrupted more than one loyal samurai

with his lunacy, not to mention raising a major peasant revolt. Although the Mad Prophet has finally been killed, his daisho remains unaccounted for, and thus his madness may not truly be at an end.

Like its master, Kokuji's Daisho is a sinister and corrupting influence. Although many long to see it destroyed, doing so might well unleash rather than eliminate the wickedness contained within.

Kokuji's Daisho grants powerful dueling abilities to its bearer. Anyone who wields it in a duel gains a 3 Rank bonus to Iaijutsu, a 2 Rank bonus to Agility, and a 1 Rank bonus to Void (if they have no Void Ring, they are considered to have 3 Void Ranks). Any opponent who survives a duel against Kokuji's daisho and who does not already possess the Shadowlands Taint gains 1 Rank in it. Any opponent who survives the duel and who already possesses the Taint dies after the duel, regardless of how much or how little damage they sustained.

Koutetsu Iyoku

The Spider Clan was among the Clans who received an exquisitely crafted suit of armor from an as yet unknown benefactor during the late summer of 1169. These suits of armor are among the finest in the Empire, and the Spider's set, Koutetsu Iyoku, bears no obvious trace of Shadowlands Taint, although it has abilities similar to their portfolio of dark talents. Given that the armor appears to have been crafted recently, it can only be assumed that its powers were awakened during the crafting process.

Treat Koutetsu Iyoku as heavy armor that adds a bonus to TN to Be Hit equal to $10 + (\text{the wearer's Insight Rank} \times 2)$. There is no TN penalty to actions for wearing the armor. Opponents facing Koutetsu Iyoku in combat automatically lose their highest rolled die on attack rolls made against the armor's wearer. If the wearer's Void Ring is less than 4, treat it as if it was 4 when fighting a duel.

Lost Ono of Osano-Wo

The so-called Lost Ono is one of many weapons that were in the personal arsenal of Hida Osano-Wo, the second Crab Champion and later the Fortune of Fire and Thunder. Many of Osano-Wo's weapons have become powerful nemuranai. A small number have also been lost to the Shadowlands. The Ono was given to

the Mantis Champion Hotaka at the Battle of the Cresting Wave, as a reward for the troops he brought to that desperate struggle. Tragically, Hotaka was lost to the Shadowlands, and the Ono with him. Centuries later, it appeared in the hands of the Lost, and they enjoy the effect it has on the Crab.

The Lost Ono is a DR 3k5 ono, and as a Major nemuranai can harm Invulnerable foes. The wielder can substitute his Ranks in any other Weapon Skill for his Rank in Heavy Weapons. It also has a powerful fear effect; treat it as having Fear 3, which only targets the Ono's direct opponent. The wielder may also cast the spell *The Fury of Osano-Wo* (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 239) 3 times per day.

Lotus Blade of the Shadowlands (Nokemono)

Tsi Xing Guo created ten very special blades as a parting gift when he became the Fortune of Steel. Nokemono the gift of Tsi Xing Guo to the Shadowlands, came to Daigotsu in 1167. The following year, Daigotsu Eiya — a Kakita who had been tainted and twisted by Daigotsu Taki — defeated Munemitsu no Oni's attack on the Temple of the Ninth Kami. As a reward for his service, Daigotsu gave him the Lotus Blade of the Shadowlands. The powerful artifact is still in his possession.

The very existence of the blade Nokemono is considered a grievous insult to all of the Great Clans, since it seems to place them on equal footing with the hated Shadowlands (not to mention the despised ratlings). Those few Rokugani who know of the blade's existence would dearly love to see it destroyed. Unfortunately, even if the gifts of Heaven could be easily destroyed, removing it from the grasp of the murderous engine of slaughter who holds it would be a massive undertaking. The Lotus Blade of the Shadowlands is a dreadful weapon, but at first glance it appears quite ordinary. It is kept in a saya made of the deepest black wood and decorated with silver trimmings. Although many would pay a hefty sum for this saya, it is quite mundane compared to the weapon it was made to hold. The blade of Nokemono is made of fine steel, but otherwise bears no special symbol. The tsuba is a ring of dull black metal that separates the blade and hilt, and like the blade itself it appears quite ordinary. The end of Nokemono's hilt is cast from bright silver and bears the symbol of the Shadowlands.

This unique blade functions like a mundane katana in the hands of anyone who does not have at least 1 Rank of Shadowlands Taint. For those who have at least 1 Taint Rank, it is a 4k3 katana, able to harm Invulnerable foes. They can take a Simple Action to awaken the power of Taint within the blade. Once active, the sword can re-roll any dice in an attack roll that have a result equal or less than the wielder's Void Ring (they must keep the second roll). The Lotus Blade of the Shadowlands also grants a bonus to DR equal to the wielder's Shadowlands Taint Rank if the target of the attack has a Taint Rank of 0. Finally, it can unleash a Fear 4 effect on all enemies within 100' of it.

Masks of the Oni

In some ways, the Masks of the Oni are comparable in nature to the Dragon Helms; they are powerful artifacts that contain a fragment of the essence of beings from another realm whose powers mortals can barely comprehend. The Masks of the Oni, however, were not made in secret by ambitious mortal hands. Rather, they were brought into existence by the Oni Lords themselves, in hopes of spreading their influence throughout the mortal realm. Each mask contains a tiny fraction of the power commanded by an Oni Lord, but the price for gaining such power is steep indeed.

There are those who whisper the Oni Masks were not created by the Oni Lords as they claim, but were instead created in a manner similar to the Dragon Helms. While this would explain why the Oni Lords are so hostile toward those who wear their masks, it does beg the question as to who would be capable of such a feat, and why the Oni Lords have not yet destroyed the masks.

All Masks of the Oni confer upon their wearers 1 point of Shadowlands Taint for every hour (fractions rounded up) they are worn. No amount of jade or crystal can prevent this. If the wearer tries to remove the mask within 1 hour of donning it, he must make a Raw Willpower Roll against a TN of 10. If he fails, the will of the mask has subsumed him, and he cannot remove it. The wearer can make another Raw Willpower Roll to remove the mask after another hour has passed, but the new roll must be made against a TN equal to 10 x every consecutive hour that he has been wearing the mask (fractions rounded up).

Much like the Dragon Helms, the Masks of the Oni allow their owner to summon and command the Oni

Lord associated with them, in return for handing over the mask to the Oni Lord. However, commanding an Oni Lord is extremely dangerous, and they are unlikely to forgive a mortal with the temerity to do so.

Mask of Akuma: Damage dice rolled against someone wearing the Mask of Akuma do not explode. The wearer also gains the ability to cast the maho spell Touch of Jigoku (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 271) once per day.

Mask of the First Oni: Wearing this mask grants a bonus of +1 Rank to all Rings and Traits. Also, the wearer may cast the maho spell Fear (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 270) 3 times per day.

Mask of Kyoso: This mask confers resistance to spells that create illusions or similar effects upon the mind. The Spellcasting Roll TN is increased by 20 for purposes of resolving their effect on someone wearing this mask. The wearer also gains the benefit of the Shadowlands Power Child of Darkness (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 265).

Mask of the Maw: Wearing the Mask of the Maw grants the benefits of the Shadowlands Power Unholy Strength (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 266), but without any of the drawbacks. If the wearer already possesses the power, the benefits are doubled.

Mask of Tsuburu: Wearing the Mask of Tsuburu Carapace 5 and the ability to cast the maho spell Dark Wings (see *Legend of the Five Rings Roleplaying Game Third Edition* core rule book, p. 270) 3 times per day.

Obsidian Mempo of Fu Leng

The Obsidian Mempo of Fu Leng was a gift from the dark god to his principle follower, the self-styled Dark Lord of the Shadowlands, Daigotsu. The mempo confers powerful benefits to those it considers worthy, but those who are unworthy suffer a terrible fate when they attempt to don it. The Obsidian Mempo is one of the most valued artifacts of the Lost, and their new Spider Clan treasures it as a reminder that they bear the favor of a Kami.

Any individual or creature with less than 7 full Ranks of the Shadowlands Taint that attempts to don the Ob-

sidian Mempo of Fu Leng will be killed instantly, struck down by the awful power contained within it. If the mask allows its wearer to live, however, it grants Invulnerability (jade), and the wearer may cast any maho spell as if he were a Rank 3 Maho-Tsukai, regardless of whether or not he had any previous familiarity with maho spells. In addition, the Mempo grants the wearer a +1k1 bonus to DR for any attacks made with obsidian weapons.

Obsidian Weapons

When Hantei opened the belly of his father Onnotangu to release his siblings, more than just the Kami fell to the earth below. Countless drops of Lord Moon's blood showered down upon the mortal realm. The blood of Onnotangu, tainted by the Darkness, created a new substance, which mortals called obsidian. This material can be used in a number of different ways, although the most common items made from obsidian are weapons. Obsidian carries the curse of Onnotangu, and corrupts those who use it with madness. It often carries the Taint as well. On the other hand, since obsidian is a substance derived from divine blood, all obsidian weapons can harm Invulnerable creatures in the same manner as jade.

The majority of weapons fashioned from obsidian are forged in the Shadowlands, and the methods used there enhance the substance's Taint and powers. This "Pit-Forged Obsidian" is among the most dangerous substances in Rokugan, and carrying a Pit-Forged Obsidian Weapon is a crime in Rokugan, punishable by death.

Pit-Forged Obsidian is a very strong material, at least as strong as steel. Any weapon can be made from this substance. Anyone struck by such a weapon must make an Earth roll at TN 20 or gain a number of points of Taint equal to half the damage inflicted (rounded down). The Lost and Shadowlands creatures are immune to this effect.

Plague Skulls

The origin of the items called Plague Skulls is unknown. Based on their effects, it is theorized they were created from those killed by the Wasting Disease when that Black Scroll was opened during the Clan War, but no scholar has yet found a way to confirm this. Others believe they may be related in some way to the insidious Skull Tide Gaki that plague all who travel through the

Sea of Shadows. Regardless, possession of a Plague Skull allows an individual to unleash a terrible blight upon those around him, although the bearer is not completely immune to its effects. It is unknown how many Plague Skulls exist.

A Plague Skull allows its owner to unleash a virulent sickness upon those around him. When the Skull is activated, every person and creature within 500' of it is afflicted with a crippling sickness that effectively reduces all Rings by 2. The owner is not affected by the disease to its full extent, but must suffer a penalty of 1 Rank to a Ring of his choice. This sickness lasts indefinitely, unless cured magically, but those afflicted may try once a week to overcome it by making a successful Raw Earth Roll against a TN of 20.

Ruby of Iuchiban

The origins of the artifact known as the Ruby of Iuchiban are unknown, as there are numerous tales associated with its creation, purpose, and abilities. The only thing known for certain is that Iuchiban is responsible for its creation. It is believed the Bloodspeaker brought it back with him when he returned from his sojourn across the Burning Sands, so it is possible the Ruby is in some way associated with the unique magic practiced by the gaijin sorcerers called khadi, but there is no way to know for certain. The Ruby was recently recovered from the Shadowlands by Moto Akikazu, at the behest of the Shi-Tien Yen-Wang, the gaijin deities called the Lords of Death. From within the Ruby, Akikazu released the spirit of Iuchi Itemaru, son of Clan War hero Iuchi Karasu, who had been trapped within it by the Shadowlands. The Ruby disappeared after Itemaru's release, and while it is believed destroyed, it is possible it still exists, ready to trap another soul.

The Ruby of Iuchiban can contain the soul of a living, intelligent being. This effect lasts indefinitely, and while the prisoner's body is left behind upon entering the Ruby, a new body can potentially be created when the soul is released, depending on the intentions of the individual possessing the Ruby at the time. Trapping the soul of a target requires a Contested Willpower Roll, but the bearer of the Ruby gains a +10 to this roll. The bearer of the Ruby can choose to release the soul at any time, or to consume it to fuel a spell. Consuming the soul within the Ruby during spellcasting doubles the result of the Spellcasting Roll, but doing so is in-

herently corrupting, and gains the bearer a number of Ranks of Shadowlands Taint equal to the soul's Honor Rank, with a minimum of 1 Rank gained.

The Scarab Case

The object simply called the Scarab Case was one of many treasures recovered from the Tomb of the Seven Thunders deep within the Shadowlands, shortly before that structure was destroyed. The case is obviously of gaijin origin, and is named such because of the intricate designs of scarabs, a desert-dwelling insect from the Burning Sands, carved on its surfaces. How the object came to rest within the Tomb is unknown, but it was recovered from the scene by Daigotsu Rekai, head of the Spider Clan's cavalry forces, and identified as an object of great power by the entity known as the Ghul Lord. The case is currently being used by a small number of gaijin necromancers who call themselves the Jackals, and who serve Daigotsu for an as yet undisclosed purpose.

The Scarab Case is a creation of the khadi, an ancient sect of heartless sorcerers from across the Burning Sands. Its intended purpose is to create and control undead. Any piece of a dead body, no matter how small, placed in the case is instantly transformed into sand. A pinch of this sand, sprinkled upon the rest of the corpse, animates it into a zombie. As long as a portion of the sand created by the ritual remains within the Scarab Case, the zombie is under the complete control of whoever possesses the case, and cannot be destroyed unless burned to ashes and the ashes scattered; any other damage will be regenerated at the rate of 1 Wound Rank per hour.

Shamesword (The Blade of Guile)

Like the other Shameswords — Fury, Hubris, Meek, Penance, and Slaughter (see *The Four Winds*, pp. 141-4) — Guile is an insidious blade that contains the trapped soul of a former Dragon samurai. The Shameswords were created by the tattooed madman Kokujin, and only he knows for certain what poor soul is contained within Guile. Having had no opportunity to examine the blade, the Dragon cannot commune with the spirit and identify it. The blade is currently in the possession of a Scorpion samurai named Shosuro Atesharu, an actor, shugenja, and assassin who came to wield the blade under as yet unknown circumstances.

Guile shares many traits common to all of the Shameswords. They do not experience any appreciable wear and tear, and as yet no means of destroying these blades has been discovered. All Shameswords are DR 4k3 katana, and grant a +2k0 bonus to all attack rolls made by a wielder with at least 1 Rank in Kenjutsu. Shameswords do not easily abandon their wielders, and they remain in their possession even if discarded, given away, or left behind.

In addition to these general abilities, wielding Guile gives the owner the School Techniques of a Rank 2 Shosuro Shinobi. The wielder gains a +10 bonus to all Deceit and Stealth Skill Rolls. Guile has a cost as well, however; if the owner wishes to make a truthful statement (under any circumstance), he must first make a successful Willpower roll against a TN of 20. Otherwise, the will of the sword will compel him to lie.

Terrible Standard of Fu Leng

Created at the onset of the Clan War, the Terrible Standard of Fu Leng was the physical representation of the pact between the Crab Clan and their former Shadowlands enemies. The pact, brokered by Kuni Yori, required a sacrifice from the bloodline of the Crab Champion, Hida Kisada. Kisada agreed, expecting to make the sacrifice himself. Instead, his youngest son Sukune was taken and killed, his body forged into the Terrible Standard of Fu Leng. The standard was held aloft at the fore of the united Crab-Shadowlands forces, most notably at the Battle of Beiden Pass. While the standard did not survive the Clan War, the means to create it or others like it still exists among the ranks of the Lost.

Each time a human is sacrificed to the Terrible Standard, all those within 500' feet of it who have at least two Ranks of Shadowlands Taint gain +1k1 to their attack and damage rolls. In addition, all maho spells cast within 500' gain a Free Raise. These effects last for one full month for each Insight Rank of the unfortunate person sacrificed to the Standard.

Thuk-Kigi's War Machine

Those who fail to appreciate the threat represented by the goblins of the Shadowlands can easily come to understand the error of their ways by hearing the story of Thuk-Kigi. One of the most brilliant individuals ever produced by the bakemono race, a descendent of the goblin "Basher" whose existence was recorded by Kuni

Mokuna, the goblin Thuk-Kigi possessed what can only be described as an intuitive understanding of both basic engineering concepts and the principles of siege weaponry. While the device he constructed bears no resemblance to anything created by a sane mind, those who have faced it on the battlefield cannot deny its effectiveness.

The War Machine can be operated by any goblin, or by a human possessing the Small Disadvantage. As soon as an operator takes his place within the machine, treat its weapons as a siege engine of the operator's choosing. (This is not a physical change, but a mechanical abstraction of the War Machine's effects.) When the War Machine targets immovable objects, such as buildings, other siege engines, or even terrain features, all damage inflicted by its weapons is doubled. The War Machine is able to move at a rate of 10' per round, and possesses Carapace 5. It has 10 Wound Ranks with 20 Wounds each.

Yakamo's Claw

The monstrous artifact known as Yakamo's Claw first became known to the Empire when it was affixed to the wrist of Hida Yakamo, son of the Crab Champion, at the onset of the Clan War. Yakamo had lost his left hand during a battle with his rival Mirumoto Hitomi, and the affixing of the claw to his flesh was part of the bargain made by Kuni Yori binding the Crab to the Shadowlands. Yakamo used the claw as a deadly weapon for quite some time before the Crab realized their terrible mistake and turned their backs on the darkness. Yakamo tore the claw from his wrist, but an item of such power is not easily destroyed, and in time the Claw fell into the hands of the Dark Lord Daigotsu. He forced the Claw on another Crab, the former Yasuki Nokatsu, who succumbed to decades of torture and accepted the claw when he gave in to his destiny as the Dark Oracle of Earth. Later, when the Oracles retreated from the mortal world, the Claw was left behind once again. It rests in a shadowy cave, awaiting a new master.

Yakamo's Claw can only be wielded by those who choose to replace a missing hand with it. It can attach to either arm, and the wearer accumulates Taint at the rate of 1 point per day. The Claw is wielded using its own unique Weapon Skill, but it imparts an instinctive understanding in its owner, who is always considered to have a minimum of 5 ranks in the Claw skill. The

Claw has a DR of 4k4 and ignores all Carapace and Invulnerabilities, whether conferred by other items, Techniques, spells, creature abilities, or any other source. When used against the descendants of a Thunder (any samurai of the Hida, Doji, Mirumoto, Matsu, Isawa, Shosuro, or Utaku Families), it has a DR of 6k6.

Treasures of the Naga

Ancient Armor of the Qamar

The Ancient Armor of the Qamar and the Ancient Spear of the Naga are powerful artifacts of the naga race. They were held by the Qamar as totems of rank until the naga returned to their Great Sleep after the War Against the Darkness, at which point they passed from Rokugani knowledge. The Armor was last kept by the Isha, who was the Qamar when the snake-men resumed their hibernation. Most believe the Ancient Armor of the Qamar still lies with the hibernating Qamar today.

The Ancient Armor of the Qamar may only be properly used by a naga. Anyone else who tries wearing the armor feels extremely uncomfortable in the suit, as though it weighs five times as much as it actually does. On a naga, however, the Ancient Armor of the Qamar functions as a suit of heavy armor that bestows a +5 bonus to the TN to Be Hit. The armor also grants a 2 Rank bonus to Awareness. Most remarkable, however, is that the armor makes the wearer completely immune to the Shadowlands Taint. Whenever the wearer is wounded by a corrupted weapon or spends time in the Shadowlands, he does not gain any Shadowlands Points (and thus need never attempt Raw Earth rolls to avoid gaining Shadowlands Points).

Ancient Spear of the Naga

The Ancient Spear of the Naga is believed to be the most powerful naga weapon ever created, and its historical role as one of the Qamar's totems of rank would seem to bear out that assumption.

The Ancient Spear of the Naga is a yari that has no unusual qualities unless it is used by a naga. When held by a naga, the weapon has a DR of 3k2 in melee

and 2k2 when thrown. It also provides 2 Free Raises on Called Shot, Disarm, and Knockdown attempts. Additionally, the presence of the spear invigorates its bearer and all naga allies within 50'. Any effect that would normally dishearten them or make them run in fear (including Fear effects from monsters or spells) has no effect.

Black Pearl

The Black Pearl is indelibly linked with the Shashakar, the most learned of the naga jakla who awakened during the Clan War, and the leader of the Cobra bloodline. After the naga army abandoned their Crab allies at Shiro Hiruma during the War Against the Darkness, the Shashakar decided to atone for their desertion. He sacrificed his longevity to a strange artifact known as the Black Pearl in order to restore the life of the recently deceased Crab Champion, Hida Yakamo. The magic ritual merged Yakamo's soul with the Akasha, the naga collective soul, and his mind with the Shashakar's. Unfortunately, the Taint that had begun to afflict Yakamo began to seep into the Akasha. This caused the naga great suffering and eventually forced them back into hibernation.

The Shashakar was greatly weakened by the use of the Black Pearl and the absence of part of his own soul, and he was one of the first Naga to return to the Great Sleep. No one knows what happened to the Black Pearl after that, but most likely the powerful artifact remains in the Shashakar's possession as he lies in hibernation.

The magic of the Black Pearl is extremely powerful, but may only be activated by a naga jakla (spellcaster). In order to trigger the Black Pearl's magic, the jakla must perform a long and painful ritual, one unknown to any humans in the Empire. This ritual allows an experienced naga jakla to sacrifice his soul in order to restore the life of any other person who has died within the last month. The deceased's body does not need to be present during the ritual, but the naga who uses the Black Pearl must know where the corpse is. The body must be whole and unburied. Once the ritual is completed, the jakla who performed it usually dies – only the vast power of the Shashakar allowed him to survive, albeit in a weakened state. It is rumored that those restored to life by the power of the Black Pearl are forever changed, their personality made profoundly different.

Crystal Arrows

From the moment their armies appeared on the battlefields of the Clan War, the Naga were seen to use arrows of a strange pale-green crystal, which seemed to possess unique properties. Years later, shugenja of the Unicorn Clan uncovered similar arrows in the ancient and long-forgotten ruins of the City of Night. These explorers also found several pieces of the alien material lying about, as though the ancient inhabitants of the place never had time to complete the work they had intended with this wondrous substance. Although the Unicorn did not know where this incredible material originated at first, they soon discovered the connection to the naga.

The naga still hold the secrets of working with this unique material, and the wisest and most learned shugenja of the Emerald Empire have not yet been able to uncover them. Not surprisingly, Crystal Arrows are extremely hard to come by, and the few samurai who own such weapons guard them zealously and use them sparingly.

The strange pale green crystal of the naga holds several unique properties. Although it is far too fragile to be made into large weapons or suits of armor, arrows crafted from this substance are incredibly powerful — especially against creatures with the Shadowlands Taint or marked by the Living Darkness. Crystal Arrows can be fired at twice the usual range with no penalty. They also grant a +1k0 bonus to DR. When a Crystal Arrow strikes a person or creature with the Shadowlands Taint or with one or more Shadow Points, it explodes in bright white fire, causing 4x the rolled damage. A crystal arrow is usable only once, as it is automatically destroyed after it hits its mark.

Isha's Yumi

When the Isha succeeded the Qamar as leader of the naga, he inherited the ancient artifacts of his predecessor: the Armor of the Qamar and the Spear of the Naga. These items had always been the symbols of the office that he now held, and so he bore them with honor and pride. The Isha, however, had other weapons imbued with magic. The most important of these was the powerful yumi he kept with him at all times.

Isha's Yumi, as the enchanted bow came to be called, is a unique artifact of tremendous power. Though no

one can say for certain who created it, Isha's Yumi once belonged to the greatest naga hero, the Qatol, who gave his life to the darkness between the stars. It is one of the oldest magical items held by the naga. Although there is some disagreement as to whether the Armor of the Qamar and the Spear of the Naga are more ancient than the Isha's Yumi, the Yumi is certainly one of the oldest weapons in all of Rokugan.

At first glance, Isha's Yumi looks like an average Naga bow of good craftsmanship. It is built from a mixture of wood, horn, and sinew glued together by expert hands. The stave of Isha's Yumi is tinted greenish-yellow and heavily grooved, giving the impression it was crafted from the scale of a great serpent or some other reptile. The grip is straight and approximately eight inches long. This part of Isha's Yumi is covered with a tightly woven reddish brown strand of leather. At both ends the bow bends and extends before curving in the other direction, giving it a great deal of draw strength.

Isha's Yumi has a range of 600'. It grants a bonus to Initiative Rolls equal to the wielder's Kyujutsu Skill Rank and one Free Raise on all Kyujutsu attack rolls.

Treasures of the Nezumi

Bone of the Tattered Ear Tribe

The Tattered Ear Tribe was the largest of all the nezumi tribes, and had an unusually friendly relationships with humans. But one of their most powerful artifacts is steeped in conflict and misunderstanding with humans. To prove their friendship, the nezumi of the Tattered Ear once offered a fetish to the Sparrow Clan. This item, however, had been crafted from the thighbone of the fallen brother of the Sparrow Daimyo. Although the representative of the Tattered Ear Tribe did not intend any insult, the Sparrow took this as an unforgivable offense, and the Clan instantly became an enemy of all Nezumi. Ironically, the Bone of the Tattered Ear Tribe, as the magical fetish came to be known, is said to be an extremely powerful artifact, and would indeed have been a very generous gift. No one knows where it now lies, although many in Rokugan would like to unearth it.

The Bone of the Tattered Ear Tribe is a crude-looking club of a brownish color. Carved from a human thigh-bone, the head of this weapon mounts pointed fangs, forming a circle around it approximately two inches from its top, which has been smoothed and rounded off. This smooth surface is cut with simple lines and elaborate carved rings that form several grooves. The other end of the artifact is jagged and uneven by comparison, as though the bone from which it had been made was broken.

Treat the Bone of the Tattered Ear Tribe as a tetsubo of Excellent Quality. Anyone with at last 1 Rank in the Heavy Weapons Skill wielding this mighty club gains a +2k0 bonus to all attack and damage rolls made with it. It also grants a 2 Rank bonus to Strength.

Crippled Bone Blade

A Crippled Bone Blade is sword shaped to resemble a katana, except it is crafted from bone rather than from steel, giving it a beige or light brown shade rather than a metallic hue. A typical Crippled Bone Blade is made from the femur of a fallen nezumi. The bones used to make Crippled Bone Blades are carefully chosen, and only the remains of a great nezumi warrior can be immortalized into this very special type of weapon.

The entire weapon is made from a single bone, carved with delicate detail. The tsuba typically takes the form of a thick ring supported by over half a dozen narrow pillars issuing from the body of the blade. Despite its delicate appearance, this tsuba is as strong as steel. The hilt of a Crippled Bone Blade is covered with a thick strip of silk, velvet, or cotton woven around the handle. This unsophisticated design makes the hilt uneven but surprisingly comfortable. The end of the handle is usually thicker and decorated with simple lines or shapes carved into the bone. A short, tightly woven cord, typically from the same material used to cover the hilt, is often attached to the butt. Many samurai who have seen a Crippled Bone Blade refer to this as the weapon's "tail."

Although a Crippled Bone Blade appears to be both heavy and unwieldy, it is actually extremely light and easy to use in battle. The edge of the weapon is similarly deceiving. While it is thick and looks blunt on casual inspection, the weapon is in fact as sharp as any expertly wrought katana. Because of its look and origin, however, no honorable or pious samurai would

ever choose to wield such a weapon – they are, after all, crafted from dead flesh.

Treat a Crippled Bone Blade as a katana of Fine Quality. The weapon grants a +1k1 bonus to attack and damage rolls. Additionally, a foe making a Disarm, Feint, or Knockdown against the wielder of a Crippled Bone Blade must call 2 additional Raises to do so.

Lotus Blade of the Nezumi (Asatte)

Before the master smith Tsi Xing Guo ascended to become the Fortune of Steel, he forged ten swords and offered these wondrous blades as a parting gift. Somehow, one of these blades, called Asatte, made its way to the Nezumi in 1167.

Asatte is the most precious artifact the nezumi owned. It was placed in the care of Chikel, who proudly continued to wield it until the time came for the nezumi to confront Tomorrow. It is not known whether the blade shared the fate of the nezumi when they went into Yume-do to confront Tomorrow, but artifacts of this power are not destroyed easily.

Despite its grand origins, the Lotus Blade of the Nezumi looked rather ordinary. Asatte's blade, made of polished steel, had the same width and length as the average katana. Its tsuba was wide, cast from silvery steel, and many black lines, encircled by a thick black ring, spread out from its middle where the hilt of the weapon protruded. The handle of the katana was covered with a layer of silk of a strange grayish green hue, forming a traditional Rokugani checkered pattern. At the end of the hilt was a silvery knob that bore the symbol of the nezumi: a rat. The saya of Asatte was simple and made out of wood, with the same coloration as the soft silk that covered the hilt of the weapon. Bands of patterned silver also decorated it.

The Lotus Blade of the Nezumi functioned as a mundane Excellent katana in the hands of anyone but a nezumi. In the hands of a ratling, Asatte became a DR 4k3 katana, and its full powers could be activated with a Simple Action. Once activated, the sword granted a bonus to Initiative Rolls in kept dice equal to the ratling's Fire Ring. Also, at the beginning of a skirmish combat round, the wielder could choose to exchange his current Initiative with his TN to Be Hit for the duration of the round.

Tomorrow's Hourglass

The history of the unique artifact known as Tomorrow's Hourglass is shrouded in mystery. No one can tell who created this powerful item or how old it was, but it seems to have been designed especially for the ratlings. It was Oh'krch who first discovered Tomorrow's Hourglass in the Tomb of the Seven Thunders. However, Oh'krch did not know what he had found, and presented the hourglass to the Chief of Chiefs Kan'ok'ticheck and the shaman Atch-zin. These experienced Nezumi examined the item at length, and Atch-zin concluded that it was connected to Tomorrow — thus he named the item Tomorrow's Hourglass.

Tomorrow's Hourglass was a simple looking object, although of extremely good quality. Despite its antiquity it remained pristine in its appearance, as though it was never affected by time. It was shaped from a single piece of the clearest glass, forming two wide bulbs linked together by a fine tube. Tomorrow's Hourglass was filled with pure white sand which slowly dripped from one side to the other, grain by grain, second by second. A simple frame of black wood, composed of two round plates held together by three simple pillars, held the hourglass in place. Thick rings of gold decorated the ends of these columns.

It was the shaman Mak'irtch who discovered how to use the magic of Tomorrow's Hourglass. With it, Mak'irtch allowed almost the entire nezumi race to enter the Realm of Dreams, to help the Transcendents fight against Tomorrow. Although they successfully defeated Tomorrow, the nezumi were unable to return to their bodies and remained trapped forever in the Realm of Dream, leaving no more than a handful of them alive in the mortal world. The hourglass itself is believed to have been destroyed at the conclusion of their battle with Tomorrow.

Treasures of the Five Elements

The Treasures of the Five Elements are a set of five powerful unique items created by the Oracles of Light. The Oracles enlisted the assistance of the shugenja Asako Shingon and Iuchi Yogosha to perform this task, and

the two shugenja labored selflessly on their construction, ultimately giving their own lives to ensure success. The Oracles gifted the completed items to the mortals of Rokugan during the Clan Wars, hoping thereby to compensate for the imbalance caused by the Dark Oracles when they unleashed the Elemental Terrors.

Armor of Earth

The Armor of Earth is the most powerful of the five items forged by Shingon and Yogosha. It was first used — and is still owned by — Utaku Xieng Chi, the Daimyo of the Utaku Family.

The Armor of Earth is a strange suit that seems to be made from greenish rock. There are those who have dubbed the armor grotesque and unfit for a noble, but Xieng Chi, who wore the armor on several occasions during battle, disagrees. Although the suit has a strange shape, with various rock plates covered by strange runes and a multitude of spikes of varying sizes, its magic is quite practical.

Despite its ungainly appearance, the Armor of Earth functions as standard Rokugani heavy armor, but adds +20 to TN to be Hit instead of the normal +10. When worn, the suit adjusts itself to fit its bearer's body, making it surprisingly comfortable, so it does not inflict any TN penalties on the wearer. Wearing the Armor of Earth grants unparalleled Strength and Stamina, raising both of those traits by 1.

Gunsen of Water

The Gunsen of Water normally appears as a large, impressive war-fan of deep blue, carved with images of roaring waves. However, it can change its shape into a more courtly fan (with the same color and images) when appropriate. Over the years the Gunsen has been seen to take every form from a delicate Scorpion court fan to a massive tessen suitable for Akodo One-Eye himself.

The Gunsen is a 1k3 Tessen and raises the user's TN to be Hit by twice his Water ring. It makes the user instantly aware if he is targeted by a Water spell, and he may choose to raise the TN of such a spell by 30. Even if he is successfully struck by a Water spell, he can choose to halve all its effects. Finally, all Battle and War-Fan Skill rolls made using the Gunsen gain a +1k1 bonus.

Katana of Fire

The Katana of Fire appears to be a normal katana of superb quality, the hilt wrapped in scarlet threads and the saya inscribed with symbols of elemental fire. The sword's true nature becomes apparent the moment it is drawn from its sheath: flames erupt from the polished steel and lick along the blade, reaching hungrily for anyone it strikes. The flames burn more brightly in the presence of Tainted or dishonorable foes, and the weapon seems to guide itself to such targets with little urging from the wielder.

The Katana of Fire is a katana with a DR of 4k3, and the flames which erupt constantly from its blade inflict an additional 1k1 of fire damage, much like the shugenja spell of the same name. In addition, the wielder has the power to cast the spell *The Fires From Within* (Legend of the Five Rings rulebook, p. 240) once per day as a Rank 4 shugenja with a Fire ring one higher than his own.

Mempo of Void

This strange Elemental item contains the life force of Shingon and Yogosha, and was finalized by their deaths. Kitsu Motso, the first of his Family to become Champion of the Lion Clan, had the honor of bearing this unique artifact. Unfortunately, Motso fell in battle during the War Against the Spirits and the Mempo of Void was lost. Its current whereabouts are unknown.

This artifact seems to be made of an unnatural, black-colored viscid substance that constantly changes its form. The Mempo of Void sticks to its wearer, covering his entire face save for the eyes. When worn, several strands of the mask's weird material flutter in the wind behind its owner's head. This mempo makes any samurai appear eerie and fearsome.

Wearing the Mempo of the Void increases the Void Ring by 1. In addition, the wearer is immune to all mind affecting or controlling spells or abilities, and cannot lose Void points for any reason other than spending them voluntarily. Looking through the eye-holes of the Mempo of the Void allows the owner to see all invisible objects and beings, and to readily discern those who are under spell effects or who are favored by the kami in some way (shugenja, characters with Blessings, etc).

Yari of Air

The fifth item created by Shingon and Yogosha is a mighty yari with a most unusual property: it is completely invisible to everyone except its owner, who can see it clearly. Those who have a strong connection to the elements, such as shugenja, can sense the presence of this item, but they still cannot see it. To the eyes of its owner, it appears to be a magnificent yari whose long steel head is carved with intricate patterns of wind and clouds.

The Yari of Air functions as a yari with a DR of 3k4. It moves with the weightless speed of air, allowing its wielder an additional attack per round. This extra attack stacks with any extra attacks awarded by School Techniques or other effects. In addition, the yari is surrounded by Air kami which shroud and protect the wielder. Any ranged attacks directed at the wielder have their TN increased by 10, and any ranged spells which target him have their Spellcasting Roll TNs increased by 10 as well.

Unaligned Treasures

Ancestral Daisho of the Snake Clan

The Snake Clan, founded by the Imperial Magistrate Isawa Chuda, was once a proud and honorable Minor Clan. When the Emperor proclaimed Chuda the first Daimyo of the Snake, he offered him a daisho to represent his blessing. This weapon became the symbol of the Snake Clan Champion, and was said to be enchanted with powerful magic. A few decades after the Clan's founding, however, Chuda witnessed his wife use blood magic to save the life of their son. Horrified, Chuda left the Dragon Plains where the Snake made their home, abandoning his family and Clan. For reasons still unknown, Chuda took with him only the wakizashi the Emperor had given him, leaving the katana behind. Both weapons were believed destroyed when the Phoenix Clan eradicated the entire Snake Clan. Both, however, survived. The blades were found centuries later, during the early days of the Clan War.

Jadoku, the Ancestral Daisho of the Snake Clan, was last seen in Rokugan when Reikado, a direct ronin descendant of Isawa Chuda, and Chuda Tenkazu, a powerful Bloodspeaker living among the Asako, met in battle. The resulting conflict nearly led to the destruction of the Falcon Clan and resulted in that Minor Clan's absorption by the Crab. When Reikado fled, Tenkazu reunited the daisho. In the confusion that followed, however, both blades disappeared once more. Reputedly, the Kuni and the Asako are both actively searching for the Ancestral Daisho of the Snake Clan in order to put an end to its corrupting influences upon the Empire. Ironically, however, neither blade is actually Tainted.

For most samurai, Jadoku's main blade functions as a typical katana of Legendary Quality with a DR of 3k3. It is in the hands of a ronin, however, that the weapon becomes most fearsome. A ronin wielding the Ancestral Katana of the Snake Clan gains a +2k0 bonus to all attack rolls. Additionally, once per day on a successful attack roll, he can utter a command word to poison a wounded target with the katana. The target must then make a Raw Stamina Roll against a TN of 20 + the wielder's Willpower. If the target fails, this magical poison inflicts a one Rank penalty to Agility and Reflexes for a number of hours equal to the wielder's Willpower. This effect may be dispelled as if it was a spell effect, or it may be cured by mundane means.

On the other hand, anyone may tap into the full power of the other component of the daisho, the Ancestral Wakizashi of the Snake Clan. The wakizashi has a DR of 3k2, grants a +5 bonus to TN to Be Hit, and gives 1 Free Raise to any melee attack made with it. In addition, the weapon can be used to store a shugenja spell. Once a spell is stored in the blade (which is done simply by casting the spell on the wakizashi), the user can discharge it whenever desired, as a Simple Action.

If a ronin wields both the Ancestral Katana and Ancestral Wakizashi of the Snake Clan, he gains 1 additional attack per round. This effect stacks with other effects and Techniques that grant additional attacks.

Armor of Sun Tao

Fashioned in Kaiu's Forge, the Armor of Sun Tao bears the name of its legendary first owner. The most famous ronin in Rokugani history received this magnificent armor as a gift from the Sparrow Clan, and he only wore it for five years. It is a suit of heavy armor, fashioned from



bronze and thick leather, complete with arm protectors, hauberk, leggings, and kabuto. Blue silken trimmings decorate the upper part of the armor's torso as well as the plates that form the shoulder pads and hauberk. It is said Sun Tao himself wore a thick belt of fine blue silk to complement the garment.

If someone is fortunate enough to wear the Armor of Sun Tao, it functions as a typical Rokugani heavy armor, but increases the wearer's TN to be Hit by his Earth x5. When leading an army into combat, the owner of the Armor of Sun Tao may spend a Void point to award a Free Raise on the Mass Battle Table for a number of his soldiers up to his Battle Skill x100.

Crystal Weapons

Rokugani crystal is a rare and incorruptible substance. When purified and awakened by an expert shugenja, crystal shines brightly in the presence of Shadowlands creatures, and this pure light causes them immense pain. For centuries, the shugenja of the Crab Clan have experimented with a variety of crystal weapons and their effect on the creatures of the Shadowlands. Along the way, they discovered that only crystal weapons could truly affect the minions of the Lying Darkness.

If the spirits within crystal are awakened by a shugenja, they will react when the substance is in close proximity to the Shadowlands Taint. The crystal begins to glow with a white light. The strength of this aura varies according to the strength of the crystal's spirits. In addition to this property, crystal (whether awakened or dormant) can harm Shadowlands creatures in the same manner as jade. Naturally, crystal weapons are valuable objects.

Each crystal has a strength rating that ranges from 1 to 5. This strength determines the radius of the crystal's power, which is 1' per point of strength. Generally speaking, the more powerful the strength rating of the crystal used to fashion a weapon, the larger that weapon will be. For instance, crystal with a strength rating of 5 would be used for a katana blade, while a crystal with a rating of 1 or 2 would be more suitable for the tip of a nage-yari. When someone or something with the Shadowlands Taint enters a crystal's area of effect, the crystal immediately begins to glow. The Tainted creature must make a Raw Willpower Roll against a TN equal to the crystal's strength rating x5. If the creature succeeds in the roll, the crystal has no effect on it. If it fails the roll, the power of the crystal overcomes the creature, inflicting intense (albeit non-damaging) pain. A creature affected in such a way will do everything in its power to keep out of the area of effect.

When a crystal weapon inflicts Wounds on a creature with the Shadowlands Taint, the target must make a Raw Stamina Roll against a TN equal to the crystal weapon's strength rating x5. If the creature succeeds on this roll, the crystal weapon causes its damage normally but has no further effect. If the creature fails the roll, however, the crystal weapon causes additional damage to the creature, adding its Strength rating to the total of damage inflicted.

Crown of the Amethyst Champion

The title of Amethyst Champion is intrinsically linked with the artifact known as the Crown of the Amethyst Champion. The holder of this title must use the unique magical artifact to the betterment of the Empire. Because of this, only a worthy and truly honorable samurai may be granted the title of Amethyst Champion. Most of those who have been given this honor were capable warriors, but all of them had impeccable manners and were skilled in the arts of oratory and poetry. Although the position of Amethyst Champion is ancient, it became dormant when the Crown was lost for several centuries. When it was recovered, the Imperial Families moved to restore the office and institutionalize it.

The crown is believed to be of gaijin origin, and is made from gold of a dark hue. A massive amethyst stone of a light purple shade decorates the front. Supposedly, the Crown of the Amethyst Champion grants its owner extraordinary wealth and glory. However, it is

also believed that if he ever misuses the crown's blessing — or worse, loses the priceless artifact — he will become impoverished and unable to maintain even the smallest amount of wealth.

This artifact ensures that every one of its owner's business ventures will bear fruit. The Amethyst Champion multiplies by 10 any income he earns, for himself or in the name of the Empire. He also gains a bonus equal to twice his Air Ring on any Commerce Skill Rolls, and may use all Mastery Abilities listed under that Skill as if he had 10 Ranks in it.

Dragon Helm

The so-called Dragon Helms are powerful, legendary artifacts, and have been the subject of much debate throughout history. The helms were created when a particularly clever and devious Soshi shugenja discovered a means by which she could tap into the pure power of the Elemental Dragons and contain a tiny fragment of their essence in a mortal object, much as the kami could be contained within nemuranai. Although the shugenja was destroyed by the Oracle of Fire for her temerity, her apprentices managed to complete her work, and create one helm for each of the six great dragons (the existence of the Celestial Dragon was unknown by mortals at that time). Many consider the helms to be blasphemous by their very existence, but others believe that if the dragons wished them destroyed, they would have ceased to exist long ago.

All of the Dragon Helms allow those who wear them to see the true form of any Elemental Dragon, their Oracles, or their servants (such as the ryu spirits of Tengoku), no matter what form they may have taken. Each Helm also allows its owner to issue one command to the Dragon associated with it, in exchange for giving the helm to that Dragon. However, those who abuse the privilege of commanding a Celestial Dragon by demanding something selfish or dishonorable are unlikely to live to regret their lack of wisdom.

Dragon Helm of Air: Someone who wears the Dragon Helm of Air may, at their discretion, penalize the Spellcasting Roll of any spell cast against them by an amount equal to their Air Ring x5. When the helm is donned for the very first time, the wearer must choose either Awareness or Reflexes as the Trait that he will link to it; he gains a 2 Rank bonus to that Trait for as long as he physically wears the helm.

Dragon Helm of Earth: Wearing the Dragon Helm of Earth renders the owner completely immune to any damage from electricity, whether lightning, spells, or other effects. When the owner puts on the helm for the very first time, he must choose either Stamina or Willpower as the Trait that links him to it; he gains a 2 Rank bonus to that Trait for as long as he physically wears the helm.

Dragon Helm of Fire: Wearing the Dragon Helm of Fire renders the owner immune to any damage or ill effects generated by cold or ice. When the owner puts on the helm for the very first time, he must choose either Intelligence or Agility as the Trait that links him to it; he gains a 2 Rank bonus to that Trait for as long as he physically wears the helm.

Dragon Helm of the Heavens: The Helm of the Heavens was created within the last century by unknown parties, only after the existence of the Celestial Dragon was confirmed by mortal shugenja. Its powers and abilities are unknown.

Dragon Helm of Thunder: The Helm of Thunder is currently in the possession of Yoritomo Naizen, the Mantis Clan Champion, who carries it with the blessings of the Thunder Dragon. Wearing the Helm of Thunder renders the owner completely immune to any effect that would cause Fear or sleep. When the helm is put on for the very first time, the owner must choose 1 Trait as the Trait that he will link to it; he gains a 1 Rank bonus to that Trait for as long as he physically wears the helm.

Dragon Helm of Water: Wearing the Dragon Helm of Water renders the owner immune to all fire damage from non-magical sources. When the owner puts on the helm for the very first time, he must choose either Strength or Perception as the Trait he will link to it; he gains a 2 Rank bonus to that Trait for as long as he physically wears the helm.

Dragon Helm of Void: Wearing the Dragon Helm of the Void grants the owner a +15 bonus to his TN to Be Hit, as well as 3 additional Void Points per day. His Void Ring is considered 1 Rank higher for all purposes except for determining his daily allowance of Void Points.

Eye of the Emperor

In order to ensure the safety of those who administer the Emperor's justice, the shugenja of the Seppun Family create magical trinkets that carry the Emperor's blessings. These trinkets are simply known as the Eyes of the Emperor.

An Eye of the Emperor is crafted from fine crystal. Both ends of this small crystal narrow into a pointed end, but the stone tips are not sharp enough to puncture the skin. What makes an Eye of the Emperor remarkable is neither its shape nor the quality of the stone from which it was fashioned, but rather the pale inner light that constantly radiates from within it. This light gives the crystal a blue shade and generates a sphere of bluish light around it.

The light within the crystal is strong enough to provide weak illumination in a 10' radius, about as strong as candlelight in a dark room. The Eyes of the Emperor are not truly designed for this purpose, but rather strengthen the bearer's resolve and provide him with the peace of mind he needs to resist any kind of negative outside influence, be it magical or otherwise. Anyone who carries an Eye of the Emperor on their person gains a bonus to Raw Willpower Rolls equal to twice their Honor Rank. Additionally, anytime a spell is cast against them, they may choose to inflict a penalty against the caster's Spellcasting Roll equal to twice their Honor Rank.

Fan of Command

Discovered long ago by a merchant in the Seikitsu sano Yama no Oi, the Fan of Command is a gansen of exquisite quality. No one knows who created this item, but the Fan of Command has passed through many hands since it was originally found — especially ronin hands. Many believe the first to wield the Fan of Command in battle was the Kami Akodo. During the early days of the Clan War, the Dragon Clan Champion gave the Fan of Command to Toturi the Black when he was leading the host known as Toturi's Army. No one knows what he did with it or where the Fan of Command lies today, although it was last seen in the Dragon Lands. Military commanders who have heard of the magical fan would pay a hefty sum to put their hands on this wondrous treasure.

The Fan of Command appears as a typical gansen made of steel and overlaid with dark red lacquer. Fifteen branches, build like small dark spears, cut the lacquered steel of the fan, giving the item a somber look. It has the word "Forever" painted on one side.

Wielding the Fan of Command grants the Tactician Advantage. If the wielder already has that Advantage, it awards the Leadership Advantage instead. If the wielder already has both of those Advantages, it awards the

Great Destiny Advantage. If the wielder is fortunate enough to already have all three of those Advantages, the Fan awards a number of additional rolled and kept dice equal to his Void Ring to all Battle Skill rolls.

Fan of the Grand Master

The title of Grand Master of the Elements, and the accompanying family name of Naka, is one of the most supreme honors any shugenja could hope to achieve. In recent history, it has been held by only two men, Naka Kuro and his apprentice and successor, Naka Tokei. The fan carried by these Grand Masters is imbued with their essence, and is a powerful nemuranai.

The Fan of the Grand Master is unlike any mundane Rokugani fans. Although its frame is made of wood, its body is composed from an unknown golden white substance that has the look of silk but the texture of fog. When the Fan is held, a thick golden mist spills from it and strange symbols appear upon its hazy surface.

The magic of the Fan of the Grand Master only activates when wielded by a shugenja with an Insight Rank of at least 5. A number of times per day equal to Glory Rank, the shugenja may take a Simple Action to grant himself a bonus to any one Skill equal to his Insight Rank. (He must already have Ranks in this Skill.) He must choose the Skill to which this bonus applies when he activates the Fan of the Grand Master, and he may not change it in subsequent rounds. This boost lasts for a number of rounds equal to his Fire Ring.

Golden Obi of the Sun Goddess

The Moshi Family believed Toturi Tsudao to be the reincarnation of the Sun Goddess Amaterasu. They also believe a great part of the essence and irreproachable virtues of Tsudao were transferred to the obi she was wearing upon her death during the Four Winds' March. Some scholars dispute this Moshi belief, arguing that the obi Tsudao wore was already a powerful nemuranai, and it was this item that allowed her to summon the sun during the night. Regardless of the truth, one thing is certain: Tsudao's obi is a powerful artifact. Known as the Obi of the Sun Goddess, this unique nemuranai is a thick sash of bright yellow silk. Although the item does not actually generate its own light, it nevertheless radiates brightly as soon as the tiniest parcel of sunlight is cast upon its velvety surface.

The Obi of the Sun Goddess allows its wearer to illuminate the night by calling upon the power of the sun. When this power is activated, an area that extends 50' above and below the obi and 100' horizontally in all direction glows as if it is broad daylight for a period of 1 hour. This light can be blocked by obstacles (the ground, walls, etc.) in the same manner as normal sunlight. This remarkable ability may only be activated once per month, but it is not the nemuranai's only enchantment. Once each day, when the wearer of the Obi of the Sun Goddess successfully wounds a creature with the Shadowlands Taint, that creature must make a Raw Stamina Roll against a TN equal to the damage it just received. If it fails this roll, the creature is immediately slain.

Hotei's Spice

The Unicorn and Scorpion Clans have both brought back strange magical devices from the Burning Sands and beyond. One particular form of unorthodox magic, however, has been developed within Rokugan itself. Deep within the mountain holdings of the Phoenix Clan, a small order of monks have dedicated themselves to the creation a very special kind of magical device. After centuries of labor and experimentations, these monks have uncovered how to mix magic with mundane spices. Wholeheartedly devoted to Hotei, the Fortune of Contentment, the monks have created a very special spice, named after the Fortune they worship. This spice is highly coveted, particularly by the Kakita Family.

Treat Hotei's Spice as spice of Excellent Quality. Although it looks quite mundane and its magic is not as powerful as that of other items, Hotei's Spice is very useful. Using it grants a +10 bonus to all Craft (Cooking) Skill Rolls, or any other Skill Roll related to the preparation of food and drink. Although Hotei's Spice is created exclusively by a small order of monks in the Phoenix Lands, it can be found and purchased in a variety of places throughout the Empire. Traders, however, pay a steep price for the privilege of importing it, and a small bottle that can flavor 10 individual meals will typically cost around 150 koku.

Jade Goblets of Taira

Taira was a ronin shugenja who trained with both the Asahina and the Kuni, and learned to combine fetish

magic with binding magic. During his time, he created a number of useful nemuranai, and many samurai would pay a hefty sum for the items he crafted. Taira's life ended tragically – he refused to swear fealty to the Asahina and reveal how he had been able to produce his wondrous creations, and the Crane Champion ordered his execution, declaring he had stolen their secrets.

The three Jade Goblets of Taira are perhaps the ronin artisan's most sought after creations, and some of the rarest items of Taira that still exist. One of the Jade Goblets of Taira is in the possession of the Kitsune Family. A second Goblet was held by the Fox Clan for many years before it was stolen by a ronin, and its location is now unknown. The third Jade Goblet was destroyed during an unsuccessful assassination attempt on Hantei XXXIX.

Each of these goblets is sculpted from gold and jade, with a beautiful inlay in the form of a dragon. The tail of the inlaid dragon runs down to the base of the Jade Goblet, circling its narrow circular handle. Several rubies of exactly the same size and shape are set upon the cup. The interior is made out of bright gold, and becomes even more lustrous when liquid is poured into it.

A Jade Goblet glows brightly when it is within 100' of any person or creature corrupted by the Shadowlands Taint. Shadowlands creatures find this light disturbing, and will flee from it unless they succeed at a Raw Willpower Roll against a TN of 30. Drinking any type of liquid from a Jade Goblet of Taira heals all Wound Points, cures all diseases, cleanses the body of any poison, and dispels any magical or non-magical effect that has caused loss of Trait Ranks. While there are no limits to the number of times a Jade Goblet of Taira can be used in this manner, each time someone drinks from it there is a cumulative 10% chance that the item loses all its magical properties for 1 month.

Lord Moon's Bone

Lord Moon's Bone is a powerful katana fashioned from the forearm bone of Onnotangu, which Hantei severed along with his hand (which later became the Obsidian Hand, or Shosuro's Hand), and which fell to earth separately. How it came to be crafted into a sword, and by whom, remains a mystery. But the blade has appeared periodically throughout the long history of Rokugan, usually aiding some nefarious purpose. Hitomi, the sec-

ond Dragon Clan Thunder and Daimyo of the Mirumoto Family, used the Bone of Lord Moon to slay Onnotangu during the final days of the Empire's conflict with the Lying Darkness. No one knows where this mighty blade now lies, but many believe it will eventually reappear to once again play a crucial role in the history of the Empire.

Lord Moon's Bone is a sword made of a black, eerie metallic substance, somewhat resembling obsidian. It has a DR of 4k3 and it grants 1 Free Raise on all attack rolls. It also has a terrifying aura about it. When the weapon is drawn out of its saya, every person or creature within 20' (including allies) must make a Raw Willpower Roll against a TN of 20. If this roll is unsuccessful, they falter and lose their resolve. For as long as the victims are within the area of effect, they suffer a -1k0 penalty to all attack, damage, and Skill rolls.

Lord Moon's Bone also bears a terrible curse, and anyone who dares to wield the blade must be especially cautious. Each week this artifact remains in the possession of the same owner, he must make a Raw Willpower roll against a TN of 20. Failing this roll means he enters a sort of blood frenzy and goes on a homicidal rampage. While under this malign effect, the bearer of Lord Moon's Bone cannot control his actions. He must pick up the weapon and kill a person at random, screaming the praises of Lord Moon as he goes about his ghastly business. Those who enter this uncontrollable rage never remember the incident once they have killed, though they often wonder whose blood it is they see on their blade.

Masamune Katana

Masamune was a famous ronin swordsman whose many great deeds became part of Rokugani legend. Written accounts of Masamune's life were lost when the Lying Darkness ravaged the histories of the Ikoma Family, but oral traditions detailing his prowess remain, as do some material proofs. It is said Masamune's skill in swordsmanship was only matched by his extraordinary talent at crafting blades, and the knowledge of how to make swords based on his personal design remains alive to this day. The Masamune Katana in Rokugan today are all derivative, crafted by smiths who studied his secrets and imitated them. Of the blades forged by Masamune himself, all have been lost for generations.



A Masamune Katana grants a +1k0 bonus to damage rolls for successful attacks made with it. If it is used to attack a person with a lower Honor Rank, or a creature (treated as having an Honor Rank of 0), it also awards a bonus to the attack roll in unkept dice equal to the difference between the target's Honor and the wielder's.

Masamune Wakizashi

Although he is better known for his deeds and for the amazing katana he forged, the mysterious ronin Masamune also forged short swords of tremendous quality and useful magical power. Although he only made a handful of these blades, which were simply dubbed Masamune Wakizashi, the secret of their forging — and most especially the secret of the enchantments cast upon them — has somehow survived the many centuries.

A Masamune Wakizashi grants a bonus to Defense Skill Rolls equal to the wielder's Honor Rank. Keeping the weapon on one's person also grants a bonus to TN to Be Hit equal to the owner's Air Ring, regardless of whether or not the sword is actually used in combat.

Ring of Night

Legends tell of a powerful artifact that can transform its bearer into living shadow. The old stories claim this artifact, possibly created by an oni, was the possession of the most deadly and devious ninjas of ancient times, passing from one assassin to the next until the item was lost. The myths surrounding this powerful artifact suggest that once a person has triggered its power to turn himself into a living shadow, he can slip through the thinnest crack, pour down a wall like smoke, and even hover above the ground like the morning mist.

The artifact is supposedly made in the form of a simple metal band that seems blacker than night itself. No one knows what happened to this item, but many Scorpion — among others — would pay a hefty sum to put their hands on it.

To activate the Ring of Night, the owner must begin by drenching his naked body in blood. Although the tales differ (some saying it must be human blood while others state any blood will do), they agree there must be enough blood to cover one's entire body. Then, the assassin simply puts on the Ring of Night and is immediately transformed into living shadow. While in this insubstantial state, the wearer cannot smell odors, cannot pick up any object or wield any weapon, and cannot bear the weight of anything he was carrying or wearing at the time that he activated the item. Sounds are also muffled, and vision is distorted. While in this form, the wearer cannot strike or be struck by any weapon, even magic weapons, and can move through gaps in solid objects, such as cracks in masonry, the gap between door and wall, and so on. He also gains a +30 bonus to all Stealth Skill Rolls; if he does not have any Ranks in Stealth, he may use the Skill as if he had 1 Rank in it.

The wearer can revert to his normal form at any time. Every distinct use of Ring of Night, however, requires a fresh immersion in blood.

Sharing Rings

Sharing Rings were first forged by the Soshi as items that would allow the Scorpion to spy on their rivals. However, the Scorpion are no longer the only ones to own and use them — a fact they no doubt would wish to change.

Originally created centuries ago by Soshi Jiro, Sharing Rings always come in pairs. Whoever accepts one of these rings is bound to it for the remainder of his life. What is most disquieting, however, is that he is not only bound to the item, but also to the owner of the other ring completing the pair. Although a Sharing Ring can be taken away from its owner, it always finds a way to return to him. Once a Sharing Ring has been accepted by someone, it will inevitably return to him within 24 hours. If it is lost, given away to another, purposely left behind, or even buried, the owner will find the ring on his body (typically on one of his fingers or toes) the next morning. Legends concerning these items even tell of a

Lion samurai who went mad and cut off all his fingers and toes in order to be rid of the ring, only to wake up with the ring in his mouth the next day.

The true magic of these items, however, is not to return to their owners, but to actually create a resonance between the two bearers of a particular pair. This resonance allows each one to spy on the other, with either sight or hearing. For instance, if one ring owner looks through his Sharing Ring with his right eye, he will see what the bearer of the other ring sees through his right eye. If he puts his ring to his left ear, he will hear everything that other ring bearer hears through that ear. Furthermore, the Sharing Ring also allows its owner to experience, to some degree, what the other ring's owner experiences. If, for instance, one places his Sharing Ring in his hand, it will automatically begin to mimic the same motion as the hand of the bearer of the paired ring. This effect only works when the ring is held in hand, not when it is worn upon a finger.

Legends also say that if both owners of linked Sharing Rings were to look into their respective ring to spy on the other at the same time, each would stare into his own eye and become irrevocably mad. It is also said that if one bearer were to be killed, the shock would be so harmful to the owner of the other ring that it could even be deadly for him.

Silk and Steel Kimono

Long ago, the Asahina developed a special kind of kimono unnaturally resilient yet as supple as any silk robe. They came to be known as Silk and Steel Kimonos. Among the most sought out creations of the Asahina artisans, these magical vestments are far from being common but members of several other Clans now also fashion them. These elegant and highly practical attires are often given to courtiers who are going into a potentially dangerous situation or who simply need extra protection.

Silk and Steel Kimonos have the light weight and feel of summer kimonos (as opposed to heavy, cotton-padded winter kimonos), which makes their armor-like strength all the more remarkable. Treat them as kimonos of Excellent Quality that cost 150 koku. Although these magical clothes may be made from almost any color of silk, the sleeves of a Silk and Steel Kimono are always long and wide, with thick folds of an even width

that reinforce their ends. A long but simple sash of soft silk of the same color as the folds of the arms also accompanies each Silk and Steel Kimono. These simple obi are worn about the waist and serve as pockets as well as to allow a samurai to tuck his daisho underneath it.

A Silk and Steel Kimono is as supple as any other silken garment, but the enchanted material is extremely tough and durable, hence its value as a protective clothing. Wearing one grants a +5 bonus to your TN to Be Hit.



Slayer's Vial

No one can hope to discover how these foul magical devices originally found their way to the Emerald Empire, and many Rokugani believe these strange vials should all be destroyed. It is not known who originally created the so-called Slayer's Vials or how long ago they were designed, but the shugenja of the Unicorn Clan have confirmed they were fashioned using potent gaijin magic. Even the Unicorn, who have studied them for several years, do not know the source or the secrets of their creation.

Imperial edicts have declared Slayer's Vials to be illegal. All Emerald Magistrates have standing orders to confiscate and destroy all Slayer's Vials they uncover, and arrest those who carry them. Anyone caught in the possession of a Slayer's Vial is considered a criminal of the vilest and most immoral sort, destined for execution. Unfortunately, no one can even say how many of these morbid items have found their way into Rokugan. Because of their unique magical ability, Slayer's Vials are popular among assassins, and so demand for them remains constant despite their illegal status. Because

they are small and easily concealable, these items are hard to spot, and the magistrates of Rokugan have a difficult and hazardous task trying to root them out.

At first glance, a Slayer's Vial looks like a simple blackened glass flask. When any liquid but blood is poured into it, the magic of the item fails to activate. When a Slayer's Vial is filled with blood, however, the content of the container bubbles and turns to a thick, viscous liquid one round later. This liquid is actually the equivalent of one dose of virulent poison of the user's choice. For more on poisons, see *Legend of the Five Rings Role-playing Game Third Edition* core rule book, p. 161.

Takao's Jingasa

Takao's Jingasa looks like an ordinary heimin hat. Made of long strands of straw, tightly woven together to form a wide cone, this hat is very similar to what many Rokugani peasants wear to protect themselves from the heat of the sun. The hat, however, is somewhat bigger than most, its rim descending to cover part of the wearer's eyes. Hitomi Maya once said of the original Takao's Jingasa that it was a simple hat worn by a simple man, and while ambition and power were complicated, Enlightenment was not. Most monks of the Brotherhood of Shinsei would agree with Maya, but Takao's original straw hat actually helped him reach a degree of Enlightenment many monks would hope to reach. The kami within the hat bestowed on him the ability to surpass himself in the art of Kiho practiced by so many Rokugani monks. Since Takao's time, several artisans have fashioned copies of the magical jingasa, but this type of hat remains rare at best. Those who own such a treasure are usually perceived as individuals clearly on the path to true Enlightenment.

Takao's Jingasa is only beneficial to a monk, or to someone who can use Kiho. Someone wearing Takao's Jingasa may have up to 2 Internal Kiho or Kharmic Kiho active at any one time (rather than only a single one). They also gain an additional number of Void Points equal to their Monk School Rank for as long as the hat remains on their head. These extra Void Points may only be used to activate a new Kiho.

Yojimbo's Burden

Many non-bushi members of the samurai caste rely on yojimbo for protection. Courtiers and shugenja, as well as other important figures such as Daimyo and gener-

als, are often seen with these dedicated bodyguards. Legends tell of an Isawa shugenja who lived long ago who wanted to find a way to ensure his yojimbo would be able to leap to his defense at any time and stand in harm's way at a moment's notice. After years of research, the crafty shugenja created enchanted fist-sized stones that would magically transport a yojimbo to the defense of his charge in the blink of an eye.

These magical stones came to be known as Yojimbo's Burden, and they come in sets of two. They are ordinary-looking, highly polished, and perfectly round stones roughly the size of a man's fist. The surface of the stones is smooth and inscribed with simple kanji that can barely be noticed by touch. One of the stone is marked with the word *shugenja* while the other bears the kanji for *yojimbo*. Each of the stones is keyed to the other. This magical connection is extremely strong and cannot be broken or diverted to another stone. If one of the two stones of a set of Yojimbo's Burden is destroyed, the remaining stone loses its magical properties.

When the stones of a Yojimbo's Burden are carried by two individuals, the one with the yojimbo stone can activate its magic by speaking a command word. Doing so immediately teleports that person to the spot where the one carrying the shugenja stone is standing, while the person with the shugenja stone is teleported to where the bearer of the yojimbo stone was. This potent magic only works if both persons with the stones are within sight of one another. If only one stone is carried, the magic of a Yojimbo's Burden cannot be activated. The person holding the yojimbo stone may activate its power twice each day.



TO SPEAK TO THE KAMI IS TO TOUCH THE HEAVENS

Rokugan is a land of enchantment and magic. Elemental spirits inhabit every place and every thing – living or otherwise. Those blessed with the gift to commune can tap into this spiritual power, unleashing forces others can scarcely imagine. The spirits take shape in our every word, in our every command. We are walking through the history of ancestral causality.

It is time to awaken the Empire to its potential.

Prayers and Treasures is a comprehensive guide to magic and religion in the *Legend of the Five Rings Roleplaying Game Third Edition*. It encompasses not only the shugenja's art, but also the vast range of magic items found in Rokugan. Look inside:

- Extensive catalogue of nemuranai magic items, described for incorporation into the RPG. Many of these items have appeared in *Legend of the Five Rings Collectible Card Game*, but never in the RPG until now!
- Over 150 new spells. Many updated from previous editions of *Legend of the Five Rings RPG*, including maho black magic, multi-Element rituals, and Clan-specific spells.
- Discussion of the role shugenja play in each major faction, as well as Minor Clans and ronin shugenja. *Prayers and Treasures* also includes new Shugenja Paths.
- Detailed optional rules for nemuranai creation, and a new Advanced School of artificers.

Prayers and Treasures is an essential resource for players and game masters interested in magic, shugenja, and the spiritual life of Rokugan. With over a hundred spells and dozens of enchanted items and legendary artifacts this book is core reading for Rokugan enthusiasts.

Prayers and Treasures is a rules supplement and its use requires the *Legend of the Five Rings Roleplaying Game Third Edition* core rule book.

ISBN: 978-1-59472-044-4



US MSRP \$34.95
Printed in Canada AEG 3206



www.l5r.com