



# MAGIC OF ROKUGAN



ORIENTAL ADVENTURES





# MAGIC OF ROKUGAN™

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To use this companion, a Dungeon Master also needs the *Player's Handbook*™, the *Dungeon Master's Guide*™, and *Oriental Adventures*™.  
A player needs only the *Player's Handbook*™ and *Oriental Adventures*™.

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# CONTENTS

<b>Introduction</b> .....	4
"Five Years Ago..." .....	4
Using this Book .....	4
<b>Chapter One</b> .....	5
Religion and Magic .....	5
Becoming a Shugenja .....	6
Shugenja and Multiclassing .....	6
A Shugenja's Role as Samurai .....	7
Creating New Spells .....	8
The Kami .....	9
New Uses for Old Skills .....	9
New Feats .....	9
<b>Chapter Two</b> .....	11
Prestige Classes .....	11
Jade Magistrate .....	11
Master Smith .....	13
Reibai .....	14
Yorei-Ryoushi .....	15
<b>Chapter Three</b> .....	17
New Shugenja Schools .....	24
Spells .....	24
Agasha's Kiss .....	24
Alter Mind .....	25
The Arrow's Flight .....	25
Awaken the Spirit .....	25
Balance the Elements .....	25
Banished to the Outer Darkness .....	25
Be the Mountain .....	26
Blessed Winds .....	26
Blessing of Isora .....	26
Blessing of Jizo .....	26
Blessing of the Four Winds .....	26
Blood Curse .....	27
Boiling Fire .....	27
Borne by the Wind .....	27
Boundless Sight .....	27
Bridge to Yomi .....	27
Burning Steps .....	28
Burning Kiss of Steel .....	28
Burning the Ashes .....	28
Call the Spirit .....	28
Castle of Earth .....	28
Choke the Soul .....	29
Clarity of Purpose .....	29
Cleanse .....	29
Cloak of Night .....	29
Curse of the Burning Hand .....	29
Dance of the Kami .....	30
Devastation of Stone .....	30
Dispel Slumber .....	30
Disrupt the Aura .....	30
Distracting Spirits .....	30
Doji's Curse .....	31
Drawing Back the Evil .....	31
Drawing Out the Void .....	31
Earthen Barrier .....	31
Earth's Mercy .....	31
Ebb and Flow of Battle .....	32
Ebbing Strength .....	32
The Elements' Fury .....	32
Embracing of Kenro-Ji-Jin .....	32
The Emperor's Road .....	32
End of Illusions .....	32
Endless Deluge .....	33
Endless Depths .....	33

Energy Transference .....	33
Essence of All .....	33
Evil Ward .....	33
Eyes Shall Not See .....	34
Facing Your Devils .....	34
Final Run .....	34
Fist of Osano-Wo .....	34
Flaring Speed .....	34
Flash of Insight .....	35
Flickering Flame .....	35
Flight of Doves .....	35
Fortune's Turn .....	35
Gaijin Flames .....	35
Gather the Clouds .....	35
Gathering Swirl .....	36
Grandfather's Word .....	36
Guardian of Air .....	36
Guardian of Earth .....	36
Guardian of Fire .....	36
Guardian of Water .....	37
Hands of the Tides .....	37
Harvest of Jade .....	37
Heart of the Dragon .....	37
Hurried Steps .....	37
Importune Kami I .....	37
Importune Kami II .....	38
Importune Kami III .....	38
Importune Kami IV .....	38
Importune Kami V .....	38
Importune Kami VI .....	38
Importune Kami VII .....	38
Importune Kami VIII .....	38
Importune Kami IX .....	38
The Inner Ocean .....	38
Iuchi's Sling .....	39
Jurojin's Balm .....	39
Jurojin's Curse .....	39
Kaiu's Jade .....	39
The Kami Watch Over Me .....	39
Kami's Strength .....	39
Kharmic Vengeance .....	40
Kingdom Beneath the Sea .....	40
Kumo's Black Embrace .....	40
Kuro's Fire .....	40
Laughter of the Risen Earth .....	41
Lessons of the Crab .....	41
Lessons of the Lion .....	41
Look Into the Soul .....	41
Look Into the Void .....	41
Mask of Jade .....	42
Mask of the Mountains .....	42
Master the Dragon .....	42
Maw of the Earth .....	42
Murmur of Earth .....	42
Never Alone .....	43
Oath of the Two Heavens .....	43
Oni Warding .....	43
Osaku's Lifeblood .....	43
Osano-Wo's Blessing .....	43
The Path Not Taken .....	44
Peace of the Kami .....	44
Pebble Charm .....	44
Piercing the Soul .....	44
Plain of Desperate Evil .....	44
Power of the Earth Dragon .....	45
Purity .....	45
Quest for the Pearl .....	45
Rage of the Fire Dragon .....	45
Reflecting Mirror .....	45
Ride Through the Night .....	45
Ring of Air .....	46
Ring of Earth .....	46

Ring of Fire .....	47
Ring of Void .....	47
Ring of Water .....	47
Ruined Earth .....	47
Ryoshun's First Gift .....	47
Scatter the Soul's Flame .....	48
Seeing Ages Past .....	48
Sense Spirit .....	48
Slash of the Lion .....	48
Slumber .....	48
Soul Sword .....	49
Speed of Breath .....	49
Speed of the Waterfall .....	49
Spirit of Water .....	49
Stand Against the Waves .....	49
Spirit Sight .....	49
Star-Filled Steel .....	50
Strike of Flowing Waters .....	50
Suitengu's Surge .....	50
Surging Soul .....	50
Symbol of Air .....	50
Symbol of Earth .....	50
Symbol of Fire .....	50
Symbol of Water .....	51
Tamori's Curse .....	51
Tides of Battle .....	51
Torrential Rain .....	52
Touch of All .....	52
Touch of the Void .....	52
Transform .....	52
Turmoil .....	53
Unbound .....	53
Unraveling .....	53
Unraveling II .....	53
Unraveling III .....	53
Unraveling IV .....	53
Unraveling V .....	54
Voice of the Void .....	54
Void Strike .....	54
Warning Flame .....	54
Whispered Blade .....	54
Whispers of the Kami .....	54
Whispers of the Void .....	55
Whispers of Twilight .....	55
Wholeness of the World .....	55
Winds of Aggression .....	55
Wisdom of the Air Dragon .....	56
Wooden Prison .....	56
Yuki's Touch .....	56

<b>Chapter Four</b> .....	57
Nemuranai .....	57
The Ancestral Daisho .....	60
New Special Materials .....	63
Random Magic Item Tables .....	63
New Wondrous Items .....	73
Minor Artifacts .....	77
Major Artifacts .....	78
Special Artifacts .....	80

<b>Chapter Five</b> .....	87
Magic of the Crab .....	87
Magic of the Crane .....	88
Magic of the Dragon .....	89
Magic of the Lion .....	89
Magic of the Mantis .....	90
Magic of the Phoenix .....	91
Magic of the Scorpion .....	93
Magic of the Minor Clans .....	94
Other Strange Magic .....	95



# FIVE YEARS AGO...

Kuni Kiyoshi peered around the sharp bend in the forest path. A pale green light shone from the end of his staff, the only light so deep in the forest, casting eerie shadows over the witch hunter's garish features. The lone man looked like something from a kabuki stage, his face painted with a strange demonic frown in pale white and blood red. Amulets, talismans, and fetishes that he had collected in his travels hung from his sleeve and his thick straw cloak, chiming gently in the wind as he advanced. Kiyoshi drew confidence from the sound; it proved the kami were still with him. On this, his first lone assignment, that reassurance did much to boost his courage.

A loud snap echoed from the forest ahead, dry twigs breaking underfoot. Kiyoshi frowned, pausing in his slow advance. He focused his senses as he had been taught, letting his mortal senses fall away and be replaced by the divine. The road ahead became a sudden swirling mass of energy to his eyes, a subtle blend of earth and water, surrounded by air and laced together throughout with the Void. He pushed his senses further, extending them deeper. He sensed the soft earth and water of the forest floor. He sensed a hint of fire deep within the hearts of the trees, the spark of life. At last he found what he was searching for, a twist in the elements, an aberration of the natural harmony of life. He sensed the raw corruption of the Shadowlands Taint.

He sensed it moving closer.

"I see you, magistrate," called a hollow voice. "I know you see me. I tire of this chase. Let us end it." A thin figure stepped from the thick underbrush, a waif-like girl. Her hair fell loose and ragged about her shoulders. The tattered kimono of a Scorpion geisha barely concealed her thin body. Blood was smeared across her hands, her chest, and her lips. Her eyes were sunken and shadowed. She rested one hand on her hip as she gestured idly with the other. A plume of yellow smoke danced around her fingertips.

"My name is Kuni Kiyoshi, chosen agent of the Kuni Witch Hunters and the Jade Magistrates," Kiyoshi said in a gravelly voice, planting his jade-tipped staff in the earth beside him. "You are Soshi Umeka." It was neither a question nor an accusation. Kiyoshi had been searching for her for too long to be mistaken.

"Ishada should not have pushed me," she said, her voice quavering slightly. "I did not deserve what he did to me."

"That may well be, but Ishada's children did not deserve what you did to them, witch," Kiyoshi answered. "Will you peacefully submit yourself to the Emperor's justice?"

"Justice?" Umeka sneered, her hand balling into a fist. The world seemed to warp around her hand and a sudden bloody steam erupted from her fingers. Where the steam touched the bark of a nearby tree the wood withered and turned to dust. "There is no justice in this land, witch hunter. The only truth lies in power, and now I have power!"

Kiyoshi sighed. "You are deluded," he replied. "You have exchanged one servitude for another."

"You serve the Emperor," she answered. "You serve the kami spirits. There is no difference between us, save that I have power and you do not." The girl reached behind her back and drew a long bloodstained dagger.

"Is that what you think?" Kiyoshi lifted his staff from the ground, drawing upon the power of the earth as the weapon spun about his shoulders and body. As the jade stone at the tip of the staff arced through the air it left shimmering trails of green light around Kiyoshi. "I pray for your soul, Umeka, if the dark beasts of Jigoku have not already devoured it."

With a mighty shout, Kuni Kiyoshi snapped his staff into one hand, leveling it at Umeka. The spinning green rings of light suddenly rocketed forward from the end of the weapon, spiraling through the forest with a shriek. Umeka quickly slashed her dagger across one hand and gestured toward the beam. A spray of red energy erupted from her wound, colliding with the jade hunter's spell in midair and releasing a thunderous explosion that knocked both spellcasters to the ground.

Kiyoshi staggered to his feet first. A trickle of blood streamed down the left side of his face, smearing his white makeup. Umeka crawled to her hands and knees, a grim smile on her features.

"I am stronger than you realize, magistrate," Umeka snarled. She smeared her bleeding hand across her chest. The blood sparkled with energy, wrapping about her body like a thing alive. In moments, she wore a glittering red suit of blood armor. "My power has been paid for. The kansen are mine to command, while the kami demand tribute still." She took one step to the left, and could be seen no more.

"You think you command the dark spirits?" Kiyoshi said, searching about for the green light of his staff. He saw it, a dozen feet away, lying against the thick trunk of a tree. "You have no idea what you have done to yourself, child."

"Don't I?" she said, suddenly appearing beside him. She slashed at him with her knife. He caught the blade with his bare hand, grimacing in pain as blood streamed down his arm. "Let us see which is stronger, witch hunter," she whispered, pressing her face close to his own. "Your kami or my blood magic." She spoke a short spell; blisters erupted on Kiyoshi's hand and forearm as the blood began to boil in his arm.

Kiyoshi spoke a short word of prayer. The jade-tipped staff leapt toward Kiyoshi; he caught it in one hand and struck Umeka a sharp blow against the jaw. Her head snapped back, and he pushed her away with a muttered curse. She looked up at him, grinning behind her transparent blood armor, unharmed by his attack.

"I think I have my answer," she said.

"Not yet," Kiyoshi snarled, and leapt at her once more...

## USING THIS BOOK

Magic itself is alive in Rokugan. From the simplest spell to the most powerful artifact, all magic is powered by the kami: elemental spirits with their own thoughts, desires, and quirks. This book features not only a wealth of new spells, magic items, and prestige classes that deal with Rokugani magic, but also gives a variety of new options and ideas for dealing with magic for DMs and players alike.



CHAPTER ONE:

# THE NATURE OF MAGIC

A shugenja's power comes from both within and without. Like a sorcerer, a shugenja is born with potent innate powers, powers that allow him to communicate with the elemental spirits. A shugenja honors these spirits in the same manner as a cleric, and cannot command their power unless he treats them with respect and reverence. The complex prayers needed to focus concentration and gain the kami's attention require extensive study, and like a wizard a shugenja must strive to understand the knowledge of those who have gone before. A shugenja can be compared to all of these, and yet he stands apart. A shugenja is a conduit for mystical energies, a diplomat bridging the gap between mortals and spirits, a priest whose privilege it is to have the friendship of the kami. There are many different sorts of shugenja, but all of them have one thing in common — all of them are born with the gift to command the spirits.

## RELIGION AND MAGIC

The religion of Rokugan is actually two religions. One part of this religion centers on the study of the Tao of Shinsei, and dates back to shortly after the arrival of Shinsei in Hantei's court. The other, far older than the Tao, focuses upon the Kami-no-michi, or Way of the Gods. In the lands of the Empire, religion is a focus for philosophy and discussion; worshippers are not only allowed but encouraged to

use what serves them in their life and ignore the rest. There is no proselytizing, no conversion, and no conflict in the name of religious principles. (Though the concept is quite familiar in other lands, Rokugani would be confused by the very notion of fighting for religious reasons.) For this reason, both religions exist simultaneously without any great degree of conflict. Most Rokugani combine aspects of both the Tao and the Way of the Gods in their life, sometimes without even realizing that the two are in fact distinctly different bodies of worship.

The Tao is comprised of the religious teachings of Shinsei, recorded by the Kami Shiba at the dawn of the Empire. This aspect of Rokugani religion is mostly practiced by monks belonging to the Brotherhood of Shinsei. Shintao (or Shinseism; both terms are used interchangeably) is a philosophy of enlightenment through mastery of the self, and is practiced by a variety of different splinter sects. Monks of Shinsei are capable of extraordinary feats by harnessing the chi energy within their bodies, extending their mastery of the elements into the world around them to produce effects comparable only to magic. The monks refer to this minor magic as kiho. The inkyo ("enlightened ones") are masters of the arts of kiho.

The Way of the Gods focuses upon reverence for the myriad spirits that dwell in Rokugan, from the humblest kami dwelling in a small brook to the mighty Seven Fortunes. Kami are omnipresent, dwelling within all things that are natural. These spirits are effectively minor deities, and can grant their power to anyone who knows how to communicate properly. These individuals are the shugenja, the most devout followers of the Way of the Gods, the clergy of Rokugan.



# BECOMING A SHUGENJA

As detailed in *Rokugan*,™ only certain individuals are fit to bear the mantle of the shugenja. Those who prove capable of communicating with the kami are treasured commodities of the clan, and are always given the finest education. The birth of shugenja follows distinct bloodlines for the most part, and each Great Clan has at least one family that is strong in magic. Occasionally shugenja are born outside of these families. Shugenja are rarely born outside the samurai caste. When this does happen, it is usually the result of ronin intermingling with peasants or samurai who cannot keep their affairs discreet. Individuals with the gift of magic are usually offered training with a shugenja school, possibly one of many small ronin schools scattered about the Empire.

Those who possess the ability to command the kami but do not enter shugenja training are almost nonexistent. When this happens, it is usually a result of ignorance of one's true potential rather than a conscious act. The gift of magic is sacred. An individual who knows he possesses magic and does not seek training in its use is essentially turning his back on the kami, a disrespectful and blasphemous act.

## SHUGENJA AND MULTICLASSING

Unlike most other spellcasting classes, maintaining one's abilities as a shugenja requires an extraordinary amount of focus. Without unusual talent (embodied in the Chosen By the Kami and Steady Soul feats found in *Rokugan*™), a shugenja cannot learn the ways of another character class and later continue to develop his mastery over elemental magic. The kami are not jealous masters; they are in fact rather indifferent toward mortals much of the time. Knowing how to please them, how to hold their attention, is a demanding and ever-changing art. It is their very indifference that requires a shugenja to focus so intensely. By turning his own attention to other things, he loses the attention of the naturally fickle and enigmatic kami.

As rare as multiclass shugenja may be, they are not entirely unheard of. Depending on their class, a multiclass shugenja can fulfill a variety of roles. The following section briefly details the likelihood of different possible combinations, and their role within the Empire.

## THE WARRIOR CLASSES (BERSERKER, FIGHTER, RANGER, SAMURAI)

Most shugenja consider the warrior lifestyle crude. It is too absorbed in the physical and detached from the spiritual for their taste. Occasionally Kuni shugenja take levels as a fighter so that they might become more capable defenders of the Carpenter Wall, or Moto shugenja become berserkers so that they might be better able to fight beside their brethren. Those who embark on such careers are viewed with respect and admiration by their kin, but are met with disdain by shugenja of "purer" clans. These shugenja usually focus upon the wrathful spirits of earth and fire, and are as dangerous as the powers they represent. They generally lead eventful, if brief, lives.

Most shugenja look upon the role of ranger with similar distaste, with the exceptions found most often among the Unicorn and Fox clans. Both of these clans have a close

connection to nature. For these individuals, learning the skills of a ranger is seen as a broadening of one's awareness of the world rather than an abandonment of it. (Rangers in Rokugan normally do not have spellcasting abilities unless they originate from certain clans or races. At the DM's option, ranger/shugenja who have taken the Chosen by the Kami feat may gain ranger spells normally due to their association with the kami.)

Shugenja may not take levels as a samurai. This is not due to any disrespect between samurai and shugenja. Quite the opposite is true; samurai and shugenja fulfill two very different roles in the Celestial Order, roles that must be kept distinctly separate. Even the kami recognize this. Those born to samurai families with the power to call upon the ancestral daisho never hear the call to become shugenja. In a way, they already possess their own command over the kami that dwell within their blades.

## MONKS AND INKYO

Of all shugenja class combinations, these are the most common as well as the most respected. The enlightened nature of these classes mixes well with the spiritual focus needed to become shugenja. Monk/shugenja and inkyo/shugenja revere the teachings of Shinsei and the blessings of the Fortunes in equal measure, and are often mediators between the Brotherhood and the temples of the great shugenja families. Sometimes they guard the great temples of shugenja families.

Some among the Brotherhood playfully chide these individuals for their lack of focus, remarking that "one cannot row two boats and still reach the end of the river." Shugenja of nearly any elemental focus make excellent monks and inkyo.

## ROGUES AND NINJA

This combination is extremely unusual. As the arts of stealth and infiltration usually lead to dishonorable behavior, rogue/shugenja are frowned upon. Ninja/shugenja — those who use their magic to assist in assassination — are seen as outright abominations. Even those clans that are known to make frequent use of spies and assassins (such as the Scorpion and the Mantis) deny that they would train their shugenja in such arts.

With that said, keep in mind that a character's true class is hardly a matter of public knowledge, and a person with mastery of both stealth and magic would be quite adept at hiding his true capabilities. Such an individual would be an asset to his clan, if he could keep his training a secret. Shugenja with focus in air are drawn to these classes more than any other.

## COURTIERS

Shugenja with elemental focus in air or water take easily to the life of a courtier, using their magic to grant favors or gain information on their rivals. This combination is often seen among the Doji and Soshi families. The daimyo of major families usually have at least one "court shugenja" about. Ostensibly, this individual's duty is to invoke the blessings of the kami upon the house; in reality, a court shugenja also provides protection from hostile magic and information about his lord's visitors.



## OTHER CLASSES

Character classes other than these are not typically a part of Rokugani society. If such a person were to undergo training as a shugenja, they would be a combination unique unto themselves, and would require special attention and consideration. In particular, other spellcasting classes combined with shugenja would raise interesting questions concerning that character's outlook on magic, especially regarding how they would struggle to combine their divergent mystical philosophies.

## A SHUGENJA'S ROLE AS SAMURAI

Though the character class of the Rokugani warrior is indeed called a samurai, the title of "samurai" is properly a social position rather than the word for a warrior in service. A shugenja is also a part of this samurai caste, a member of the noble and ruling families of Rokugan. He is expected to behave as such, though not to the exact degree of a bushi warrior. In many cases, a shugenja is simply a cloistered scholar and priest, spending his days in meditation and ritual in some remote temple or monastery. However, player characters are the exception to this. So how are shugenja expected to behave, both in contrast with and comparison to bushi, the warriors of Rokugan?

## BUSHIDO

Bushido literally means the "way of the warrior." Though a shugenja can bring himself to carry a katana, and even fight with one, he is not a warrior by Rokugani standards. Though a shugenja can stand beside his bushi brethren in battle and lay enemies low with his magic, he is not the same as one who spends his entire life studying the art of killing with the blade.

Despite this, Shinsei taught that there was wisdom in Akodo's principles — bushido. They lead to a life of clean mind, body, spirit, and honor. The virtues of bushido are followed by many shugenja, though they need not follow them with the same fervor as an honorable bushi. A shugenja's typical viewpoint of the virtues of bushido is encapsulated below.

**Rei (Polite Courtesy)** — A bushi is courteous because it is polite. Those of the samurai class are expected to be cultured, educated, and of superior demeanor to commoners and barbarians. A shugenja has even more of a reason to be polite than does his katana-wielding brother. When one interacts with Heavenly forces daily, a more complete sense of humility and the resulting courteous demeanor results. Though three feet of steel can kill in a single stroke, the fury of a lightning storm can be summoned by an unarmed shugenja. All scholars in Rokugan agree that the reverence for the virtue of *rei* keeps the Empire a much safer place.

**Yu (Heroic Courage)** — This is perhaps the virtue in which bushi and shugenja differ the most. Shugenja are not bred for war, and courage in Rokugan is most often displayed by hurling oneself into deadly combat with little hesitation. Shugenja, as a rule, tend to avoid combat, and even those who are prepared for such things do not spend much time in melee. Though some bushi call such action "cowardly," enlightened warriors understand it is not the shugenja's place to wage war. A shugenja practices courage daily by communing with

potentially wrathful spirits, and by serving as a go-between for their daimyo to powers that most minds cannot possibly comprehend.

**Meyo (Honor)** — All members of the noble class are taught from birth that their honor is worth more than their lives. Shugenja are no different in this than their bushi counterparts. However, as they commune with the spirits of the elements and Heavens every day, a shugenja must answer to different concepts of honor than his bushi kin. Greater elemental spirits judge a shugenja on their own terms of honor, as do supernatural creatures in the Empire. A shugenja must often walk a fine line between maintaining the mortal and immortal views of honor, though they rarely are extremely divergent.

**Jin (Compassion)** — Almost no shugenja is trained to kill as a bushi is. Though many are trained in the ways of combat and the application of their gifts in warfare, these arts are rarely stressed in a shugenja's training. Even the warlike Kuni and Tamori know that their gift is more powerful when turned to things other than open destruction and chaos, and learn to cherish that part of the ability. As a result of the shugenja's meditations and constant exposure to Shinsei's Tao, the average shugenja is far more compassionate than the average bushi.

**Makoto (Complete Sincerity)** — A shugenja can sometimes be seen as serving two daimyo — those in the world of mortals, and those in the realm of the supernatural. Though a bushi is expected to speak with complete sincerity on behalf of himself and his daimyo, a shugenja's word carries far more weight simply because of the powers he commands. A very small percentage of the Empire has the gift of speaking to the kami, and those few are relied upon to be honest mediators between man and spirit. Those shugenja found to be abusing this trust are often treated with harsh reprisal.

**Chugo (Duty and Loyalty)** — Like a bushi, a shugenja must know his duty, and is expected to perform it. That is the basis of the whole caste system of Rokugan, and no one is allowed exception. This is perhaps the one virtue in bushido that is exactly the same for both shugenja and bushi. Though a shugenja must understand and obey the will of the kami, he is absolutely loyal to his daimyo first. A shugenja understands the way of religion, but it is not his place to ultimately decide what course of action to take. Though some shugenja are advisors and can make their differing opinions known if the need arises, in the end they must bow to their lord's will.

## PEASANTS

With rare exceptions, bushi view the peasantry only as sheep to be herded and protected. The peasant view of samurai is equally simple — they are strong and powerful men and women who will protect the peasants when anything bad comes along. Hopefully.

Shugenja, however, share a much more complicated relationship with the common person. The peasants expect shugenja to ward off bad luck, foul weather, sickness, and other negative influences in a commoner's life. Because of this, a peasant will hardly ever have an indifferent opinion about a shugenja in the area. Any prevailing conditions in a peasant's life will undoubtedly be assigned to the shugenja's influence, for good or for ill. If a shugenja happens to arrive when a drought starts, that shugenja would be wise either to make a show of attempting to end the drought, or not to interact with the peasantry at all.



This is not to say that a commoner would dare raise his hand against a shugenja... usually. An angry group of peasants usually respond to their source of malcontent as a child would to a bully. They complain, but rarely act, unless there's a lot of them and only one shugenja. And only if they can cover their tracks. Shugenja are of the noble caste after all, and to kill one is an inexcusable offense — treason against the Empire.

However, that is an extreme case. Shugenja tend to spend more time among the peasantry than other samurai, and overall tend to hold the hearts and loyalty of commoners more than a bushi would. Due to their compassionate nature, shugenja often work to rid villages of bad luck, foul weather, and other such misfortunes, and the peasants rarely forget such actions.

## DAIMYO

Unlike bushi, shugenja rarely rise to positions of authority as a daimyo or commander of a military unit. The Empire itself is truly ruled by the sword, and a shugenja's position will always be beside those who rule. A shugenja also studies the realm of the supernatural as well as the mortal, and is not expected to understand the inner workings of the Empire as completely as those who focus all their attention on it.

Those who must turn a blind eye to the spirit worlds are nevertheless wise to keep those who are more knowledgeable close to hand. A daimyo commands many, many samurai, but perhaps only a handful of shugenja. Of these shugenja, perhaps one or two will be his personal advisors, ranked and esteemed equal with the daimyo's general. Those who make war are important to a daimyo, but not more so than those who are the keepers of a family's ancestral records, rituals, and the wisdom of Shinsei's Tao. Many rivalries occur between a lord's personal shugenja and his ranking general, and more often than not it is wise for the shugenja not to press the bushi too far in such a rivalry. Though religion and magic may be important to a daimyo, his soldiers are almost always far more loyal to his general.

The position of a shugenja advisor is a powerful one, however. With a single word and the implied wisdom of ages, a shugenja can cause a noble house to go to war or broker for peace when a daimyo would otherwise not do so. It is not unheard of for such power to corrupt a shugenja's intentions, and more than one noble lord has become a pathetic puppet to the whims of a crafty shugenja "advisor." Though some such shugenja attempt to manipulate a daimyo for noble ends, these shugenja are almost always self-serving in the end, exploiting their gift for personal gain.

It is not uncommon in some clans for a shugenja to move to a position of command himself. Crab war parties are sometimes led by a military-minded Kuni shugenja, and those of the nascent Tamori family have proven to be far more combative than their Agasha brethren. Nearly all Iuchi shugenja are trained in the art of warfare, and have been known to lead mounted units of archers or even whole commands of war-shugenja into battle. Shugenja are found in many positions of authority within the Phoenix clan, which is ruled by a council of five powerful shugenja.

Some of these warrior-shugenja pattern their actions after bushi, adhering strongly to bushido and the way of the sword. Others apply the serene and compassionate ways of a priest to their duties, and meet with success by following the wisdom of the Tao. Despite these shugenja's occasional success on the battle field, many bushi prefer that they simply stay where they belong — far from the position of command.

# CREATING NEW SPELLS

Rules for researching and creating new spells can be found in the *DUNGEON MASTER'S Guide*.™ Like any spellcaster, a shugenja may research his own original spells, subject to the DM's guidelines. The costs and time required to research new spells are unchanged from the rules presented in that volume. Costs represent offerings made by the shugenja in his efforts to please the kami, communicating what he wishes to do and listening to their wisdom.

Unlike normal spell research, if a shugenja attempts to research a spell that is not viable, the kami quickly inform him of his mistake. At the end of the first week of research, the shugenja realizes that he has asked for too much, and at this time the kami may present an alternate version of the spell (a version modified by the DM). The shugenja may continue researching this modified spell if he chooses. The first week of time and materials counts toward researching the modified version.

If the shugenja does not think researching the modified version would be worthwhile, he may cease his research, permanently losing the time and resources invested in the first week. If the DM judges that the spell the shugenja has attempted is too powerful to yield any useful results, the kami present this information as well. The shugenja may immediately cease his research; all invested time and wealth is still lost.

Like sorcerers and bards, shugenja are strictly restricted in the number of spells that they may know, and cannot exceed these limits even by creating their own spells.

## PICKING AN ELEMENT

You must select an element for your spell. You cannot research spells that you cannot cast, so if the spell would fall into an element opposed to your elemental focus, you cannot research it. Likewise, you cannot research Void spells unless you possess the Ishiken-do feat.

Though Rokugani philosophy allows for a wide range of interpretation in the meaning of all elements (fire is often a symbol of life as well as wrath, and earth can be a sign of change under the proper interpretation) it is important that all spells in a particular element fit a certain theme so that one element is not clearly more powerful than and preferable to all others.

Air spells usually involve illusion, divination, mobility, and mind-altering effects. Spells which alter the wind and weather are probably air spells.

Earth spells usually involve defense, purification, and protection against the Shadowlands Taint. Spells which affect plant life, earth, and stone are probably earth spells. Spells that remove poison or do extreme amounts of damage to Tainted creatures are also most likely earth spells.

Fire spells are the most potent attack spells, usually harming opponents with dramatic gouts of flame. Fire spells also sometimes provide speed and cunning, or hamper the target through ability score damage or status effects.

Water spells are the most potent healing spells, and can remove status effects but not cure poison (that is the domain of earth magic). Water spells are also useful for scrying, or inflicting unpredictable effects upon opponents (such as *path of the scorpion* and *wheel of fortune*).



Void spells often involve the manipulation or recovery of Void Points in some manner. Void spell effects can also include powerful divination, or negation of magical effects. Because Void represents the combination of the power of all five elements (and a feat is required to cast Void spells), these spells are often slightly more powerful than other spells of equal level, and sometimes involve effects typically represented by the other elements. Void is the most "well rounded" of all five elements.

Some spells fall under the "all" category, meaning that they can be cast by shugenja of any elemental focus. These spells are either spells that could arguably fall into the domain of any of the other elements (such as *endure elements* and *summon nature's ally*) or are so generally useful that it would be a disservice to the shugenja class as a whole to make them unavailable to those with a particular elemental focus (such as *dispel magic* and *detect magic*).

## DAMAGE CAPS FOR SHUGENJA SPELLS

Table 3-23 in the *DUNGEON MASTER'S Guide™* sets damage types for newly created divine spells. Though shugenja use divine magic, their offensive capabilities are slightly more potent than those of other divine casters. To this end, the damage caps for shugenja spells are slightly different from those presented for divine spells in the *DUNGEON MASTER'S Guide™*. Spells that are not fire spells typically do two fewer damage dice (or less), if any at all. Spells of a shugenja's school are sometimes as potent of those one level higher.

TABLE 1-1: SHUGENJA SPELL DAMAGE CAPS

Spell Level	Max Damage (Single Creature)	Max Damage (Multiple Creatures)
1st	5 dice	—
2nd	5 dice	5 dice
3rd	10 dice	10 dice
4th	15 dice	10 dice
5th	15 dice	10 dice
6th	15 dice	15 dice
7th	20 dice	15 dice
8th	20 dice	20 dice
9th	25 dice	20 dice

## THE KAMI

Kami do not have statistics as other creatures do, for each kami, even a minor spirit inhabiting a candle flame, is a minor deity. Such powerful deities as the Seven Fortunes, the Sun, and the Moon look upon the elemental kami in a manner very similar to the way human samurai look upon peasants — useful, necessary, but forever beneath them. The kami do not seem to care; most know their place in the Celestial Order and accept it. The duty of the kami is to inhabit Ningen-do, the Realm of Mortals. In a way, the kami are the Realm of Mortals.

As minor deities, kami are immortal, though their awareness can be temporarily disrupted. A candle flame can be snuffed out. Water can evaporate. Air kami continually scatter and reincorporate at the whim of the wind. The kami do not fear this "death." Change is only natural for beings such as themselves. The only force kami universally fear is the Shadowlands Taint. When a stone becomes corrupted, the kami within it is forever destroyed, or possibly transformed

into a kansen. This is the reason spellcasting becomes so difficult in areas of intense Taint — the elemental spirits flee the power of Jigoku, leaving the world they once inhabited a dead, lifeless husk.

## KAMI ABILITIES

Each kami has its own awareness and personality, but these spirits are usually indifferent to what transpires in the mortal world. In general, the larger the spirit, the more powerful and intelligent it becomes. The most powerful elemental spirits — also known as mikokami — are quite aware of what happens around them, and occasionally intervene in dramatic ways when they become displeased.

A strange or unusual item, such as a rare diamond or a flame that has not been extinguished in a century, will be more powerful than normal. Such a spirit can be as powerful as one or two sizes larger, or more at the DM's discretion.

## NEW USES FOR OLD SKILLS

**Knowledge (ghosts):** This skill covers the study of varying types of spirits, undead, and other creatures that were once mortal. When facing such a creature, you may make a skill check (DC 15) to ascertain the particular type of creature in question (this DC may be higher if it is a particularly rare variety).

## NEW FEATS

### ELEMENTAL VERSATILITY

#### SPECIAL

You have mastered the art of wielding earth, wind, fire, and water.

**Prerequisites:** Shugenja level 6th+, Void Use.

**Benefit:** You may learn and cast spells from the element normally barred to you due to your element focus. Spells from the element formerly barred to you must be learned and cast as if they were three levels higher. The save DC and other level-dependent effects of such spells (such as whether or not a spell can pierce a *minor globe of invulnerability*) still rely upon the spell's original level.

### ENHANCE WARDS

#### SCORPION METAMAGIC FEAT

You can set more powerful magical wards.

**Prerequisite:** Must be able to cast *glyph of warding*.

**Benefit:** Greater *glyph of warding* and *guards and wards* are added to your spell list as 6th level shugenja spells (all elements). You do not gain these spells for free; you must learn them normally. You may learn these spells in place of one of your school or element focus spells.

In addition, when casting a spell *glyph* (see *glyph of warding* in the *Player's Handbook™*) you may store any harmful spell that you know, even one higher than 3rd level. If the spell stored is a higher level than you can normally store with that version of *glyph of warding*, then the spell uses up a spell slot of that level. When casting a blast *glyph*, you may increase the damage by 1d8. A *glyph* enhanced in this manner uses up a spell slot one level higher than its actual level.



## SPIRITED PERFORMANCE

### ICRANE GENERAL FEAT

Your performance can charm even the elemental spirits.

**Prerequisite:** Artisan level 1st+.

**Benefit:** Once per day per level you have attained in the artisan prestige class, you can make a rousing performance that draws the attention of the kami in the immediate area. For the next hour, any allied shugenja who cast a spell within thirty feet of you gain +1 to their effective caster level. This applies only to spell effects which rely on caster level; shugenja do not gain additional spell slots or spells known. Multiple uses of this feat do not stack.

## GREATER DAISHO I-IV

### ALL CLANS TECHNIQUE

Your swords are an even stronger extension of your soul than is normal for a samurai. As a result, your ancestral daisho has the full capabilities of an intelligent item.

**Prerequisite:** Samurai level 13+.

**Benefit:** This is actually a series of four feats which must be taken separately and in sequence. (Greater Daisho I is a prerequisite for Greater Daisho II, etc.) Each gives you the ability to instill greater powers and intelligence in your daisho through the use of the ancestral daisho samurai class ability. See Table 1-2 for specific abilities gained. All benefits are cumulative. The abilities granted by an earlier version of the feat must be bestowed upon a sword before the next feat's abilities can be granted.

Ability bonuses are permanently added to the weapon's Intelligence, Wisdom, and Charisma. Primary abilities, extraordinary abilities, and special purpose powers are rolled randomly using the tables in the *DUNGEON MASTER'S Guide*.™ Details of an ancestral daisho's special purpose are determined by the DM, but are always appropriate to your personal code of honor.

If you wish to enhance both your wakizashi and your katana using this feat, you must expend experience points and roll bonuses and abilities separately for each weapon. Once the benefits of this feat have been placed upon a weapon, you may not remove them.

## PURE KITSU BLOOD

### LION GENERAL FEAT

You can trace your ancestry back to the original Kitsu who joined the Lion Clan under Akodo's banner at the dawn of the Empire. Your blood carries the gift, and burden, of the revered ancestor magic of the Kitsu.

**Prerequisites:** Shugenja level 1st+.

**Benefit:** Spells with the [Ancestor] descriptor are always considered a part of your elemental focus, and you may choose to learn such a spell in place of your regular school spell.

**Special:** You may only take this feat as a 1st level character.

TABLE 1-2: GREATER DAISHO I-IV

Greater Daisho	Prerequisite Samurai Level	Ability Bonus	Capabilities	Experience Cost	Ego
I	13th	+1d2	two primary abilities	400	+2
II	15th	+1d4	one primary ability speech	600	+2
III	17th	+1d6	one primary ability one extraordinary power	1200	+2
IV	19th	+1d2	one extraordinary power one special purpose power	1400	+2

## SOUL FORGE

### ALL CLANS TECHNIQUE

Your weapons and armor are extensions of your soul.

**Prerequisite:** Iron Will or Ancestral Daisho class ability, masterwork weapon or armor.

**Benefit:** Select one type of weapon or armor when this feat is selected. You may bond with a masterwork version of this weapon or armor in the same manner as the samurai's ancestral daisho class ability, and may enhance that item through expenditure of experience points. This feat otherwise follows all the rules for the ancestral daisho presented in this book and in Rokugan. You may only have one enchanted weapon or armor at a time, not counting any weapons gained by the ancestral daisho class ability. The maximum enhancement you may place within the weapon or armor is determined by your character level.

You may not affect the ammunition of ranged weapons with this feat.

## TAO MASTERY ICHIHO FEAT

You are near enlightenment, and the kami whisper in your ear. Sometimes you can encourage them to obey your whims in minor ways.

**Prerequisite:** 5+ Void Points, elemental attribute 10+.

**Benefit:** Select any three 0-level shugenja spells (inori) or one 1st-level shugenja spell (excluding Void and Maho spells). You may cast these spells once per day, each, as spell-like abilities. Your caster level is considered equal to your character level. You may not choose any spell that opposes the element of one of your other spells, or any spell from the element that opposes your element focus (if you are a shugenja).

**Special:** Your relevant ability score must be equal to 10 + the level of the spell you have chosen. Relevant ability scores depend upon the element of the spell chosen: Charisma (air or all), Constitution (earth), Intelligence (fire), or Wisdom (water). You may take this feat multiple times, selecting different spells each time. Each time you take this feat, you must have Void Points equal to  $5 + 3 \times$  the number of times you have already taken this feat.

## TRAVEL MAGIC

### UNICORN SECRET LORE FEAT

Unicorn Travel Magic runs through your veins.

**Prerequisites:** Wis 15+.

**Benefit:** Your maximum range and weight allowance for any spells you cast with the teleportation descriptor is doubled. Your base speed is increased by 5 feet.

**Special:** This feat may only be taken at 1st level. It may be taken in lieu of an ancestor feat.



## CHAPTER TWO:

# PRESTIGE CLASSES

## JADE MAGISTRATE

The Jade Magistrates are a new organization introduced by the Splendid Emperor, Toturi I. Created to rid the Empire of the enemies that would threaten it from within or without, the Jade Magistrates are a military order of shugenja that serve the Jade Champion directly.

During the Clan War, Toturi had few shugenja under his command. Yet to a man they proved their worth to him time and again. Most notable among them were Naka Kuro, the Grand Master of the Elements, and his apprentice, the ronin shugenja Morito Tokei. It was Tokei's actions that inspired Toturi — the young shugenja's selfless and powerful sacrifice in the defense of an unimportant ronin village led Toturi to imagine what the Empire would be like with hundreds like him. The concept of the Jade Magistrates was formed that day, as Toturi mourned the young shugenja's passing.

After he ascended to the throne, Toturi planned to introduce the new order at a suitable time. Such a time did not arrive until much later, after his seppuku and re-emergence at the Battle of Oblivion's Gate. Just as the War of Spirits began, Toturi summoned shugenja from across the Empire for another Jade Championship. He spoke to many of the shugenja who placed well in the Test, speaking to them of glory and defending the Empire with a charter that would grant them broad authority to enforce the Emperor's laws.

The next morning, the first Jade Magistrates, numbering fewer than one hundred, set out across the Empire, chartered to defend it from any and all threats under the guidance of the new Jade Champion, Kuni Utagu.

Only the finest shugenja are able to become Jade Magistrates; those who have proven that they are fully capable of fulfilling the required duties, who are skilled in combat, and well educated by a shugenja academy.

**Hit Die:** d6.

## REQUIREMENTS

To qualify to become a Jade Magistrate, a character must fulfill the following criteria.

**Base Attack Bonus:** +3 or higher.

**Race:** Human.

**Alignment:** Any non-chaotic.

**Honor:** Must be honorable.

**Skills:** Knowledge(elements): 3 ranks, Knowledge(law): 5 ranks, Knowledge(maho): 3 ranks

**Feats:** Combat Casting, Void Use.

**Spells:** The character must have the ability to cast 3rd level divine spells.

**Special:** The character must be sponsored for the post by someone of provincial daimyo status or higher.

## CLASS SKILLS

The Jade Magistrate's class skills (and key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Ride (Dex), Search (Wis), Sense



TABLE 2-1: THE JADE MAGISTRATE

Class Level	Base Atk Bonus	Fort Save	Ref Save	Will Save	Spells per day	Special
1st	+0	+0	+0	+2	+1 level of existing class	Watchful Gaze
2nd	+1	+0	+0	+3	+1 level of existing class	Strength of Purpose +2
3rd	+1	+1	+1	+3	+1 level of existing class	Jade's Wrath
4th	+2	+1	+1	+4	+1 level of existing class	Awareness of the Kami
5th	+2	+1	+1	+4	+1 level of existing class	Jade's Mercy
6th	+3	+2	+2	+5	+1 level of existing class	Strength of Purpose +4
7th	+3	+2	+2	+5	+1 level of existing class	Jade's Fury
8th	+4	+2	+2	+6	+1 level of existing class	Purity of Jade
9th	+4	+3	+3	+6	+1 level of existing class	Strength of Purpose +6
10th	+5	+3	+3	+7	+1 level of existing class	For the Empire

Motive (Wis), Spellcraft (Int) and Spot (Wis). See the *Player's Handbook*™ for skill descriptions.

**Skill Points per Level:** 2 + Int modifier.

**Examples of Jade Magistrates in Legend of the Five Rings:** Kuni Utagu, Asahina Sekawa.

## CLASS FEATURES

**Weapon and Armor Proficiency:** Jade Magistrates are proficient with all simple weapons, and with the wakizashi. The Jade Magistrate is also proficient with light armor, but not with shields of any sort. Jade Magistrates, while still considered shugenja, may wear armor in the pursuit of the Emperor's justice.

**Spells per Day:** A Jade Magistrate continues his more general study of elemental magic as well as specializing in law enforcement and attack power. Thus, when the character gains a new Jade Magistrate level, he gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, increased range of sense elements, and so on). This essentially means that he adds the level of Jade Magistrate to the level of some other spellcasting class he has, then determines spells per day and caster level. If the character had more than one spellcasting class before he became a Jade Magistrate, he must decide to which class he adds each level of Jade Magistrate for purposes of determining new spells per day when he adds the new level.

**Watchful Gaze:** The Jade Magistrate is ever vigilant, and permanently gains a +4 competence bonus to Search, Sense Motive, and Spot checks.

**Strength of Purpose:** Like their counterparts the Emerald Magistrates, the Jade Magistrates are able to resist influences that would turn them away from their duty. Starting at 2nd level, the magistrate gains a +2 morale bonus to resist any attempt to turn him away from his duty, either through the

use of skills (Bluff, Diplomacy, Intimidate) or through magic (any mind-affecting or fear-inducing effects). This bonus increases to +4 at sixth level, and +6 at ninth level.

**Jade's Wrath:** Starting at 3rd level, the Jade Magistrate is able to coax more energy out of the kami. All damage-dealing spells deal +1 damage per die of damage.

**Awareness of the Kami:** At 4th level, a Jade Magistrate is in tune with the elements around him to such an extent that the kami will warn him if he is about to be attacked. As such, the Jade Magistrate may no longer be flanked — he can react to opponents all around him as if they were individual attackers. Rogues, ninja, and similar attackers cannot sneak attack the Jade Magistrate unless they are at least five class levels higher than the Jade Magistrate's class level.

**Jade's Mercy:** At 5th level, the Jade Magistrate has reached a rapport with the kami such that they understand to not always kill, even with lethal spells. By spending a Void Point when a damage-dealing spell is cast (before damage is rolled), the Jade Magistrate may inflict subdual damage rather than actual damage with a spell.

**Jade's Fury:** At 7th level, the Jade Magistrate may spend a Void Point as he is casting a damage-dealing spell and before damage is rolled to deal +2 damage per die of damage. This is cumulative with the Jade's Wrath bonus.

**Purity of Jade:** At 8th level, the Jade Magistrate becomes a veritable symbol of purity. He gains a +10 resistance bonus on all saving throws to resist effects that would give him the Shadowlands Taint. He gains a +4 circumstance bonus to his saving throws against all maho and the spells or spell-like abilities of Shadowlands creatures.

**For the Empire:** At 10th level, a Jade Magistrate may, instead of making any melee attack, cast a touch spell on an enemy. This includes attacks of opportunity or multiple attacks the Jade Magistrate gains due to his base attack bonus. Using this ability provokes an attack of opportunity against the Jade Magistrate unless the magistrate casts on the defensive. This ability may only be used once per round and only if the spell's casting time is 1 action or less.



Jade Magistrate



# MASTER SMITH

The art of making weapons and armor is the most honorable of all crafts, and one of the few crafts honorable enough to be undertaken by a samurai. Most clans have at least one family that takes great pride in the skill of their smiths. The armor crafted by the Kaiu is said to fit its wearer like a second skin and deflect the most powerful blows. The legendary Kakita blades are weapons unlike any other in the Empire. The Tamori family possesses great mastery over the processes which bind elements together, and puts this expertise to use in fashioning weapons and tools. Their rivals in the Agasha family left many of these secrets behind when they left the Dragon, though their diminished expertise is now supplemented by powerful Phoenix magic.

A master smith is a craftsman whose mastery over steel is so great that the spirit of the metal sings to his own. He nurtures the elemental spirits within the metal, encouraging them to awaken through rituals as sacred as those practiced by any shugenja. Master smiths sometimes venture outside their forges and strike out into the world, seeking experiences to awaken their own soul so that they may leap into their art with even greater fervor. Nearly all master smiths are samurai, though monks and inkyo have occasionally experimented with this art, seeking enlightenment through creation. Shugenja rarely become master smiths, but those shugenja who have embarked on this path have crafted some truly extraordinary weapons.

**Hit Die:** d8.

## REQUIREMENTS

To qualify to become a master smith, a character must fulfill all the following criteria.

**Skills:** Craft (armorer): 10 ranks, Craft (weaponsmith): 10 ranks, Knowledge (elements): 5 ranks.

**Feats:** Skill Focus in any Craft skill.

**Spells:** Must craft a katana and wakizashi of masterwork quality.

**Special:** Must possess the ancestral daisho class ability.

## CLASS SKILLS

The master smith's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Swim (Str), and Use Magical Device (Cha, exclusive skill). See the *Player's Handbook*™ for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

**Examples of Master Smiths in Legend of the Five Rings:** Kaiu Kenru, Masamune, Togashi Nyoko, Tsi Xing Guo.

## CLASS FEATURES

All of the following are class features of the master smith prestige class.

**Weapon and Armor Proficiency:** Master smiths have proficiency in all simple and martial weapons, and in light and medium armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

**Fine Craftsman:** At 1st level, a master smith with access to a forge, masterwork tools, and an abundant supply of metals can craft weapons, armor, tools, and items out of fine Roku-gani steel (see the special materials section of this book, page 63). The master smith's rate of production is also greatly increased. With a successful skill check of the appropriate Craft type (DC 15) once per day he can craft up to 250 koku worth of materials per day, and otherwise follows the rules for making magic items. The master smith must spend at least 8 hours out of every 24 working on the item and cannot take a day off. He cannot perform any other physically or mentally demanding tasks while crafting an item at this accelerated rate. He cannot craft more than one item per day at this enhanced rate, regardless of its total cost. No experience points are expended when the smith crafts non-magical items, but he must provide raw materials worth half the item's market price.

**Exceptional Craftsman:** At 2nd level, the smith can create weapons of exceptional Rokugani steel (see the special materials section of this book). The master smith's rate of production is also greatly increased. With a successful Craft (weaponsmith) check (DC 20) he can craft up to 500 koku worth of materials per day. This ability is otherwise identical to the Fine Craftsman ability.

**Superior Craftsman:** At 3rd level, the smith can create weapons of exceptional Rokugani steel (see the special materials section of this book). The master smith's rate of production is also greatly increased. With a successful Craft (weaponsmith) check (DC 20) he can craft up to 500 koku worth of materials per day. This ability is otherwise identical to the Fine Craftsman ability.

**Legendary Craftsman:** At 4th level, the smith can create weapons of legendary Rokugani steel (see the special materials section of this book). The master smith's rate of production is also greatly increased. With a successful Craft (weaponsmith) check (DC 30) he can craft up to 1,000 koku worth of materials per day. This ability is otherwise identical to the Fine Craftsman ability.

**Craft Magic Arms and Armor:** At 5th level, the master smith gains this feat for free, even if he has no spellcaster levels. He is considered a caster of twice his master smith level for the purposes of crafting magic weapons and armor. These

TABLE 2-2: THE MASTER SMITH

Class Level	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Fine Craftsman
2nd	+1	+3	+0	+3	Exceptional Craftsman
3rd	+2	+3	+1	+3	Superior Craftsman
4th	+3	+4	+1	+4	Legendary Craftsman
5th	+3	+4	+1	+4	Craft Magic Arms and Armor
6th	+4	+5	+2	+5	Temper the Blade
7th	+5	+5	+2	+5	Awakened Soul
8th	+6	+6	+2	+6	Powerful Soul
9th	+6	+6	+3	+6	Master's Soul
10th	+7	+7	+3	+7	Reawaken the Blade



effective levels stack with any spellcaster levels for this purpose. Note that unless the master smith has spellcasting abilities, he will require the presence of a spellcaster to supply the necessary spells to create certain types of weapons or armor.

**Temper the Blade:** At 6th level, a master smith can improve upon earlier weapons and armor, enhancing their quality dramatically. A normal weapon or armor can be re-forged as a masterwork weapon or armor. A masterwork item can be improved to the quality of fine Rokugani steel. Items of high quality Rokugani steel can be improved to whatever higher level of quality the smith can normally produce. The smith must expend raw materials equal to half the difference between the item's original market price and the market price of the final product.

**Awakened Soul:** At 7th level, the smith gains the ability to instill certain enhancements into weapons without the presence of a shugenja. The master smith may select a number of weapon or armor special abilities equal to his Intelligence modifier, none of which may have an enhancement bonus higher than +1 (such as *frost*, *returning*, or *blinding*). Thereafter he can create items with these abilities without the requisite spells and feats.

**Powerful Soul:** At 8th level, the smith may select a number of weapon or armor special abilities equal to his Intelligence modifier, none of which may have an enhancement bonus higher than +3 (such as *cold resistance*, *disruption*, or *thundering*). Thereafter he can create items with these abilities without the requisite spells and feats.

**Master's Soul:** At 9th level, the smith may select a number of weapon or armor special abilities equal to his Intelligence modifier, none of which may have an enhancement bonus higher than +5 (such as *dancing*, *reflection*, or *speed*). Thereafter he can create items with these abilities without the requisite spells and feats.

**True Master:** At 10th level, the master smith is a true master of his art. When determining the cost in XP and materials for creating magic weapons or armor, multiply the base price by 75%. If the character also has the Magical Artisan Feat (from *Oriental Adventures*) and has applied it toward Craft Arms and Armor, then the base price is multiplied by 50%.



Medium

## REIBAI (MEDIUM)

Among the common people, shugenja serve most frequently as mediums, go-betweens with the spirit world. True mediums are exclusively women, who begin their training at an early age and take strict vows of both celibacy and purity.

The most famous mediums in Rokugan are an order of ronin shugenja known as the Fortune's Grace, who specialize in communicating with household spirits and calming angry ghosts. The Fortune's Grace are found throughout the Empire but their main temple is a small monastery a day's travel from the Shrine of the Ki-Rin. They also maintain monasteries in the lands of the Toritaka, Kitsu, and Usagi families.

In a Rokugani campaign, all mediums are shugenja. It is conceivable that if this prestige class were adapted for other campaign settings that clerics and druids would also be attracted to the information-gathering capabilities of this prestige class.

Hit Die: d6.

### REQUIREMENTS

To qualify to become a reibai, a character must fulfill all the following criteria.

**Alignment:** Any non-evil.

**Honor:** Any non-dishonorable.

**Skills:** Diplomacy: 4 ranks, Knowledge (elements): 4 ranks.

**Spells:** Must be able to cast divine spells of at least second level.

**Special:** Must be female; must adhere to vows of celibacy and spiritual purity. Must have had at least one encounter with a ghost or other spirit.

**Note:** Shugenja may multiclass freely with this prestige class.

### CLASS SKILLS

The reibai's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually), Profession (Wis), Ride (Dex), Scry (Int), Sense Motive (Wis). See the *Player's Handbook*™ for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

**Examples of Reibai in Legend of the Five Rings:** Agasha Mumoko, Isawa Akiko, Isawa Sayuri, Itako, Kitsu Sanako.

TABLE 2-3: THE REIBAI (MEDIUM)

Class Level	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Detect spirits +1 level of existing class
2nd	+1	+0	+0	+3	Sanctuary +1 level of existing class
3rd	+1	+1	+1	+3	House the spirit
4th	+2	+1	+1	+4	Augury +1 level of existing class
5th	+2	+1	+1	+4	See spirits +1 level of existing class
6th	+3	+2	+2	+5	Soul of purity
7th	+3	+2	+2	+5	Divination +1 level of existing class
8th	+4	+2	+2	+6	Untouchable soul +1 level of existing class
9th	+4	+3	+3	+6	Commune +1 level of existing class
10th	+5	+3	+3	+7	Banish spirit



## CLASS FEATURES

All of the following are class features of the reibai prestige class.

**Weapon and Armor Proficiency:** Reibai gain proficiency in no weapons or armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

**Spells per Day:** A reibai continues her more general study of elemental magic while specializing in communicating with the souls of the dead. Thus, when the character gains a new reibai level, she gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, increased range of sense elements, and so on). This essentially means that she adds the level of reibai to the level of some other spellcasting class she has, then determines spells per day and caster level. If the character had more than one spellcasting class before she became a reibai, she must decide to which class she adds each level of reibai for purposes of determining new spells per day when she adds the new level.

**Detect Spirits (Sp):** At 1st level the reibai can sense spirit at will as a spell-like ability.

**Shield of Purity (Su):** At 2nd level, the purity of the reibai's soul is such that malevolent spirits have difficulty harming her. She is considered to be continually under the effects of a *sanctuary* spell, though this effect applies only to creatures with the outsider or undead type, or the spirit subtype. This effect renews every twenty-four hours, so a particular outsider that breaks the effect by making a successful Will save will have to do so again twenty-four hours later. The DC of this effect is 11 + the reibai's Charisma modifier.

**House the Spirit (Su):** At 3rd level, as a standard action, the reibai can allow her body to become a vessel for a possessing entity. One incorporeal undead or spirit from Gaki-do, Yomi, Toshigoku, or Jigoku within ten feet (chosen randomly if there are multiple targets) must make a Will save (DC 10 + the reibai's Charisma modifier + the reibai's class level) or it cannot resist the temptation to possess the reibai's body. The entity physically enters the reibai. Each round, the reibai and the entity make opposed Will saves to determine who controls the body for that round. If the reibai succeeds, she can make use of any of the entity's extraordinary, supernatural, and spell-like abilities and can answer any questions posed to her using the entity's knowledge and memories. She cannot root through the entity's mind at will; she must be asked a question by someone else. If the entity succeeds in the opposed roll, it controls the body for that round. It may attack using its own attack modifier and the reibai's physical ability scores. The entity may cast any spells the reibai has remaining (at the reibai's caster level) and has full access to the reibai's knowledge and memories. (The entity can access any of the reibai's memories without being questioned.) Any attacks directed against the reibai harm the reibai's body; the entity is

effectively invulnerable while possessing her. This effect lasts for one round per class level the reibai has obtained, and cannot be canceled prematurely by either party. If the reibai's body is slain while possessed, the entity is ejected unharmed. A *protection from evil* spell cast upon the reibai or a successful *banishment* or *dismissal* directed against the possessing spirit (if such spells would affect it) ends the effect prematurely.

**Augury (Sp):** At 4th level, the reibai may commune with the spirits once per day, casting augury as a spell-like ability. The reibai's caster level for this effect is equal to double her reibai level.

**See Spirits (Su):** At 5th level, the reibai gains the ability to see invisible or ethereal creatures which have the undead or outsider type or the spirit subtype.

**Soul of Purity (Su):** At 6th level, the reibai is affected by a continuous *protection from evil*. Use of her House the Spirit ability voluntarily negates this effect for the duration.

**Divination (Sp):** At 7th level, the reibai may commune with the spirits once per day, casting *divination* as a spell-like ability. The reibai's caster level for this effect is equal to twice her reibai level.

**Untouchable Soul (Su):** At 8th level, the reibai gains spell resistance equal to 10 + twice her reibai level against any effects produced by undead, outsiders, or spirits.

**Commune (Sp):** At 9th level, the reibai may commune with the spirits once per day, casting *commune* as a spell-like ability. The reibai's caster level for this effect is equal to twice her reibai level, and the spirit contacted must be one of the Seven Fortunes.

**Banish Spirit (Su):** At 10th level, the reibai may attempt to banish any spirit that has possessed her using her House the Spirit ability (assuming that she is in control of the possessed entity). The spirit must make a Will save (DC 17 + the reibai's Charisma modifier) or be banished to its spirit realm of origin. If the spirit is native to the mortal realm, it is banished to a random spirit realm instead.

## EX-REIBAI

A reibai who violates her vow of celibacy or spiritual purity, becomes evil, or becomes dishonorable may no longer progress in levels as a reibai. She also loses access to all class abilities (except for spells per day) until she somehow atones for her misdeeds. A reibai who atones and becomes good and honorable once more may continue to progress. A reibai who violates her vow of celibacy may regain her class abilities through atonement, but may no longer gain levels as a reibai.

## YOREI-RYOUSHI (PHANTOM HUNTER)

Rare in Rokugan, the yorei-ryoushi are those samurai who have devoted their lives to eliminating the threat posed by spirit beings who enter the mortal realm. Ravenous gaki, mis-





TABLE 2-4: THE YOREI-RYOUSHI

Class Level	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Sense Spirit, Immunities
2nd	+2	+0	+0	+3	Disrupt Essence +1
3rd	+3	+1	+1	+3	Ghost Touch
4th	+4	+1	+1	+4	Disrupt Essence +2
5th	+5	+1	+1	+4	Spirit Sword
6th	+6	+2	+2	+5	Disrupt Essence +3
7th	+7	+2	+2	+5	Ghost Touch, Spirit Sight 1/day
8th	+8	+2	+2	+6	Disrupt Essence +4
9th	+9	+3	+3	+6	Banish Spirit, Spirit Sight 2/day
10th	+10	+3	+3	+7	Disrupt Essence +5

chievous bakeneko, or somber yorei... it matters little to the yorei-ryoushi. Each poses its own dangers to the people of Rokugan, and none are tolerated.

Few samurai families possess the instinct or the inclination to train yorei-ryoushi. Among the Great Clans, the most prominent have always been the Kitsu family of the Lion and the Kuni family of the Crab. The most prominent and successful yorei-ryoushi in history have all belonged to the Falcon Clan. Absorbed by the Crab Clan decades ago, the legacy of the Falcon lives on in the Toritaka family, who continue their studies of the spirit world alongside their Crab kinsmen.

Hit Die: d10.

## REQUIREMENTS

To qualify to become a yorei-ryoushi, a character must fulfill the following criteria.

**Base Attack Bonus:** +5

**Skills:** Knowledge (Gaki-do): 4 ranks, Knowledge (ghosts): 4 ranks, Spellcraft: 4 ranks

**Feats:** Iron Will

## CLASS SKILLS

The yorei-ryoushi's class skills (and key ability for each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (ghosts) (Int), Knowledge (any spirit realm) (Int), Listen (Wis), Search (Int), Sense Motive (Cha), and Spellcraft (Int). See the *Player's Handbook*™ for skill descriptions.

**Skill Points per Level:** 4 + Int modifier.

## CLASS FEATURES

**Weapon and Armor Proficiency:** The yorei-ryoushi is proficient in all simple and martial weapons as well as with light armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

**Sense Spirit (Sp):** Although not necessarily drawn from the ranks of shugenja, the yorei-ryoushi are trained in the basics of mystic perception. Beginning at the 1st level, the hunter may detect spirit entities exactly as if he had cast the *sense spirit* spell as a sorcerer with caster level equal to his level in this class. This is a spell-like ability, usable at will.

**Immunities (Ex):** From their acceptance into the ranks of the yorei-ryoushi, hunters are trained to steel their minds against the powers of the spirits they face. The hunter is immune to mind-altering, fear, charm, paralysis, or sleep effects from any creature with the undead or spirit types.

**Disrupt Essence (Su):** Yorei-ryoushi are taught methods to disrupt the energies of spirit beings. Beginning at the 2nd level, the ryoushi gains a +1 competence bonus for attack and damage rolls against any creature with the spirit subtype or any undead creatures possessing the incorporeal subtype. This bonus is gained only with the use of a specific type of weapon (i.e. katana, tetsubo, longsword, etc.), which the hunter must choose when this benefit is first gained. This bonus increases by an additional +1 every 2 levels thereafter (4th, 6th, 8th, and 10th). This ability does not allow the ryoushi to affect incorporeal opponents unless he also possesses the ghost touch ability (see below).

**Ghost Touch (Ex):** By channeling his inner energy (or "chi"), the ryoushi can affect even those spirits that remain incorporeal. Beginning at the 3rd level, all the ryoushi's unarmed attacks or attacks with Small melee weapons inflict normal damage on any incorporeal opponent. At the 7th level, the ryoushi learns to extend this effect to larger weapons, and can inflict normal damage on an incorporeal target with any Medium-sized melee weapons. A spirit being dispatched with a ghost touch attack may not return to the physical world until double its normal regeneration time has passed.

**Spirit Sword (Ex):** Yorei-ryoushi are trained to react instantly to the presence of their foes, striking without thought or reservation. When fighting spirits, the hunter always gains his Dexterity bonus to AC (if any) even when caught flat-footed or struck by an invisible attacker. Additionally, the hunter may automatically make an attack of opportunity when any spirit or undead moves into his threatened area.

**Spirit Sight (Sp):** As time progresses, the detection abilities of the ryoushi increase. Beginning at the 7th level, the ryoushi may gain the benefits of *spirit sight* as if it were cast by a 16th level sorcerer once per day. This increases to twice per day at the 9th level.

**Banish Spirit (Sp):** With this, the most powerful of the yorei-ryoushi's abilities, the hunter can return any one spirit being from whence it came. Whenever the hunter rolls a critical success on any attack or damage roll against a spirit or outsider, the entity is automatically banished to its native realm. As per the ghost touch ability, this doubles the length of time required before the entity can return to the physical world. Undead creatures struck with a critical success are destroyed instantly. This ability may only be used if the hunter is striking with the weapon type chosen for the disrupt essence ability (see above).



## CHAPTER THREE:

# SPELLS

## NEW SPELLS

Spells marked with a double dagger (§) are described in this book. Spells marked with an asterisk (\*) are described in *Rokugan*. Spells marked with a dagger (†) are described in *Oriental Adventures*. All other spells are described in the *Player's Handbook*.™

### 0-LEVEL SHUGENJA SPELLS (MORI)

- Air**
- Crow's Vision** (*Know Direction*). You discern north.
  - Flash of Insight** § You may make Knowledge skill checks if unskilled.
  - Flight of Doves** § Summons a flock of doves.
  - Gathering Swirl** § Zephyr collects loose items.
  - Kami's Guidance** (*Guidance*). +1 on one roll, throw, or check.
  - Stun the Mind** (*Daze*). Creature loses next action.
  - Whispers of the Wind** (*Ghost Sound*). Figment sounds.
- Earth**
- Be the Mountain** § Gain minor damage reduction while you remain immobile.
  - Call Earth** \* Creates 2–5 small stones.
  - Fires From the Forge** (*Mending*). Makes minor repairs on an object.
  - Hands of Clay** \* Caster may grab or walk on earthy surfaces as spider climb.
  - Jurojin's Balm** § Target receives bonus against poison save.

- Fire**
- Kami's Hand** (*Mage Hand*). 5-pound telekinesis.
  - Kami's Protection** (*Resistance*). Subject gains +1 on saving throws.
  - Pebble Charm** § Creates a temporary defensive charm.
  - Virtue**. Subject gains 1 temporary hp.
  - Agasha's Touch** \* Heats object for one minute/level.
  - Call Fire** \* Creates small spark or fire.
  - Dancing Lights**. Figment torches or other lights.
  - Flickering Flame** § Burst of flame deals 1 damage.
  - Flaring Speed** § Target gets brief burst of speed.
  - Isawa's Eye** (*Flare*). Dazzles one creature (–1 attack).
  - Jade Touch** (*Disrupt Undead*). Deals 1d6 damage to one undead.
  - Light**. Object shines like a torch.
  - Whispers of the Kami** § Your initiative check improves by 1.
- Void**
- Drawing out the Void** § Read the Void patterns in a target object or creature.
  - Void Touch** § Stuns creature for one round.
- Water**
- Accounts of Shorihotsu** (*Detect Magic*). Detects spells and magic items within 60 ft.
  - Cleanse** § Cleanses and purifies a single object.
  - Minor Blessing of Inari** (*Purify Food and Drink*). Purifies 1 cu. ft./level of food or water.
  - Moment of Peace** (*Cure Minor Wounds*). Cures 1 point of damage.
  - Purity** § Sanctifies an item for use in ritual.
  - Suitengu's Surge** § Target loses its next attack of opportunity.



- Summon Water** (*Create Water*). Creates 2 gallons/level of pure water.
- All **Commune with Elements**.\* Ask one question of an elemental spirit.
- Summon**.\* Summon a small bit of an element.
- Wisdom of the Fortunes** (*Read Magic*). Read scrolls and spellbooks.

## 1ST-LEVEL SHUGENJA SPELLS

- Air **The Arrow's Flight**.‡ Kami carry projectile to a longer distance.
- Awaken the Spirit**.‡ Temporarily turns an item into a nemuranai (Crane only).
- Blessed Winds**.‡ Caster is protected from missiles.
- Blessing of Kaze-no-Kami** (*Feather Fall*). Objects or creatures fall slowly.
- By the Light of Lord Moon** (*Detect Snares and Pits*). Reveals natural or primitive traps.
- False Face** (*Change Self*). Change own appearance.
- Lesser Mists of Illusion** (*Silent Image*). Creates minor illusion of your design.
- Quiescence of Air**.\* Creates a bubble preventing sound from entering or leaving.
- Speed of Breath**.‡ Subject's AC and movement rate increase.
- Speed of the Hare** (*Expeditious Retreat*). Doubles your speed.
- Wind-Borne Slumbers** (*Sleep*). Puts 2d4 HD of creatures into comatose slumber.
- Earth **Anger of Earth** (*Magic Stone*). Three stones gain +1 attack, deal 1d6+1 damage.
- Biting Steel** (*Magic Weapon*). Weapon gains +1 bonus.
- Earth's Mercy**.‡ Target is hurt, but poisons are also reduced.
- Earth's Stagnation**.\* Halves movement of target.
- Iuchi's Armor** (*Shield of Faith*). Aura grants +2 or higher on deflection bonus.
- Mask of the Mountains**.‡ Caster becomes invisible to sense elements.
- Protection From Taint**.‡ +2 AC and saves, counters mind control, hedges out oni.
- Protection of Shinsei** (*Sanctuary*). Opponents can't attack you, and you can't attack.
- Walk Without Passing** (*Pass Without Trace*). One subject/level leaves no tracks.
- Whispers of the Land**.‡ Tracks a target wherever he may go.
- Wholeness of the World**.‡ Target resists all attribute damage.
- Fire **Aura of Flame** (*Faerie Fire*). Outlines subjects with light, canceling blur, concealment, etc.
- Burn the Mind** (*Hypnotism*). Fascinates 2d4 HD of creatures.
- Burning Hands**. 1d4 fire damage/level (max 5d4).
- Evil Ward**.‡ Ward keeps Shadowlands creatures at bay.
- Eye of the Sun**.\* Temporarily blinds and stuns a target, damaging Tainted subjects.
- Fear** (*Cause Fear*). One creature flees for 1d4 rounds.
- Never Alone**.‡ Ancestral spirits hearten the subject.
- Ruined Earth**.‡ Water kami are banished from area.



- Touch of Thunder** (*Shocking Grasp*). Touch delivers 1d8+1/level electricity.
- Void **Look into the Void**.‡ See patterns of Void in the area.
- Touch of All**.‡ Dispel minor spell effects on target creature.
- Water **Calm Mind** (*Remove Fear*). +4 on saves against fear for one subject +1/four levels.
- Castle of Water**.\* Wall of rushing water keeps others from entering.
- Detect Taint**.‡ Reveals Shadowlands Taint in creatures or objects.
- Ebbing Strength**.‡ Drains a creature's strength into another creature.
- Gift of the Kami** (*Bless*). Allies gain +1 attack and +1 against fear.
- Heart of Nature** (*Animal Friendship*). Gain permanent animal companions.
- Path to Inner Peace** (*Cure Light Wounds*). Cures 1d8+1/level damage (max +5).
- Speed of the Waterfall**.‡ Triples movement across plains and downhill.
- Spirit of Water**.‡ Shugenja gives his action to another.
- All **Summon Fog** (*Obscuring Mist*). Fog surrounds you.
- Heart of Osano-Wo** (*Endure Elements*). Ignores 5 damage/round from one energy type.
- Importune Kami I**.‡ Elemental spirit in an object casts a 1st level spell in return for a favor.
- Sense Spirit**.‡ You sense the presence of spirits.

## 2ND-LEVEL SHUGENJA SPELLS

- Air **Benten's Touch**.\* Subject gains +10 bonus to Charisma skill checks.
- Call Upon the Breeze** (*Levitate*). Subject moves up and down at your direction.
- Distracting Spirits**.‡ Target spell casters are pestered by spirits.



**Eyes Shall Not See.**‡ Subject becomes invisible to second subject.

**Greater Quiescence** (*Silence*). Negates sound in 15-ft. radius.

**Know the Mind** (*Detect Thoughts*). Allows 'listening' to surface thoughts.

**Know the Shadows.**† +20 to Hide checks in darkened areas.

**Lessons of the Lion.**‡ Weapon inflicts 2d6 additional subdual damage.

**Mists of Illusion** (*Minor Image*). As *silent image*, plus some sound.

**Reflecting Mirror.**‡ Redirects a spell cast at you back upon its caster.

**Yari of Air.**† Melee attack deals 1d8+1/two levels damage.

Earth **Armor of the Emperor** (*Barkskin*). Grants +3 natural armor bonus (or higher).

**Courage of the Seven Thunders.**\* Grants mass immunity to fear.

**Earthen Barrier.**‡ Creates a temporary earthen barrier.

**Fires From the Forge II** (*Make Whole*). Repairs an object.

**Grasp of the Kami** (*Hold Person*). Holds one person helpless; 1 round/level.

**Lion's Might** (*Bull's Strength*). Subject gains 1d4+1 Str for 1 hr./level.

**Mask of Jade.**‡ Temporarily reduces Taint.

**Murmur of Earth.**‡ Shock wave topples targets.

**Tetsubo of Earth.**† Melee attack deals 1d10 +1/two levels damage.

**Way of Earth** (*Endurance*). Gain 1d4+1 Con for 1 hr./level.

Fire **Burning Kiss of Steel.**‡ Flaming tentacle grants you reach with a weapon.

**Burning the Ashes.**‡ Puts out a fire.

**The Fires That Cleanse.**\* Caster takes damage to hurl fire at target.

**Flaming Sphere.** Rolling ball of fire, 2d6 damage, lasts 1 round/level.

**Hurried Steps.**‡ You gain a free partial action for spellcasting.

**Inferno's Tooth** (*Heat Metal*). Hot metal damages those who touch it.

**Katana of Fire** (*Flame Blade*). Touch attack deals 1d8 +1/two levels damage.

**Oath of the Two Heavens.**‡ Allies gain advantage from fighting with the daisho technique.

**Summon Flame** (*Produce Flame*). 1d4+1/two levels damage, touch or thrown.

**Way of Fire** (*Cat's Grace*). Subject gains 1d4+1 Dex for 1 hr./level.

Void **Boundless Sight.**‡ See entire area all at once.

**Drawing the Void.**\* Generates additional Void points.

**Unraveling.**‡ Counter 2nd level or lower spells.

Water **Bo of Water.**† Melee attack deals 1d8+1/two levels damage.

**Clarity of Purpose.**‡ Group receives initiative bonus.

**Fortune's Turn.**‡ Redirects movement of an projectile.

**Freedom of Water** (*Remove Paralysis*). Frees 1 or more creature.

**Iuchi's Sling.**‡ Creates sling and bullets.

**Mend the Spirit** (*Lesser Restoration*). Dispels magic ability penalty or repairs 1d4 ability damage.

**Minor Blessing of Purity** (*Delay Poison*). Stops poison from harming subject for 1 hour/level.

**Path to Inner Peace II** (*Cure Moderate Wounds*). Cures 2d8+1/level damage (max +10).

**The Ties That Bind** (*Locate Object*). Senses direction toward object (specific or type).

**Wisdom and Clarity.**\* You gain a precisely detailed memory.

All **Importune Kami II.**‡ Elemental spirit in an object casts a 2nd level spell in return for a favor.

## 3RD-LEVEL SHUGENJA SPELLS

Air **Castle of Air** (*Wind Wall*). Deflects arrows, smaller creatures, and gases.

**Cloak of Night.**‡ Makes an object or person invisible.

**Dispel Slumber.**‡ Awakens unconscious subjects.

**Essence of Air** (*Invisibility*). Subject is invisible for 10 min./level or until it attacks.

**False Tongue.**\* You may cloak your true words from others.

**Glimpse of the Soul's Shadow** (*Haste*). Extra partial action and +4 AC.

**Greater Mists of Illusion** (*Major Image*). As *silent image*, plus sound, smell, and thermal effects.

**Kaze's Fury** (*Gust of Wind*). Blows away or knocks down smaller creatures.

**Watchful Spirit** (*Clairaudience/Clairvoyance*). Hear or see at a distance for 1 min./level.

**Winds of Aggression.**‡ Creates wind that buffets and blinds.

Earth **Agasha's Kiss.**‡ Ancestral daisho benefits are changed.

**Aid of the Kami** (*Prayer*). Allies gain +1 on most rolls, and enemies suffer -1.

**Biting Steel II** (*Greater Magic Weapon*). +1 bonus/three levels (max +5).

**Blood Curse.**‡ Maho wielders are punished.

**Kaiu's Jade.**‡ Weapon gains properties of jade or crystal.

**Know the Earth** (*Stone Shape*). Sculpts stone into any form.

**Magic Circle Against Taint.**† As *protection from Taint*, but 10-ft. radius and 10 min./level.

**Rapid Growth** (*Plant Growth*). Grows vegetation, improves crops.

**Tremor.**\* Causes minor earthquake in area.

**Walk Through the Mountains** (*Meld Into Stone*). You and your gear merge with stone.

Fire **Burn the Soul.**\* Damages chaotic and dishonorable creatures.

**Disrupt the Aura.**‡ Imbalance in target's chi prevents healing.

**Fire Wings.**† Your arms become flaming wings; you can fly or burn things.

**Fury of Osano-Wo** (*Call Lightning*). Directs lightning bolts (1d10/level) during storms.

**Gaijin Flames.**‡ Damages lawful and honorable creatures.

**Hungry Blade** (*Keen Edge*). Doubles normal weapon's threat range.



- Osano-Wo's Blessing.**‡ Prevents a fire from being extinguished.
- Sun's Anger** (*Searing Light*). Ray deals 1d6 damage/level, more against undead.
- Sun's Eye** (*Daylight*). 60-ft. radius of bright light.
- Void Contemplate the Void.\*** Increases Void point bonus.
- Voice of the Void.**‡ You may ignore verbal spell components.
- Unraveling II.**‡ Counters 3rd level or lower spells.
- Water Breath of Suitengu** (*Water Breathing*). Subjects can breathe underwater.
- The Inner Ocean.**‡ Turns caster's body into water.
- Path to Inner Peace III** (*Cure Serious Wounds*). Cures 3d8+1/level damage (max +15).
- Remove Blindness/Deafness.** Cures normal or magical conditions.
- Remove Curse.** Frees object or person from curse.
- Remove Disease.** Cures all diseases affecting subject.
- Ride Through the Night.**‡ Prevents exhaustion for days at a time.
- Surging Soul.**‡ Target receives bonus to a single iai-jutsu strike.
- Walking Upon the Waves** (*Water Walk*). Subject treads on water as if solid.
- Wonderful Origami Furoshiki.\*** Magical furoshiki sack stores a large amount of material.
- All Armor of the Kami** (*Protection from Elements*). Absorb 12 damage/level from one kind of energy.
- Counterspell** (*Dispel Magic*). Cancels magical spells and effects.
- Importune Kami III.**‡ Elemental spirit in an object casts a 3rd level spell in return for a favor.
- Spirit Sight.**‡ You can detect and track spirits within range.
- Summon Minor Kami** (*Summon Nature's Ally III*). Calls creature to fight. Shugenja can use this spell only to summon a Small elemental.
- Wards** (*Glyph of Warding*). Inscription harms those who pass it.

## 4TH-LEVEL SHUGENJA SPELLS

- Air Blessings of Isora.**‡ Small whirlwind impedes attacks against you.
- Bridge to Yomi.**‡ You summon a shiryo to aid you.
- Mist Upon the Lands** (*Hallucinatory Terrain*). Makes one type of terrain appear as another (field into forest, etc.).
- See the Seer** (*Detect Scrying*). Alerts you to magical eavesdropping.
- Walk Upon the Wind** (*Air Walk*). Subject treads on air as if solid (climb at 45-degree angle).
- Wall of Mists** (*Illusory Wall*). Wall, floor, or ceiling looks real, but anything can pass through.
- Whispering Winds** (*Discern Lies*). Reveals deliberate falsehoods.
- Whispers of Twilight.**‡ Puts targets within earshot to sleep.
- Wisdom of the Kami.\*** Gain +10 bonus to one skill.
- Earth Anchor the Soul** (*Death Ward*). Grants immunity to death spells and effects.
- Dismissal.** Forces a creature to return to native plane.
- Immortal Steel.\*** Shugenja makes one weapon a masterwork weapon.
- Jade Strike.**‡ Damages and blinds Shadowlands creatures.
- Lessons of the Crab.**‡ Subjects draw temporary hit points from communal pool.
- Mountain's Teeth** (*Spike Stones*). Creatures in area take 1d8 damage, may be slowed.
- Slash of the Lion.**‡ Spirit of the lion imparts unarmed combat ability.
- Spell Immunity.** Subject is immune to one spell/four levels.
- Star-Filled Steel.**‡ Weapon gains hardness and hp permanently.
- Fire Chasing Osano-Wo** (*Lightning Bolt*). Electricity deals 1d6 damage/level.
- Extinguish** (*Quench*). Extinguishes nonmagical fires or one magic item.
- The Fire From Within.\*** Hurls two bolts of flame.
- Fist of Osano-Wo.**‡ Wild lightning storm randomly demolishes targets.
- Flame Arrow.** Shoots flaming projectiles (extra damage) or fiery bolts (4d6 damage).
- Shroud of Flame** (*Fire Shield*). Creatures that attack you take fire damage; you're protected from heat or cold.
- Tamori's Curse.**‡ Revokes the ability to command fire kami from a target.
- Wall of Fire.** Deals 2d4 fire damage out to 10 ft., and 1d4 out to 20 ft. Passing through wall deals 2d6+1/level.
- Warning Flame.**‡ Caster cannot be caught flat-footed or flanked.
- Void Endless Depth.**‡ Sacrifice Constitution for extra spells.
- Kharmic Intent.\*** Allows the caster and one target to share Void points.
- Whispered Blade.**‡ Blade of force deals Con damage.
- Water Blessing of Purity** (*Neutralize Poison*). Detoxifies venom in or on subject.
- Near to Ice.\*** Subject becomes immune to pain and gains 2d6 temporary hit points.
- Open the Waves** (*Control Water*). Raise, lower, or part bodies of water.
- Path to Inner Peace IV** (*Cure Critical Wounds*). Cures 4d8+1/level damage (max +20).
- Restore the Spirit** (*Restoration*). Restores level and ability score drains.
- Stand Against the Waves.**‡ Target can make multiple attacks.
- The Ties That Bind II** (*Locate Creature*). Indicates direction to familiar creature.
- Torrential Rain.**‡ Summons a large rainstorm.
- Yuki's Touch.**‡ Forms ice shapes from bodies of water.
- All Importune Kami IV.**‡ Elemental spirit in an object casts a 4th-level spell in return for a favor.

## SECRET SPELLS

Secret spells may only be learned by a member of the appropriate clan. These clans take their magic very seriously and only share it with those from their own school. It is very rare for a member of another clan to learn a secret spell.



## 5TH-LEVEL SHUGENJA SPELLS

- Air** **Bad Karma.**\* Subject rolls a "1" on next die roll.  
**City of Mists** (*Mirage Arcana*). As hallucinatory terrain, plus structures.  
**Dance of the Kami.**‡ Target works a song and dance into his actions.  
**Piercing the Soul.**‡ Transforms a missile into a Cha damaging attack.  
**Purity of Air** (*Improved Invisibility*). As invisibility, but subject can attack and stay invisible.  
**Spirit of Air** (*Dimension Door*). Teleports you and 500 lb., 90 ft./level.  
**Symbol of Air.**‡ Air kami put targets to sleep in area.  
**Summon the Wind** (*Control Winds*). Change wind direction and speed.  
**True Mists of Illusion** (*Persistent Image*). As major image, but no concentration required.
- Earth** **Dispel Taint.**‡ +4 bonus against attacks.  
**Embrace of Kenro-ji-jin.**‡ Subject melds into stone and can move through earth.  
**Force of Will.**\* Allows subject to function below 0 hit points.  
**Jurojin's Curse.**‡ Disfavor of the Fortunes lowers target's saving throws.  
**Kami's Refusal** (*Spell Resistance*). Subject gains +12 +1/level SR.  
**Open the Mountain** (*Passwall*). Breaches walls 1 ft. thick/level.  
**Soul Sword.**‡ Ancestral daisho transferred to new weapon.  
**Symbol of Earth.**‡ Earth kami stun creatures in area.  
**Wall of Iron.** 30 hp/four levels, can topple onto foes.  
**Wall of Stone.** 20 hp/four levels, can be shaped.
- Fire** **Breath of the Fire Dragon** (*Fire Breath*). You can breathe fire once/round; flame deals 1d8/2 levels (maximum 10d8) damage to one target within 15 ft.  
**Burning Steps.**‡ Target takes damage each time he moves.  
**Circle of Flame.** Flames deal 1d8+1/level damage in all directions.  
**Confusion.** Makes subject behave oddly for 1 round/level.  
**Osano-Wo's Embrace.**\* Sets subject on fire.  
**Scatter the Soul's Flame.**‡ Target's movement and Dexterity are crippled by fire kami.  
**Shorihotsu's Wrath** (*Feeblemind*). Subject's Int drops to 1.  
**Symbol of Fire.**‡ Fire kami blind creatures in area.  
**The Thunderer's Strike** (*Flame Strike*). Smites foes with divine fire (1d8/level).
- Void** **Essence of the Void.**\* Paralyzes one target for a finite period of time.  
**Void Strike.**‡ Bestows 0-8 negative levels and damage on target.
- Water** **Unraveling III.**‡ Counter 4th-level or lower spells.  
**Blessing of Healing** (*Healing Circle*). Cures 1d8+1/level damage in all directions.  
**Divinatory Pool** (*Scrying*). Spies on subject from a distance.  
**Energy Transference.**‡ Target's attributes are inverted.  
**Judgment of the Kami** (*Atonement*). Removes burden of misdeeds from subject.

**Path of the Scorpion.**\* Subject is forced to attack with worst ability modifier.

**The Path Not Taken.**‡ Allows caster to choose between different actions.

**Strength of the Thunders** (*Righteous Might*). Your size doubles and you gain +4 Str.

**Strike of Flowing Waters.**‡ Subject's melee attacks are resolved as touch attacks.

**Symbol of Water.**‡ Water kami panic creatures in area.

**Yuki's Blessing** (*Wall of Ice*). Ice plane creates wall with 15 hp + 1/level, or hemisphere can trap creatures inside.

**Greater Commune** (*Commune With Nature*). Learn about terrain for one mile/level.

**Importune Kami V.**‡ Elemental spirit in an object casts a 5th-level spell in return for a favor.

**Summon Kami** (*Summon Nature's Ally V*). Calls creature to fight. Shugenja can use this spell only to summon a Medium-size elemental.

## 6TH-LEVEL SHUGENJA SPELLS

- Air** **Blessings of the Four Winds.**‡ Exorcises possessing spirits.  
**Call Upon Kaze-no-Kami** (*Wind Walk*). You and your allies turn vaporous and travel fast.  
**Dominate the Mind.**\* Subject becomes your puppet.  
**Eternal Mists of Illusion** (*Permanent Image*). Includes sight, sound, and smell.  
**Facing Your Devils.**‡ Switches lowest ability score with heavily relied-upon ability score.  
**The Kami Watch Over Me.**‡ Target receives the benefit of another spell at a later time.  
**Mist Upon the Soul** (*Veil*). Changes appearance of group of creatures.  
**Teleport.** Instantly transports you anywhere.  
**Vengeance of Kaze-no-Kami** (*Cloudkill*). Kills 3 HD or less; 4-6 HD save or die.  
**Wisdom of the Air Dragon.**‡ Air Dragon's protection lets you counterspell as a free action.
- Earth** **Armor of the Emperor II** (*Stoneskin*). Stops blows, cuts, and slashes.  
**Banishment.** Banishes 2 HD/level extraplanar creatures.  
**Flight of the Kami** (*Antimagic Field*). Negates magic within 10 ft.  
**Harvest of Jade.**‡ Target gains temporary regeneration.  
**Know the Earth** (*Move Earth*). Digs trenches and builds hills.  
**Power of the Earth Dragon.**‡ Earth Dragon's protection allows you to deflect attacks.  
**Prison of Earth.**\* As *trap the soul* for outsiders only.
- Fire** **Final Rest.**\* Damages and stuns creatures who have gained the Taint.  
**Fire Seeds.** Acorns and berries become grenades and bombs.  
**Fires of Purity.**‡ Target bursts into magical flame, becoming a dangerous weapon.  
**Plain of Desperate Evil.**‡ Damages and destroys dishonorable creatures in area.



**Rage of the Fire Dragon.**† Fire Dragon's protection punishes those who harm you.

**Symbol of Earth** (*Greater Glyph of Warding*). As *glyph of warding*, but up to 10d8 damage or 6th-level spell.

**Yakamo's Anger.**† Blinds creatures within 10 ft.

Void **Balance the Elements.**† Dispel 4th-level or lower spell effects on creature.

**Spiritual Presence.** Boosts any one ability by an amount equal to your maximum number of Void Points.

**Unraveling IV.**† Counters 5th-level or lower spells.

Water **Command the Clouds** (*Control Weather*). Changes weather in local area.

**Ebb and Flow of Battle.**† Large group receives doubled speed.

**The Emperor's Road.**† Enchants a roadway to allow faster travel.

**Heart of the Water Dragon.**† Water Dragon's protection heals damage you take.

**Master of the Rolling River.**† Wave of water deals 1d8/two levels damage and bull rush.

**Peace of the Kami** (*Heal*). Cures all damage, diseases, and mental conditions.

**Perceive Harmony** (*True Seeing*). See all things as they really are.

**Silent Waters** (*Contingency*). Sets trigger condition for another spell.

**Within the Waves.\*** You summon a bubble for safe travel underwater.

All **Greater Counterspell** (*Greater Dispelling*). As *dispel magic*, but up to +20 on check.

**Importune Kami VI.**† Elemental spirit in an object casts a 6th-level spell in return for a favor.

**Kharmia.\*** Encourages the kharmic wheel to return a deceased human.

**Summon Greater Kami** (*Summon Nature's Ally VI*). Calls creature to fight. Shugenja can use this spell only to summon a Large elemental.

## 7TH-LEVEL SHUGENJA SPELLS

Air **Borne by the Wind.**† Large group becomes able to fly.

**Greater Deception** (*Mislead*). Turns you invisible and creates illusory double.

**Guardian of Air.**† Binds air elemental to guard an area.

**Mists of Cunning** (*Programmed Image*). As major image, plus triggered by event.

**Poison of the Windspider.\*** Poisonous cloud inflicts 10d6 damage and nauseates targets.

**Ryoshun's First Gift.**† Gain more lower-level spells at the cost of a high-level slot.

**Teleport II** (*Vanish*). As *teleport*, but affects a touched object.

**True Essence of Air** (*Mass Invisibility*). As *invisibility*, but affects all in range.

Earth **Disintegrate.** Makes one creature or object vanish.

**Essence of Earth.\*** Caster gains 25/+1 DR and minor immunity to spells.

**Guardian of Earth.**† Binds an earth elemental to guard an area.

**Kami's Reflection** (*Spell Turning*). Reflects 1d6+4 spell levels back at caster.

**Laughter of the Risen Earth.**† Target ceases to age for 5 years.

**Statue.** Subject can become a statue at will.

**Tomb of Jade.**† Entraps and harms Shadowlands creatures.

Fire **Wooden Prison.**† Target transformed into a tree.

**Breath of the Thunder Dragon** (*Chain Lightning*). 1d6 damage/level; secondary bolts.

**Grandfather's Word.**† Enraged ancestor punishes the unworthy.

**Guardian of Fire.**† Binds fire elemental to guard an area.

**Kuro's Fire.**† You spend Void Points to hurl bolts of flame.

**Scatter the Soul's Flame.\*** Causes *feeblemind*, *slow*, and *confusion* on a target.

**Sunbeam.** Beam blinds and deals 3d6 damage.

**Tempest of Fire** (*Fire Storm*). Deals 1d6 fire damage/level.

Void **Essence of All.**† Become incorporeal and gain SR.

**Winds of Change.\*** Grants the target ranks in a skill he or she does not possess.

**Unbound.**† Target's ability scores are crippled.

Water **Endless Deluge.**† Dark clouds and storms fill the skies.

**The Flow of Time.\*** Time passes more slowly for you.

**Greater Divinitary Pool** (*Greater Scrying*). As *scrying*, but faster and longer.

**Guardian of Water.**† Binds water elemental to guard an area.

**Osaku's Lifeblood.**† Creates a colossal wall of water.

**The Penetrating Drop.\*** Water kami cause target object to dissolve.

**Revive the Spirit** (*Greater Restoration*). As *restoration*, plus restores all levels and ability scores.

**Words of the Kami.**† Kills, paralyzes, weakens, or dazes Tainted subjects.

All **Importune Kami VII.**† Elemental spirit in an object casts a 7th-level spell in return for a favor.

**Summon Major Kami** (*Summon Nature's Ally VII*). Calls creature to fight. Shugenja can use this spell only to summon a Huge elemental.

## 8TH-LEVEL SHUGENJA SPELLS

Air **Alter Mind.**† Bestow your honor and alignment on another while dominating them.

**Banish the Eye** (*Screen*). Illusion hides area from vision, *scrying*.

**Blessings of Jizo.**† Affords complete protection against magic attacks.

**Call the Spirit.**† Summons a spirit by name or type.

**Slayer's Knives.\*** Blast of wind does 1d6 damage/level (max 15d6) and bull rush.

**Teleport III** (*Teleport without Error*). As *teleport*, but no off-target arrival.

**Whirlwind.** Cyclone inflicts damage and can pick up creatures.

Earth **Binding.** Array of techniques to imprison a creature.

**Devastation of Stone.**† Boulders rain down on a large area.

**Earthquake.** Intense tremor shakes 5-ft./level radius.

**Kami's Refusal II** (*Protection From Spells*). Confers +8 resistance bonus.



**Kami's Strength.**‡ Blessing of Bishamon raises physical traits and grants DR.

**Oni Warding.**‡ Banish an oni to Jigoku for a hundred years.

**Time's Deadly Hand.\*** Rots nonliving matter completely.

Fire **Boiling Fire.**‡ Roiling dome of flame lingers for an extended period.

**Calling the Sun (Sunburst).** Blinds all within 10 ft., deals 3d6 damage.

**Curse of the Burning Hand.**‡ Target is cursed to set all he touches ablaze.

**The Elements' Fury.**‡ You cast spells rapidly by consuming Void Points.

**Everburning Rage.\*** Causes target to become disabled.

**Eye of the Moon (Power Word, Blind).** Blinds 200 hp worth of creatures.

**Fraying of Jigoku (Incendiary Cloud).** Cloud deals 4d6 fire damage.

Void **End of Illusions.**‡ Connection to Void renders you immune to damage and illusions.

**Unraveling V.**‡ Counter 7th-level or lower spells.

**Visage of the Void.\*** Grants the caster invisibility to magical detection.

Water **Gather the Clouds.**‡ Caster gains high SR but has difficulty casting.

**Hands of the Tides.**‡ Rearranges objects and creatures in area.

**Kingdom Beneath the Sea.**‡ Group teleport without error along Rokugan's coast.

**Major Blessing of Healing (Mass Heal).** As heal, but with several subjects.

**Regrow the Wound (Regenerate).** Subject's severed limbs grow back.

**Tides of Battle.**‡ Grants various benefits to allies.

**The Ties That Bind III (Discern Location).** Exact location of creature or object.

**Waves Are Ever Changing.\*** Transforms you into any creature.

All **Importune Kami VIII.**‡ Elemental spirit in an object casts a 8th-level spell in return for a favor.

**Summon True Kami (Summon Nature's Ally VIII).** Calls creature to fight. Shugenja can use this spell only to summon a greater elemental.

## 9TH-LEVEL SHUGENJA SPELLS

Air **Doji's Curse.**‡ Dishonors and curses target permanently.

**Look Into The Soul.**‡ Learn nearly everything about one creature.

**The Mirror's Smile.\*** Allows target to become another person.

**Ring of Air.**‡ Circle of air kami returns spells with a vengeance.

**Seeing Ages Past.**‡ Caster can recast recently cast spells.

**Teleport IV (Teleportation Circle.)** Circle teleports any creature inside to designated spot.

**Walking the Way.\*** Allows travel through the Way.

Earth **Castle of Earth.**‡ You create a permanent fortress.

**Essence of Earth II.\*** Caster gains 50/+2 DR and major immunity to spells.

**Maw of the Earth.**‡ A volcanic surge erupts nearby.

**Purity of the Seven Thunders.\*** Destroys or heavily damages Tainted creatures in area.

**Quest for the Pearl.**‡ Target is cured of Shadowlands Taint at great cost.

**Ring of Earth.**‡ Circle of earth kami provides extraordinary defense.

**Slumber.**‡ Willing target enters stasis until condition is met.

**Warding (Antipathy).** Object or location affected by spell repels certain creatures.

Fire **Call of Fire.\*** Envelops caster in fire and creates fireballs.

**Choke the Soul.**‡ Aggravation of chi causes target to take damage when performing actions.

**Final Ruin.**‡ Target explodes repeatedly.

**Follow the Flame.\*** Renders caster immune to fire and controls all fire in area.

**Ring of Fire.**‡ Circle of fire kami grants incredible speed.

**Tears of the Heavens (Meteor Swarm).** Deals 24d6 fire damage, plus bursts.

**Turmoil.**‡ Target is cursed to forever choose between confusion, inaction, or ability score damage.



Power of Earth

### A NOTE ON DURATION

Although the Rokugani hour is 120 minutes, the durations of the following spells use standard time (1 hour = 60 minutes).



- Void** **Banished to the Outer Darkness.**‡ Utterly destroy a target.
- Divine the Future.\*** Allows the caster to ask the DM questions regarding the campaign.
- Draw Back the Veil.**‡ Mass essence of the Void.
- Master the Void.**‡ Commune with the great Void Dragon.
- Ring of Void.**‡ Circle of void kami provides good fortune.
- Water** **Kharmic Vengeance.**‡ Calls upon memories of the target to decimate his mind.
- Kumo's Black Embrace.**‡ The Great Sea Spider destroys foes at your command.
- Peace of the Kami.**‡ Prevents all hostile action within area.
- Ring of Water.**‡ Circle of water kami bestows teleportation abilities.
- Suitengu's Embrace.\*** Target creatures drown instantly.
- Tsunami.\*** Flattens enemies with an enormous wave.
- Wheel of Fortune.\*** Target's abilities are permanently and randomly altered.
- All** **Fury of the Kami (Elemental Swarm).** Summons 2d4 Large, 1d4 Huge elementals.
- Importune Kami IX.**‡ Elemental spirit in an object casts a 9th-level spell in return for a favor.
- Rise, Kami (Summon Nature's Ally IX).** Calls creature to fight. Shugenja can use this spell only to summon an elder elemental.
- Transform.**‡ Transmogrify one element into another. (Dragon only.)

## NEW SHUGENJA SCHOOLS

### MOSHI SCHOOL (MANTIS CLAN) SPELLS

#### (ELEMENTAL FOCUS: AIR)

- 0 **Summon Water (Create Water).** Creates 2 gallons/level of pure water.
- 1 **Summon Fog (Obscuring Mist).** Fog surrounds you.
- 2 **Kaimetsu-uo's Ward (Resist Elements).** Ignores 12 damage/round from one energy type.
- 3 **Torrential Rain.**‡ Summons a large rainstorm.
- 4 **Islands of Mist (Solid Fog).** Blocks vision and slows movement.
- 5 **Yuki's Blessing (Wall of Ice).** Ice plane creates wall with 15 hp + 1/level, or hemisphere can trap creatures inside.
- 6 **Control Weather.** Changes weather in local area.
- 7 **Breath of the Thunder Dragon (Chain Lightning).** 1d6 damage/level; secondary bolts.
- 8 **Whirlwind.** Cyclone inflicts damage and can pick up creatures.
- 9 **Storm of Vengeance.** Storm rains acid, lightning, and hail.

### A NOTE ABOUT TOUCH SPELLS

Players and GMs alike should keep in mind that touching is a cultural taboo in Rokugan. Samurai do not touch one another often, especially in public, and are embarrassed by physical contact. A shugenja who wishes to touch another person to cast a spell had best make sure he has proper permission first, or be prepared to face the consequences of such an insult.

### KITSUNE SCHOOL (FOX CLAN) SPELLS

#### (ELEMENTAL FOCUS: EARTH)

- 0 **Kami's Protection (Resistance).** Subject gains +1 on saving throws.
- 1 **Whispers of the Land.**‡ Tracks a target wherever he may go.
- 2 **Earthen Barrier.**‡ Creates a temporary earthen barrier.
- 3 **Rapid Growth (Plant Growth).** Grows vegetation, improves crops.
- 4 **Control Plants.** Talk to and control plants & fungi.
- 5 **Commune with Nature.** Learn about terrain for one mile/level.
- 6 **Liveoak.** Oak becomes treant guardian.
- 7 **Wooden Prison.**‡ Target transformed into a tree.
- 8 **Animal Shapes.** One ally/level polymorphs into chosen animal.
- 9 **Shambler.** Summons 1d4+2 shambling mounds to fight for you.

### TORBO SCHOOL (DRAGONFLY CLAN) SPELLS

#### (ELEMENTAL FOCUS: WATER)

- 0 **Purity.**‡ Sanctifies an item for use in ritual.
- 1 **Summon Fog (Obscuring Mist).** Fog surrounds you.
- 2 **Wisdom and Clarity.\*** You gain a precisely detailed memory.
- 3 **Dispel Magic.** Cancels magical spells and effects.
- 4 **Kharmia.\*** Encourages the kharmic wheel to return a deceased human.
- 5 **Energy Transference.**‡ Target's attributes are inverted.
- 6 **Perceive Harmony (True Seeing).** See all things as they really are.
- 7 **The Flow of Time.\*** Time passes more slowly for you.
- 8 **Tides of Battle.**‡ Grants various benefits to allies.
- 9 **Peace of the Kami.**‡ Prevents all hostile action within area.

## SPELLS

### AGASHA'S KISS

Transformation  
 Level: Shu 3 (Earth)  
 Components: V, S, DF  
 Casting Time: 1 full round  
 Range: Touch  
 Target: Object touched  
 Duration: 1 minute/level



The shugenja Agasha (founder of the house of the same name) was also one of the greatest swordsmiths who ever lived. She is credited with creating the process of folding steel that is now used by the smiths of all clans. Not surprisingly, her techniques went beyond skill into the realm of the magical, and it is said none other ever understood the nature of steel so well. Those who have inherited her lore are capable of remarkable transformations within the steel of a samurai's sword.

This spell may only target a willing samurai's ancestral daisho of at least +2 or higher bonus. For the duration of the spell all plusses of the daisho other than the first plus may be reassigned to different effects, chosen by the daisho's samurai when the spell is cast. If this spell is cast during the samurai's vigil to increase the plusses of his ancestral daisho, the effect is permanent.

## ALTER MIND

Enchantment (Air, Compulsion) [Mind-affecting]

**Level:** Shu 8 (Air)

**Components:** V, S, DF

**Casting Time:** 1 hour

**Range:** Touch

**Effect:** One humanoid of Medium size or smaller

**Duration:** Special

**Saving Throw:** Will negates

**Spell Resistance:** Yes

As *dominate person*, except that you also reach into the mind of the target and alter his alignment and honor so that they match yours. The target becomes your willing ally and accomplice. The *dominate person* effects have the same duration as that spell, but the alignment alterations are permanent.

Once the domination effect ends, the target's honor and alignment remain altered, and are determined by his own actions in the future. A target altered in such a manner will be unwilling to violate his new honor and alignment (the character feels that his new personality is his own choice). The target's former alignment can be restored with a *remove curse* spell.

This spell was once used by magistrates in hopes of redeeming hardened criminals, but was later deemed dishonorable and banned. The Kolat found the applications of this spell far too useful to let it fade away, and made certain that a few scrolls survived.

## THE ARROW'S FLIGHT

Transmutation

**Level:** Shu 1 (Air)

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** 50 arrows or other projectiles, all of which must be in contact with one another during the spell's casting

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

For the duration of this spell, the affected missiles have their range increment doubled. Missiles that are separated from the other missiles targeted by this spell (other than by being fired) lose their enchantment.

## AWAKEN THE SPIRIT

(CRANE SECRET SPELL)

Transmutation (Air)

**Level:** Shu 1 (Air)

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Item touched

**Duration:** 1 hour

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

You temporarily awaken the spirit within an item for a specific purpose. When you cast this spell, you name a skill (whether or not it is a skill that you possess). Any individual holding or wearing the item gains an enhancement bonus of +2 per caster level (total maximum +20) to checks with that skill. This bonus does not allow the target to perform skills that cannot be performed unskilled.

## BALANCE THE ELEMENTS

Transmutation

**Level:** Shu 6 (Void)

**Components:** V, S, DF

**Casting Time:** 1 full round

**Range:** Touch

**Target:** One creature or unattended object

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

A more powerful version of *touch of all*, this spell diffuses the kami surrounding a creature, returning it to its normal state. Greater magical effects are disrupted by this spell; all 4th-level and lower spells and spell-like effects currently affecting the character are instantly dispelled as if by *dispel magic*, except that the attempt is automatically successful. In addition, the target heals 2d8 damage as the Void repairs his connection with the elements.

## BANISHED TO THE OUTER DARKNESS

Abjuration

**Level:** Shu 9 (Void)

**Components:** V, S, DF

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** Creatures in range, no two of which may be more than 30 ft. apart

**Casting Time:** 1 action

**Duration:** Instantaneous

**Saving Throw:** Special

**Spell Resistance:** Yes

You shout a defiant cry of anger and denial against your enemies, releasing a billowing cloud of sparkling darkness from your fingertips. This cloud immediately consumes all beings against which you direct it, completely destroying them.

Affected creatures receive a Fortitude save to resist the effects. If you have undeniable evidence or testimony that the target has maliciously, intentionally, and without justification brought harm to you, your family, or your clan (DM's discretion) and the target is less than 10 HD, no saving throw is allowed.





This spell affects one creature whose HD is less than or equal to your own, or multiple creatures whose total HD is less than or equal to 1.5 times your own.

## BE THE MOUNTAIN

Transmutation  
Level: Shu 0 (Earth)  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: 1 minute (D) (see text)

One of the most elementary practices of Earth magic, *be the mountain* allows you to take on some of the enduring qualities of the mighty peaks of Rokugan. However, like those peaks, you must remain firmly rooted in place to mimic their virtue.

This simple meditation grants you damage reduction 2/+1 against all physical attacks. If you take any action or make a Reflex saving throw the spell immediately ends.

## BLESSED WINDS

Abjuration  
Level: Shu 1 (Air)  
Components: V, DF  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: 1 minute/level (D)

Launching arrows against even a novice student of air is often a futile experience. You call upon the spirits of the air to surround you with a protective whirlwind.

The whirlwind provides you with a +4 deflection bonus to AC against all non-magical ranged attacks, and a +2 deflection bonus to Reflex saves.

## BLESSINGS OF ISORA

Evocation (Air)  
Level: Shu 4 (Air)  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Effect: One 5 ft. vortex of wind, centered on you  
Duration: One minute/level (D)  
Saving Throw: None  
Spell Resistance: No  
By calling upon the minor Fortune Isora, you create a small whirlwind centered around you, extending five feet in diameter. You are undisturbed by the swirling air, though others attempting to come close to you or affect you with ranged attacks will be hampered.

You gain damage reduction 20/+4 against ranged attacks and 20/+2 against melee attacks. You gain a +10 circumstance modifier to resist or escape all grapple attempts. In addition to these effects, anything within the diameter of the whirlwind that would be blown away by a rapid swirl of wind, such as loose papers, leaves, or dust, is scattered by the effect.

## BLESSINGS OF JIZO

Abjuration  
Level: Shu 8 (Air)  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: 1 round/five levels  
Saving Throw: None  
Spell Resistance: No

The kami of air wrap themselves in a protective barrier around the caster of this spell, granting absolute immunity to spells and spell-like effects. Any such effect that targets you has no effect. You are essentially contained within a personal antimagic field that affects all forms of magic, friendly and hostile.

## BLESSINGS OF THE FOUR WINDS

Abjuration  
Level: Shu 6 (Air)  
Components: V, S, DF  
Casting Time: Special, see text  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature  
Duration: Concentration, see text  
Saving Throw: Special, see text  
Spell Resistance: No

By calling on the air kami, you can rid a creature of an intrusive spirit that has stolen or inhabited its body. This process is not quick, though it is usually effective. An unwilling subject may flee if not restrained.

On the first round of the process, make a caster level check (1d20 + caster level). This is the highest HD of creature that



you can expel from the target. If this does not meet or exceed the HD of the possessing spirit, the exorcism immediately fails and cannot be attempted again for 24 hours (even by another caster).

On the second round and each subsequent round, both you and the possessing spirit make opposed Will saves (1d20 + Will save modifier). The higher number is the success for the round. If the possessing creature accumulates more successes than it has HD, the spell ends and no more exorcism attempts may be made upon that spirit for a week and a day. Each success you accumulate inflicts a -1 penalty to the possessing creature's future Will saves in the exorcism attempt (these penalties stack). If you accumulate more successes than it has HD, then it is banished from the creature it was attempting to possess and may not possess it or you for a year and a day. If it is a creature native to a Spirit Realm other than Ningen-do (the Realm of Mortals), it is instead banished to its native realm for a year and a day.

The possessing spirit and the body it inhabits can still act freely while under this spell's effects (up until the time the spirit is exorcised), so it is recommended that you restrain the possessed subject before attempting this spell.

## BLOOD CURSE

Evocation

Level: Shu 3 (Earth)

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Blood spilled for dark power calls out for vengeance. A favorite spell of the Kuni but not one they share widely, this spell may only be cast upon a target that has cast a maho spell within the last minute. Unless the target has cleansed all spilled blood from his skin and clothes (such as with the *cleanse* spell, q.v., or by complete immersion in water), the blood hardens into dark, glassy, jagged shards that tear at the maho wielder's flesh. The target takes 1d6 divine damage per caster level (maximum of 10d6) before the shards turn to dust and become harmless.

This spell has no effect on blood not spilled for the sake of maho.

## BOILING FIRE

Evocation [Fire]

Level: Shu 8 (Fire)

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: 30 ft. radius spread

Duration: Concentration plus 10 minutes

Saving Throw: Reflex half

Spell Resistance: Yes

You create a churning dome of seething flame in the area of effect, inflicting 6d8 damage per round. The dome remains in place for as long as you choose to concentrate upon it, and for 10 minutes thereafter. Creatures within the area may make a Reflex save each round to take only half damage.

## BORNE BY THE WIND

Transmutation

Level: Shu 7 (Air)

Components: V, S, DF

Casting Time: 1 full round

Range: 50 ft.

Area: All allies within a 50 ft. radius burst centered on you

Duration: 1 minute/level (D)

Saving Throw: Reflex negates (harmless)

Spell Resistance: Yes (harmless)

You may call upon a great wind to transport you and an entire unit of troops through the air. While each of your allies may move about in your vicinity independently, all must remain near you to be supported by the wind. This spell acts identically to the *fly* spell except as described above. Any target moving more than 50 feet from the caster is no longer affected by the spell (even if they return to the spell's area of effect) but returns to the ground (if airborne) as if subject to a *feather fall* spell. If the spell should be canceled or dispelled, all targets drift to the ground in a similar manner.

## BOUNDLESS SIGHT

Divination

Level: Shu 2 (Void)

Components: V, S, DF

Casting Time: 1 full round

Range: Personal

Effect: You

Duration: Concentration, up to 1 round/level

Saving Throw: None

Spell Resistance: No

This spell connects you to all the kami in the surrounding area, allowing you to see everything within a 300-foot radius from every direction and perspective. Objects may be examined closely or at distances, but not in a manner that would require their movement. This spell does not enhance your natural eyesight (you cannot look between the pages of a closed book, nor are darkened rooms illuminated for your sight). The effect of perceiving in such a state requires your full concentration; if something causes you to break the spell unwillingly, you are stunned for two rounds.

Due to your enhanced perspective when using this spell, you cannot be flanked while it is in effect.

## BRIDGE TO YOMI

Conjuration (Calling) [Ancestor]

Level: Shu 4 (Air)

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One shiryo

Duration: 24 hours

A shiryo (see *Creatures of Rokugan*<sup>™</sup>) appears at your entreaty. The DM determines the identity of this shiryo, but it is always one that is kindly disposed toward you. If you can present some reason for this ancestor to assist you, it remains by your side and assists your party for the duration of the spell. The shiryo summoned is of a CR equal to or less than your caster level. This shiryo is free to depart at any time, and may do so if it finds your actions dishonorable.



## BURNING STEPS

Evocation [Fire]  
**Level:** Shu 5 (Fire)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Area:** 1 creature  
**Duration:** 1 minute/level  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

You summon a feisty fire kami that enters the spirit of the target creature and begins to dance about in harmony with their movements. The target receives an initial Fortitude save to resist the effect. Thereafter, each round the target makes any sort of action other than remaining completely still (any move-equivalent or standard action) he suffers 1d8 damage. This effect persists until the spell ends or the target dies.

Multiple castings of this spell inflict cumulative damage.

## BURNING KISS OF STEEL

Evocation  
**Level:** Shu 2 (Fire)  
**Components:** V, S, F, DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** One melee weapon  
**Duration:** 10 minutes/level

A tentacle of fiery energy extends from the targeted weapon to your hand, lashing out under your control. For the duration of the spell, you may wield the weapon as if it were a reach weapon by surrendering your grip to the flaming tendril. You may also use the weapon to attack adjacent opponents.

*Focus:* The weapon.

## BURNING THE ASHES

Evocation  
**Level:** Shu 2 (Fire)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** One fire or You  
**Duration:** Instantaneous or 1 round/level  
**Saving Throw:** None  
**Spell Resistance:** Yes

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 (including fire-based creatures), or use it to protect yourself from a fire-based attack.

When cast upon a fire, it immediately extinguishes 5 square feet of continuous flame for each caster level you have. This also adversely affects fire-based creatures, diminishing their size by 1 HD for every three caster levels you have achieved. If you cast this spell as a protective barrier around yourself, you gain a +10 resistance bonus to your next save vs. fire (including magical fire). If a fire-based attack allows a save for half damage, you take no damage on a successful save. After it has protected you against one attack, the spell fades.

## CALL THE SPIRIT

Conjuration (Calling)  
**Level:** Shu 8 (Air)  
**Components:** V, S, DF  
**Casting Time:** 10 minutes  
**Range:** Close (25 ft. + 5 ft./2 levels) (see text)  
**Target:** One spirit up to 20 HD  
**Duration:** Instantaneous  
**Saving Throw:** Will partial (see text)  
**Spell Resistance:** Yes

With this spell, you summon a spirit (any creature with the Spirit subtype) to your location. You do not need to know the proper name of the spirit you are summoning, but if you do, you may summon that specific individual. If the individual spirit has more than 20 HD, the spell simply fails upon casting, though the spirit knows there was an attempt to call it. If you do not know the spirit's name, you may summon a spirit of a selected type (gakimusha, baku, houou, etc.), though you will get a random individual of that type summoned from the Spirit Realm that the particular type of spirit dwells in. Given the near-infinite number of spirits of every given type, the odds of randomly encountering the same spirit twice are very small.

If the save is unsuccessful, then the spirit is instantly transported to a nearby location selected by you, and may not harm you for five rounds per caster level. If the save is successful, the spirit may choose to answer the call, but is not under any prohibition against attacking you.

Many who returned to life through Oblivion's Gate underwent a procedure to have the Spirit subtype removed, but a select few retained it and the telltale golden glow that accompanied the status. Those who did not have it removed may be summoned by this spell, though only if called by name.

## CASTLE OF EARTH

Conjuration (Creation)  
**Level:** Shu 9 (Earth)  
**Components:** V, S, M  
**Casting Time:** 1 hour  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** 1 galley keep  
**Duration:** Instantaneous

By summoning the strength and power of the earth itself, you can create a castle from stone and soil in an area unoccupied by creatures or structures. This is the equivalent of a galley castle as described in the *DUNGEON MASTER'S Guide*.™ The castle has no furnishings, nor does it provide any source of heat or cooling. It does have a somewhat variable layout, dependent upon the wishes of the caster. It can contain anywhere from 25 to 50 rooms depending upon the accommodations the caster wishes the castle to provide. All doors are provided with *arcane locks* or masterwork locks that open at the caster's touch (caster's choice). A shugenja may only have one such castle in existence at any time. Attempts to create further structures automatically fail until the first is destroyed. A shugenja may return his own castle to nothingness with a subsequent casting of this spell.



**Material Components:** The casting of this spell requires at least 25 tons of natural rock and earth, which can be harvested from the ground upon which the shugenja stands. The caster must sacrifice 1,500 experience at each casting of the spell. A subsequent casting to unmake the *castle of earth* requires no material component or XP sacrifice.

## CHOKER THE SOUL

Transmutation  
**Level:** Shu 9 (Fire)  
**Components:** V, S, DF  
**Casting Time:** 2 actions  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One creature  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

This spell causes the chi of a creature to become tangled and unbalanced, interrupting its connection to the body of the target. If the target fails its save, it thereafter takes 2d8 damage immediately before it spends a Void Point, casts a spell, or uses a supernatural, spell-like, or extraordinary ability. This requires spellcasters to make concentration checks when casting spells, in addition to the simple damage. This spell can only be undone by the effects of a *wish*, *miracle*, or similar spell effect.

Abilities that are constantly in effect are not affected by this spell.

## CLARITY OF PURPOSE

Enchantment [Mind-Affecting]  
**Level:** Brd 2, Shu 2 (Water)  
**Components:** V, S, DF  
**Casting Time:** 1 full round  
**Range:** 30 ft.  
**Area:** All allies within a 30 ft. radius burst centered on you  
**Duration:** 1 round/level  
**Saving Throw:** No (harmless)  
**Spell Resistance:** Yes (harmless)

A favorite of the Phoenix Clan, this spell is said to have been taught to Isawa by that clan's founding Kami.

All targets of this spell receive a +4 morale bonus to their initiative checks. At the end of the spell's duration the bonus is lost (reducing the affected characters' initiative by 4).

## CLEANSE

Transmutation  
**Level:** Shu 0 (Water)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** One object  
**Duration:** One hour  
**Saving Throw:** Reflex negates (Object, Harmless)  
**Spell Resistance:** Yes (Object, Harmless)

With the aid of a minor water kami, you remove any impurities and stains in and on an object. Any single object can be properly cleaned in an instant. Clothes can be cleaned, rust or blood removed from a katana, or dust swept off a statue. This spell does not repair any actual damage done to the object (cf. *mending*).

This spell is an accepted method of purifying an object, recognized by the Emperor as well as the kami. An object cleaned with this spell is temporarily blessed, and gains a +2 sacred bonus to its hardness for the duration.

After the spell has been cast, the object can be soiled again normally.

## CLOAK OF NIGHT

Illusion (Glamer)  
**Level:** Shu 3 (Air)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Personal or touch  
**Target:** You or one object (see text)  
**Duration:** 10 minutes/level (D) or see text  
**Saving Throw:** None  
**Spell Resistance:** No

This spell calls the air spirits to hide you or an object you are carrying. The designated target — you or the object — becomes invisible, as per the spell *invisibility*. In addition to the effects of that spell, you also gain a +15 circumstance bonus to Move Silently checks if the *cloak of night* is cast on yourself. If cast on an object, the object is permanently invisible as long as it remains on your person. You can see the affected object without magical aid. If the object is used to attack or as a tool the spell is disrupted, though the first attack you make with it gains a +2 circumstance bonus to hit.

## CURSE OF THE BURNING HAND

Transmutation [Fire]  
**Level:** Shu 8 (Fire)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One creature  
**Duration:** Permanent (D)  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

You encourage a fire kami to attach itself to a target creature's soul, following him eagerly everywhere he goes. The target is surrounded in an aura of bright yellow flame that sheds light in a 30-foot radius. This flame grants fire resistance 20 that extends to any gear that he is carrying at the time the spell is cast.

In addition, the target inflicts 3d6 fire damage on anything he touches. Though this is useful in that the target can make melee touch attacks to inflict damage on his opponents, the target cannot cancel this ability at will. He will continue burning everything he touches until the spell ends or he starves to death. Any items that he carried at the time of casting and subsequently loses contact with are no longer protected by the fire resistance, and will burn if the target picks them up once more.

*Dispel magic* and *remove curse* will not remove this spell, though a heal or a second casting of this spell will negate the effects completely.



## DANCE OF THE KAMI

Enchantment [Mind-affecting]

Level: Shu 5 (Air), Sor/Wiz 5

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 1 creature

Duration: 24 hours

Saving Throw: Will negates

Spell Resistance: Yes

You summon boisterous spirits of air to infest the mind and body of the target creature, urging them to sing and dance for the duration of the spell. The target does not take unnecessary risks due to this effect; he simply works whatever he does into the routine. Everything he says is musical and harmonious. Every movement is graceful and measured.

Unfortunately, singing and dancing about is hardly efficient. The target's speed is reduced by 10 (he takes many side-steps and pivots as he moves) and any attempt to Hide or Move Silently automatically fails. The target must spend a move-equivalent action dancing or pausing to sing each round. Spells with a verbal component have a 50% chance of failing, as the target bursts into song in the midst of the spell. While under the effects of this spell, the target cannot rest (and thus cannot recover hit points or spells naturally). In addition, the character's endless antics make him look like a buffoon in front of others.

The form of song and dance varies depending on the preferences of the target. A Crane will likely conduct a stately, reserved performance in the traditional style while a Unicorn will be consumed by a passionate display of boisterous song and wild dance. On the plus side, the target gains a +10 bonus to all Perform checks for the duration of the spell.

## DEVASTATION OF STONE

Evocation

Level: Shu 8 (Earth)

Components: V, S, DF

Casting Time: 1 minute

Range: Medium (100 ft. + 10 ft./level)

Area: 50-ft. x 50-ft. square (100 ft. high)

Duration: 1 round/2 caster levels

Saving Throw: See text

Spell Resistance: Yes

This is the legendary spell used by the Elemental Masters to destroy the armies of the spirit emperor, Hantei XVI. While the Scorpion Clan lured the Iron Chrysanthemum's armies into Beiden Pass to ensure they were tightly packed and could not escape, this spell brought the pass tumbling down upon them.

Upon completion of casting, boulders begin to rip themselves from any available surface and launch themselves into the air to come hurtling down on the target area. All creatures in the area of effect are struck by waves of boulders falling from the sky, taking 6d10 damage per round. Further, all creatures within the target area may take only a single 5-foot step each round; no other movement is allowed. Flying creatures in the affected area are immediately grounded, but receive no additional damage for being forced down. Each round creatures within the target area may make a Reflex save for half damage, but even if successful they must make a new save the following round. This spell is ineffectual indoors, or where no large body of stone is present.

## DISPEL SLUMBER

Evocation

Level: Clr 2, Shu 3 (Air)

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Target: All unconscious allies in a 60 ft. radius

Duration: Instantaneous

Saving Throw: Will negates (harmless)

You call upon the air kami to awaken sleepers in the area of effect. All unconscious allied creatures in the area immediately awaken. Any spells or effects which have caused these creatures to become unconscious are immediately negated. Creatures with less than 0 hit points are stabilized, but are staggered until they can be properly healed.

## DISRUPT THE AURA

Transmutation

Level: Shu 3 (Fire)

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 3 hours/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

When you cast this spell, the fire in the target's body becomes aggravated, unbalancing the body's elements. While this spell is in effect, the target cannot be healed by any means. *Cure* spells, regeneration, natural healing, potions, mundane healing, *heal*, or any other effects that would repair physical damage to the target automatically fail, absorbing the first 100 hit points of healing without effect. This target realizes that there is something "wrong" with his body, but may not discern exactly what's wrong until someone attempts to heal him.

If cast upon an undead creature, this spell negates damage healed by negative energy and *inflict wounds* and has no effect on *cure* spells.

## DISTRACTING SPIRITS

Enchantment

Level: Brd 2, Shu 2 (Air)

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 spell caster + 1 spell caster/5 levels

Duration: 1 round/level (D)

Saving Throw: No

Spell Resistance: None

Rokugan is filled with countless prankster spirits. This spell rouses them against a chosen foe. You summon a group of spirits that harasses the targeted spell caster (or casters). These spirits force the target to make a Concentration check (DC 10 + target's spell level + your caster level). If the check is failed any spell the caster is in the midst of performing is ruined, and the caster may not attempt any further casting this round. This check is in addition to any other Concentration checks the target may be forced to make due to other circumstances.



## DOJI'S CURSE

Transmutation  
**Level:** Shu 9 (Air)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Long (400 ft + 40 ft./level)  
**Effect:** One creature  
**Duration:** Permanent  
**Saving Throw:** None  
**Spell Resistance:** No

Doji, the founding Kami of the Crane Clan, was the epitome of grace and beauty, and laid down the foundation for many of Rokugan's social rules. The Crane believe her spirit still watches them from the sea into which she disappeared years ago. Those who find her disfavor are doomed to suffer a humiliating and debilitating curse.

To cast this spell, you must be honorable and lawful. You target one creature whose honor is less than yours. The target's Charisma is permanently reduced to 1, and his honor is reduced to zero. All who view the target are suddenly aware that his name carries the deepest shame imaginable. The target's own lord may even forbid him to commit seppuku to cleanse the horrifying stain on his name. The target must also make a Will save or believe that he is as worthless and dishonorable as the curse suggests, likely leading him to wish to take his own life.

The effects of this spell may be undone by a *wish* or *miracle*, though such a spell must be used for each separate effect of the spell: to restore the target's Charisma, to restore the target's honor, and to undo the gross humiliation mystically attached to his name and presence.

This spell is known only to a handful of elder Asahina shugenja, and has not been used in centuries. Its misuse carries grave penalties.

## DRAWING BACK THE VEIL

Enchantment (Mind-Altering)  
**Level:** Shu 9 (Void)  
**Range:** Long (400 ft + 40 ft./level)  
**Effect:** Any number of chosen creatures in a 100-foot radius  
**Duration:** 1 round/level

As *essence of the Void* (found in Rokugan™), except this spell may affect any number of creatures in a 100-foot circle and you do not need to maintain concentration to keep the creatures affected.

## DRAWING OUT THE VOID

Divination  
**Level:** Shu 0 (Void)  
**Components:** V, S, DF, XP  
**Casting Time:** 1 action  
**Range:** Touch  
**Effect:** One object or creature  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** Yes

By touching someone or something and focusing on the balance of elements within it, you learn several things. First, if the target is magical or currently affected by a spell or spell-like effect you learn one fact about the enchantment (e.g., you would learn that a tanto was +1, holy, or lightning-damaging, but not all three, or that a person is currently affected by a *charm person* spell). Only the effect with the lowest caster level is learned, no matter how many times this spell is cast. Second, you will immediately know if the target is sentient (Int 4+), and if he has the Void Use, Greater Void Use, or Ishiken-Do feats.  
**XP Cost:** 25 XP.

## EARTHEN BARRIER

Conjuration (Creation)  
**Level:** Shu 2 (Earth)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** Earthen wall, 5 ft. by 5 ft. by 10 ft.  
**Duration:** 1 minute

You create a barrier of soft earth in an unoccupied area. This barrier has 10 hit points per inch, and can be toppled by a successful Strength check (DC 25). The wall can be used as cover or used as a simple obstacle. When the wall is destroyed (or the duration expires) the entire wall crumbles into dust and vanishes.

## EARTH'S MERCY

Conjuration  
**Level:** Shu 1 (Earth)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** See text  
**Saving Throw:** Fortitude half  
**Spell Resistance:** Yes

Using this spell, you send an angry earth kami coursing through the target's body to clear away all impurities. While this grants the target a +5 resistance bonus vs. poison and disease for the next hour, it also inflicts 1d4 subdual damage at the onset of the spell's duration, as the spirit is not very considerate of the state of the subject in its mad dash to destroy impurities.



*Power of Void*



## EBB AND FLOW OF BATTLE

Transmutation

Level: Brd 5, Shu 6 (Water)

Components: V, S, DF

Casting Time: 1 full round

Range: 50 ft.

Area: All allies within a 50 ft. radius burst centered on you

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Mobility is essential in both skirmishes and great battles. Once a spell known strictly by the Lion Clan, *ebb and flow of battle* quickly spread to all the clans after they felt its power on the battlefield. With its large area of effect, warrior shugenja are able to aid whole units of samurai to engage or escape with lightning speed.

The speed and jumping distance of all affected targets is doubled. This is considered an enhancement bonus.

## EBBING STRENGTH

Transmutation

Level: Shu 1 (Water)

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Two creatures

Duration: 2 rounds/level

Saving Throw: Fortitude partial/Fortitude negates (harmless)

Spell Resistance: Yes/Yes

Water is the element of strength, and just as water ebbs and flows, so does physical strength. You must target two characters with this spell, neither of which may be yourself. This spell saps the strength of the first target, strengthening the second target. The first target suffers a -2 enhancement penalty to his Strength. This penalty increases to -4 at fifth level, and -6 at ninth level and above. A successful save reduces the penalty by half. The second target gains a enhancement bonus to his Strength equal to half the penalty inflicted on the other target.

## THE ELEMENTS' FURY

Evocation (Fire)

Level: Shu 8 (Fire)

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: One hour

Saving Throw: None

Spell Resistance: No

When you cast this spell, you create a direct channel between your inner strength and the elemental spirits of fire in the area. While this spell is in effect, you may cast a number of spells per round equal to the number of Void Points you have, as long as their casting times are one action or less. You must spend a Void Point each time you cast a spell beyond your normal ability to do so in one round. All additional spells must be fire spells of 5th level or lower. Additional spells use up spell slots as normal.

## EMBRACE OF KENRO-JI-JIN

Evocation

Level: Shu 5 (Earth)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

As *meld into stone*, except that you instead affect a willing target by touch. In addition, the target can move through natural stone at normal walking speed for the duration of the spell.

## THE EMPEROR'S ROAD

Evocation

Level: Drd 6, Shu 6 (Water)

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Any number of creatures touched

Duration: 3 hours/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you cast this spell, you call upon the speed of the rushing river to help you and any number of companions to travel much faster on a selected road. This spell only functions on roads that are legally recognized by the Emperor. The process of having a road legally recognized is simple — have the Emperor acknowledge the road as an Imperial road. During the War of Spirits, the Steel Chrysanthemum Hantei XVI noted this property of this spell and recognized a great many roads in order to allow his troops to outmaneuver Toturi's. After the War of Spirits ended, Toturi was left with a network of roads that the kami recognized as having Imperial approval. Hantei XVI's cunning plan still affects this spell's function, and many roads that are on no maps will nevertheless function with this spell — there are simply too many to untangle the confusion easily.

While traveling on an Imperial road, all targets' Overland and Local movement rates (see the *Player's Handbook*™) are multiplied by six.

## END OF ILLUSIONS

Divination

Level: Shu 8 (Void)

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/2 levels

Saving Throw: None

Spell Resistance: No

This powerful Void spell has several different effects. First, you are affected as by a *true seeing* spell for the duration. Second, you connect yourself to the Void in such a fashion that the material world is no longer of consequence.

Physical attacks from mundane or magical weapons of any level of power no longer affect you, though spells affect you



normally. Due to this strong connection to the supernatural, you have a -6 circumstance penalty to all saving throws against spells, as well as an additional -4 circumstance penalty (total of -10) to Void spells.

## ENDLESS DELUGE

Conjuration  
Level: Shu 7 (Water)  
Components: V, S, DF  
Casting Time: 10 minutes (see text)  
Range: 1 mile  
Area: 3 mile radius centered on target point  
Duration: 8d12 hours  
Saving Throw: None  
Spell Resistance: No

A powerful water spell, *endless deluge* can stop battles or shut down entire cities. Over the course of ten minutes after the completion of this spell dark clouds roll in from all directions filling the region with a powerful gloom. The sky itself seems to split open and monsoon rains come flooding down. The weather in the affected area becomes the equivalent of a wind-storm accompanied by heavy precipitation (as defined in the *DUNGEON MASTER'S Guide™*). This weather supersedes all naturally occurring weather, and may trigger flash floods at the DM's discretion. All characters and creatures without the water sub-type in the affected area receive a -4 morale penalty to attack and damage rolls, skill checks, and saving throws for the duration.

## ENDLESS DEPTHS

Transmutation  
Level: Shu 4 (Void)  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: One minute

Calling upon the inner strength of the shugenja's chi, this spell extends his spellcasting ability at great personal expense. After completion of this spell, the shugenja may cast spells beyond his normal restriction of spells per day, although not spells of a level the character cannot currently cast. Each time the character does so, he takes temporary Constitution damage equal to the level of the spell cast. Characters who reduce themselves to 0 (or less) Constitution due to this spell are unraveled by the Void, and may not be *raised* or *resurrected*. The shugenja could still be restored by a *wish*, *miracle*, or *kharmā*.

## ENERGY TRANSFERENCE

Transmutation  
Level: Shu 5 (Water)  
Components: V, S, DF  
Casting Time: 1 full round  
Range: Touch  
Target: Creature touched  
Duration: 10 minutes/level  
Saving Throw: Fortitude save negates  
Spell Resistance: Yes

Drawing on the inner nature of chi and its ability to transform positive energy into its opposite, you force your target to expe-

rience a radical transformation of the spirit. This spell exchanges modifiers between the target's mental and physical abilities. You select one pair of modifiers from among the following to be switched with one another: Strength/Intelligence, Wisdom/Dexterity, or Constitution/Charisma.

## ESSENCE OF ALL

Transmutation  
Level: Shu 7 (Void)  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: 1 round/level (D)

When a shugenja becomes one with the essence of all, he touches the very fabric of the Void that holds reality together. You are considered an incorporeal outsider for the duration of the spell (see the *DUNGEON MASTER'S Guide™* for details on incorporeal creatures and their abilities). You gain 5 extra Void Points that last for the duration of the spell as well as spell resistance equal to 5 plus your caster level. While in this state, you may cast spells as if affected by a *voice of the Void* spell.

If you end the spell while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per every 5 feet you so travel.

## EVIL WARD

Abjuration  
Level: Shu 1 (Fire)  
Components: V, S, DF  
Casting Time: 1 minute  
Range: Touch  
Effect: 10 ft. radius surrounding object touched  
Duration: 24 hours  
Saving Throw: Special  
Spell Resistance: Yes

You ward an object with elaborate kanji in chalk or ink, providing protection against the Shadowlands. When the spell is complete, the object radiates an aura of protection in a radius of 10 feet.

Creatures with the Shadowlands Taint must make a successful Will save each time they attempt to pass the ward's radius or they cannot enter the area. Those that successfully enter the area suffer extreme pain as their very essence is burned by the ward, and take 1d8 damage plus 1d8 per two caster levels beyond the first (maximum 5d8). This damage is applied every round the creature remains in the effect. A successful spell resistance check upon first contacting a ward negates all further effects of that ward against that creature.

Spells and missiles are unaffected by the *evil ward*. The *evil ward* must remain immobile, and the object upon which it is inscribed must remain clearly displayed at all times or the spell ends. (Darkness or magical darkness will not end the spell so long as there is still technically a clear line of sight between the warded object and affected creatures.)

The effects of overlapping *evil wards* do not stack.

## EYES SHALL NOT SEE

Illusion (Phantasm)  
Level: Shu 2 (Air)  
Components: V, S, DF



**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** Two creatures  
**Duration:** See text (D)  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

This spell causes the air kami to blind a target to a single other creature. The first target is considered invisible (as the spell *improved invisibility*) to the second, but not to anyone else. Each hour, the second target gets a Will save to dispel the effects. When this save is finally successful, the spell ends.

## FACING YOUR DEVILS

**Transmutation**  
**Level:** Shu 6 (Air)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One creature  
**Duration:** 10 minutes/level  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

When this spell is cast, you force the target creature to cope with its own shortcomings by switching its lowest ability score with its highest for the duration. In case of a tie for lowest or highest score, the caster chooses.



## FINAL RUIN

**Evocation [Fire]**  
**Level:** Shu 9 (Fire)  
**Components:** V, S, DF  
**Casting Time:** 1 full round  
**Range:** Long (400 ft. + 40 ft./level)  
**Target:** 20-ft. radius centered on one creature in range  
**Duration:** 1 round/level (D)  
**Saving Throw:** Special  
**Spell Resistance:** Yes

Shouting a terrible curse with all the power of the fire kami, you lay a promise of utter destruction upon one creature in range. This target fills with holy fire, inflicting 1d6 damage per level (maximum 20d6) on him directly (Fortitude save half). Any damage the target takes forces its way out of his body and erupts in a 20-foot radius, inflicting that much damage on any creatures in range (affected targets may make a Reflex save for half of this amount).

This fire erupts anew every round until the spell ends or the target dies. If this spell ever inflicts zero damage on the initial target in any given round, it the effect immediately ends and the fire kami depart in disappointment. If the initial target is slain by the damage this spell inflicts, he explodes in a brilliant burst of light. Half of this damage inflicted by this spell is fire damage and half is holy damage.

## FIST OF OSANO-WO

**Evocation [Fire]**  
**Level:** Shu 4 (Fire)  
**Components:** V, S, DF  
**Casting Time:** 1 minute  
**Range:** Medium (100 ft. + 10 ft./level)  
**Area:** 30 ft. radius  
**Duration:** Concentration, up to 1 hour  
**Saving Throw:** Special  
**Spell Resistance:** Yes

This spell incites the kami of fire into a terrible righteous anger. Each round for the duration of the spell, a bolt of lightning randomly strikes something in the area (a living creature, structure, unattended object, or unoccupied area). These bolts of lightning inflict 1d6 damage per caster level (maximum 5d6, Reflex save half). The bolts do double damage to structures, reducing most buildings in the area to rubble if the spell is allowed to continue to its full duration.

This spell may only be used outdoors. It does not function indoors, underground, or underwater.

## FLARING SPEED

**Conjuration**  
**Level:** Shu 0 (Fire)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 2 rounds (see text)  
**Saving Throw:** Fortitude Negates  
**Spell Resistance:** Yes

You can coax the energies of fire within a person to unusual heights, giving them a brief burst of speed, but leaving them drained afterwards.



The target's base speed is increased by 20 feet for the next full round. His base speed is decreased by 10 for the next full round after that.

## FLASH OF INSIGHT

Divination  
Level: Shu 0 (Air)  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Target: Target  
Duration: Instantaneous

You gain a brief flash of insight in areas of knowledge which you normally do not possess.

You may make an unskilled Knowledge check as if you had one rank in the skill, allowing you access to information you otherwise might not know.

## FLICKERING FLAME

Evocation [Fire]  
Level: Shu 0 (Fire)  
Components: V, S, DF  
Casting Time: 1 action  
Range: Short (25 ft. + 5 ft./2 levels)  
Target: One creature or unattended object  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: Yes

This simple spell causes a nearby fire kami to become briefly excited and produce a quick, small burst of fire. The burst itself is only about the size of an average human's fist, and brightens the area a torch would for just a moment. This burst can also be directed toward an object or creature, causing 1 point of damage. The flame is too small and short-lived to cause anything but the most flammable materials (such as oil and alcohol) to catch on fire.

## FLIGHT OF DOVES

Illusion (Figment)  
Level: Shu 0 (Air)  
Components: V, S, DF  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: 2 birds/level  
Duration: Five hours  
Saving Throw: None  
Spell Resistance: No

Rokugani high society adores exotic and beautiful birds. This spell summons several doves to beautify the area. The summoned doves will not engage in combat, and fly away at the first sign of hostilities. If left to their own devices, the doves fly in aesthetically pleasing patterns in the sky. Many daimyo consider this spell frivolous, but clans that consider themselves devoted to the finer things (Crane, Mantis, Phoenix) often have this spell cast at important social functions.

## FORTUNE'S TURN

Evocation  
Level: Shu 2 (Water)  
Components: V, S, DF  
Casting Time: Special, see text  
Range: Medium (100 ft. + 10 ft./level)  
Target: One projectile  
Duration: Instantaneous  
Saving Throw: No  
Spell Resistance: No

Flowing water bends around a rock in a river, adjusting its natural flow to the obstacle. This spell diverts a projectile in a similar manner. Unlike most spells, this spell takes nearly no time to cast, but must be precisely timed. Whenever you perceive a projectile moving toward you can cast this spell as a free action, diverting the projectile harmlessly around its original target. If you were the target, this is a free action. If the target is another creature, you must have a held action prepared to use this spell.

The projectile maintains its speed and continues on its original trajectory after bypassing the original target, possibly striking other targets.

## GAIJIN FLAMES

Conjuration [Fire]  
Level: Shu 3 (Fire), Clr 3  
Components: V, S, DF  
Casting Time: 1 action  
Range: Medium  
Target: One creature  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: Yes

A popular spell in the Scorpion Clan, *gaijin flames* calls forth an erratic and deranged fire spirit to test its strength against an honorable creature. Those without honor or compassion do not interest this kami, causing it to depart. Target characters take damage for their alignment and honorable status, as follows:

- Lawful Good — 4d10 damage
- Lawful Neutral — 3d10 damage
- Neutral Good — 2d10 damage
- Lawful Evil — 2d10 damage
- Neutral — 2d10 damage
- Honor Rank 4–5 — 3d10 damage
- Honor Rank 3 — 1d10 damage

The effects of damage from alignment and honor rank are cumulative, so a Chaotic Good character of Honor Rank 3 would take 3d10 (2d10 + 1d10) fire damage from this spell. Ide shugenja have put this spell to effective use in the Unicorn's occasional conflicts with the Lion Clan, giving this spell its name.

## GATHER THE CLOUDS

Abjuration  
Level: Shu 8 (Water)  
Components: V, S, DF  
Casting Time: 1 action



**Range:** Personal  
**Area:** You  
**Duration:** 1 round/level (D)

Iuchi research into talisman magic has had a number of curious side effects. An almost accidental discovery of the Unicorn Clan, this spell allows you to nearly sever yourself from the spirit world. This seclusion works both ways, making it difficult for you to summon the kami while under the effects of this spell.

*Gather the clouds* grants you a SR of 35 for the duration of the spell. However, your magics become terribly erratic while doing so: all other characters are considered to have SR 30 against spells you cast (if their own SR is not already higher).

## GATHERING SWIRL

**Invocation**  
**Level:** Shu 0 (Air)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** 10 ft.  
**Area:** 10-ft. radius centered on caster  
**Duration:** Instantaneous  
**Saving Throw:** No  
**Spell Resistance:** None

With a flick of your fingers, you send a small zephyr circling a room-sized area to collect all small unattended objects of a specified type and return them to you. This can be useful for gathering scattered papers or sorting spilled and mixed powders. The objects may either be placed in your hand, in a container you hold, or in a neat pile at your feet. This spell does not affect items held by other characters or secured in place.

## GRANDFATHER'S WORD

**Enchantment** [Ancestor, Language-based, Sonic]  
**Level:** Shu 7 (Fire)  
**Components:** V, F, DF  
**Casting Time:** 1 action  
**Range:** Short (25 ft. + 5 ft./2 levels)  
**Effect:** All enemy creatures within range  
**Duration:** Instantaneous  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

You call upon a powerful ancestor who verbally chastises all enemies within range. Enemies who fail a Will save are stunned for 1 round. Enemies with lower hit dice than your caster level are stunned for an additional round per two levels difference between your caster level and their level. Enemies with the Shadowlands Taint take 1d10 damage for each point of Taint modifier they have. So potent is this verbal attack that any creatures who hear it are affected, even those who cannot understand your ancestor's words or who have no concept of honor.

Honorable characters gain a +4 bonus to their Will save, as their own ancestors bolster their resistance to this verbal attack. Dishonorable characters suffer a -4 penalty to their save, as their own ancestors are too weak and unmotivated to defend them.

**Focus:** A relic of one of your legendary ancestors, who was of honorable alignment and at least 15th level in life. This relic must be honorably attained (not stolen).

## GUARDIAN OF AIR

**Conjuration** (Summoning) [Air]  
**Level:** Shu 7 (Earth), Sor/Wiz 7  
**Components:** V, S, DF  
**Casting Time:** 1 full round  
**Range:** 10 ft.  
**Effect:** One 50 sq. ft. area + 5 ft./level  
**Duration:** Permanent  
**Saving Throw:** None  
**Spell Resistance:** No

This prayer calls a powerful air spirit (or two less-powerful ones) into physical form and binds it to the area. The kami summoned are air elementals — either one Medium-sized elemental or two Small elementals. They can obey simple commands from the caster, but must remain in the area defined by the spell. No two spells of this type (*guardian of air*, *guardian of earth*, *guardian of fire*, *guardian of water*) may have overlapping areas of effect.

## GUARDIAN OF EARTH

**Conjuration** (Summoning) [Earth]  
**Level:** Shu 7 (Earth), Sor/Wiz 7  
**Components:** V, S, DF  
**Casting Time:** 1 full round  
**Range:** 10 ft.  
**Effect:** One 50 sq. ft. area + 5 ft./level  
**Duration:** Permanent  
**Saving Throw:** None  
**Spell Resistance:** No

This prayer calls a powerful earth spirit (or two less powerful ones) into physical form and binds it to the area. The kami summoned are earth elementals — either one Medium-sized elemental or two Small elementals. They can obey simple commands from the caster, but must remain in the area defined by the spell. No two spells of this type (*guardian of air*, *guardian of earth*, *guardian of fire*, *guardian of water*) may have overlapping areas of effect.

## GUARDIAN OF FIRE

**Conjuration** (Summoning) [Fire]  
**Level:** Shu 7 (Fire), Sor/Wiz 7  
**Components:** V, S, DF  
**Casting Time:** 1 full round  
**Range:** 10 ft.  
**Effect:** One 50 sq. ft. area + 5 ft./level  
**Duration:** Permanent  
**Saving Throw:** None  
**Spell Resistance:** No

This prayer calls a powerful fire spirit (or two less powerful ones) into physical form and binds it to the area. The kami summoned are fire elementals — either one Medium-sized elemental or two Small elementals. They can obey simple commands from the caster, but must remain in the area defined by the spell. No two spells of this type (*guardian of air*, *guardian of earth*, *guardian of fire*, *guardian of water*) may have overlapping areas of effect.

## GUARDIAN OF WATER

**Conjuration** (Summoning) [Water]  
**Level:** Shu 7 (Water), Sor/Wiz 7  
**Components:** V, S, DF



**Casting Time:** 1 full round  
**Range:** 10 ft.  
**Effect:** One 50 sq. ft. area + 5 ft./level  
**Duration:** Permanent  
**Saving Throw:** None  
**Spell Resistance:** No

This prayer calls a powerful water spirit (or two less powerful ones) into physical form and binds it to the area. The kami summoned are water elementals — either one Medium-sized elemental or two Small elementals. They can obey simple commands from the caster, but must remain in the area defined by the spell. No two spells of this type (*guardian of air*, *guardian of earth*, *guardian of fire*, *guardian of water*) may have overlapping areas of effect.

## HANDS OF THE TIDES

**Transmutation** [Teleportation]  
**Level:** Shu 8 (Water)  
**Components:** V, S, DF  
**Casting Time:** 2 actions  
**Range:** Long (400 ft + 40 ft./level)  
**Effect:** Creatures within range, no two of which may be more than 30 ft. apart  
**Duration:** Instantaneous  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

At the completion of this prayer, you alter the positions of any creatures within the area of effect, excluding any that weigh 300 pounds or more. No time passes for those who are affected by this spell — they are teleported to a new position within the range of the spell, facing a direction of your choosing. You may not suspend objects in air unless they were already there at the time of this casting (for example, you could turn a flying bird around and place it at the edge of the spell area, but you could not cause a perched bird to suddenly find itself in the air). Creatures that attack during the same round they were affected by this spell suffer a -2 circumstance penalty to their next attack roll.

## HARVEST OF JADE

**Conjuration** (Healing)  
**Level:** Shu 6 (Earth)  
**Components:** V, S, M, F, DF  
**Casting Time:** 1 full round  
**Range:** Touch  
**Target:** Amulet touched  
**Duration:** 2 hours/level (see text)  
**Saving Throw:** Fortitude negates (harmless)  
**Spell Resistance:** Yes (harmless)

You can create a powerful charm of healing. When you cast the spell, you must place an amulet around the neck of the creature to be affected (this occupies the amulet magic item slot for that target). For the duration of the spell this amulet grants the target *fast healing* 3 (as the monster ability). This spell may only cure a total number of hp equal to the target's unadjusted maximum hp before the spell is exhausted. The amulet will not function for anyone save its intended user. You may make an amulet for yourself.

**Focus:** A jade amulet worth 200 koku in materials and workmanship, inscribed with the recipient's name.

**Material Component:** 50 koku worth of jade dust that must be sprinkled upon the amulet during casting.

## HEART OF THE WATER DRAGON

**Abjuration**  
**Level:** Shu 6 (Water)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level

The power of the Water Dragon embraces you with healing energy. Any time you take damage during the spell's duration, you automatically heal 1d8+1/level (maximum +10) hit points. This effect takes no more than place once per round.

## HURRIED STEPS

**Abjuration**  
**Level:** Shu 2 (Fire), Sor/Wiz 2  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute or until discharged (D)

Your blood becomes charged with the power of the fire spirits, who urge other kami in the area to hasten to your command. During the duration of this spell, you may cast spells more rapidly.

You gain an extra partial action per round that may only be used to cast spells. This bonus does not stack with any other magical effect that grants an additional partial action per round (such as *haste*).

## IMPORTUNE KAMI I

**Conjuration** (Summoning)  
**Level:** Shu 1 (All)  
**Components:** V, S, DF, XP  
**Casting Time:** 1 full round  
**Range:** Touch  
**Target:** Kami within Fine object  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** None

This spell calls upon the elemental spirit dwelling within a Fine object to cast a spell for the shugenja. This kami must pertain to the shugenja's elemental focus, and counts as a spell of that element. A shugenja with element focus in fire, for example, may only cast this as a fire spell, and may only target an item made mostly of fire. There is no Void version of this spell, as there are no objects composed of enough pure Void for a shugenja to call upon the kami within them.

The spirit within the target item immediately demands a favor from the shugenja. If the shugenja agrees to this favor, the spirit casts a 1st level spell of the shugenja's choice. This spell need not be a spell the shugenja knows, but it must be of the same element as the kami. The caster level of this spell is equal to one-half the shugenja's level (minimum caster level one) and the save DC, if applicable, is 11.

The shugenja must fulfill the kami's request within the next 24 hours. If the request is not fulfilled, the shugenja loses all ability to cast spells of that element for one week.

**XP Cost:** 1 XP.



## IMPORTUNE KAMI II

Conjuration (Summoning)

Level: Shu 2 (All)

Target: Kami within Diminutive object

As *importune kami I*, except that the shugenja summons the spirit within a Diminutive object, and the resulting spell is 2nd level. The save DC of this spell, if applicable, is 13.

XP Cost: 8 XP.

## IMPORTUNE KAMI III

Conjuration (Summoning)

Level: Shu 3 (All)

Target: Kami within Tiny object

As *importune kami I*, except that the shugenja summons the spirit within a Tiny object, and the resulting spell is 3rd level. The save DC of this spell, if applicable, is 14.

XP Cost: 18 XP.

## IMPORTUNE KAMI IV

Conjuration (Summoning)

Level: Shu 4 (All)

Target: Kami within Small object

As *importune kami I*, except that the shugenja summons the spirit within a Small object, and the resulting spell is 4th level. The save DC of this spell, if applicable, is 16.

XP Cost: 32 XP.

## IMPORTUNE KAMI V

Conjuration (Summoning)

Level: Shu 5 (All)

Target: Kami within Medium object

As *importune kami I*, except that the shugenja summons the spirit within a Medium object, and the resulting spell is 5th level. The save DC of this spell, if applicable, is 17.

XP Cost: 50 XP.

## IMPORTUNE KAMI VI

Conjuration (Summoning)

Level: Shu 6 (All)

Target: Kami within Large object

As *importune kami I*, except that the shugenja summons the spirit within a Large object, and the resulting spell is 6th level. The save DC of this spell, if applicable, is 19.

XP Cost: 72 XP.

## IMPORTUNE KAMI VII

Conjuration (Summoning)

Level: Shu 7 (All)

Target: Kami within Huge object

As *importune kami I*, except that the shugenja summons the spirit within a Huge object, and the resulting spell is 7th level. The save DC of this spell, if applicable, is 20.

XP Cost: 98 XP.

## FAVORS

All *importune kami* spells require that a shugenja perform some service for the spirit. This favor is always something appropriate to the kami.

Air kami's requests are fickle and often nonsensical. Completing an air kami's request usually involves overcoming an obstacle with CR equal to the level of the *importune kami* spell cast.

Earth spirits usually request a show of strength or some tangible favor (such as building a minor shrine in their honor; a small pile of purified stones roped off by silken ribbons and blessed would probably be acceptable). Their favors usually involve hard labor for a number of hours equal to the level of the *importune kami* spell cast.

Fire spirits often request the destruction of some item, usually an item greatly valued by the shugenja. This item is always valued at at least 100 gp per level of the *importune kami* spell cast. A fire spirit will usually accept a spell scroll of equal level to the spell cast as an alternate gift.

Water kami usually request the answer to a riddle. The DM can either actually compose a riddle and demand the player devise an answer, or simply have the character make a Wisdom check vs. DC 15 + the level of the *importune kami* spell cast.

## IMPORTUNE KAMI VIII

Conjuration (Summoning)

Level: Shu 8 (All)

Target: Kami within Gargantuan object

As *importune kami I*, except that the shugenja summons the spirit within a Gargantuan object, and the resulting spell is 8th level. The save DC of this spell, if applicable, is 22.

XP Cost: 128 XP.

## IMPORTUNE KAMI IX

Conjuration (Summoning)

Level: Shu 9 (All)

Target: Kami within Small object

As *importune kami I*, except that the shugenja summons the spirit within a Colossal object, and the resulting spell is 9th level. The save DC of this spell, if applicable, is 23.

XP Cost: 162 XP.

## THE INNER OCEAN

Transmutation

Level: Shu 3 (Water)

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round per point of Strength (D)

Saving Throw: None

Spell Resistance: No

This spell amplifies your innate harmony with the water kami so much so 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 +6 cir-



cumstance bonus to all Hide checks, and an additional +6 circumstance bonus to Hide checks while underwater. Your type becomes elemental, replacing previous types and granting all of the standard abilities of an elemental creature. You can now breathe water as easily as air. You cannot attack or cast spells with verbal, somatic, material, or focus components while in water form. If you have a touch spell prepared, it discharges harmlessly when this spell takes effect.

Because you are water, material objects pass through you, granting you damage resistance 5/+1. You cannot run, but you may seep through any object or barrier that is not waterproof as a move-equivalent action.

## IUCHI'S SLING

Conjuration (Creation) [Water]

Level: Shu 2 (Water)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Effect: One conjured sling

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes a crude sling made entirely of flowing water to appear in your palm. The sling itself can be gripped and loaded as if it were made of supple leather, and incurs no penalty for non-proficiency. Any bullet fired from this sling has its range increment doubled, and is considered a +1 weapon for overcoming damage resistance. *Iuchi's sling* may be used without an existing bullet, in which case the sling creates a bullet that is unremarkable in all ways and does not benefit from the bonuses previously mentioned. The sling itself may be given freely to others; you may still choose to dismiss it at any time, even if it is not in your hands.

## JUROJIN'S BALM

Conjuration

Level: Shu 0 (Earth)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

By refining the purity of earth within a creature, you can attempt to blunt the effects of poison. This spell is only effective if the target has failed a poison save in the last minute, and the time is approaching for the secondary save. This spell gives a +4 luck bonus to the target's secondary poison save.

## JUROJIN'S CURSE

Transmutation

Level: Shu 5 (Earth)

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: One hour

Saving Throw: Will negates

Spell Resistance: Yes

When you cast this spell, you name a single spell (it need not be one that you can cast). For the duration of this spell, the spirits of the Fortune of Longevity, Jurojin, turn their backs on the target and he suffers a -10 profane penalty to his saving throws against that spell.

## KAIU'S JADE

Transmutation

Level: Shu 3 (Earth)

Components: V, S, M, DF

Casting Time: 1 action

Range: Touch

Target: 1 weapon or 50 projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 minute/level

Saving Throw: Special

By dusting a weapon with jade or crystal powder, you temporarily grant it the properties of that mineral. This weapon gains the ability to pierce the damage resistance of creatures harmed only by crystal (if crystal powder is used) or jade (if jade powder is used). In addition, the weapon deals +1 damage per three caster levels (maximum +5) to any creature with the appropriate damage resistance. This bonus stacks with any enhancement bonus already in place upon the weapon.

*Material Components:* 10 koku worth of powder, either crystal or jade, as required.

## THE KAMI WATCH OVER ME

Enchantment

Level: Shu 6 (Air)

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You can instruct the kami to aid one of your allies at your direction. You may cast a single 1st- to 3rd-level air spell that you know immediately after this one; the second spell does not resolve at this time, but instead waits for the target of this spell to invoke it (an action that takes the same amount of time as casting that spell would normally require). At that time the spell resolves as if the target of this spell were the caster, but uses your level to determine all effects (such as range or damage). A *dispel magic* cast upon the target automatically dispels the held spell regardless of caster level. Until the target discharges the spell (or dies) you cannot recover the sixth-level slot used to cast this spell nor the spell slot exhausted for the second spell.

## KAMI'S STRENGTH

Transmutation

Level: Shu 8 (Earth)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One creature/5 levels

Duration: 10 minutes/level (D)

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)



By chanting a prayer to Bishamon, Fortune of Strength, you call down the blessings of powerful kami into the mortal frames of the spell's targets. The target's Strength, Constitution, and Dexterity scores all gain an enhancement bonus equal to the target's Honor rating plus his Charisma modifier (minimum zero). In addition, each target gains damage resistance 30/+3 (obsidian) which displays itself in a holy green and gold aura around the target, providing illumination in a thirty-foot radius. If any of the targets moves more than thirty feet from the other targets, the spell ends.

## KHARMIC VENGEANCE

Enchantment [Mind-Affecting]

Level: Shu 9 (Water)

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 1 creature

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

With this spell, you ignite hateful memories in the target's psyche. In a moment of sheer terror, the target relives all of his most horrid experiences at once.

The target immediately suffers 4d4 points of permanent Wisdom and Charisma damage and is stunned for 2d8 rounds as the memories flood back. A successful Fortitude save negates the stunning affect and halves the ability score damage.

## KINGDOM BENEATH THE SEA

Transmutation [Teleportation]

Level: Shu 8 (Water)

Components: V, S, DF

Casting Time: 1 minute

Range: 10 ft.

Area: You + one target/4 caster levels

Duration: 1 round (see text)

Saving Throw: Will negates

Spell Resistance: Yes

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

At the end of the casting time you and any willing targets may walk into the sea at any point along its coastline and emerge one round later at any other point along Rokugan's coast. Targets may not act in the round directly following their emergence from the water. The targets emerge without getting wet. This method of travel is otherwise identical to *teleport without error*.

## KUMO'S BLACK EMBRACE

Conjuration (Summoning)

Level: Shu 9 (Water)

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: The Great Sea Spider

Duration: 1 hour/level

Saving Throw: See text

Spell Resistance: No

One of the most lethal water spells was created, ironically, by the peaceful shugenja of the Asahina during a bloody factional struggle among the Crane. By casting this spell, you call upon the malicious spirit in the heart of the great whirlpool that lurks in Rokugan's seas, the Great Sea Spider. It emerges from any large source of water within the spell's range and attacks your enemies at your command (see *Creatures of Rokugan™* for details on the Great Sea Spider).

The Great Sea Spider is a sinister and malicious beast, and takes commands literally to a fault (trampling your allies to attack an enemy you indicate, "accidentally" toppling a shrine you are trying to protect, etc.). You may make opposed Charisma checks against the Great Sea Spider to force it to obey your commands. The Great Sea Spider will obey even obviously self-destructive commands, for if it is slain while affected by this spell it simply returns to its whirlpool home deep in the sea.

The Great Sea Spider vanishes at the end of the spell's duration, and will not attack you unless you or your allies attack it first. If you or your allies choose to attack the Great Sea Spider, your control over the beast is broken and it may remain in the area for as long as it likes, killing and destroying as it pleases.

Only one Great Sea Spider exists anywhere in Rokugan at any time. If this spell is cast to summon the Great Sea Spider while it is already in serving a 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 immediately appears and attacks you.

If cast by a Crane shugenja, this spell can also be used to stem the Great Sea Spider's wrath. If the Great Sea Spider is currently in the area, this spell commands the Spider to return to the sea immediately (no save allowed). If the Great Sea Spider is already commanded by another Crane shugenja, you must make an opposed caster level check (1d20 + caster level) with the individual currently controlling the creature or the Great Sea Spider ignores your request. If any of your friends or loved ones have been slain by the Great Sea Spider, you gain a +4 bonus to your caster level check.

This spell does not function if a body of water connected to the sea and large enough to conceivably contain the Great Sea Spider (a gargantuan monster) is not within range.

## KURO'S FIRE

Evocation [Fire, Void]

Level: Shu 7 (Fire)

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Targets: One or more creatures within range

Duration: 1 round/3 levels

Saving Throw: Reflex half

Spell Resistance: Yes

Named after the legendary Grand Master of the Elements Naka Kuro, this unusual spell draws upon your inner reserves of chi, which you hurl forth as bolts of scarlet fire. When it is cast, you may hurl these fiery bolts at one or more targets in range each round for the duration of the spell.



The number of bolts you may hurl per round is determined by the number of Void Points you spend when casting this spell; you gain one bolt per round for each two Void Points spent. These bolts inflict 4d6 damage, half of which is void damage and thus not subject to fire resistance. You may hurl one bolt per round for every five caster levels you have, and can continue hurling bolts so long as the duration has not expired and you still have Void Points to spend.

Naturally, this spell is not of much use if you do not have the Void Use feat.

## LAUGHTER OF THE RISEN EARTH

Transmutation

**Level:** Shu 7 (Earth)

**Components:** V, S, DF, XP

**Casting Time:** 1 hour

**Range:** Personal

**Target:** You

**Duration:** 5 years

Those who have seen the Earth Dragon, even in dreams, say the mighty creature enjoys a good joke; the Dragon of Earth's greatest joke is on time itself. The caster ceases to age for the duration of this spell.

**XP Cost:** 5,000 XP

## LESSONS OF THE CRAB

Abjuration

**Level:** Clr 4, Shu 4 (Earth)

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** 1 creature/level, no two of which may be more than 30 ft. apart

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

You summon the earth kami to protect your allies (and yourself, if you choose to be one of the targets), providing temporary resistance to damage. This creates a pool of 1d10 temporary hit points per level (maximum 15d10) which all targets of the spell may draw upon. Any target that takes damage may subtract it from this temporary pool first.

## LESSONS OF THE LION

Divination [Ancestor]

**Level:** Shu 2 (Air)

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** Target weapon

**Duration:** 1 minute/level

**Saving Throw:** Yes (harmless)

**Spell Resistance:** Yes (harmless)

You proclaim the greatness of the ancestors for all to hear: true strength lies in compassion. The target weapon is surrounded by swirling air spirits which inflict 2d6 subdual damage (in addition to the weapon's usual damage) for the duration of the spell. In addition, the wielder of the target weapon can choose

to inflict subdual damage with the weapon itself instead of real damage without penalty for the duration.

## LOOK INTO THE SOUL

Divination

**Level:** Shu 9 (Air)

**Components:** V, S, M, DF

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** 5 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You look into the soul of the target and learn his secrets and identity. You learn the subject's ability scores, alignment, class and level, skills, feats, and honor rank. You also detect any presence of the Shadowlands Taint or the presence of the Lying Darkness, and the amounts thereof. You also learn the subject's parentage (even if the subject doesn't know it), and any personal details that the subject considers important (details of secret duties, identity of the subject's true love, etc.). For the duration of the spell, you emulate an effect identical to *true seeing* and *detect thoughts* with respect to the target, and you are aware of where the target is in relation to your current location.

**Material Component:** An item of great sentimental value to the target.

## LOOK INTO THE VOID

Divination

**Level:** Shu 1 (Void)

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** 30 ft.

**Effect:** Quarter-circle emanation, extending from you to extreme of range

**Duration:** 2 rounds

**Saving Throw:** None

**Spell Resistance:** No

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

Creatures who possess the Ishiken-do feat are seen as a strong source of Void, as are good outsiders, high-level (10+) shugenja and inkyo, and any creature with the elemental type. Tainted creatures are recognizable as a "muddy" spot in the balance of the elements, and creatures corrupted by the Lying Darkness are noticeable as a "blank" area. If an effect prevents a creature's Taint from being discovered, this spell does not draw attention to that creature.

Illusions are discernible by their distinct lack of connection to the Void. This spell allows you an immediate saving throw against figments or glamers with a +2 circumstance bonus. The effectiveness of other illusions is not changed.

## MASK OF JADE

Transmutation

**Level:** Shu 2 (Earth)

**Components:** V, S, M, DF

**Casting Time:** 1 full round



**Range:** Touch  
**Target:** One creature  
**Duration:** 1 hour (D)  
**Saving Throw:** Fortitude negates (harmless)  
**Spell Resistance:** Yes (harmless)

By transferring the power of the Taint into a piece of prepared jade, you can temporarily reduce a being's Taint. While this is sometimes used to help Tainted individuals regain their senses, it is far more frequently employed by the Tainted to disguise themselves. The particular shape of the material component has led some to suspect this spell has its origins with the Scorpion. Those more knowledgeable about the history of the Bloodspeaker Iuchiban have their own, darker theories. The target's Taint modifier is reduced by 1d6 + caster level (to a minimum of zero) for the duration of this spell. At the end of the duration, nothing can prevent this lost Taint from returning to the target.

**Material Component:** A miniature mask carved from jade (worth 100 koku in materials and craftsmanship). When the spell is cast the mask turns black and spongy, and it may not be reused. If the mask is damaged or destroyed before the duration of the spell has expired, the spell immediately ends.

## MASK OF THE MOUNTAINS

**Transmutation**  
**Level:** Shu 1 (Earth)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level

After finding spying upon enemy households areas guarded by even the most novice acolyte to be extraordinarily difficult, the Yogo shugenja devised this spell. It has ironically become a commonplace spell among all the clans.

**Casting mask of the mountains** aligns your energies with those of the earth, allowing you to blend in when being sensed mystically. So long as you are in contact with the ground, you and your carried equipment cannot be detected by means of the shugenja's sense elements class ability.

## MASTER THE DRAGON

**Divination**  
**Level:** Shu 9 (Void)  
**Components:** V, S, DF  
**Casting Time:** 6 hours  
**Range:** Personal  
**Target:** You  
**Duration:** Special (see text)

Ultimate mortal mastery of the Void finally comes when an ishiken has knelt in the presence of the divine Dragon of the Void. After six hours of deep meditation, chanting, and ritual, you connect with the infinite being of the Void Dragon. Being able to speak to the Celestial being acts as if you had cast a con-

tact other plane spell (from the *Player's Handbook*) with the result of "Outer Plane, greater deity" and no possibility of an effective decrease in Intelligence or Charisma. At the end of the audience, you are also affected by a *heal* spell and have your Void Points restored to maximum.

Though this spell is the apex of the ishiken's art, the Void Dragon will not tolerate its use more than once a week. Those who attempt to cast this spell more than once a week are instead affected by a *feeblemind* spell with no saving throw allowed.

## MAW OF THE EARTH

**Evocation (Earth)**  
**Level:** Shu 9 (Earth)  
**Components:** V, S, DF  
**Casting Time:** One minute  
**Range:** Long (400 ft + 40 ft./level)

**Effect:** 5-ft. diameter geyser affecting a 10-ft. radius surrounding that point

**Duration:** One minute/level or Permanent (see text)  
**Saving Throw:** Special  
**Spell Resistance:** No



This spell coaxes out the sleeping fury of the earth, causing a jet of lava to spring forth from a point of your choosing. The opening in the earth is a five-foot diameter hole, and immediately erupts with a geyser of lava. Creatures who are in the 5-foot area of the initial burst must make a Reflexes save or be immersed in lava, suffering 20d6 fire damage per round. The burst of lava that erupts from the hole inflicts 12d8 damage on all creatures within 10 feet (Reflex save half).

The lava geyser remains in place after this spell is complete. If the area is strong in volcanic activity, the geyser erupts normally thereafter. If there is no natural volcanic activity in the area, the geyser cools and seals over within 24 hours.

## MURMUR OF EARTH

**Evocation**  
**Level:** Shu 2 (Earth)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** 30 ft.  
**Area:** 2-dimensional cone parallel to a flat surface (see text)  
**Duration:** Instantaneous  
**Saving Throw:** Reflex negates  
**Spell Resistance:** No

The spirits of the earth stir at your command. By striking the ground with your fist, you generate a shock wave, accompanied by a low rumble, which topples creatures and loose objects (flying creatures are unaffected). All creatures in the affected area take 2d6 damage and are knocked prone.



## NEVER ALONE

Divination [Ancestor]  
**Level:** Shu 1 (Fire)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** 1 creature  
**Duration:** Special  
**Saving Throw:** Yes (harmless)  
**Spell Resistance:** Yes (harmless)

You touch the recipient's shoulder and open his eyes to the courage of his ancestors. He receives a +1 bonus to all attack rolls, skills checks, and saving throws. This bonus lasts for one hour, until the target takes damage, or until the target fails a roll, save, or check.

## OATH OF THE TWO HEAVENS

Enchantment [Mind-Affecting]  
**Level:** Shu 2 (Fire)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** 30 ft.  
**Area:** All allies within a 30-ft. radius burst centered on you  
**Duration:** 1 round/level  
**Saving Throw:** No (harmless)  
**Spell Resistance:** Yes (harmless)

In the earliest day of the empire the kami Togashi took only two mortals into his confidence. Agasha was a great and energetic shugenja while Mirumoto was a calm, focused, and resolute swordsman. It is said that when they fought side by side they were truly unstoppable. With this spell you complete the ancient partnership of samurai and shugenja just as Mirumoto and Agasha fought together long ago.

You and any of your allies who are wielding a katana or wakizashi receive a +2 competence bonus to your attack rolls.

## ONI warding

Abjuration  
**Level:** Shu 8 (Earth)  
**Components:** V, S, DF, XP  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** One oni  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No

The effect of this spell is simple. The caster touches a creature with the oni subtype, and that oni is immediately banished to Jigoku. Any spawn of that oni within a 10-mile radius are immediately destroyed. A banished oni may not return to the mortal realm for a century unless intentionally summoned by another caster. If this happens, the caster must make an opposed caster level check (1d20 + caster level) against the caster of this spell or the summoning attempt automatically fails.

**XP Cost:** 1,000 XP.

## OSAKU'S LIFEBLOOD

Abjuration  
**Level:** Shu 7 (Water), Clr 8, Drd 8  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** Wall up to 50 ft./level wide and 4 ft./level tall  
**Duration:** Concentration  
**Saving Throw:** See text  
**Spell Resistance:** Special

400 years ago, this spell was used purely for survival, summoning pure water even deep in the heart of the Shadowlands. Then the unthinkable occurred — Shadowlands forces, led by the oni known as the Maw, brutally assaulted Rokugan itself. Rokugan survived thanks to an awe-inspiring show of unity behind the Crab Clan's banner, careful and quick thinking by the Kaiu family's best architects, and a young shugenja named Kuni Osaku. Osaku somehow adapted the simple spell to summon a raging wall of water, violent and impenetrable. Though it cost her life, she maintained the spell for an unprecedented 73 days and gave the Empire the time it needed to construct the great Carpenter Wall.

Her notes allowed the spell to be reconstructed, albeit less effectively. *Osaku's lifeblood* summons an immense vertical barrier of turbulent water, barring all movement through the wall. The wall is eight feet thick and completely opaque. Any being unfortunate enough to be caught within the wall takes 15d8 damage per round from the overpowering currents. A successful Fortitude save reduces damage taken by half, and allows the character to exit the wall on the following round at the same height he entered it (which may subject the character to falling damage). A successful Swim check at DC 35 allows the character to swim out of the wall, still taking damage during the round spent exiting the wall. Any projectile going into the wall becomes stuck inside for the duration of the spell, falling uselessly to the ground when the spell expires.

A creature's spell resistance applies only if the water used to create the wall is summoned from nothing. If a river, lake, or other large body of water is used to create the barrier, spell resistance does not apply.

## OSANO-WO'S BLESSING

Abjuration  
**Level:** Shu 3 (Fire)  
**Components:** V, S, DF  
**Casting Time:** 1 full round  
**Range:** Long (400 ft. + 40 ft./level)  
**Area:** All fire in a 20 ft. radius emanation  
**Duration:** 10 minutes/level

You suffuse a fire (magical or non-magical) with seething fire kami, making it more difficult to extinguish. A non-magical fire affected in such a manner will burn even if doused completely in flame or completely cut off from oxygen. Only magical effects (such as a *castle of water*, *ice storm*, or *master of the rolling river*) can douse a non-magical flame protected by *Osano-Wo's blessing*.

Magical fire protected by the blessing shares the same protection as non-magical fire, but is also buffered against effects that would dispel magical flame. A targeted *dispel magic* or similar effect directed against a magical fire within the area is automatically negated. The protected fire cannot be doused until *Osano-Wo's blessing* is dispelled.



## THE PATH NOT TAKEN

Transmutation  
**Level:** Shu 5 (Water)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round  
**Saving Throw:** None  
**Spell Resistance:** No

While under the effects of this spell, you may choose to retroactively cancel one action taken during the next round. Your memory of the canceled event remains intact. However, you cannot choose to take the same action again to try for different results. If you cast this spell, then attack a monster and miss, you cannot choose to just attack the monster again and hope for a better die roll.

For example, before opening a door, the party's shugenja casts the *path not taken*, opens the door, and sets off a fire trap which explodes and kills him. The shugenja chooses to retroactively negate that action, restoring himself to life, causing the door to never have been opened and the fire trap never to have detonated. He cannot attempt to open the door again (and most likely does not wish to do so) so he quickly instructs the party rogue to search the door for traps and takes several steps back.

Due to the powerful manner in which this spell affects the Celestial Pattern, the kami do not allow you to cast this spell more than once per day.

## PEACE OF THE KAMI

Abjuration  
**Level:** Shu 9 (Water)  
**Components:** V, S, DF  
**Casting Time:** 1 full round  
**Range:** Long (400 ft + 40 ft./level)  
**Effect:** One 300-ft. radius area  
**Duration:** 24 hours  
**Saving Throw:** None  
**Spell Resistance:** No

This spell creates an area of total serenity and peace. Creatures caught in the area of effect cannot move themselves to violent acts against anything in the area. No one can even make threatening gestures, though insults and threats are still possible. Spells that would in any way adversely affect another creature cannot be cast (this counts the intent of the spell as well as the spell's effect. A *fireball* could be cast harmlessly into the air, but not into a group of people). Those outside the spell's area of effect cannot take an action that would be hostile in any way to those within the area of effect.

In addition to these properties, the powerful magic that empowers this spell deals 2d6 damage every round to any creature within the area of effect that has the Shadowlands Taint. Creatures in the area of effect may move out of the spell's area freely (unless, of course, it would cause harm to those within the spell area).

## PEBBLE CHARM

Abjuration  
**Level:** Shu 0 (Earth)  
**Components:** V, S, M, DF  
**Casting Time:** 1 full round  
**Range:** Touch  
**Target:** One stone  
**Duration:** 1 minute/level (until discharged)

Even the smallest stone has a tiny kami within it. By means of this spell you encourage one such small spirit to lend its aid. The target pebble temporarily becomes a charm which provides its bearer with a +1 AC against the next melee or ranged attack roll directed against him. After being discharged, the stone is again normal in every way.

## PIERCING THE SOUL

Evocation  
**Level:** Shu 5 (Air)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** 1 projectile or missile weapon  
**Duration:** 1 round/level (until discharged)  
**Saving Throw:** Will half  
**Spell Resistance:** Yes

This spell imbues a projectile or thrown weapon with energies that will disrupt the soul of the target. The spell is discharged when the missile is launched, whether or not it strikes its target.

Instead of doing physical damage the missile does 1d4 temporary Charisma damage per 5 caster levels (maximum 4d4). A successful Will save halves the damage.

## PLAIN OF DESPERATE EVIL

Evocation  
**Level:** Shu 6 (Fire)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Self  
**Effect:** 30-ft. radius area  
**Duration:** 5 rounds  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

The kami's fury against those who do not follow the Celestial Order is great, and this spell focuses and directs this fury. Dishonorable characters caught in the spell's area of effect suffer misfortune, curses, pain, and even death if they are weak in both body and spirit. This spell affects creatures depending on their Hit Dice total:

- 12+ HD: Suffer 1d4 damage per caster level.
- 9-11 HD: As above, plus a -2 penalty to all attack and damage rolls for the duration of the spell.
- 6-8 HD: As above, plus *slowed* as per the spell.
- 3-5 HD: As above, plus an additional -1 penalty to all rolls, checks, and saves.
- 0-2 HD: Must make an additional Fortitude save or be slain. A creature has to save against this effect only once for the duration of the spell.

Creatures make one roll to save against the effects of this spell once per turn, and suffer either none or all of the effects (except the death effect, as noted). Effects aside from damage are not cumulative.

## POWER OF THE EARTH DRAGON

Abjuration  
Level: Shu 6 (Earth)  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: 1 round/level

The spirit of the Earth Dragon suffuses your being, protecting you from injury. Once per round, when an opponent attacks you with a melee or ranged strike you may make a Fortitude save (DC equal to your opponent's attack roll) to deflect the attack without harm. This effect does not protect against spells that require attack rolls (such as touch spells, rays, or energy missiles).

## PURITY

Transmutation  
Level: Shu 0 (Water)  
Components: V, S, DF  
Casting Time: 1 action  
Range: Touch  
Target: One object  
Duration: One minute  
Saving Throw: None  
Spell Resistance: No

This simple prayer brings a small kami of water into a ordinary object, causing it to be considered blessed for the duration of the spell. This includes weapons, small flasks of water (turning them temporarily into holy water), prayer incense, and the like. If the object is dirty in some fashion, it is cleaned by the kami as well. This spell cannot affect objects that are already magical.

## QUEST FOR THE PEARL

Conjuration (Healing)  
Level: Shu 9 (Earth)  
Components: V, S, M, DF  
Casting Time: 1 hour  
Range: Touch  
Target: Creature touched  
Duration: Instant  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

This spell, one of the greatest secrets of the Naga, is one of the few known magical effects with any hope of removing the Shadowlands Taint. Purging the Taint is an extraordinarily traumatic experience and the target's body is wracked with convulsions throughout the hour it takes to cast the spell. The target, who must be a willing recipient, has his Taint modifier reduced to zero. He also suffers level loss as if he had been killed and brought back to life (see the *Player's Handbook*<sup>TM</sup>). The material component is a 5,000 koku pearl which is consumed in casting.

*Special:* This spell is considered to be level 7 by Naga shugenja and the material component is instead considered a focus.

## RAGE OF THE FIRE DRAGON

Abjuration [Fear, Fire]  
Level: Shu 6 (Fire)  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: 1 round/level  
Saving Throw: Special  
Spell Resistance: Yes

The power of the Fire Dragon protects you with a righteous vengeance. Any enemies who successfully strike you in melee combat suffer 3d8 fire damage in retribution and must make a Will save or become panicked by the holy power of the dragon. The panicked effect lasts for 1d6 rounds.

## REFLECTING MIRROR

Abjuration  
Level: Shu 2 (Air)  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Effect: You  
Duration: 1 round/level  
Saving Throw: None  
Spell Resistance: No

When this spell is cast, a shimmering aura surrounds you until the spell ends. The next time you are targeted by a spell of 2nd level or lower, the spell is reflected back on the caster with full effect. This spell only affects spells that target you specifically, and offers no protection against spells that target an area.

## RIDE THROUGH THE NIGHT

Transmutation  
Level: Shu 3 (Water)  
Components: V, S, DF  
Casting Time: One minute  
Range: Touch  
Target: One creature/level  
Duration: One day/three levels  
Saving Throw: None  
Spell Resistance: No

When you cast this spell, its targets completely ignore the effects of exhaustion. They may run, fight, work, walk, or do anything without being fatigued, though they still have to eat and breathe normally. When this spell ends, the targets must rest normally, as if they had been active for only a normal waking cycle. You may not cast this spell again on a creature until a number of days after the spell ends equal to the number of days the spell was in effect. Sleep is not necessary while under the effects of this spell, but a spellcaster must still rest for eight hours to establish the peace of mind required to recover spells for the day.

This spell was crafted by the Unicorn, and assists them to this day in making long rides in days instead of weeks.



## RING OF AIR

Abjuration

Level: Shu 9 (Air)

Components: V, S, DF

Range: 30 ft.

Effect: Emanation centered on you, spreads in a 30 ft. radius

Casting Time: 1 action

Duration: Concentration plus 1 minute

You trace the kanji for air in mystical energy, extending that force into a visible, shimmering dome that extends to the edge of the area of effect. This dome radiates shimmering blue light in the area of effect and for 60 feet beyond it, and causes all magical effects to be greatly altered by the power of air.

If you (or any ally within the area of effect) are targeted by a spell or spell-like ability, you may immediately cancel the effect and reply by casting any spell of equal or lower level that you know as a free action, without exhausting any of your available spell slots. Alternately, you may choose to simply turn the original spell effect back upon its caster. Hostile effects and area spells that enter the ring of air are canceled.

The dome moves along with you, but only allies that were within the area of effect during casting are affected. Those who leave the dome and return are no longer protected. You may not move more than ten feet per round while under the effects of a ring of air. If a creature enters an area simultaneously encompassed by a ring of air, ring of fire, ring of earth, ring of water, and ring of void, it is immediately teleported to a random location elsewhere in Rokugan.

If a spell is hurled from one ring of air area into another, a resonating field is created as in the *spell turning* spell.

Once the ring of air has redirected ten to twenty spell levels (1d10+10) the spell ends.

## RING OF EARTH

Abjuration

Level: Shu 9 (Earth)

Components: V, S, DF

Range: 30 ft.

Effect: Emanation centered on you, spreads in a 30 ft. radius

Casting Time: 1 action

Duration: Concentration plus 1 minute

You trace the kanji for earth in mystical energy, extending that force into a visible, shimmering dome that extends to the edge of the area of effect. This dome radiates warm orange light in the area of effect and for 60 feet beyond it, and causes all of your allies within the area to be bolstered by the power of earth.

All allies within the area of effect gain a +6 natural armor bonus, damage reduction 20/+3, and immunity to critical hits. Shadowlands creatures take 1d6 damage every round they remain in the area of a ring of earth.

The dome moves along with you, but only allies that were within the area of effect during casting are affected. (Shadowlands creatures are damaged any time they enter the area.) Those who leave the dome and return are no longer protected. You may not move more than ten feet per round while under the effects of a ring of earth. If a creature enters an area simultaneously encompassed by a ring of air, ring of fire, ring of earth, ring of water, and ring of void, it is immediately teleported to a random location elsewhere in Rokugan.



*Guardian of Air*

## RING OF FIRE

Evocation

**Level:** Shu 9 (Fire)

**Components:** V, S, DF

**Range:** 30 ft.

**Effect:** Emanation centered on you, spreads in a 30 ft. radius

**Casting Time:** 1 action

**Duration:** Concentration plus 1 minute

You trace the kanji for fire in mystical energy, extending that force into a visible, shimmering dome that extends to the edge of the area of effect. This dome radiates angry red light in the area of effect and for 60 feet beyond it, and causes all of your allies within the area to be invigorated by the power of fire.

All allies within the area of effect gain a +6 haste bonus to AC and gain an additional partial action per round. (This does not stack with other magical effects that grant an additional partial action.) In addition, all affected allies have their initiative in future rounds adjusted as if they had taken the refocus action.

The dome moves along with you, but only allies that were within the area of effect during casting are affected. Those who leave the dome and return are no longer affected. If a creature enters an area simultaneously encompassed by a *ring of air*, *ring of fire*, *ring of earth*, *ring of water*, and *ring of void*, it is immediately teleported to a random location elsewhere in Rokugan.

## RING OF VOID

Divination

**Level:** Shu 9 (Void)

**Components:** V, S, DF

**Range:** 30 ft.

**Effect:** Emanation centered on you, spreads in a 30 ft. radius

**Casting Time:** 1 action

**Duration:** Concentration plus 1 minute

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

Once per round, all allies affected by the power of the *ring of void* may reroll one attack roll, saving throw, or skill check and keep the better result. This effect stacks from other feats and abilities that allow rerolls, but is not cumulative with multiple castings of this spell.

The dome moves along with you, but only allies that were within the area of effect during casting are affected. Those who leave the dome and return are no longer affected. You may not move more than ten feet per round while under the effects of a *ring of void*. If a creature enters an area simultaneously encompassed by a *ring of air*, *ring of fire*, *ring of earth*, *ring of water*, and *ring of void*, it is immediately teleported to a random location elsewhere in Rokugan.

## RING OF WATER

Transmutation [Teleportation]

**Level:** Shu 9 (Water)

**Components:** V, S, DF

**Range:** 30 ft.

**Effect:** Emanation centered on you, spreads in a 30 ft. radius

**Casting Time:** 1 action

**Duration:** Concentration plus 1 minute

You trace the kanji for water in mystical energy, extending that force into a visible, shimmering dome that extends to the edge of the area of effect. This dome radiates pale blue light in the area of effect and for 60 feet beyond it, and causes all of your allies within the area to be heartened by the unpredictable power of water.

Once per round, as a standard action, you may teleport yourself and all others within the ring up to 1000 feet in any direction. You may not teleport into an area occupied by a solid object. Upon arrival, your allies within the ring appear wherever you desire so long as they are still within the boundaries of the ring.

The dome moves along with you, but only allies that were within the area of effect during casting are affected. Those who leave the dome and return are no longer affected. You may not move more than ten feet per round while under the effects of a *ring of water* (other than movement caused by the teleporting ring). If a creature enters an area simultaneously encompassed by a *ring of air*, *ring of fire*, *ring of earth*, *ring of water*, and *ring of void*, it is immediately teleported to a random location elsewhere in Rokugan.

## RUINED EARTH

Transmutation

**Level:** Shu 1 (Fire)

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** One 5-ft. square area

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You cause the fire spirits in the area to force the water kami out of nearby plants and the ground under them. Normal plant life smaller than a grown tree withers and will most likely die immediately, and the ground in the area becomes dry and cracked. This spell deals 1d8 damage per level to sentient plant life (maximum 5d8), and causes nonmagical clay items to crack and become brittle.

## RYOSHUN'S FIRST GIFT

Transmutation

**Level:** Shu 7 (Air)

**Components:** V, DF, XP

**Casting Time:** One action

**Range:** Personal

**Target:** You

**Duration:** 1 day

**Saving Throw:** None

**Spell Resistance:** No

Ryoshun was the tenth kami, and the guardian of Oblivion's Gate — the barrier between the mortal realm and the afterlife. Until the events leading up to the Battle at Oblivion's Gate, his existence was merely a rumor, but at that time he passed through the gate to Ningen-do. He visited for a brief time the Empire that his brothers and sisters had created. The sight filled him with joy as nothing else ever had, and he gave gifts of magic and wisdom to any who desired them. This spell was the first such gift to be distributed.



When this spell is cast, the caster must also expend a spell slot of the highest level he can cast (if he cannot do this, this spell does not function). He gains an additional spell slot on each other level that he can cast, usable immediately. These bonus spell slots last for 24 hours.

XP cost: 1,000 XP.

## SCATTER THE SOUL'S FLAME

Necromancy

Level: Shu 5 (Fire)

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 creature

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You send fire kami racing through the target's body, effectively crippling him. The target's Dexterity is reduced to 1 and movement is reduced to one-half normal. This condition persists until the target is restored by a *heal* spell or other more powerful curative magic.

## SEEING AGES PAST

Enchantment [Ancestor]

Level: Shu 9 (Air)

Components: V, S, DF

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 1 minute

You can reach into the recent past to call forth for a second time spirits that have recently aided you.

The caster temporarily regains any number of expended spell slots he has cast in the last 24 hours, up to a total of 7 spell levels. These spells must be cast within the duration of this spell or they are lost.

## SENSE SPIRIT

Divination

Level: Clr 1, Shu 1 (All), Sor/Wiz 1

Components: V, DF

Casting Time: 1 action

Range: 50 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell allows you to detect spirit beings (undead, outsiders, or creatures with the spirit subtype) within the affected area. This spell does not reveal exact locations, types, or relative strengths of these creatures. It simply reveals that they are in the affected area. As this spell is concerned only with spirits and not the material world, it ignores all barriers that are not made of jade, obsidian, or crystal, or summoned by magic.

## SLASH OF THE LION

Transmutation

Level: Shu 4 (Earth)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Effect: One creature

Duration: 1 round/2 levels

Saving Throw: None

Spell Resistance: No

By focusing the target's chi on the spirit of the lion, you can grant a creature several bonuses for unarmed combat. The target may make an additional attack per round at his highest attack bonus, but all of his attacks suffer a -2 penalty (this is cumulative with the flurry of blows special ability of the monk class). The target also gains a +4 enhancement bonus to Dexterity and a +4 circumstance bonus to damage rolls for unarmed combat. The target's bare-handed attacks are considered to be armed, and do 1d6 damage (unless they naturally do greater damage than this).

## SLUMBER

Transmutation

Level: Shu 9 (Earth), Drd 9

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: Special

Saving Throw: No

Spell Resistance: No

You place a willing creature in a state of suspended animation, aligning him harmoniously with all of the Spirit Realms at once. The creature becomes a being of pure jade, completely immune to all forms of attack and damage. While under the effects of this spell the target ceases to age and needs no food or sleep. Any disease, poison, or other corruptive effect within the target's body ceases all progress. The target is effectively frozen in time, though he continues to perceive the world around him. He can, in fact, perceive what happens in every Spirit Realm simultaneously, an effect that may greatly broaden his perceptions.

When this spell is cast, certain conditions must be stated that will cause the spell's duration to end, and no other effect (not even a *wish* or *miracle*) will otherwise undo it (though a *wish* or *miracle* may provide the conditions needed to fulfill the target's restoration). Some examples could be "when someone casts *heal* upon the target" or "when we return with an antidote for the poison," or "when seventy-five goblins kneel before the Emperor," or "on the next Day of Thunder" or anything else that could reasonably occur. Keep in mind that in a mystical land such as Rokugan what is "reasonable" may be very strange indeed. The DM is the final arbiter of whether or not the conditions that will undo *slumber* are reasonable.

A shugenja who casts *commune with elements* on the jade statue automatically learns the conditions that must be met to undo the spell.

## SOUL SWORD

Transmutation

Level: Shu 5 (Earth)

Components: V, S, DF

Casting Time: 1 hour

Range: Touch

Target: Object touched

Duration: Permanent

By means of this spell, you may transfer all enchantments in place upon a willing samurai's ancestral daisho to another melee weapon (or another daisho) owned by that samurai. This is only done in the rarest of instances, and the recipient will usually seek out the permission of his daimyo, sensei, and family before undertaking such a serious act. Some warrior families have a strong affinity for a weapon other than the katana (e.g. the Daidoji family's widespread use of the spear) and use of this spell is slightly more common among those families.

The weapon to be transferred to must be a non-magical masterwork weapon prior to the casting of the spell. The new weapon is in all ways considered to be the samurai's daisho for purposes of the class ability. This spell may be used on a broken ancestral daisho only if all pieces are present, and only if cast within 24 hours of the daisho's destruction (this restores any XP lost for the destruction of the daisho; see the Ancestral Daisho section in this book, page 60).

**XP cost:** 1,000 XP, which may be spent by the caster or the owner of the daisho.

## SPEED OF BREATH

Transmutation

Level: Shu 1 (Air)

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 2 rounds/level

Saving Throw: Yes (Harmless)

Spell Resistance: Yes (Harmless)

This spell speeds the target's actions and movements, allowing him to move as if a breeze.

For the duration of the spell, the target gains a +2 haste bonus to his AC, and his movement rate (by foot or spell) is increased by 50% as an enhancement bonus. The target of the spell also gains a +2 haste bonus to all Reflex saves.

## SPEED OF THE WATERFALL

Transmutation

Level: Shu 1 (Water)

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Developed by the Iuchi family of the Unicorn Clan, this spell was designed to assist riders along long journeys.

While this spell is in effect, the target creature's speed is tripled while moving across level terrain or in a downhill direction.

## SPIRIT OF WATER

Transmutation

Level: Brd 1, Shu 1 (Water)

Components: V, S, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You may call upon the spirits of water to aid others who perform deeds in your place. You imbue the target with an additional partial action when the spell is complete.

## STAND AGAINST THE WAVES

Conjuration

Level: Brd 4, Shu 3 (Water)

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

There are countless tales throughout Rokugan's history of a single brave samurai standing against numerous foes and triumphing despite the odds. The chances that such tales are true are greatly increased when a shugenja like yourself is present.

This spell grants the target an additional attack at his highest base attack bonus for every five caster levels you have attained. All attacks made by the target during the round he is affected by this spell suffer a -5 penalty.

## SPIRIT SIGHT

Divination

Level: Clr 3, Shu 3 (All), Sor/Wiz 5

Components: V, S, DF

Casting Time: 2 actions

Range: 75 ft.

Area: Quarter circle, emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level

Saving Throw: None

Spell Resistance: No

You can sense the presence of spirit beings (creatures with the spirit subtype or undead creatures possessing the incorporeal subtype). The amount of information revealed depends on how long you spend studying a particular area or subject.

**1st round:** Presence and number of entities (as per *sense spirit*).

**2nd round:** Identity and relative power of entities. Any entities that have remained within the affected area for the full two rounds are identified by name and their effective challenge rating is revealed.

**3rd round:** The strength and location of such entities that have been within the affected area during the last 48 hours. If they are not currently within the affected area, then you can discern their direction and challenge rating, although not their exact identity or location.



As this spell is concerned only with spirits and not the material world, it ignores all barriers that are not made of jade, obsidian, or crystal, or summoned by magic.

## STAR-FILLED STEEL

Abjuration  
**Level:** Shu 4 (Earth), Wuj 4 (Metal)  
**Components:** V, S, DF  
**Casting Time:** 8 hours  
**Range:** Touch  
**Target:** Object touched  
**Duration:** Permanent

The creation of the Fortune of Steel, Tsi Xing Guo, this spell allows you to place a portion of your own essence within a blade, greatly strengthening the steel against wear and damage.

A target metal weapon gains +5 hardness and +5 hp. A weapon may only be targeted by this spell once.

**XP cost:** 100 XP.

## STRIKE OF FLOWING WATERS

Transmutation  
**Level:** Shu 5 (Water)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** One creature  
**Duration:** 1 round  
**Saving Throw:** Fortitude negates (harmless)  
**Spell Resistance:** Yes (harmless)

Like a swiftly flowing river, the target's melee attacks flow through and around armor. All of the target's melee attacks are touch attacks for the duration.

## SUITENGU'S SURGE

Evocation  
**Level:** Shu 0 (Water), Sor/Wiz 0  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Short (25 ft. + 5 ft./2 levels)  
**Effect:** Ray  
**Duration:** 1 round  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

A ray of lethargy-inducing energy numbs the reflexes of one target creature. If the target fails its save, it misses its next attack of opportunity during the duration of the spell.

## SURGING SOUL

Enchantment  
**Level:** Shu 3 (Water)  
**Components:** V, DF  
**Casting Time:** 1 full round  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 minute/level (until discharged)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

While many associate the focused violence of an iaijutsu duel with the harsh flaring energies of Fire, the spirits of Water are not without their own surging nature. You may prepare a target's inner energies to crash down upon his foes with the force of an ocean wave, sweeping aside a lesser foe.

The target receives a circumstance bonus equal to his Will save for his next Iaijutsu Focus skill check.

## SYMBOL OF AIR

Enchantment (Compulsion)  
**Level:** Shu 5 (Air)  
**Components:** V, S, DF  
**Casting Time:** 1 minute  
**Range:** Touch  
**Effect:** See text  
**Duration:** Permanent  
**Saving Throw:** Will negates (see text)  
**Spell Resistance:** Yes (see text)

You create a glowing kanji representing the element of air that etches itself on the surface of an object. The kanji creates an emanation that lulls to sleep any creature within 25 feet. Creatures who fail the save are put to sleep for (10 minus affected creature's HD) rounds. You are immune to your own *symbol of air*.

The kanji is destroyed and the spell ends if the object with the symbol of air on it is moved.

## SYMBOL OF EARTH

Abjuration  
**Level:** Shu 5 (Earth)  
**Components:** V, S, DF  
**Casting Time:** 1 minute  
**Range:** Touch  
**Effect:** See text  
**Duration:** Permanent  
**Saving Throw:** Will negates (see text)  
**Spell Resistance:** Yes (see text)

You create a glowing kanji representing the element of earth that etches itself on the surface of an object. The kanji creates an emanation that stuns any creature within 25 feet. Affected creatures are entitled to an additional saving throw each round to throw off the effects of the stun, and cannot leave the area until they successfully save, the symbol's power is negated, or they are physically removed from the symbol's presence. You are immune to your own symbol of earth.

The kanji is destroyed and the spell ends if the object with the *symbol of earth* on it is moved.

## SYMBOL OF FIRE

Abjuration  
**Level:** Shu 5 (Fire)  
**Components:** V, S, DF  
**Casting Time:** 1 minute  
**Range:** Touch  
**Target:** See text  
**Duration:** Permanent  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

You create a glowing kanji representing the element of air that etches itself on the surface of an object. The kanji creates an emanation that blinds any creature within 25 feet. You are immune to your own *symbol of fire*.

The kanji is destroyed and the spell ends if the object with the symbol of fire on it is moved.

## SYMBOL OF WATER

Abjuration

Level: Shu 5 (Fire)

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Target: See text

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You create a glowing kanji representing the element of water that etches itself on the surface of an object. The kanji creates an emanation that causes any creature within 25 feet to become panicked, running from the area in a random direction, with a 50% chance of dropping whatever they are holding. You are immune to your own symbol of water.

The kanji is destroyed and the spell ends if the object with the symbol of water on it is moved.

## TAMORI'S CURSE

Transmutation

Level: Shu 4 (Fire)

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/2 levels

Saving Throw: Will negates

Spell Resistance: Yes

Agasha Tamori, the only Agasha shugenja who chose to stay behind with the Dragon

Clan when his family left for the Phoenix clan, developed this spell to insure against Agasha initiates and other shugenja who wished to misuse the gift of the fire kami and magic. The target of this spell cannot use spells or spell-like abilities that have a fire descriptor. The target may attempt to use such abilities, but will find them completely ineffective when he does so.

## TIDES OF BATTLE

Transmutation

Level: Shu 8 (Water), Clr 8

Components: V, S, DF

Casting Time: 5 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One creature/level

Duration: 1 minute/level

Saving Throw: Will negates (Harmless)

Spell Resistance: Yes

Water is the element not only of clarity and strength, but also of battle. This spell excites the local mikokami to assist your army and carry it to victory. This spell may target a number of creatures up to your caster level. You may select yourself as one of the targets. Bonuses received from this spell are enhancement bonuses.

Each character class benefits from this spell in a different way. Multiclass characters may only choose one benefit to receive.

**Samurai:** +2 bonus to all attack and damage rolls, +3 bonus to AC, +3 bonus to all saves.

**Fighter:** +3 bonus to all attack rolls, +2 bonus to all damage rolls, +3 bonus to all saves.

**Cleric, Druid, Shugenja, Wizard:** +2 bonus to AC, +2 bonus to Concentration checks, and +2 DC to all spells cast.

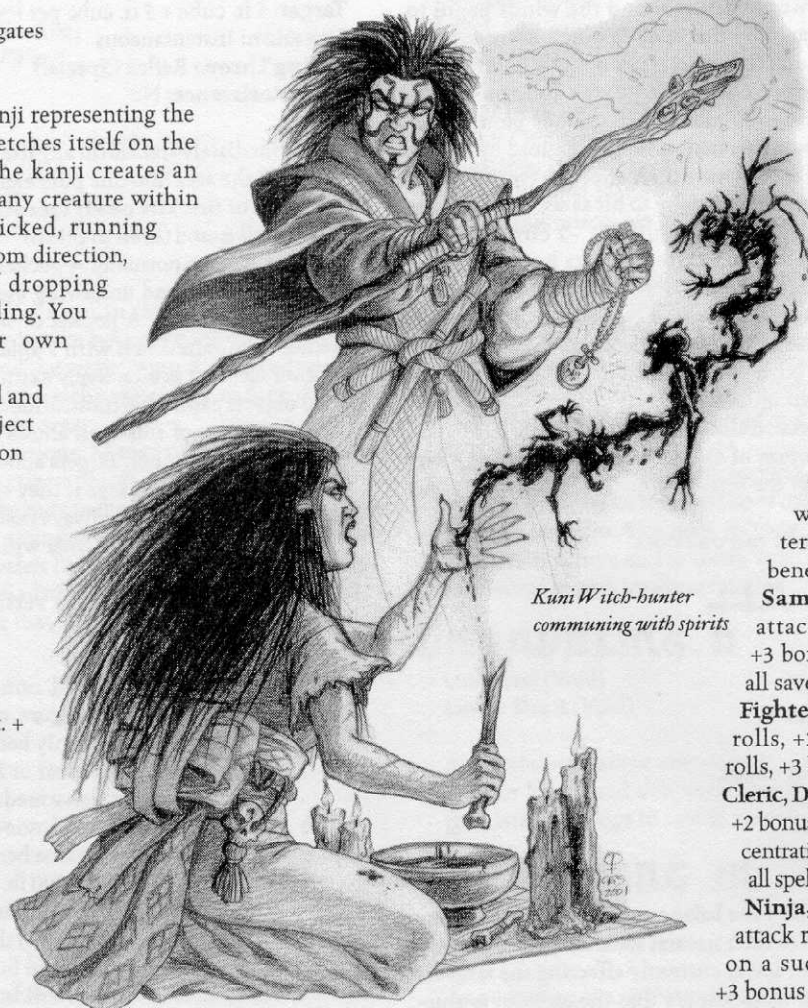
**Ninja, Rogue:** +1 bonus to all attack rolls, +2d6 damage done on a successful sneak attack, +3 bonus to AC.

**Berserker:** +5 bonus to all attack and damage rolls.

**Inkyo, Monk:** +2 bonus to all attack and damage rolls, saves, and AC, plus two Void Points (only usable if the target possesses the Void Use feat). These extra Void Points are lost if not used before the spell's duration ends.

**Courtier:** +2 to all attack rolls, proficiency in all martial weapons for the duration of the spell.

**Other Classes:** +2 bonus to attack and damage rolls and to AC, +10 temporary hit points.



*Kuni Witch-hunter  
communuing with spirits*



## TORRENTIAL RAIN

Conjunction (Creation)  
 Level: Shu 4 (Water)  
 Components: V, S, DF  
 Casting Time: 6 rounds  
 Area: 2-mile radius, centered on the caster  
 Duration: 6 hours  
 Saving Throw: None  
 Spell Resistance: No

This spell calls upon the fury of Osano-Wo, the Fortune of Fire and Thunder, to unleash the full fury of the storm upon the area. As the spell is cast, dark clouds gather in the sky. If the spell is successfully cast, in two rounds the clouds begin to drop a relentless downpour of rain and the winds begin to howl. The storm created by this spell is much more intense than a natural storm, and though it is not directly damaging, it is useful for making everyone in a large area quite miserable.

Between the omnipresent rain and the clouds blotting out sunlight, visibility and movement rates are reduced by 75% in the storm. All ranged attacks have their effective range halved, and suffer a -7 circumstance penalty to hit as severe winds rip through the area. Melee attacks suffer a -2 circumstance penalty. All Spot, Search, and Listen checks have a -10 circumstance penalty. Most open flames in the area (candles, torches, lanterns, etc.) are snuffed out within the round. Depending on the size of the flame, this may take longer. A fire that threatens to burn down a kyuden may take upwards of ten rounds to be extinguished.

A shugenja who successfully casts this spell has a 1% chance of attracting the attention of Osano-Wo, who demands a service of the shugenja in the form of a quest that must be completed within a year.

This spell may only be cast outdoors.

## TOUCH OF ALL

Transmutation  
 Level: Shu 1 (Void)  
 Components: V, S, DF  
 Casting Time: 1 action  
 Range: 20 ft.  
 Target: One creature or object  
 Duration: Instantaneous  
 Saving Throw: None  
 Spell Resistance: No

With this spell, you adjust the balance of elements within one object or creature toward their natural state. Any spell or spell-like effect of 1st level or lower currently affecting the target is dispelled as if by *dispel magic* except that the attempt is automatically successful.

## TOUCH OF THE VOID

Enchantment (Mind-affecting) (Void)  
 Level: Shu 0 (Void)  
 Components: V, S, DF  
 Casting Time: 1 action  
 Range: 10 ft.  
 Target: One creature  
 Duration: 1 round  
 Saving Throw: None  
 Spell Resistance: Yes

This spell allows you to cause a minor disturbance in or around a creature's Void. The spell must target a Medium-size or smaller humanoid of 5 HD or fewer. The target loses his next action, but is not stunned. This spell does not affect creatures that have two or more Void Points at the time of casting, or who do not possess the Void Use feat.

## TRANSFORM

### (DRAGON SECRET SPELL)

Transmutation  
 Level: Shu 9 (All)  
 Components: V, S, DF  
 Casting Time: 1 action  
 Range: Medium (100 ft. + 10 ft./level)  
 Target: 5 ft. cube + 5 ft. cube per level  
 Duration: Instantaneous  
 Saving Throw: Reflex (Special)  
 Spell Resistance: No

You immediately transform any fire or unattended, non-living matter in the area into one pure element of your choice: earth, air, water, or fire. The newly created materials remain in place for one full round (even in midair) despite any external effects and then behave normally. A pocket of air, for example, would remain coherent and unmoving even in the midst of a hurricane for one round. A pocket of water would hover for one round, then rain down with a splash. Fire transformed into another element is effectively extinguished. Magical or awakened objects cannot be transformed.

Each version of this spell allows Reflex saves to lessen the effect in some manner. Targets allowed a Reflex save to "jump clear" are denied their save if they cannot possibly jump clear of the area. This spell is always cast as a spell of all elements (meaning that even a shugenja with elemental focus in earth can cast the air version).

The specific effects of each version of the spell are as follows:

- Air** All fire and unattended, non-living material in the affected area becomes pure, clean air. A target standing on earth which suddenly becomes air must make a Reflex save to jump clear or it will take falling damage. Flying targets are unharmed.
- Earth** All fire and unattended, non-living material — including air — within the area becomes soft earth. The earthen block weighs 200 lb. per 5-foot cube and has 5 hit points per inch of thickness. If dropped from any height it does damage as a falling object (see the *DUNGEON MASTER'S Guide™*) and buries those beneath it. Those already trapped inside when the block falls take half damage as the earth absorbs much of the impact. Encased or buried creatures that fail a Fortitude save begin to suffocate. Those who make their save are buried in a relatively loose area; they can breathe and dig themselves free normally. The earth created by this spell is extremely fertile and excellent for growing crops.
- Fire** All unattended, non-living material — including air — within the area suddenly becomes a blazing inferno. Objects do not catch on fire; they literally become fire, so those within the area may suffer falling damage if the earth beneath their feet suddenly vanishes (Reflex save to jump clear). The fire does 15d6 damage on the

first round (Reflex save half) and then burns out if there is not sufficient fuel to support it.

**Water** All fire and unattended, non-living material — including air — within the area suddenly becomes water. The water holds its shape for one full round and then behaves normally. Any fire elementals in the area immediately take 20d6 damage (Reflex save half). Targets standing on earth which becomes water must make a Reflex save to jump clear or fall into the water. The water created by this spell is clean, pure, and excellent for drinking.

This spell is known only to the shugenja of the Dragon Clan.

## TURMOIL

Enchantment [Mind-Affecting]

**Level:** Shu 9 (Fire), Sor/Wiz 9

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** 1 creature

**Duration:** Permanent (D)

**Saving Throw:** Special

**Spell Resistance:** Yes

You implant an angry fire kami in the depths of the target creature's mind, causing him to become consumed with pain and madness. Each round the target is mentally faced with his own inadequacies, and may choose either to face them or suffer the pain of past mistakes.

If the target takes no actions, he may make a Fortitude save each round to resist the effects of this spell for that round only. If he takes any action, he may make a Will save, suffering 1d8 permanent damage to a randomly chosen ability score if he fails. If he chooses to forfeit his Will save, he takes no damage but is consumed by madness for that round, acting as if affected by *confusion* for that round.

## UNBOUND

Transmutation

**Level:** Shu 7 (Void)

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** One creature

**Duration:** Permanent

**Saving Throw:** See text

**Spell Resistance:** Yes

As Void is the element that binds the other four elements together, one who is proficient in manipulating it can cause a great imbalance in the elements within a creature. This spell 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 a creature to affect (earth, fire, water, air, or void).

**Earth** The target's Constitution and Wisdom are reduced to 1. The target may make a Fortitude save to negate this effect.

**Fire** The target's Intelligence and Dexterity are reduced to 1. The target may make a Reflex save to negate this effect.

**Water** The target's Strength and Wisdom are reduced to 1. The target may make a Will save to negate this effect.

**Air** The target's Dexterity and Charisma are reduced to 1. The target may make a Reflex save to negate this effect.

**Void** The target loses all Void Points and cannot recover Void Points for 24 hours.

Characters with lowered ability scores may lose the ability to cast spells, depending on their class. The target remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effects.

## UNRAVELING

Universal (Void)

**Level:** Shu 2 (Void)

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** One spellcaster

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

As with most material things, magic requires a balance or absence of Void to come into being. When you cast *unraveling*, you alter the Void within a spellcaster's spell, ruining the magic. *Unraveling* may be cast as a counterspell to any 0-level, 1st-level, or 2nd-level spell, though you must successfully identify the spell you are countering with a successful Spellcraft check.

The caster of the spell may expend a number of Void points equal to the level of the spell he is casting to prevent his spell being countered. You may, in turn, spend 2 Void Points to negate this action, and so forth, until one of you is out of Void or chooses to give up the struggle.

## UNRAVELING II

Universal (Void)

**Level:** Shu 3 (Void)

As *unraveling*, except *unraveling* II may counter magic of 3rd level or lower, and you must spend 3 Void Points to counter the caster's attempt to cancel your counterspell.

## UNRAVELING III

Universal (Void)

**Level:** Shu 5 (Void)

As *unraveling*, except *unraveling* III may counter magic of 4th level or lower, and you must spend 5 Void Points to counter the caster's attempt to cancel your counterspell.

## UNRAVELING IV

Universal (Void)

**Level:** Shu 6 (Void)

As *unraveling*, except *unraveling* IV may counter magic of 5th level or lower, and you must spend 6 Void Points to counter the caster's attempt to cancel your counterspell.



## UNRAVELING V

Universal (Void)  
Level: Shu 8 (Void)

As *unraveling*, except *unraveling V* may counter magic of 7th level or lower, and you must spend 8 Void Points to counter the caster's attempt to cancel your counterspell.

## VOICE OF THE VOID

Transmutation  
Level: Shu 3 (Void)  
Components: V, S, DF  
Casting Time: 1 turn  
Range: Personal  
Effect: You  
Duration: 1 hour/2 levels  
Saving Throw: None  
Spell Resistance: No

By extending a substantial portion of your own essence into the very pattern of the Void, you allow yourself greater physical freedom in casting spells for a period of time. Once the spell is cast, the verbal prayers and sutras needed to cast the divine spells of a shugenja are heard through the Void as your spirit speaks them through that medium only.

While this spell is in effect, you may cast spells as if they had no verbal component, and all Spellcraft checks to discern what spell you are casting have their DC raised by 2.

## VOID STRIKE

Evocation [Void]  
Level: Shu 5 (Void)  
Components: V, S, DF  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: Ray  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: Yes

Though Void is not a destructive force, it must remain in balance with the other elements within a solid substance or it can overwhelm its vessel. This spell focuses a bolt of pure Void at the target, bestowing 1d4 negative levels and dealing 5d6 damage. One fewer negative level is bestowed and one fewer die of damage is inflicted for each Void point the character currently has (creatures without the Void Use feat are considered to have no Void Points). The negative levels last for only two hours, and do not last long enough to become permanent.

## WARNING FLAME

Enchantment  
Level: Shu 4 (Fire)  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: 1 minute/level

A hyperactive fire kami takes root in your mind, displaying a sense of your surroundings that even the most highly trained samurai need envy. You can sense a single breath from across a room.

The caster does not lose his Dexterity bonus to armor class even if flat-footed, and cannot be flanked.

## WHISPERED BLADE

Conjuration (Creation) [Void]  
Level: Shu 4 (Void)  
Components: V, S, DF  
Casting Time: 2 rounds  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: One 3-ft. blade of force  
Duration: 1 round/level  
Saving Throw: Will negates  
Spell Resistance: Yes

This spell brings into being a shimmering plane of force shaped like the blade of a katana. This weapon is almost invisible, detectable only by a faint distortion in the light around it. The *whispered blade* appears up to three feet away from you, but may move at a speed of 30 to the maximum range of the spell. You direct the blade's movement, and you may attack with it, modifying your attack rolls by your base attack modifier and current number of Void Points. The blade strikes with a +2 bonus due to its near-invisibility.

If the blade strikes, it deals 2 points of temporary Wisdom damage, plus 1d4 void damage. Anyone struck by the blade may make a Will save to negate the blade's Wisdom damage each time it strikes. When the blade strikes a character with magic resistance for the first time, the blade is dispelled if the magic resistance check succeeds. If the check fails, the character may make no further magic resistance checks against that blade and will be damaged by it normally.

## WHISPERS OF THE KAMI

Divination  
Level: Shu 0 (Fire)  
Components: V, DF  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: Instantaneous

You receive a brief glimmer of insight, just enough to allow you to act more decisively. Your initiative check is improved by 1. This spell may be cast as a free action, and counts toward the limit of casting one quickened spell per round.

## DESCRIPTORS

Two new descriptors, *Ancestor* and *Void*, are introduced in this book.

*Ancestor* spells involve communing with or summoning ancestors. Characters with the Full Blood Kitsu Ancestry feat may learn these spells more easily.

*Void* spells do direct damage by summoning pure Void to break down the bonds between elements. Void Disciples and characters with the Ishiken-do feat can affect Void damage with any spells that alternately affect acid, cold, electric, fire, and sonic damage (such as *endure elements* or *resist elements*).

## WHISPERS OF THE LAND

Evocation

Level: Drd 1, Rgr 1, Shu 1 (Earth)

Components: V, S, F, DF

Casting Time: 1 action

Range: 60 ft.

Effect: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 hour per level

Saving Throw: None

Spell Resistance: Yes

A spell often used by Jade Magistrates and other officers of the law, *whispers of the land* allows you to track a target wherever he may be, revealing any foot-print, any object touched, any piece of evidence that has been disturbed by the person in question. All such traces are become readily visible if you focus upon an area, as follows.

**1st round:** You know whether or not the target has been in the area within the last 24 hours.

**2nd Round:** Foot-prints and items touched by the target in the last 24 hours seem to glow when you look at them.

**3rd Round:** You know exactly how long it has been since the target was last in the area.

This powerful tracking spell has certain inherent limitations. Due to the intense concentration required by this spell, you may not travel faster than a walk. If the target swims across a river or other swiftly moving body of water, the trail is ruined, as the water he has touched quickly flows out of range. The trail might still be taken up on the other side, and footsteps on the bottom of the river or stream will still be revealed. If used in an area strong in the Taint, there is a cumulative 10% chance per hour that the trail will instead lead you to some powerful Shadowlands monster rather than your intended quarry.

**Focus:** A bit of hair, a few drops of blood, or an article of clothing worn by the target within the last month.



*Mask of the Mountains*

## WHISPERS OF TWILIGHT

Enchantment (Compulsion) [Mind-affecting, Sonic]

Level: Shu 4 (Air)

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Living creatures, no two of which may be more than 30 ft. apart

Duration: 5 minutes/level

Saving Throw: Will partial

Spell Resistance: Yes

Conceived of by a Fox shugenja nearly 50 years ago, this spell asks the local air kami to lull creatures into a gentle but deep slumber. All living creatures within the area with 3 or fewer HD are unable to resist the whispers that they hear, enticing them to sleep. They are automatically put to sleep for the duration of the spell with no saving throw. All living creatures with 4 through 10 HD must make a Will save or be put to sleep for the duration of the spell. If an individual saves, he suffers a -4 competence penalty for the duration of the spell. Creatures with more than 10 HD are unaffected, although they can hear the whispers.

## WHOLENESS OF THE WORLD

Transmutation

Level: Shu 1 (Earth)

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

It is the nature of Earth to resist change. By strengthening the forces of earth within yourself or another you can help them to resist unwanted changes in their state of being.

The target's skin takes on a slightly grayish cast and ignores the first two points of ability score damage from any source for the duration of the spell.

## WINDS OF AGGRESSION

Invocation

Level: Sor/Wiz 3, Shu 3 (Air)

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Creates a gust of wind (10 ft. wide by 10 ft. high) emanating out from the caster to the extreme of the range

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Calling upon the air spirits for aid, you bring forth a great striking fist of wind. It gathers up any small loose objects, sand, and even dust, and hammers the target with a blinding spray of debris.



All creatures in the path of the spell must make a Reflex save to avoid being blinded (1 round/level; maximum 10 rounds) and taking damage (1d4/level; maximum 10d4). A successful save negates the blindness and halves the damage.

## WISDOM OF THE AIR DRAGON

Abjuration

Level: Shu 6 (Air)

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Duration: 1 round/level

The spirit of the air dragon suffuses you with powerful mastery of magic. Once per round as a free action, you may attempt to counterspell enemy spellcasters within the range of this spell as a free action, even if you do not have a held action prepared. You still must identify the spell and cast an appropriate counterspell.

## WOODEN PRISON

Transmutation

Level: Shu 7 (Earth)

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Permanent

Saving Throw: Special

Spell Resistance: Yes

This spell is often used by the shugenja of the Scorpion clan to punish traitors to their clan. The forest of Traitor's Grove is littered with past Scorpion traitors permanently transformed into trees.

You permanently transform the target creature into an immobile leafy wooden form, rooted to the ground like a tree. Targets with 100 hp or less are not entitled to a saving throw. Other targets may make a Fortitude save to negate the effects.

The target gains a +10 natural armor bonus to AC and becomes immune to critical hits, but has an effective Dexterity, Strength, and Charisma score of zero. The subject's gear is transformed along with him. While in tree form, the creature does not sleep or age and requires no sustenance other than that normally required for a tree. While in tree form, the subject is subject to any spells which affect wood or plants. A transformed creature does not radiate magic, though a close inspection will reveal the tree's unusual shape. A wooden prison cannot be negated by *dispel magic*. A second casting of this spell reverses the effect, as does *break enchantment*.

Any creature with natural shapeshifting abilities may resume its natural form as a standard action.

## YUKI'S TOUCH

Transmutation

Level: Shu 4 (Water)

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: One body of water, up to 15 sq. ft./level

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes a body of water to freeze in a way of your choosing. This area of water cannot be any larger than the spell's area of effect. When this spell is cast, you may affect any part of the water you can see (usually the surface), and choose to shape a form of ice from the water. This spell may cause the water to rise from its original height, but no more than five feet in any location. A typical use of this spell is to cause water to freeze across a body of water to form a bridge. 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, such as magically created fire. Otherwise it remains intact until the spell is ended, at which time it melts normally.



## CHAPTER FOUR:

# MAGIC ITEMS

## NEMURANAI

The kami move through all things, even man-made creations such as swords, armor, and figurines. Usually these spirits are in a deep slumber, rarely taking an interest in the events of the mortal world. When they become awakened, they fill the item in which they reside with vibrant energy, and it becomes a "nemuranai." Such awakened items take on magical properties. The slumbering spirits within an ordinary item can be encouraged to awaken by a persuasive shugenja, or can at times awaken when affected by extraordinary events. Due to the inherent intelligence of all magical items in Rokugan, there are a number of things to consider when introducing nemuranai in your campaign.

## INTELLIGENCE AND EGO

Rules for intelligent magical items can be found in the *DUNGEON MASTER'S Guide*.™ All nemuranai are to some degree intelligent but most do not possess the standard capabilities of an intelligent item. Unless specifically stated otherwise, all nemuranai have Intelligence 2, Wisdom 2, and Charisma 2, and an effective Ego of 0. A nemuranai has no form of communication, abilities, extraordinary powers, or special purpose. Its alignment and honor are the same as that of its creator, or of whoever owned it when it was spontaneously enchanted. If a shugenja wishes to create an intelligent item with the abilities listed in the *DUNGEON MASTER'S Guide*,™ he may do so by meeting all of the costs and requirements listed in that book.

While the low Ego of nemuranai ensures that they have little chance of demanding concessions from any but the weakest owners, any nemuranai can withhold its power from a wielder it deems unworthy. A nemuranai's intelligence does not add to its market value (unless it actually has communication, extraordinary powers, a special purpose, or other greater intelligent item abilities). Nemuranai taken to another campaign settings may be worth more money out of curiosity value, though it is unlikely a nemuranai would choose to remain awakened if taken outside the Empire and sold to a gaijin.

## SPONTANEOUS ENCHANTMENT

Nemuranai can be intentionally awakened by a shugenja, but far more often they awaken spontaneously, becoming magical without the aid of a spellcaster. Proximity to a great individual is the most frequent cause for an item awakening. The armor worn by the legendary general Sun Tao, for example, is one of the most powerful nemuranai in the Empire. The ancestral daisho ability possessed by members of the samurai character class is a minor example of this phenomenon.

Though Rokugan is often perceived to be a setting lacking in magic items, this perception is largely due to the nature of nemuranai. Superstition is a powerful force, and the kami are very reactive to human emotion. Most Rokugani carry at least one "lucky" item to ward off evil spirits, prevent disease, increase battlefield prowess, or provide some similar blessing. If carried long enough and believed



in fervently, the spirit living within an item may be awakened by the attention. A shugenja who casts *detect magic* on a busy street in Otosan Uchi would be surprised to discover how many lucky charms and ancestral heirlooms hold some minor measure of power (effectively becoming *haori of resistance*, *rings of protection*, *stones of good luck*, etc.). These nemuranai are such an ingrained part of everyday life that Rokugani pay them little mind.

The magic of spontaneously enchanted nemuranai is derived from a strong kinship between item and owner. If such an item is stolen, it will cease to function as magical. Thus, such items have very little value as treasure. Nemuranai generally do not mind being transferred if the new owner is similar to its original owner in alignment, honor, family, clan, or demeanor, and the transfer of ownership was not involuntary. If the nemuranai is given freely by its former possessor, the enchantment remains in almost all cases.

## TYPES OF MAGIC ITEMS IN ROKUGAN

### ANCESTRAL (SENZO)

*Senzo* are the oldest nemuranai, awakened items that have become so powerful that they have become permanently magical. Any nemuranai owned by a legendary individual (15th level or higher) for the majority of his career, or passed down through three separate generations, is an "ancestral" nemuranai.

*Senzo* have 1d4 additional Intelligence, Wisdom, and Charisma, and +5 Ego. Such items may withhold their magical abilities indefinitely with no chance of becoming permanently non-magical. *Senzo* withholding their powers still register to *detect magic* or similar effects, though the caster notes a muddled haze of discontent in the item's magical aura. If a shugenja attempts to commune with such an item, it will identify its proper owner and demand to be returned.

### CREATED (SHOKUNIN)

Created nemuranai, or *shokunin*, are items intentionally awakened by a shugenja. Like *senzo*, their enchantment is permanent, though they may withhold their abilities from an unworthy possessor, and while doing so radiate as magical (and unhappy) to *detect magic* and similar effects. These items are always of high quality and are often marked with religious symbols. A shugenja that examines a nemuranai can determine if it is *shokunin* with a Spellcraft check vs. DC 20.

Item creation rules in Rokugan are unchanged; the same physical conditions must be provided and the same expendi-

tures of wealth and experience must be met. Masterwork items must be used to intentionally create nemuranai, for only the purest materials lend themselves to the rituals used to permanently awaken a slumbering kami.

Shugenja never create nemuranai without good reason. Those who create frivolous magic items gravely insult the spirits they claim to serve. Shugenja regard the ability to awaken nemuranai with the same respect and reverence as the ability to create life. A shugenja would never create a magic item without good purpose, and would never allow a nemuranai to fall into undeserving hands. Ironically, because it is established that shugenja do not give nemuranai lightly, these items are most frequently created as gifts. The gift of a nemuranai is a great honor for both the giver and the recipient. Nemuranai can be given to reward heroic samurai, or to honor the shugenja's own noble lord.

### EPHEMERAL (HAKANAI)

Single-use items such as potions, scrolls, staves, talismans, and wands are not nemuranai, and are not intelligent. These items, collectively referred to as *hakanai*, are best described as spells left in stasis. The same holds true for any item with a finite

number of charges or that becomes inert after a certain number of uses (such as a *ring of the ram* or *gem of brightness*). *Meishodo* (see *Rokugan*,™ page 89) also fall into this category. Though they are not temporary, they are not intelligent; they are simply tools used to

facilitate communication with the kami. Magic items created by arcane spellcasters in Rokugan are not innately intelligent, and thus are also classified as "ephemeral" items.

### QUEST

#### (TANKYU)

Occasionally a shugenja calls upon the power of a slumbering kami to accomplish a particular task, or to help a samurai fulfill a specific quest. This generally occurs during times of great need when a powerful item must be created rapidly. Such items are usually referred to as *tankyu* or "quest nemuranai" and can be created by any shugenja of 10th level or higher with the appropriate Craft feat.

Quest nemuranai cost only 50% of a normal magic item's cost in gold and experience. They take only half the normal time to make (this is in addition to the abbreviated creation time due to the item's lower cost). These items must be created with a specific, willing user in mind, and this user must be present during the item's creation. While creating the item, the shugenja must state the purpose for which the item is being crafted. This must be something that could reasonably be accomplished within the next six months, and it must be something that the item could help accomplish.

For example, the shugenja could enchant a +3 *flaming dai-kyu* with the quest "defeat the Dragon Clan in this war." He could not create a *kimono of charisma* +6 with the same quest without giving more specific information, although "Defeat the Dragon Clan by undermining their representative in



Magic Items

Otosan Uchi" would be an acceptable qualification. A shugenja may not make more than one quest nemuranai per year. Frivolous or impossible quests are ignored by the kami within the item, causing the entire process to fail.

A quest nemuranai does not function for anyone other than its intended user. When not being carried by that character, it becomes inert and non-magical. If not carried by its user for more than twenty-four hours, the quest nemuranai becomes permanently non-magical. While carrying the quest nemuranai, the user suffers the effects of a *geas* that forces him to fulfill the quest, and prevents him from intentionally discarding the nemuranai. After the quest is fulfilled, the nemuranai becomes non-magical. If six months pass without fulfilling the quest, the nemuranai becomes non-magical.

If the quest is fulfilled successfully and the item is returned to the shugenja who originally enchanted it, he may place upon the item any permanent enchantment that he could normally produce for twenty percent less experience and gold than the normal cost.

### TAINTED ITEMS (SOKONAU)

Occasionally pure nemuranai are lost in the Shadowlands and corrupted. Sometimes, kansen infest a non-magical item, awakening it with dark power. Unlike the corruption of mortal beings, there does not seem to be any way to accurately predict when a magic item left exposed to the Shadowlands Taint will become corrupted. If an a character is properly protected from the Taint due to jade or magic, then his items are protected as well. If an item contains any jade or crystal it is likewise immune to corruption (at least until the jade decays). Otherwise, it is left entirely to the DM's discretion whether items left exposed to the Taint contract the Shadowlands Taint.

Tainted items, or *sokonau*, have a single purpose — to destroy that which is not corrupt. To that end, corrupted nemuranai have a higher Ego than standard nemuranai. A Tainted magic item gains +5 Ego, +10 while in the Shadowlands or other area of concentrated corruption. For the purposes of spells that detect the Shadowlands Taint, Tainted magic items have a Taint equal to their market cost divided by 2,000, rounded up, unless a Taint rank is given in the item's description.

Even simple *hakanai* seem to take on a sinister intelligence when corrupted by the Shadowlands. Tainted *hakanai* gain intelligence as if they were nemuranai, and encourage their user to activate them as frequently as possible.

Carrying a Tainted item is dangerous. At certain times (described below) the character must make a Fortitude save (DC 10 + the caster level of the item + the character's current Taint) or accumulate a point of Shadowlands Taint. For tainted artifacts, the caster level is considered to be 25. Each time the character makes this save successfully, the DC increases by 2 until it is failed, at which time the DC resets to the original amount.

When using a spell completion, spell trigger, or command word item the character must save every time the item is used. For use-activated magic items, the save must be made every hour the magic item is carried. Any Tainted magic item that must be consumed or taken into the body (such as a *potion of cure light wounds* or *incense of meditation*) automatically gives the user 1d3 additional points of Taint with no save allowed.

If either blade of a samurai's ancestral daisho becomes Tainted, the samurai automatically gains one point of Taint every 24 hours. The character may stop gaining Taint by severing his connection to his daisho; in this instance the daisho

retains its abilities and intelligence though it is no longer connected to the character. It is now an independent, evil item. (See the ancestral daisho section later in this chapter for rules on dismissing a daisho.)

Tainted items are considered to be cursed items. A Tainted character who creates a magic item must make a Will save vs. DC 20 or the item is automatically Tainted. A character may choose to fail this save and Taint an item on purpose. The Shadowlands Taint does not increase or decrease the base market value of an item (though most sane individuals avoid purchasing them).

### YOUNG (MIJUKU)

Most spontaneously enchanted nemuranai are *mijuku*, or "young." These items do not function (or even radiate as magical) if used by anyone other than their original owner unless the new owner is similar in alignment, honor, family, clan, or demeanor, and the transfer of ownership was voluntary. Such an item loses its powers permanently if not recovered by its original owner within thirty days. Most nemuranai in Rokugan are *mijuku*. Most of the time, a *mijuku*'s owner is unaware that the item he possesses is magical, though he may regard it as lucky. *Mijuku* need not be masterwork items prior to their spontaneous enchantment, though they must be important to their owner in some way.

### ITEM CREATION FEATS

Magic item creation is rarer in Rokugan than in other campaign settings. With the exceptions of shokunin, hakanai, and tankyu, magic items create themselves and shugenja are uninvolved. Shugenja who have perfected the art of awakening kami do so sparingly out of respect for the spirits. Due to the decreased frequency of item creation, the DM may wish to limit item creation feats to characters from specific families or clans, as follows.

Feats marked with a "\*" are described in *Rokugan*.™

### BREW POTION

Only members of the Tamori and Agasha families have any expertise in creating magical potions.

### CRAFT MAGIC ARMS AND ARMOR

All shugenja families have some expertise in making magical weapons, though these items are as likely to be created by a member of the master smith prestige class as a shugenja. The Asahina's spiritual vows prevent them from making magical weapons. A Crane shugenja that takes this feat must use it only to create armor, or risk becoming an outcast from his family.

### CRAFT MEISHODO\*

This feat is known exclusively to the shugenja of the Unicorn.

### CRAFT ROD

This feat is extremely rare in Rokugan.

### CRAFT STAFF

This feat may be taken by members of any shugenja family.

### CRAFT TSANGUSURI\*

This feat is known exclusively by members of the Asahina family of the Crane Clan.



## CRAFT WAND

This feat may be taken by members of any shugenja family.

## CRAFT WONDROUS ITEM

This feat may be taken by members of any shugenja family.

## FORGE RING

These powerful items are generally made only by members of the Phoenix Clan (any family). The Isawa often give awakened rings as gifts to important individuals.

## NEMURANAI AS TREASURE

The tendency of nemuranai to favor their owners, combined with Rokugan's religious aversion to touching dead flesh, creates an environment where player characters are actively discouraged from looting fallen enemies. However, the d20 system assumes that characters of a certain level possess a certain amount of treasure. The presence of these items is taken into account when determining the Challenge Ratings of monsters, and a party without the appropriate magical items will have problems dealing with threats a more adequately equipped party would handle easily. (For more information on appropriate levels of wealth for characters of various levels, see the *DUNGEON MASTER'S Guide*.™)

With this in mind, the DM may wish to consider spontaneous enchantment as a means of ensuring that the player characters possess a suitable amount of magical equipment for their character level. Whenever a player character would normally be rewarded with magical treasure, the DM can choose to have one of the character's items become spontaneously enchanted. Such an item would have the same properties as a magical item intentionally created, such as a *bag of holding* or *bracers of armor*. A character's equipment should never be spontaneously enchanted if the character already possesses wealth equal to or exceeding the standard amount for his level. A samurai's ancestral daisho does not count toward this value.

The abilities of a spontaneously enchanted nemuranai are always determined by the DM, not the player, though the player's actions may influence the item he receives. A Scorpion rogue who always scouts ahead and sticks to the shadows may find that his armor suddenly gains the *shadow enhancement*. A Crane courtier who prides herself on her courtly aplomb may find that her hairpins are now the equivalent of a *circlet of persuasion*. Though such a character is not necessarily aware that he now owns a magic item, the DM should inform the player that he now possesses a nemuranai and inform him of all relevant properties.

Spontaneous enchantment could be used as a plot device as well, adding drama to decisive battles, turning the tide in difficult situations. A deadly Shadowlands beast suddenly draws back in terror as the player character's blade flares with holy energy. The party shugenja stares in surprise as the attacking Lion's katana is deflected by the spellcaster's (formerly) ordinary kote, now *bracers of armor* +3. Like all dramatic plot devices, be careful not to use a dramatic spontaneous enchantment too frequently or it will quickly become cliché.

For more suggestions on how to handle treasure in Rokugan, see the Treasure in Rokugan section later in this chapter.

## COMMUNING WITH NEMURANAI

The spirits within nemuranai are like any other kami, and thus shugenja can attempt to communicate with them. The 0-level spell *commune with elements* may be used to contact with the spirit within any nemuranai. Generally, the elemental type of a spirit within a nemuranai is the same as that of the highest level spell used to create it. If the highest level spell does not belong to any specific element, use the element most appropriate to the item, or assume that there is a mix of elements and thus any sort of *commune with elements* will function properly. Nemuranai can provide the usual sorts of information: what they have seen, what they have experienced, and so forth. It is interesting to note that most nemuranai are incapable of answering a question such as "what is your purpose?" or "what magical powers do you have?" Most spirits find this question as baffling as a human would find the question "What is your destiny?"

Only if an item has been used in the last 24 hours will it be able to adequately explain the magical effects it produces, and even in such a situation it will be unable to give specific details such as command words.

## THE ANCESTRAL DAISHO

"All traditions begin somewhere." — Toku

The ancestral daisho carried by members of the samurai character class deserves special consideration. An awakened sword is more than a simple weapon: it is an extension of the samurai that wields it. Ancestral daisho represent a special bond between a samurai and his weapons; in a very real sense they are the soul of the samurai. The spirit of the blade expresses everything that is pure, noble, and strong about the one who wields it.

Using the optional rules for nemuranai in this chapter, the ancestral daisho ability *always* creates intelligent weapons. The abilities of a samurai's daisho are greater than that of a typical nemuranai, but not nearly as potent as a true intelligent item. (Daisho have no inherent abilities, extraordinary powers, or special purpose). The abilities of a samurai's ancestral daisho increase depending upon its current enhancement bonus; a katana or wakizashi that is part of the daisho but which has not been improved with the ancestral daisho ability has not had its spirit awakened, and is merely a masterwork weapon. See Table 4-1.

**Ability Scores:** An ancestral weapon has Intelligence, Charisma, and Wisdom scores just like any intelligent weapon. One of these ability scores is slightly higher than the other two, and always matches the highest score of the samurai's Intelligence, Charisma, and Wisdom. Use the values on the above table, using the number after the slash for the highest ability, and the number preceding the slash for the other two ability scores.

For example, Akodo Ijiasu is a 7th level samurai with Int 12, Wis 15, and Cha 8. His ancestral daisho currently has a +2 enhancement bonus. Thus, Ijiasu's swords currently have Int 6, Wis 8, and Cha 6.

**Communication:** Ancestral daisho are capable of communication, but only with the samurai who enchanted them. A blade with semiempathy produces a strong tingle or pulse when it wishes to communicate with its wielder. A blade with empathy communicates with pure emotion, while a telepathic blade can speak freely with its owner in his own language.

Daisho cannot communicate with anyone other than their creator, though shugenja may cast *commune with elements* upon a daisho as they can on any nemuranai. Enchanted daisho are generally aware of what is happening nearby, but because they lose their abilities when separated from their creator these blades cannot be used as spies or guardians. They usually offer their services as advisors, or alert their wielder when danger is nearby.

**Ego:** Like any intelligent item, an ancestral daisho may seek to impose its will upon the wearer if their goals are in conflict. See the rules for Items Against Characters in the *DUNGEON MASTER'S Guide*. Ancestral daisho are usually in harmony with their owners, though conflicts can happen (see Daisho Honor, Alignment, and Personality, below).

## ENHANCING THE DAISHO

Like any weapon, the ancestral daisho carried by a samurai may be enhanced by a shugenja with the Craft Magic Arms and Armor feat. Any enhancement bonus placed upon an ancestral daisho by a shugenja cannot be removed later by the samurai, stacks with bonuses already in place, and follows the normal rules for enhancing an existing magic weapon: he must spend half the market price of the enhancement in koku, and 1/25th of its market price in XP. A samurai may not enhance his daisho further until the maximum ancestral daisho bonus he can place upon the swords is greater than the bonus already in place. A shugenja may not add intelligent item abilities to an ancestral daisho.

For example, consider Moto Chen, a 9th level samurai, who has enchanted a +3 katana by spending his own experience. His comrade, Iuchi Lixue, a 12th level shugenja, decides to assist Chen by placing the *frost* special ability (a +1 bonus) on his blade. To create a +3 *frost katana* from scratch would cost 16,000 koku and 1,280 experience points, but Chen has already done most of the work. Since creating a +3 katana from scratch would cost 9,000 koku and 720 XP — costs which Chen is considered to have paid — the enhancement costs Lixue only 7,000 koku and 560 experience points, the difference between making a +3 *weapon* and a +4 *weapon*.

Because Chen's weapon is now a +4 weapon, Chen will be

unable to add any further enhancement bonuses to it until he reaches at least 13th level (the level requirement for a +5 bonus). If he wishes, he may remove part of the +3 bonus to make room for other abilities, but he can never remove the *frost* enhancement placed by Lixue.

## REMOVING POWERS

As described under the ancestral daisho ability in *Rokugan*, a samurai may remove the enhancements he has placed upon his daisho. Once a blade is awakened, increased ability scores and communication methods remain even if its abilities drop below the requisite level. A samurai may not remove abilities from the blade if it would drop the weapon's bonus below +1. Once it is magical, it must remain magical.

The ancestral daisho of a samurai who loses experience levels due to death, energy drain, or other effects is unaffected, though the owner be unable to enhance the weapons' abilities until he regains the lost levels.

## LOSING A DAISHO

No self-respecting bushi would allow himself to be separated from his swords, but accidents sometimes happen. Weapons break, are lost to thieves, or are destroyed by the elements. Occasionally, a samurai must let the past go and take up a new daisho.

If either of a samurai's blades are broken or its enchantments permanently removed (through the effects of a *rod of cancellation*, for example), his connection to the blades is severed. He must make a Fortitude save (DC 15) or lose 200 experience points per class level. A successful save reduces this loss to half that amount. A samurai's experience can never drop below zero due to the loss of his daisho. A samurai who loses his blades may voluntarily sever his soul's connection to them through eight hours of meditation, causing the same experience loss.

## TAKING UP A NEW DAISHO

A samurai who has no ancestral daisho may establish a spiritual connection with a new set of blades if he wishes. He must first acquire a katana and wakizashi not currently used as ancestral daisho by another samurai, preferably a pair crafted by the smiths of his clan or otherwise somehow significant to his family. He must then meditate with the blades for eight hours in a shrine dedicated to his ancestors. At the end of this time, he must spend 500 experience points. The katana and

TABLE 4-1: ANCESTRAL DAISHO NEMURANAI TRAITS

Minimum Character Level	Weapon Bonus	Ability Scores	Communication	Ego
4	+1	4/6	None	6
7	+2	6/8	None	7
9	+3	7/9	Semiempathy	8
11	+4	9/10	Semiempathy	9
13	+5	10/12	Semiempathy	10
14	+6*	11/12	Empathy	11
15	+7*	12/13	Empathy	12
16	+8*	12/14	Empathy	13
17	+9*	13/14	Telepathy	14
18	+10*	14/15	Telepathy	15

\*A weapon can't actually have a bonus higher than +5. Use these lines and the magic weapon creation rules in the *DUNGEON MASTER'S Guide* to determine the total bonus of a weapon with special abilities. Example: A samurai whose ancestral daisho has a +4 *thundering katana* would look on the +6 Weapon Bonus line, since *thundering* is a special ability equivalent to +2.



wakizashi become that character's ancestral daisho, and he may enchant them normally. A character who takes a level of the samurai class may make his first connection to an ancestral daisho free of cost, though he must perform the meditation ritual normally.

A samurai normally acquires a daisho by inheriting it from his parents. A samurai character may pass his daisho on to another willing samurai who is without a daisho. This process removes all enchantments currently upon the blades. The swords then become the recipient's ancestral daisho, and can no longer be enchanted by the person who gave the swords away. This causes no experience loss for the samurai who gives up the blades, and he may acquire a new ancestral daisho normally. Usually a daisho is passed on only to a samurai of the same family or clan, though during wartime dying samurai have been known to pass swords to trusted comrades.

### DAISHO HONOR, ALIGNMENT, AND PERSONALITY

As intelligent items, awakened ancestral daisho have personalities of their own. The honor and alignment of these swords is the same as that of the samurai when he first enchanted them. Like any nemuranai, a daisho can withhold its powers from a user it sees to be unworthy.

An ancestral daisho serves not only as a potent weapon, but a moral compass that keeps the samurai's adherence to bushido strong and pure. Normally, a samurai's daisho does not withhold its powers, but if a samurai begins violating his code of honor, the swords may take it upon themselves to remind them what he stands for. The specific virtues favored vary from clan to clan. A Lion katana may be very unforgiving of stealth and subterfuge, while a Scorpion katana may be disappointed if it is used in a tactless frontal attack. A sword with higher Intelligence, Wisdom, or Charisma than its wielder will consider itself a superior being. Such weapons attempt to "advise" their wielders at the slightest provocation, and consider themselves the more valuable part of the partnership.

A sword's personality is a variant of the samurai's, reflecting its wielder's strongest virtues. Katana and wakizashi inherit different traits from their wielder, complementing one another to create a unique whole.

A katana's personality tends to be strong and forceful, reinforcing the boldest positive character traits of its wielder. If a samurai is brave, his katana will lust for battle. If a samurai

prides himself on his skill, his katana will seek not only to win, but to win with style. Katana are prone to snap decisions, and are more likely to rescind use of their abilities if their owner seems to be acting out of character. Katana are quick to argue, but also quick to forgive. They are eager to enter combat at their master's side.

A wakizashi's personality is usually more reflective than that of a katana, emphasizing virtues that are more valuable in the long term. If a samurai is intelligent, his wakizashi will be cautious. If a samurai is meditative, his wakizashi will be extraordinarily patient. A wakizashi is essentially forgiving of its owner's momentary transgressions, but reminds its owner of his mistakes at every opportunity.

### DISHONOR

A samurai who grossly violates his code of honor is no longer worthy to carry his ancestral daisho. Usually, this loss is neither immediate or permanent. The swords warn their owner through the bond they share that they disapprove of his actions. If the samurai continues to act dishonorably, the swords withhold their enchantment until the samurai redeems himself. If the samurai seems unwilling or unable to redeem himself, the swords lose their enchantment permanently.

What is dishonorable varies from one samurai to the next. A Scorpion samurai would value loyalty above compassion. A Lion would consider courage more important than anything else. A Crab values duty and honesty over courtly etiquette. A samurai's daisho always reflects its owner's biases; consider the personalities of the swords to be the most perfect version of its owner divided into two separate but equal halves.

### TRANSFERRING A DAISHO

An ancestral daisho has only one true user. These enchanted blades are intolerant of being transferred from one owner to another, and will withhold their powers from anyone else attempting to use them. In emergencies they have been known to make exceptions for wielders who maintain a code of honor similar to their owner. For example, if a samurai is kidnapped and his brother or close comrade takes up his blades to assist in his rescue, the daisho would temporarily maintain its powers. An ancestral daisho will not tolerate a user other than its own for extended periods of time. If the blades are frequently lost, the swords will consider their owner to be acting dishonorably and act accordingly.

TABLE 4-2: ROKUGANI STEEL IN WEAPONS AND ARMOR

Quality	Enhancement Bonus	Additional Cost (Weapons)	Additional Cost (Armor)	Hardness	Hit Points Per Inch
Fine	+1	1,500 koku	500 koku	10	30
Excellent	+2	7,000 koku	3,000 koku	15	30
Superior	+3	16,000 koku	8,000 koku	20	30
Legendary	+4	30,000 koku	15,000 koku	20	35

TABLE 4-3: ROKUGANI STEEL IN TOOLS

Quality	Enhancement Bonus	Additional Cost	Hardness	Hit Points Per Inch
Fine	+2	75	10	30
Excellent	+4	500	15	30
Superior	+6	1000	20	30
Legendary	+8	1500	20	35

# NEW SPECIAL MATERIALS

There are a number of special materials available in Rokugan, many of which have inherent properties similar in many ways to magic.

## ROKUGANI STEEL

Forging steel is a sacred art in Rokugan, and the weapons crafted of the Empire's finest steel are unlike those found anywhere else. The spirits that dwell within the finest crafted steel are nearly awakened, so fine is the metal. Weapons crafted of Rokugani steel are sharper and more accurate than normal weapons. Armor crafted of Rokugani steel is tough and durable. Such items have a natural enhancement bonus that does not stack with other enhancement bonuses. Rokugani steel retains its natural enhancement in areas where magic does not function.

Weapons and armor crafted from Rokugani steel are treated as masterwork items with regard to creation times. The masterwork quality does not affect the enhancement bonus of the weapons or the armor check penalty of the armor.

The additional cost of using finer qualities of steel depend upon the quality of the craftsmanship. Only weapons and armor that are made mostly from metal are significantly affected by being crafted of Rokugani steel. In addition, these finer grades of metal can only be crafted by a member of the master smith prestige class, described on page 13.

Tools crafted of Rokugani steel also provide a natural enhancement bonus to all skill checks made while using that tool. This enhancement bonus does not stack with any benefit gained from a masterwork tool. As with weapons and armor, only items made predominantly of metal benefit from being made of such materials.

## NIGHT CRYSTAL

The pale green crystal discovered by Unicorn shugenja in the City of Night lends itself easily to enchantment. While it is far too fragile to be crafted into weapons or armor, crystalline magic items crafted of this substance are extraordinarily powerful.

TABLE 4-4: RANDOM ITEM GENERATION

01-85	Use the tables in <i>Oriental Adventures</i> , beginning on page 121.
86-100	Use the tables below, beginning with Table 4-6, Random Rokugani Magic Item Generation.

TABLE 4-6: RANDOM ROKUGANI MAGIC ITEM GENERATION

Minor	Medium	Major	Item
01-04	01-10	01-15	Armor*
05-09	11-20	16-30	Weapons**
10-35	21-40	31-50	Clan-Specific Items [see Table 4-5]
36-45	41-45	51-55	Imperial Writs
46-70	46-54	56-62	Scrolls
—	55-67	63-70	Staff
71-80	68-75	71-75	Wand
81-100	76-90	76-90	Wondrous Item
—	91-100	91-100	Rod

\* To determine a random magical suit of armor.

\*\* Consult table 8-9 in *Oriental Adventures* to determine the weapon type, then Table 8-8 to determine its bonus.

Any magic item which is usually made primarily of metal or stone gains the following abilities when made with night crystal: range of all abilities is doubled, the DC of any saving throw against the item's effects is increased by 2, any skill check bonuses are increased by +5, and any charges or limitations on uses per day are increased by 50%.

**Market Price Modifier:** Increase the item's base cost by 50%. Only Unicorn characters have access to Night Crystal.

## RANDOM MAGIC ITEM TABLES

The following tables are used to generate a random magic item. Roll on Table 4-4 to start, and roll on subsequent tables as appropriate to determine the item.

### MARKET COSTS?

At first glance, it may seem silly that unique items are given market costs and instructions for creation. Surely no one would ever sell Takao's jingasa, or create another ancestral katana of the Snake Clan. However, it is circumstance that makes these items unique rather than their powers, and it is conceivable that a player character may wish to create an item with identical abilities. For this reason, these statistics are presented intact.

## MAGIC ARMOR

**Takao's Jingasa:** The enigmatic young monk named Takao was a prodigy before the days of the Clan War, and that conflict only honed and sharpened his considerable abilities. In

TABLE 4-5: CLAN-SPECIFIC ITEMS

d%	Item
01-75	Tsangusuri (Asahina fetishes): See Table 8-24 in <i>Oriental Adventures</i> .
76-90	Meishodo (luchi talismans)*
91-100	Naga Pearls

\*To determine the spell in the meishodo, consult page 129 in *Oriental Adventures*, and determine the spell as if it were a scroll with a single shugenja spell on it.



the years following, he achieved the position of the Master of Five, a title given only to those extremely rare monks who achieve perfect harmony with all five elements. Shortly before the Battle at Oblivion's Gate, Takao used his prodigious abilities to defeat the avatar of Onnotangu at Otsan Uchi, allowing Mirumoto Hitomi to slay the Lord Moon himself and end his vengeance against humanity.

Takao's ever-present jingasa has remained in the possession of the Brotherhood of Shinsei although Takao himself died long ago. It is only rarely used by members of the Brotherhood, instead serving as a symbol of the heights to which the mortal soul can ascend if one merely establishes a balance with the elements.

This jingasa provides a +2 armor bonus and confers a +6 resistance bonus to all Will saves for the individual wearing it. In addition, the wearer gains the Void Use feat if he did not already have it. If the wearer already has the Void Use feat, he gains 2 additional Void Points per day when wearing the helmet.

*Caster Level:* 15th; *Prerequisites:* Craft Magic Arms and Armor, Void Use, Depths of the Void; *Market Price:* 25,340 koku.



Takao's jingasa

(those that have less than 2 Honor). In the hands of a dishonorable character, the weapon bestows one negative level that disappears once more when the weapon is no longer wielded. This negative level does not result in actual level loss, but cannot be restored in any way while the weapon is wielded. Honorable missile weapons bestow these effects upon their ammunition.

*Caster level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, creator must be honorable; *Market Price:* +2 bonus.

**Slayer:** This enhancement may only be placed on a slashing or piercing weapon. The number of extra damage dice gained through the use of the sneak attack class ability is doubled. If the wielder does not have the sneak attack class ability, this enhancement has no effect.

*Caster Level:* 18th; *Prerequisites:* Craft Magic Arms and Armor, guidance, keen edge, sneak attack class ability; *Market Price:* +5 bonus.

**Void:** Upon command, a void weapon is sheathed in sparkling motes of black nothingness. This effect does not harm the weapon's wielder. Void weapons deal +1d4 points of bonus void damage on a successful hit. Bows, crossbows, and slings so enchanted bestow the void energy upon their ammunition.

*Caster Level:* 10th; *Prerequisites:* Craft Magic Arms and Armor and contemplate the void, creator must be a member of the void disciple prestige class or have the Ishiken-do feat; *Market Price:* +1 bonus.

**Void Burst:** A void burst weapon works as a void weapon that also erupts with dark energy upon a successful critical hit. The void energy does not harm the weapon's wielder. Void burst weapons deal +1d6 points of bonus void damage on a successful critical hit. If the weapon's critical multiplier is  $\times 3$ , add +2d6 bonus void damage instead. If the multiplier is  $\times 4$ , add +3d6 points of bonus void damage. Bows, crossbows, and sling so enchanted bestow the void energy upon their ammunition.

## MAGIC WEAPONS

**Dishonorable:** A dishonorable weapon strikes with the guile of a serpent, cutting down those who fight with honor and compassion. It deals +2d6 damage against honorable characters and creatures (those that have more than 2 Honor). In the hands of an honorable character, the weapon bestows one negative level that disappears when the weapon is no longer wielded. This negative level does not result in actual level loss, but cannot be restored in any way while the weapon is wielded. Dishonorable missile weapons bestow these effects upon their ammunition.

*Caster level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, creator must be dishonorable; *Market Price:* +2 bonus.

**Bloodthirsty:** The weapon has an enchantment that allows it to draw life energy from its victims. Each time an opponent is struck in combat, bloody energy pulses between the target and wielder. This bestows one negative level upon the target in addition to normal damage, and gives the wielder 5 temporary hit points. Negative levels go away after 12 hours.

*Caster Level:* 8th; *Prerequisites:* Craft Magic Arms and Armor, enervation, creator must have the Shadowlands Taint; *Market Price:* +4 bonus.

**Dueling:** This enchantment may only be placed on a sword (usually a katana or wakizashi). The wielder may take 20 on Sense Motive checks during the Stance portion of an iaijutsu duel.

*Caster Level:* 6th; *Prerequisites:* Craft Magic Arms and Armor, Sense Motive (5 ranks); *Market Price:* +1 bonus.

**Honorable** (Adapted from *Oriental Adventures*): An honorable weapon strikes with the purity of bushido itself. It deals +2d6 damage against dishonorable characters and creatures

TABLE 4-7: SPECIFIC ARMOR AND WEAPONS

d%	Specific Armor or Weapon	Market Price
01-06	Blood Arrows of Yajinden (10)	6,470 koku
07-12	Anekkusai's Feathers	8,000 koku
13-17	Hammer of Earth	9,000 koku
18-23	Jade Bow	12,000 koku
24-27	Basher's Club	18,300 koku
28-35	Kouken Blade	18,700 koku
36-44	Tamori Katana	20,000 koku
45-58	Tsuruchi's Eyes (10)	20,000 koku
59-61	Takao's jingasa	25,340 koku
62-66	Dai-kyu of Anekkusai	32,000 koku
67-75	Masamune Katana	32,335 koku
76-79	Jadoku, Ancestral Sword of the Snake	32,350 koku
80-83	Snake Clan Wakizashi	50,700 koku
84-87	Kotoku, the Daidoji Yari	72,305 koku
88-90	Yogo Jitte, The	72,325 koku
91-93	Kaimetsu-uo's Ono	72,700 koku
94-96	Dragon's Claw Katana	98,700 koku
97-100	Katana of the Twilight Mountains	98,700 koku

**Caster Level:** 12th; **Prerequisites:** Craft Magic Arms and Armor and contemplate the void, creator must be a member of the void disciple prestige class or have the Ishiken-do feat; **Market Price:** +2 bonus.

## SPECIFIC WEAPONS

**Anekkusai's Feathers:** When the Crane gifted the magnificent Dai-kyu of Anekkusai 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 with their gaijin magic and the native spellcraft of Rokugan. When they were brought before the Doji daimyo, the Crane marveled at the beauty of the hand-carved feathers, made from thin planks of wood and inlaid with pearl and gold. The assembled Crane samurai were again taken aback in admiration as 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.

The Feathers seem delicate by appearance, but are as sturdy as thick wooden arrows. They have a very simple function — when a command word is spoken, they transform into arrows +2, and return to the owner's quiver or hand (owner's choice) two rounds after being fired. A creature struck by the arrow is affected as if the 0-level spell *daze* had been cast on them. The market cost given below is for one feather.

**Caster level:** 10th, **Prerequisites:** Craft Magic Arms and Armor, *the arrow's flight*; **Market Price:** 8,000 koku.

**Basher's Club:** The fact that there are so many of these +1 *human bane clubs* suggests that all cannot possibly be the actual club wielded by the legendary bakemono known as Basher. However, to the teeming masses of goblins, the truth is demonstrated clearly by the power of these weapons. Most goblins conclude that since this weapon is strong, and Basher was strong, that the club they found was indeed Basher's. Thus, the few that have fallen into the hands of the Crab have all been identified as *Basher's club* by the enthusiastic bakemono who once wielded it.

**Caster Level:** 9th; **Prerequisites:** Craft Magic Arms and Armor, *biting steel II* (greater magic weapon); **Market Price:** 18,300.

**Blood Arrow of Yajinden:** These arrows are enchanted by the Bloodspeaker cult to honor one of their founders, Asahina Yajinden. He corrupted Asahina techniques to create the original blood arrows during the first uprising of Iuchiban's hordes. Initially they were used to devastating effect by the skeletal archers created by Iuchiban, but have since been used by the Bloodspeakers for a more subtle purpose. Many Bloodspeakers switch the arrows in an archer's quiver with blood arrows, since the blood arrows have a chance of Tainting the archer who unwittingly uses them.

The blood arrows of Yajinden are +2 *tainted arrows* with an additional subtle enchantment. These arrows are fired as ranged touch attacks. Though the blood arrows themselves are afflicted by the Shadowlands Taint, spells and effects to detect Taint will not detect the taint on the arrows until after they are fired.

**Caster Level:** 9th; **Prerequisites:** Craft Magic Arms and Armor, *Shadowlands Taint 3+*; **Market Price:** 647 koku.

**Dai-kyu of Anekkusai:** The favored weapon of many Shinjo samurai, the dai-kyu is an impressive weapon in the hands of a Unicorn horse archer. The first of these bows were given to the Unicorn Clan by the Crane, shortly after the Unicorn returned to the Empire. The Asahina-crafted bows impressed the Unicorn, as they were light yet extremely pow-

erful, and seemed to know when the bushi would need them. These and many other gestures of friendship cemented the ties the two clans shared for generations.

The dai-kyu of Anekkusai are mammoth +3 *mighty composite longbows* (+3), crafted from exquisitely polished dark wood and adorned with gold and lacquer trim. The bows automatically adjust to their wielder's strength if he has a strength modifier greater than +3, allowing him to add their better Strength modifier to damage rolls. The bow also grants the wielder an additional attack per round at his highest attack bonus when fired, and can be summoned into the character's hands as a free action when carried. Firing a dai-kyu of Anekkusai incurs no penalty when fired from horseback.

**Caster level:** 10th, **Prerequisites:** Craft Magic Arms and Armor, *haste, the arrow's flight*; **Market Price:** 32,000 koku.

**Daisho of the Snake Clan:** Upon the formation of the Snake Clan, the Emperor bestowed upon the clan's founder Isawa Chuda a daisho to represent his blessing. A few short decades later, Chuda abandoned the clan after witnessing his wife's use of maho to save the life of their son. He took with him only the wakizashi, leaving the katana behind. Both weapons were believed to have been destroyed when the Snake Clan was eradicated by the Phoenix Clan. Both weapons have in fact survived.

The blades did not resurface until centuries later, during the early days of the Clan War. A conflict between two ronin, one a maho-tsukai and the other a descendant of Isawa Chuda, nearly led to the destruction of the Falcon Clan and resulted in that clan's absorption by the Crab. In the confusion following that event, both blades disappeared once more. The Kuni family and the Asako family are both actively searching for them in order to end what they perceive as a corrupting influence upon the Empire.

Jadoku, the katana of the Snake Clan, is a +2 *spell-storing katana*. In addition to its ability to store a spell cast by the wielder, it also has the ability to cast *poison* once per day.

**Caster Level:** 12th; **Prerequisites:** Craft Magic Arms and Armor, *poison*, creator must be evil and dishonorable; **Market Price:** 32,350 koku.

The Snake Clan wakizashi, whose name has been lost to history, is a +1 *lawful spell-storing wakizashi*. In addition to its ability to store a spell chosen by the wielder, the wakizashi has the *spell protection from chaos* permanently stored within it.

**Caster Level:** 12th; **Prerequisites:** Craft Magic Arms and Armor, creator must be lawful and honorable; **Market Price:** 50,700 koku.

**Dragon's Claw Katana:** During the Clan War, the Elemental Dragons withdrew from the mortal world to allow mankind to realize his own destiny. Before departing, the enigmatic Void Dragon selected a human upon whom to bestow an incredible gift. Agasha Ashiko, a pious, introspective woman with a latent talent for Void magic, was chosen. Crafting a katana from its own claw, the Void Dragon gave it to Ashiko, then withdrew from Ningen-do. Ever the dutiful wife, Ashiko gave the blade to her husband, noted magistrate Daidoji Kedamono. He, in turn, gave it to his daimyo. In the end, the katana wound up in the custody of the Asahina family, who studied the weapon carefully for years before returning it to Kedamono's family, where it remains to this day.

The Dragon's Claw Katana is a +2 *lawful katana*. The katana has a pool of six Void points that the wielder can draw upon and spend as if they had the Void Use feat. Unlike normal Void Points, up to three of these Void points can be spent on a single roll. The katana replenishes its supply of Void points at dawn each day.



**Caster Level:** 20th; **Prerequisites:** Craft Magic Arms and Armor, Void Use, Depths of the Void (the creator must have taken this feat at least twice), creator must be lawful, requires material component (any physical residue of the Void Dragon); **Market Price:** 98,700 gp.

**Hammer of Earth:** One of the most basic elemental items, this is usually an item that Kuni shugenja assist in making while still initiates. The item is crafted by the Kuni, from the forge all the way to the final blessings laid down by a shugenja. These warhammers (dai tsuchi) carry a small part of the crafting shugenja's elemental earth, and draw strength from the user's link to the earth kami as well. Almost all of these items are given to Crab samurai and shugenja for excellence in the course of their duty, though a few are given to other Clans every generation.

A Hammer of Earth is a +1 warhammer that allows the user to add his Constitution modifier to his damage rolls.

**Caster level:** 9th, **Prerequisites:** Craft Magic Arms and Armor, symbol of earth; **Market Price:** 9,000 koku.

**Jade Bow:** When the Empire first fought against the hordes of Fu Leng at the dawn of human history, it was not long before samurai discovered jade's power to combat the beasts. The tribe of Isawa taught many clans the art of magic, and the students of Agasha forged the first enchanted weapons of jade. These items have dwindled in number since then, as major battles with Shadowlands creatures were mostly contained to the lands of the Crab. During the time of the Clan War, these items were again highly sought, and shugenja lent their gifts to the forge, recreating the weapons of the past. Among the most numerous of these items was the jade bow. The bow was preferred to the sword when dealing with the Shadowlands beats, both because of the prudence of not getting within arms' reach of an oni, and in an attempt not to sully the sword of a samurai with the foul blood of the enemy.

Jade Bows are +1 yumi. In addition, the bow may be commanded to fire a *jade strike* five times a day when the bow has no arrow loaded and the string is pulled back.

**Caster level:** 7th, **Prerequisites:** Craft Magic Arms and Armor, *jade strike*; **Market Price:** 12,000 koku.

**Kaimetsu-uo's Ono:** Founder of the Mantis Clan, Kaimetsu-uo was a master of many fighting styles. His preferred weapon was the ono, the war axe also favored by his father Hida Osano-Wo. When Kaimetsu-uo received word that his father had been murdered and that the Phoenix Clan was harboring the assassin responsible, he set out immediately with the meager forces at his command to rectify the situation. Calling out to his father, Kaimetsu-uo struck the gates of the Phoenix palace with his ono. Osano-Wo answered with a mighty blast of lightning that split the gate down the middle. The murderer was given to the Mantis without question. Since that day, the great ono has remained within Kyuden Yoritomo, home of the Mantis Clan, as a reminder of their link to the Thunderer, Osano-Wo.

This weapon is a +2 *keen thundering mighty cleaving ono*. Anyone without a direct blood relation to Kaimetsu-uo who attempts to use Kaimetsu-uo's Ono must first succeed at a Fort save (DC 25); those who fail the save cannot lift it.

**Caster Level:** 17th; **Prerequisites:** Craft Magic Arms and Armor, Great Cleave, *call lightning*; **Market Price:** 72,700 gp.

**Katana of the Twilight Mountains:** Decades ago, a young Crab warrior named Hiruma Yugure disappeared into the Twilight Mountains, intent on seeking out and ending the menace of the spirit known as the Shakoki Dogu. Yugure was never seen again, but shortly thereafter Crab scouts discov-

ered a katana and matching set of armor in the vicinity. If a connection exists between Yugure and these items, no one can determine it for certain. The blade has remained with the Crab, who have found its link to the spirit world of great aid against their foes in the Shadowlands.

This weapon is a +3 *holy lawful katana*. It acts as a bane weapon against evil outsiders and evil creatures with the spirit subtype (these effects are cumulative). The katana is intelligent (Int 14, Wis 14, Cha 9, Ego 13), communicates via semi-empathy, and has 10 ranks in Intuit Direction. The katana is obsessed with returning to the Twilight Mountains to solve the mystery hidden there, and drives its owner to do so if possible.

**Caster Level:** 12th; **Prerequisites:** Craft Magic Arms and Armor, *spirit sight*, *detect magic*; **Market Price:** 98,700 gp.

**Kotoku, the Ancestral Yari of the Daidoji Family:** Crafted by Doji Yasurugi, 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 swordsmithing, 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 forged before it. Wielding it, Yasurugi was said to have defeated six of his most skilled kinsmen simultaneously.

When Doji Hayaku retrieved Yasurugi's blade from the Shadowlands, he was granted the name Daidoji and given Kotoku as a symbol of his new status. The magnificent yari was passed down from generation to generation until it was lost when the revered hero Daidoji Masashigi was taken by the sea while fighting a great oni. To the knowledge of the Daidoji family, the yari remains on the bottom of Earthquake Fish Bay to this day.

Kotoku is a +2 *defending yari*. The wielder of Kotoku cannot be the target of attacks of opportunity for any reason while holding it. Additionally, the wielder gains the feat Void Use while holding Kotoku. If the wielder already possesses the Void Use feat, then the Depths of the Void feat is granted instead.

**Caster Level:** 16th; **Prerequisites:** Craft Magic Arms and Armor, Void Use, Depths of the Void, *protection from chaos*, *protection from evil*, *shield of faith*; **Market Price:** 72,305 gp.

**Kouken Blades:** Although possessed of a decidedly pacifistic mind-set, the samurai of the Phoenix Clan nevertheless value the defense of their homeland above all else. In keeping with that philosophy, the Isawa have linked a particular type of blade to the earth upon which specific palaces or strongholds are built. This allows the guardsmen who defend such locations to wield powerful weapons that cannot be used elsewhere by the enemies of the Phoenix should the stronghold fall.

While within the province in which they were created, kouken blades are +1 *defending mighty cleaving katana*. If the blade is removed from its home province but remains within Phoenix lands, it loses the defending enchantment but retains all others. Outside of Phoenix lands, it is a +1 katana.

**Caster Level:** 14th; **Prerequisites:** Craft Magic Arms and Armor, creator must be a Phoenix shugenja; **Market Price:** 18,700 gp.

**Masamune Katana:** These swords are said to be made based on the design of the ronin swordsman Masamune. Though no details of his life can be determined (it is suspected that the tales of his life were lost when the Lying Darkness ravaged the Ikoma Histories), oral tradition states that he was a rare ronin Emerald Champion approximately five centuries ago. His skill at swordsmanship was only matched by



his talent at crafting fine blades; Masamune is said to have believed that the sword reflected the soul of its creator. If such is the case, then the mysterious Masamune was certainly a force to be reckoned with.

Masamune katana are +2 *honorable katana*. In addition, their enhancement bonus increases by +2 against any opponent of dishonorable alignment.

**Caster Level:** 9th; **Prerequisites:** Craft Magic Arms and Armor, *guidance*, *soul sword*†, creator must be honorable; **Market Price:** 32,335 koku.

**Tamori Katana:** Many believe the Agasha took the Dragon's secret practices of magical craftsmanship with them to the Phoenix. The Tamori would not agree, though they do not bother to dispute this openly — their blades are all the testimony they need. Those who have taken the Tamori name and reside in the lands the Agasha abandoned have learned the ancient traditions Agasha and her family developed over the centuries, and are no less adept at the tasks. Many Tamori shugenja have taken to carrying katana into battle with them, and are generally far more skilled with a blade than other shugenja.

A Tamori katana is a +2 *katana* that can cast *armor of the Emperor* as a free action at the wearer's command. The blade is usually made of a yellow-hued metal, and the handle is wrapped in a cord of some precious metal.

**Caster level:** 10th; **Prerequisites:** Craft Magic Arms and Armor, *armor of the Emperor*; **Market Price:** 20,000 koku.

**Tsuruchi's Eyes:** The bounty hunters of the Tsuruchi are feared for two things — their ability to hunt down a man no matter how far he runs, and their inability to miss with an arrow when it matters. Both traits can be attributed in equal parts to the resolve of the Tsuruchi family and magical aid. An example of the latter is the arrow known as Tsuruchi's Eye, named for the founder of the family line, who was quite possibly the greatest archer ever to walk the Empire. Tsuruchi's Eyes are the sole property of the Tsuruchi family and those working on their behalf. Others carrying them are advised to be on a mission to return them to the owner's family.

Tsuruchi's Eyes are usually grouped in bundles of ten. A Tsuruchi bounty hunter usually carries but one bundle, saving them for the time when one arrow *must* strike the target, without any room for mortal imperfection. When he fires one of these arrows, the user adds his base Reflex save to his roll to hit the target in addition to any other bonuses. The enchantment within an arrow is expended after it is fired.

**Caster level:** 7th; **Prerequisites:** Craft Magic Arms and Armor; **Market Price:** 20,000 koku per bundle of ten.

**The Yogo Jitte:** After the defeat of the blood sorcerer Iuchiban, the leaders of the Scorpion Clan decided that no such threat could be allowed to threaten the Empire again. Toward that end, the clan's Champion instructed the Yogo family daimyo to create a secret order of shugenja devoted to detecting and eradicating threats to the Empire's safety. The

Yogo formed the *kuroiban*, or black watch, to fulfill that purpose.

The true Yogo Jitte is the badge of office for the head of the *kuroiban*, though replicas have been created for other agents who have proved themselves worthy. The leader of the *kuroiban* is rarely if ever the same individual who serves as the Yogo family daimyo; the governance of the *kuroiban* simply demands too much time and secrecy, given the importance of their mission and the scarcity of their resources.

This weapon is a +2 *lawful spell-storing jitte*. It allows the wielder to cast *detect magic* and *spirit sight* as if he were a 16th level sorcerer up to 3 times each per day.

**Caster Level:** 16th; **Prerequisites:** Craft Magic Arms and Armor, caster must be both honorable and evil, *spirit sight*, *detect magic*; **Market Price:** 72,325 koku.

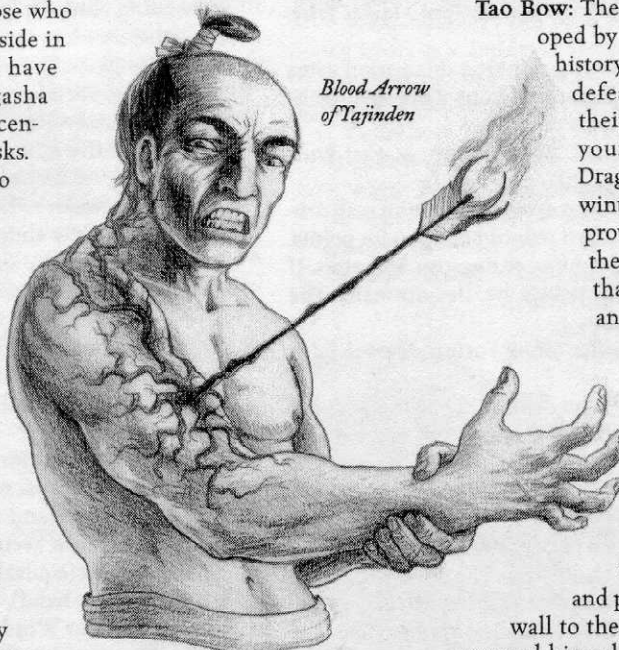
**Tao Bow:** The art of Tao archery was developed by the Dragon Clan early in the history of the Empire after Fu Leng's defeat. As the Clans settled into their duties within the Empire, a young Lion courtier took a Dragon diplomat to task during a winter court in the lower Dragon provinces. The Lion claimed that the Dragon did not serve in a way that he or his Clan understood, and wished to know more. With-

out a word, the Mirumoto courtier had a *yumi* brought to him with two arrows. With a quick bow and no words, the Dragon fired his bow twice quickly, once over each shoulder of the Ikoma. The arrows flew harmlessly past and punched two holes in the shoji

wall to the outside. Silently, the Dragon excused himself and left. The next morning, two wolves were found dead, impaled on arrows, very close to the stable where the Lion had tethered his horses.

A *Tao bow* is a +2 *yumi*. Its user may fire at any target in range with no penalty to hit due to blindness, cover, or concealment. Targets with 100% cover are unaffected by this weapon's enchantment.

**Caster Level:** 7th; **Prerequisites:** Craft Magic Arms and Armor, *the arrow's flight*†; **Market Price:** 19,000 koku; **Weight:** 3 lb.



## NEW POTIONS (MIZUGUSURI)

The Dragon Clan are the foremost experts in fashioning magical elixirs due to their deep understanding of alchemical sciences. The following potions can be created by any Dragon character that meets the prerequisites.

**Brother of Air:** A character drinking this potion gains SR 20 against all air spells for one hour. This spell resistance cannot be voluntarily lowered.

**Caster Level:** 8th; **Prerequisites:** Brew Potion; **Market Price:** 1,000 gp.

**Brother of Earth:** A character drinking this potion gains SR 20 against all earth spells for one hour. This spell resistance cannot be voluntarily lowered.



TABLE 4-8: NEW POTIONS

01-35	<i>Lion's Heart</i>	150 koku
36-50	<i>Earth's Anvil</i>	400 koku
51-60	<i>Liquid Fire</i>	900 koku
61-70	<i>Brother of Air</i>	1,000 koku
71-80	<i>Brother of Earth</i>	1,000 koku
81-90	<i>Brother of Fire</i>	1,000 koku
91-100	<i>Brother of Water</i>	1,000 koku

**Caster Level:** 8th; **Prerequisites:** Brew Potion; **Market Price:** 1,000 gp.

**Brother of Fire:** A character drinking this potion gains SR 20 against all fire spells for one hour. This spell resistance cannot be voluntarily lowered.

**Caster Level:** 8th; **Prerequisites:** Brew Potion; **Market Price:** 1,000 gp.

**Brother of Water:** A character drinking this potion gains SR 20 against all water spells for one hour. This spell resistance cannot be voluntarily lowered.

**Caster Level:** 8th; **Prerequisites:** Brew Potion; **Market Price:** 1,000 gp.

**Earth's Anvil:** A character who drinks this potion may continue to take partial actions when reduced below 0 hit points, and immediately stabilizes if reduced to negative hit points. If the character reaches -10 hit points, he dies normally. The potion's effects last for 24 hours.

**Caster Level:** 4th; **Prerequisites:** Brew Potion; **Market Price:** 400 gp.

**Lion's Heart:** A character who drinks this potion adds his Honor rank (if positive) to all melee attack rolls and damage rolls for one hour.

**Caster Level:** 4th; **Prerequisites:** Brew Potion; **Market Price:** 150 gp.

**Liquid Fire:** Though this is a potion, it is not intended to be imbibed (except, perhaps, by the insane). The potion acts as an alchemist's fire when thrown, except that in each successive round after the first the fire does an additional die of damage (1d6 on contact, 2d6 the second round, 3d6 the third, etc.) This continues for five rounds. The target may halt the process by immersing itself fully in water or taking a full-round action to wash the liquid fire off its body (assuming it has some source of liquid to douse itself with).

The potion does splash damage normally, inflicting 1 damage on contact, and 1 point of additional damage each round thereafter for five rounds or until washed off as described above.

**Caster Level:** 6th; **Prerequisites:** Brew Potion, Alchemy skill, fireball; **Market Price:** 900 gp.

## IMPERIAL WRITS

Writs are a type of one-shot magic item powered by the might of the Emperor, the divine heir to the power of Lady Amaterasu. Experience has shown that writs sealed by the hand of Toturi I, the Splendid Emperor, remain effective despite his more indirect connection to the power of Amaterasu. During his return, the Spirit Emperor Hantei XVI prepared hundreds, perhaps thousands, of these charms to aid his armies. Many of these have fallen into hands other than those intended. Writs are perhaps more common now than they have ever been in the history of the Empire. Not surprisingly, both the Lion and Crane clans have a moderate number of writs in their possession from their long association with the Hantei dynasty. The

Unicorn have recently begun to acquire a stock of writs since their promotion by Toturi I to many positions throughout the Empire as magistrates. Both the Crab and Scorpion clans have mounted discreet campaigns to gather up all the writs circulated by the Iron Chrysanthemum during the Spirit Wars. Only the armies of the Dragon and Phoenix largely do without the power of imperial writs, both due to their relative isolation from the court, and a reliance upon their own magic.

Each writ is a short letter on a single sheet of paper, folded and sealed by the hand of the Emperor himself (the actual text of the writ is normally prepared by an Otomo or Seppun shugenja). To activate the writ the user simply breaks the imperial seal upon the letter and reads the contents aloud. This is always a full-round action regardless of the specific writ being read. Upon completion, the effects of the writ immediately take place (most often equivalent to the casting of a shugenja spell). Most writs take the form of a command to the Emperor's armies, and writs cannot be used by individuals who have not sworn fealty to the Emperor. Due to their connection to the sun, the writ's benefits do not apply to any creature with one or more points of Taint. It is not necessary for the reader to be a shugenja for the writ to take effect.

**Creation:** Any shugenja may prepare an imperial writ to await the Emperor's seal. This is performed exactly as if the shugenja had the Scribe Scroll item creation feat except that the XP cost is halved and the shugenja need not have any item creation feats. Only spells known by the shugenja that indicate "harmless" in their saving throw may be placed upon an Imperial Writ. Several unique Imperial Writs are described below.

**Special:** In addition to the time, XP, and expense to the preparing shugenja, only being sealed by the Emperor of Rokugan's own hand may complete and empower a writ. Finalizing a new writ requires at least a moment of the Emperor's time (equivalent to full round and only if he has the imperial seal at hand), which may be quite hard to come by. During the Four Winds era there is no Emperor available to seal any new writs, though presumably Isawa Kaede (the Empress) could do so if she was found.

**Writ of Command:** Once the writ is read the character acts as if he had the Death Trance feat for the next ten minutes.

**Caster level:** 10th; **Prerequisites:** Emperor's Seal, Leadership feat; **Market Price:** 1,000; **Cost to create:** 20 XP.

**Writ of the Elements:** The writ is only of benefit when read by a shugenja. Once the writ is read the reader may recover one expended spell slot of up to 4th level.

**Caster level:** 12th; **Prerequisites:** Emperor's Seal; **Market Price:** 2,000; **Cost to create:** 40 XP.

**Writ of the Sword:** Once read, this writ acts as *oath of the two heavens* cast by a tenth-level shugenja, except that it affects allies attacking with any melee weapon.

**Caster level:** 10th; **Prerequisites:** Emperor's Seal, Martial weapons proficiency, *oath of the two heavens*; **Market Price:** 500; **Cost to create:** 10 XP.

TABLE 4-9: SPECIAL WRITS

d%	Special Writ	Market Price
01-75	Imperial Writ (roll on shugenja scroll table, as a writ)	
76-85	Writ of the Sword	500 koku
86-90	Writ of Command	1,000 koku
91-100	Writ of the Elements	2,000 koku



# NAGA PEARLS

The ancient Naga race created a method of storing its spells as 'templates' of energy within large pearls. These pearls afforded the Naga shugenja spell-casting flexibility unmatched by their human counterparts. During the Clan War the Naga who allied themselves with the Great Clans allowed a few shugenja into their confidences, teaching them some of the secrets of pearl magic. While the secret of using a magical Naga pearl has slowly spread through the schools of the clans, the method of their manufacture has never been revealed to any human.

Human shugenja who wish to use a Naga pearl must speak the Naga language. To access the spell knowledge held within the pearl, the shugenja holds the pearl and meditates upon it (complete concentration) for one minute, making a Spellcraft check (DC 20) at the end of that time. If the check is successful, the shugenja may cast the encoded spell as if it were one of his own known spells, expending a spell slot of the appropriate level. This does not allow the shugenja to cast spells of higher level than normal, nor will it allow him to cast spells of his forbidden element. This knowledge remains with the shugenja until the next time the shugenja readies his spells.

Each pearl also has a secondary power that is activated when and if the pearl is crushed by a shugenja who has successfully meditated upon the pearl. Activating this secondary power is a move-equivalent action. When the Naga were numerous and tended countless hidden pearl beds within the seas of Rokugan, magical pearls were considered common enough by the Naga to be used in this fashion the moment circumstances required. Since the coming of the second Great Sleep, there have been few Naga pearls in the hands of human shugenja, and destroying one for this secondary effect has become almost unheard of. Presently the Crab and Unicorn possess the largest known supplies of Naga pearls, but a few are scattered among the rest of the clans.

**Air Pearl:** This largish pearl (nearly 1 inch across) is rough and irregular and has a slight bluish tinge to its pearly sheen, making the whole more resemble a tiny cloud than a typical pearl.

Meditating on an air pearl allows the shugenja to cast *protection from arrows* as a 2nd-level shugenja spell (Air). The shugenja may destroy the pearl to cast a variation of *dispel magic* (as if cast by a 10th-level caster) which only affects Air spells.

Caster level: Unknown; Prerequisites: Unknown; Market Price: 4,000 koku.

**Earth Pearl:** The largest of the elemental Naga pearls (nearly 2 inches across), an earth pearl has a brownish tinge and a distinctly rough feel to its surface.

Meditating on an earth pearl allows the shugenja to cast *hold person* as a 2nd-level shugenja spell (Earth). The shugenja may destroy the pearl to cast a variation of *dispel magic* (as if

TABLE 4-10: PEARLS

d%	Naga Pearl	Market Price
01-24	Air Pearl	4,000 koku
25-48	Earth Pearl	4,000 koku
49-73	Fire Pearl	4,000 koku
74-96	Water Pearl	4,000 koku
97-100	White Pearl	10,000 koku

cast by a 10th-level caster) which only affects Air spells.

Caster level: Unknown; Prerequisites: Unknown; Market Price: 4,000 koku.

**Fire Pearl:** These magic pearls resemble perfect specimens of more ordinary pearls, being perfectly spherical, but have an unusual pinkish tint and are surprisingly large (1.5 inches across).

Meditating on a fire pearl allows the shugenja to cast *flaming sphere* as a 2nd-level shugenja spell (Fire). The shugenja may destroy the pearl to cast a variation of *dispel magic* (as if cast by a 10th-level caster) which only affects Fire spells.

Caster level: Unknown; Prerequisites: Unknown; Market Price: 4,000 koku.

**Water Pearl:** Often oblong or even curl shaped, the greenish water pearl may be difficult for the uninitiated to distinguish from the air pearl. The typical water pearl is both larger and more common than air pearls.

Meditating on a water pearl allows the shugenja to cast *remove paralysis* as a 2nd-level shugenja spell (Water).

The shugenja may destroy the pearl to cast a variation of *dispel magic* (as if cast by a 10th-level caster) which only affects Water spells.

Caster level: Unknown; Prerequisites: Unknown; Market Price: 4,000 koku

**White Pearl:**

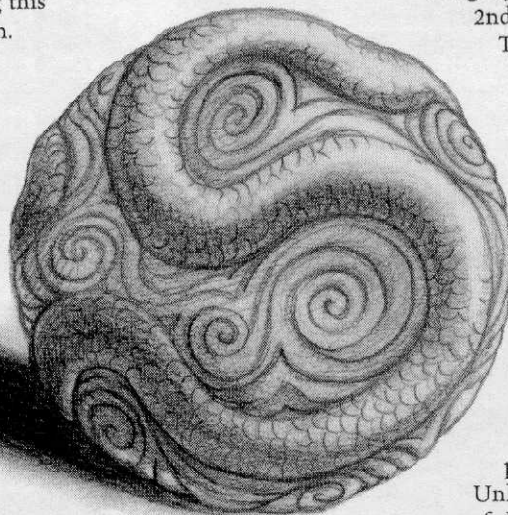
This flawless, 2-inch-diameter spherical pearl is so white that to a casual inspection it appears to be a ceramic or alabaster bead rather than a pearl.

Unlike the elemental pearls, successful meditation upon the white pearl allows the shugenja to treat any 1st-

or 2nd-level spell cast in his presence in the last minute (excepting those of an element forbidden to the shugenja) as a spell which is known to him. After one minute has elapsed the spell is no longer considered known to the shugenja. The shugenja may destroy the pearl to cast in succession four *dispel magics* (as if cast by a 10th-level caster), each of which affects spells from any element.

Caster level: Unknown; Prerequisites: Unknown; Market Price: 10,000 koku.

Naga Pearl





# DIVINE SHUGENJA SCROLLS

**TABLE 4-11: SHUGENJA SPELLS**  
**1st-Level Shugenja Spells**

d%	Name	Market Price
01-02	<i>The arrow's flight</i>	25 koku
03-04	<i>Awaken the spirit</i>	25 koku
05-06	<i>Blessed winds</i>	25 koku
07-08	<i>Change self</i>	25 koku
09-10	<i>Detect snares and pits</i>	25 koku
11-12	<i>Feather fall</i>	25 koku
13-14	<i>Quiescence of air</i>	25 koku
15-16	<i>Silent image</i>	25 koku
17-18	<i>Sleep</i>	25 koku
19-20	<i>Speed of breath</i>	25 koku
21-22	<i>Speed of the hare</i>	25 koku
23-24	<i>Magic stone</i>	25 koku
25-26	<i>Magic weapon</i>	25 koku
27-28	<i>Earth's stagnation</i>	25 koku
29-30	<i>Shield of faith</i>	25 koku
31-32	<i>Mask of the mountains</i>	25 koku
33-34	<i>Protection from taint</i>	25 koku
35-36	<i>Sanctuary</i>	25 koku
37-38	<i>Pass without trace</i>	25 koku
39-40	<i>Whispers of the land</i>	25 koku
41-42	<i>Wholeness of the world</i>	25 koku
43-44	<i>Burning hands</i>	25 koku
45-46	<i>Cause fear</i>	25 koku
47-48	<i>Evil ward</i>	25 koku
49-50	<i>Eye of the sun</i>	25 koku
51-52	<i>Faerie fire</i>	25 koku
53-54	<i>Fire's sting</i>	25 koku
55-56	<i>Hypnotism</i>	25 koku
57-58	<i>Never alone</i>	25 koku
59-60	<i>Ruined earth</i>	25 koku
61-62	<i>Shocking grasp</i>	25 koku
63-64	<i>Animal friendship</i>	25 koku
65-66	<i>Bless</i>	25 koku
67-68	<i>Castle of water</i>	25 koku
69-70	<i>Cure light wounds</i>	25 koku
71-72	<i>Detect taint</i>	25 koku
73-74	<i>Ebbing strength</i>	25 koku
75-76	<i>Obscuring mist</i>	25 koku
77-78	<i>Remove fear</i>	25 koku
79-80	<i>Speed of the waterfall</i>	25 koku
81-82	<i>Spirit of water</i>	25 koku
83	<i>Look into the void</i>	25 koku
84	<i>Touch of all</i>	25 koku
85-89	<i>Endure elements</i>	25 koku
90-93	<i>Importune kami I</i>	30 koku
94-97	<i>Sense spirits</i>	25 koku
98-100	<i>DM's choice</i>	

**2nd-Level Shugenja Spells**

d%	Name	Market Price
01-02	<i>Benten's touch</i>	200 koku
03-04	<i>Detect thoughts</i>	200 koku
05-06	<i>Distracting spirits</i>	200 koku
07-08	<i>Eyes shall not see</i>	200 koku
09-10	<i>Know the shadows</i>	200 koku
11-12	<i>Lessons of the lion</i>	200 koku
13-14	<i>Levitate</i>	200 koku

15-16	<i>Minor image</i>	200 koku
17-18	<i>Reflecting mirror</i>	200 koku
19-20	<i>Silence</i>	200 koku
21-22	<i>Yari of air</i>	200 koku
23-24	<i>Barkskin</i>	200 koku
25-26	<i>Bull's strength</i>	200 koku
27-28	<i>Courage of the seven thunders</i>	200 koku
29-30	<i>Earthen barrier</i>	200 koku
31-32	<i>Endurance</i>	200 koku
33-34	<i>Hold person</i>	200 koku
35-36	<i>Make whole</i>	200 koku
37-38	<i>Mask of jade</i>	200 koku
39-40	<i>Murmur of earth</i>	200 koku
41-42	<i>Tetsubo of earth</i>	200 koku
43-44	<i>Burning kiss of steel</i>	200 koku
45-46	<i>Burning the ashes</i>	200 koku
47-48	<i>Cat's grace</i>	200 koku
49-50	<i>The fires that cleanse</i>	200 koku
51-52	<i>Flame blade</i>	200 koku
53-54	<i>Flaming sphere</i>	200 koku
55-56	<i>Heat metal</i>	200 koku
57-58	<i>Hurried steps</i>	200 koku
59-60	<i>Oath of the two heavens</i>	200 koku
61-62	<i>Produce flame</i>	200 koku
63-64	<i>Bo of water</i>	200 koku
65-66	<i>Clarity of purpose</i>	200 koku
67-68	<i>Cure moderate wounds</i>	200 koku
69-70	<i>Delay poison</i>	200 koku
71-72	<i>Fortune's turn</i>	200 koku
73-74	<i>Iuchi's sling</i>	200 koku
75-76	<i>Lesser restoration</i>	200 koku
77-78	<i>Locate object</i>	200 koku
79-80	<i>Remove paralysis</i>	200 koku
81-82	<i>Wisdom and clarity</i>	200 koku
83-84	<i>Boundless sight</i>	200 koku
85-86	<i>Drawing the void</i>	200 koku
87-88	<i>Unraveling</i>	200 koku
89-95	<i>Importune kami II</i>	240 koku
96-100	<i>DM's choice</i>	

**3rd-Level Shugenja Spells**

d%	Name	Market Price
01-02	<i>Clairaudience/clairvoyance</i>	450 koku
03-04	<i>Cloak of night</i>	450 koku
05-06	<i>Dispel slumber</i>	450 koku
07-08	<i>False tongue</i>	450 koku
09-10	<i>Gust of wind</i>	450 koku
11-12	<i>Haste</i>	450 koku
13-14	<i>Invisibility</i>	450 koku
15-16	<i>Major image</i>	450 koku
17-18	<i>Wind wall</i>	450 koku
19-20	<i>Winds of aggression</i>	450 koku
21-22	<i>Agasha's kiss</i>	450 koku
23-24	<i>Blood curse</i>	450 koku
25-26	<i>Greater magic weapon</i>	450 koku
27-28	<i>Kaiu's jade</i>	450 koku
29-30	<i>Magic circle against taint</i>	450 koku
31-32	<i>Meld into stone</i>	450 koku
33-34	<i>Plant growth</i>	450 koku
35-36	<i>Prayer</i>	450 koku
37-38	<i>Stone shape</i>	450 koku
39-40	<i>Tremor</i>	450 koku
41-42	<i>Burn the soul</i>	450 koku
43-44	<i>Call lightning</i>	450 koku
45-46	<i>Daylight</i>	450 koku
47-48	<i>Disrupt the aura</i>	450 koku
49-50	<i>Fire wings</i>	450 koku



51-52	Gaijin flames	450 koku
53-54	Keen edge	450 koku
55-56	Osano-Wo's blessing	450 koku
57-58	Searing light	450 koku
59-60	Cure serious wounds	450 koku
61-62	The inner ocean	450 koku
63-64	Remove blindness/deafness	450 koku
65-66	Remove curse	450 koku
67-68	Remove disease	450 koku
69-70	Ride through the night	450 koku
71-72	Surging soul	450 koku
73-74	Water breathing	450 koku
75-76	Water walk	450 koku
77-78	Wonderful origami furoshiki	450 koku
79	Contemplate the void	450 koku
80	Voice of the void	450 koku
81	Unraveling II	450 koku
82-84	Dispel magic	450 koku
85-87	Glyph of warding	450 koku
88-90	Importune kami III	540 koku
91-93	Protection from elements	450 koku
94-96	Spirit sight	450 koku
97-99	Summon nature's ally III*	450 koku
100	DM's choice	

#### 4th-Level Shugenja Spells

d%	Name	Market Price
01-03	Air walk	800 koku
04-05	Blessings of isora	800 koku
06-08	Bridge to yomi	800 koku
09-10	Detect scrying	800 koku
11-12	Discern lies	800 koku
13-14	Hallucinatory terrain	800 koku
15-16	Illusory wall	800 koku
17-19	Whispers of twilight	800 koku
20-21	Wisdom of the kami	800 koku
22-23	Death ward	800 koku
24-26	Dismissal	800 koku
27-28	Immortal steel	875 koku
29-31	Jade strike	800 koku
32-33	Lessons of the crab	800 koku
34-35	Slash of the Lion	800 koku
36-37	Spell immunity	800 koku
38-40	Spike stones	800 koku
41-42	Star-filled steel	1,300 koku
43-45	The fire from within	800 koku
46-47	Fire shield	800 koku
48-49	Fist of Osano-Wo	800 koku
50-51	Flame arrow	800 koku
52-54	Lightning bolt	800 koku
55-56	Quench	800 koku
57-58	Tamori's curse	800 koku
59-61	Wall of fire	800 koku
62-63	Warning flame	800 koku
64-65	Control water	800 koku
66-68	Cure critical wounds	800 koku
69-70	Locate creature	800 koku
71-72	Near to ice	800 koku
73-74	Neutralize poison	800 koku
75-77	Restoration	800 koku
78-79	Stand against the waves	800 koku
80-82	Torrential rain	800 koku
83-84	Yuki's touch	800 koku
85-86	Endless depth	800 koku
87-88	Kharmic intent	800 koku
89-90	Whispered blade	800 koku

91-95	Importune kami IV	960 koku
96-99	Kharmic	800 koku
100	DM's choice	

#### 5th-Level Shugenja Spells

d%	Name	Market Price
01-03	Bad karma	1,250 koku
04-05	Control winds	1,250 koku
06-07	Dance of the kami	1,250 koku
08-09	Dimension door	1,250 koku
10-12	Improved invisibility	1,250 koku
13-14	Mirage arcana	1,250 koku
15-16	Persistent image	1,250 koku
17-18	Piercing the soul	1,250 koku
19-20	Symbol of air	1,250 koku
21-22	Dispel taint	1,250 koku
23-24	Embrace of Kenro-ji-jin	1,250 koku
25-27	Force of will	1,250 koku
28-29	Jurojin's curse	1,250 koku
30-31	Passwall	1,250 koku
32-33	Soul sword	6,250 koku
34-35	Spell resistance	1,250 koku
36-38	Symbol of earth	1,250 koku
39-40	Wall of iron	1,250 koku
41-42	Wall of stone	1,250 koku
43-44	Burning steps	1,250 koku
45-46	Circle of flame	1,250 koku
47-48	Confusion	1,250 koku
49-50	Death of flame	1,250 koku
51-53	Feeblemind	1,250 koku
54-55	Fire breath	1,250 koku
56-57	Flame strike	1,250 koku
58-59	Osano-Wo's embrace	1,250 koku
60-61	Symbol of fire	1,250 koku
62-63	Atonement	1,250 koku
64-65	Energy transference	1,250 koku
66-68	Healing circle	1,250 koku
69-70	Path of the Scorpion	1,250 koku
71-72	Path not taken	1,250 koku
73-74	Righteous might	1,250 koku
75-76	Scrying	1,250 koku
77-78	Strike of flowing waters	1,250 koku
79-81	Symbol of water	1,250 koku
82-83	Wall of ice	1,250 koku
84-85	Essence of the void	1,250 koku
86-87	Void strike	1,250 koku
88-89	Unraveling III	1,250 koku
90-92	Commune with nature	1,250 koku
93-95	Importune kami V	1,500 koku
96-98	Summon nature's ally V*	1,250 koku
99-100	DM's choice	

#### 6th-Level Shugenja Spells

d%	Name	Market Price
01-02	Blessings of the four winds	1,800 koku
03-05	Cloudkill	1,800 koku
06-07	Dominate the mind	1,800 koku
08-09	Facing your devils	1,800 koku
10-11	The kami watch over me	1,800 koku
12-13	Permanent image	1,800 koku
14-16	Teleport	1,800 koku
17-18	Wind walk	1,800 koku
19-20	Wisdom of the Air Dragon	1,800 koku
21-23	Veil	1,800 koku
24-26	Antimagic field	1,800 koku



27-29	Banishment	1,800 koku
30-31	Harvest of jade	1,800 koku
32-33	Move Earth	1,800 koku
34-35	Power of the Earth Dragon	1,800 koku
36-37	Prison of earth	1,800 koku
38-40	Stoneskin	1,800 koku
41-42	Final rest	1,800 koku
43-45	Fire Seeds	1,800 koku
46-48	Fires of purity	1,800 koku
49-50	Greater Glyph of warding	1,800 koku
51-52	Plain of desperate evil	1,800 koku
53-54	Rage of the Fire Dragon	1,800 koku
55-57	Yakamo's anger	1,800 koku
58-59	Contingency	1,800 koku
60-62	Control weather	1,800 koku
63-65	Ebb and flow of battle	1,800 koku
66-67	The emperor's road	1,800 koku
68-70	Heal	1,800 koku
71-73	Heart of the Water Dragon	1,800 koku
74-76	Master of the rolling river	1,800 koku
77-79	True seeing	1,800 koku
80-81	Within the waves	1,800 koku
82-83	Balance the elements	1,800 koku
84-85	Spiritual presence	1,800 koku
86-87	Unraveling IV	1,800 koku
88-91	Greater dispelling	1,800 koku
92-95	Importune kami VI	2,160 koku
96-99	Summon nature's ally VI*	1,800 koku
100	DM choice	

#### 7th-Level Shugenja Spells

d%	Name	Market Price
01-03	Borne by the wind	2,450 koku
04-06	Guardian of air	2,450 koku
07-09	Mass invisibility	2,450 koku
10-12	Mislead	2,450 koku
13-15	Poison of the windspider	2,450 koku
16-18	Programmed image	2,450 koku
19-21	Ryoshun's first gift	7,450 koku
22-24	Vanish	2,450 koku
25-27	Disintegrate	2,450 koku
28-30	Essence of earth	2,450 koku
31-33	Guardian of earth	2,450 koku
34-36	Laughter of the risen earth	27,450 koku
37-39	Spell turning	2,450 koku
40-42	Statue	2,450 koku
43-45	Tomb of jade	2,450 koku
46-48	Wooden prison	2,450 koku
49-51	Chain lightning	2,450 koku
52-54	Death of flame	2,450 koku
54-56	Fire storm	2,450 koku
57-58	Grandfather's word	2,450 koku
59-60	Guardian of Fire	2,450 koku
61-62	Kuro's Fire	2,450 koku
63-64	Sunbeam	2,450 koku
65-66	Endless Deluge	2,450 koku
67-68	The Flow of Time	2,450 koku
69-70	Greater Scrying	2,450 koku
71-73	Guardian of Water	2,450 koku
74-76	Osaku's Lifeblood	2,450 koku
77-79	The Penetrating Drop	2,450 koku
80-82	Greater Restoration	4,950 koku
83-85	Words of the Kami	2,450 koku
86-87	Essence of All	2,450 koku
88-89	Winds of Change	2,450 koku

90-91	Unbound	2,450 koku
92-95	Importune Kami VII	2,940 koku
96-99	Summon Nature's Ally VII*	2,450 koku
100	DM's choice	

#### 8th-Level Shugenja Spells

d%	Name	Market Price
01-03	Alter Mind	3,200 koku
04-06	Blessings of Jizo	3,200 koku
07-09	Call the Spirit	3,200 koku
10-12	Screen	3,200 koku
13-15	Slayer's Knives	3,200 koku
16-18	Teleport without Error	3,200 koku
19-21	Whirlwind	3,200 koku
22-24	Binding	3,200 koku
25-27	Devastation of Stone	3,200 koku
28-30	Earthquake	3,200 koku
31-33	Kami's Strength	3,200 koku
34-36	Oni Warding	8,200 koku
37-39	Protection From Spells	3,200 koku
40-42	Time's Deadly Hand	3,200 koku
43-45	Boiling Fire	3,200 koku
46-48	Curse of the Burning Hand	3,200 koku
49-51	The Elements' Fury	3,200 koku
52-54	Everburning Rage	3,200 koku
55-57	Incendiary Cloud	3,200 koku
58-60	Power Word, Blind	3,200 koku
61-63	Sunburst	3,200 koku
64-66	Discern Location	3,200 koku
67-69	Gather the Clouds	3,200 koku
70-72	Hands of the Tides	3,200 koku
73-75	Kingdom Beneath the Sea	3,200 koku
76-78	Mass Heal	3,200 koku
79-81	Regenerate	3,200 koku
82-84	Tides of Battle	3,200 koku
85-87	Waves Are Ever Changing	3,200 koku
88-89	End of Illusions	3,200 koku
90-91	Unraveling V	3,200 koku
92-93	Visage of the Void	3,200 koku
94-96	Importune Kami VIII	3,840 koku
97-99	Summon Nature's Ally VIII*	3,200 koku
100	DM's choice	

#### 9th-Level Shugenja Spells

d%	Name	Market Price
01-02	Daji's Curse	4,050 koku
03-05	Look Into The Soul	4,050 koku
06-07	The Mirror's Smile	4,050 koku
08-09	Ring of Air	4,050 koku
10-12	Seeing Ages Past	4,050 koku
13-15	Teleportation Circle	4,050 koku
16-18	Walking the Way	4,050 koku
19-20	Antipathy	4,050 koku
21-23	Castle of Earth	4,050 koku
24-26	Essence of Earth II	4,050 koku
27-29	Maw of the Earth	4,050 koku
30-31	Purity of the Seven Thunders	4,050 koku
32-33	Quest for the Pearl	4,050 koku
34-35	Ring of Earth	4,050 koku
36-38	Slumber	4,050 koku
39-40	Call of Fire	4,050 koku
41-42	Choke the Soul	4,050 koku
43-45	Final Ruin	4,050 koku
46-48	Follow the Flame	4,050 koku
49-51	Meteor Swarm	4,050 koku
52-53	Ring of Fire	4,050 koku



54-56	Turmoil	4,050 koku
57-59	Kharmic Vengeance	4,050 koku
60-61	Kumo's Black Embrace	4,050 koku
62-63	Peace of the Kami	4,050 koku
64-65	Ring of Water	4,050 koku
66-68	Suitengu's Embrace	4,050 koku
69-71	Tsunami	4,050 koku
72-73	Wheel of Fortune	4,050 koku
74-75	Banished to the Outer Darkness	4,050 koku
76-77	Divine the Future	7,800 koku
78-79	Draw Back the Veil	4,050 koku
80-81	Master the Void	4,050 koku
82-83	Ring of Void	4,050 koku
84-87	Elemental swarm	4,050 koku
88-91	Importune kami IX	4,860 koku
92-95	Summon nature's ally IX*	4,050 koku
96-99	Transform	4,050 koku
100	DM's choice	

\* Shugenja scrolls of *summon nature's ally* may only be used to summon elementals of a given element. Determine the element randomly by rolling a d4: 1 is Air, 2 is Earth, 3 is Fire, and 4 is Water.

## NEW WONDROUS ITEMS

**Akodo's Eye:** The mighty general Akodo had only one eye, and was once quoted as saying "I need only one eye; my samurai and my generals replace the other." One of the honors the Lion Clan bestows upon honorable and victorious generals is a war fan known as Akodo's Eye. Such a fan is usually given to a Lion commander whose daimyo is formally recognizing his first true victory in battle. The fan is emblazoned with the mon of the Akodo house, and then with the samurai's personal chop. It is considered a great honor to carry one of these, especially for a non-Lion commander. Such gifts are usually given out of respect for an obviously gifted strategist of another clan, though sometimes a Lion commander will surrender the fan to an enemy who defeats him in honorable combat.

These war fans are of exquisite design, made with delicate sandalwood and thick parchment. The process of enchanting the item inlays several holy kanji on the fan's spine. The bearer of this fan gains a +4 circumstance bonus to all Spot, Listen, and Battle checks.

**Caster Level:** 7th; **Prerequisites:** Craft Wondrous Item; **Market Price:** 2,000 koku; **Weight:** 1 lb.

**Bronze Lantern:** These were acquired by the Scorpion while they were in exile in the Burning Sands. The specific origin of the bronze lanterns is a tightly-held secret by the lords of the Bayushi, but those in the know are informed of clandestine allies in the Burning Sands, in a nation known as the Senpet Empire.



Candle of Void

These items come in several varieties, but each functions the same way. The user rubs the lantern and speaks the command word, and mist pours out of the lantern and forms a creature. This creature will fight for the user as if he cast the *summon monster* spell of the same level as the lantern's type to summon the creature. Each bronze lantern can be used only once; then the magic is gone forever.

Shugenja do not have access to the proper spells needed to create this item, so the Burning Sands are the only reliable source of bronze lanterns.

**Caster Level:** 1st for type I, 3rd for type II, 5th for type III, 7th for type IV, 9th for type V, 11th for type VI, 13th for type VII, 15th for type VIII, 17th for type IX; **Prerequisites:** Craft Wondrous Item, a *summon monster* spell corresponding to the level of the lantern; **Market Price:** 50 koku for type I, 300 koku for type II, 750 koku for type III, 1,400 koku for type IV, 2,250 koku for type V, 3,300 koku for type VI, 4,550 koku for type VII, 6,000 koku for type VIII, 7,650 koku for type IX; **Weight:** 1 pound.

**Candle of the Void:** One of the most basic elemental items, these candles are crafted by initiate Isawa shugenja to assist meditation. Many shugenja and monks prefer burning incense to clear their minds, though ishiken and most Phoenix-taught shugenja prefer to meditate upon the form of a single, flickering, perfect flame. This candle incorporates all of the basic elements, though it only appears to show the power of fire. The process of creation infuses the candle with the power of the Void as well, giving the candle a supernatural aura of peace and focus. This candle may be used as a divine focus for any spell, though its use causes the casting time of the spell to increase by one round. When the *candle of the void* is used, the spell it is used with is considered to have been cast by a shugenja 2 levels higher than the actual caster. One candle can be used five times before it is used up.

**Caster Level:** 3rd; **Prerequisites:** Craft Wondrous Item, *touch of the void*; **Market Price:** 4,000 koku; **Weight:** —.

**Curse of the Midnight Flies:** This item resembles a tiny gem on a gilded chain. Close examination reveals that the gem seems to encase several small insects. These small trinkets were originally created by the Ra'Shari, strange gypsy sorcerers of the Burning Sands. During the Scorpion's exile to that distant land, many of the Scorpion learned how to create small creations such as this one. Though for the most part the creation of this item has not spread beyond the Scorpion, they may show up anywhere.

Using the item, which may be used only once, requires the character to break the gem. This creates a small swarm of flying insects. The user may direct the swarm to any target within 500 feet, which the insects sting. That target must make a Fortitude save (DC 15) or be knocked unconscious for 1d4 rounds by magical poison.

**Caster Level:** 6th; **Prerequisites:** Craft Wondrous Item, *sleep*; **Market Price:** 800 koku; **Weight:** 1/2 lb.

**Dragon Helms:** Mortal minds have ever sought to understand the enigmatic and powerful Dragons of the Celestial Heavens. Long ago, a clever Soshi shugenja learned how to contain a portion of a



dragon's power within a nemuranai, just as a shugenja would harness the power of a simple elemental kami. Though the shugenja was immolated by the Oracle of Fire shortly thereafter, the Scorpion's apprentices passed on her secrets. Over time, a handful of Scorpion shugenja have secretly used her discoveries to create the dragon helms.

*Dragon helms* come in seven forms — one for each of the dragons of Tengoku. The *Dragon Helm of the Heavens* — which corresponds to the Celestial Dragon — is a recent creation, as that dragon's existence was not a proven fact until thirty years ago. The statistics for each type are as follows.

**Dragon Helm of Air:** Grants SR 15 (or +5 SR, whichever is higher) and a +3 enhancement bonus to Charisma and Dexterity.

**Dragon Helm of Earth:** Grants electricity resistance 50 and a +6 enhancement bonus to Constitution.

**Dragon Helm of Fire:** Grants cold resistance 50 and a +3 enhancement bonus to Intelligence and Dexterity.

**Dragon Helm of the Heavens:** Grants a +2 enhancement bonus to all ability scores.

**Dragon Helm of Thunder:** Grants immunity to fear and sleep effects and a +1 bonus to all ability scores.

**Dragon Helm of Water:** Grants fire resistance 50 and a +3 enhancement bonus to Strength and Wisdom.

**Dragon Helm of Void:** Wearer gains 90% concealment, use of the Void. Use feat (if he did not have it already) and +2 Void Points per day.

In addition, each of the helms allows the wearer to see the Elemental Dragons and their oracles in their true form, no matter what disguises they may take. If the wearer encounters the dragon that corresponds to the worn helmet, he may make one demand of the dragon (equal in power to a wish) in return for surrendering the helmet to it.

*Caster Level:* 15th; *Prerequisites:* Craft Wondrous Item, summon nature's ally VII; *Market Price:* 100,000 koku; *Weight:* 5 lb.

**Drum of Water:** Basic elemental items, drums of water are crafted primarily by the Iuchi family, who have let the secret of its creation pass freely throughout the Empire. The creation of this item is usually attended by several young initiates of the Iuchi shugenja school, and helps them to learn to focus their gift. The drum is a small hand-drum, playable by holding the sides and spinning the drum. The *drum of water* is often carried into battle by the shugenja who crafted it, and the sounds of many small drums at the fore of an advancing cavalry have become common in the ranks of the Unicorn. Once per day, these drums can be played to cast haste, affecting one creature within 30 feet.

*Caster Level:* 7th; *Prerequisites:* Craft Wondrous Item; *Market Price:* 3,000 koku; *Weight:* 1/2 lb.

**Emperor's Eye:** The stalwart and curious samurai of the Monkey Clan are all considered magistrates of the Emperor's justice. Not all of them, however, actually travel outside Imperial lands to carry out a magistrate's duties. Those that do are often given these smooth, round stones of crystal, which carry the blessings of the Seppun shugenja and are said to protect the mind from lies, illusion, and subversion.

While holding the *emperor's eye*, the bearer gains a +4 enhancement bonus to all Will saves, and an additional +4 enhancement bonus to all saves against illusion and enchantment effects.

*Caster Level:* 10th; *Prerequisites:* Craft Wondrous Item; *Market Price:* 3,500 koku; *Weight:* —.

**Feet of the Kitsune:** The samurai of the Fox Clan excel at traversing wooded and uncivilized areas without disturbing them. Shinjo and Tsuruchi trackers are often baffled by a Fox's supernatural ability to move through places almost undetectably. Where many Fox can say this talent is natural, others admit that they allow their family's penchant for magic assist them.

The feet of the kitsune are simple silken sandals, light and supple. While wearing them, the character is constantly affected by a pass without trace spell.

*Caster Level:* 5; *Prerequisites:* Craft Wondrous Item, pass without trace; *Market Price:* 3,500 koku; *Weight:* —.

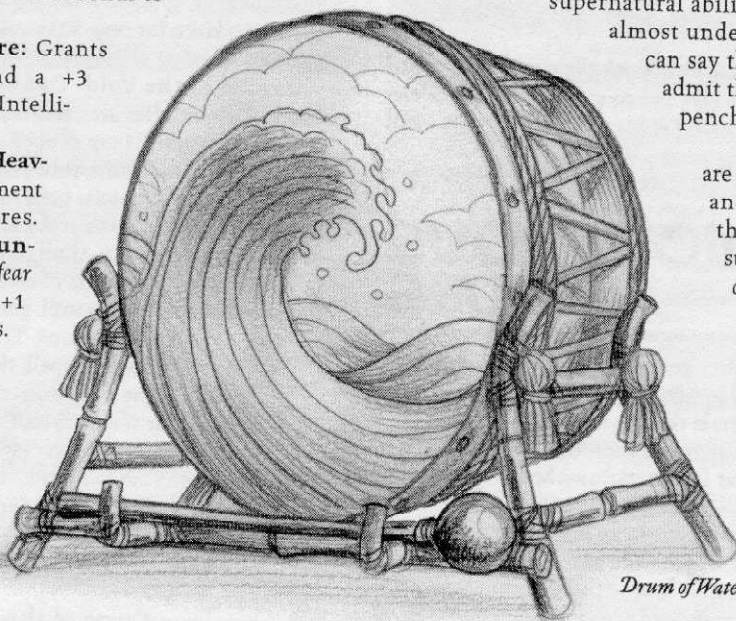
**Hiruma's Hakama:** Though the Crab look to the Empire and see men and women who will never understand the horrors Crab samurai face every day, the Hiruma look to the rest of the Crab

and feel the same thing. The Hiruma have no Wall to fight behind, and they must constantly be wary of attack, for they are practically behind enemy lines in their home. As such, a Hiruma treats every step as if treading in hostile territory, even while in the halls of their ancestral stronghold. Kuni shugenja have crafted many items to help their cousins with this environment, though the hakama they have produced are by far the most useful.

Hiruma's *hakama* are thick cotton pants, always dark blue, gray, or black in hue to keep from drawing attention to the wearer. They grant a +6 enhancement bonus to Move Silently and Hide checks, and may cast *non-detection* on the wearer twice a day.

*Caster Level:* 10th; *Prerequisites:* Craft Wondrous Item; *Market Price:* 4,500 koku; *Weight:* 1 lb.

**Hotei's Spice:** This frivolous but popular magical item is the result of centuries of labor and experimentation with magic and mundane spices. The only individuals in Rokugan who know the secret of its creation are the brothers of a small monastery deep in the mountains of the Phoenix lands who dedicate themselves to Hotei, Fortune of Contentment. This spice is highly coveted by the great chefs of the Empire, particularly the artisans of the Kakita family.



*Drum of Water*

*Hotai's spice* is sold in pouches that hold 10 doses. A full dose can be sprinkled over any meal, regardless of the quality of composition, to make it taste exactly like the diner wishes it to taste. This provides a +10 enhancement bonus on all Profession (cook) skill checks. Oddly, this only works for individuals who revere the Seven Fortunes. Others find that any food sprinkled with the spice tastes vaguely of wet sawdust.

**Caster Level:** 5th; **Prerequisites:** Craft Wondrous Item, Profession (cook) 5 ranks; **Market Price:** 2,000 koku per 10 doses; **Weight:** —.

**Jade Pendant:** During the early years of Emperor Toturi the First's reign, maho-tsukai ran nearly unchecked due to the Emperor's absence and the subsequent chaos. These simple tokens were designed by Asahina fetish-crafters in an attempt to protect samurai from the spreading Taint due to rampant maho. A *jade pendant* is a round chip of jade with designs on the front and holy symbols decorating the back. The pendant is usually tied around the wearer's neck with a cord of unremarkable silk.

The *jade pendant* protects the wearer as a normal sliver of jade, except that its protective power is never expended. Any attacks or effects that would give the wearer any Taint affect him normally, except no Taint is gained. If the wielder knowingly practices maho or willingly uses an item that would cause him to gain Taint, the pendant is immediately destroyed and its effect is negated.

**Caster Level:** 12th; **Prerequisites:** Craft Wondrous Item, magic circle against Taint; **Market Price:** 2,000 koku; **Weight:** —.

**Kage Mask:** These well-crafted masks are almost indistinguishable from the face coverings all Scorpion wear from day to day. The material is not remarkable in any fashion, except that it seems somewhat strange, somehow out of synch with the rest of the world around it. This "disturbance" can only be noted upon a close inspection, something a Scorpion wearing such a mask would probably not allow. Scorpion who are famous for having a different ornate mask every day usually have a mask such as this.

These masks contain a strong illusion enchantment, and are able to change their shape to resemble an entirely different mask once a day at the caster's command. They also bestow the wearer a +2 enhancement bonus to his Charisma score.

**Caster Level:** 7th; **Prerequisites:** Craft Wondrous Item; **Market Price:** 4,500 koku; **Weight:** —.

**Kaimetsu-uo's Satchel:** The Mantis Clan have always shared a kinship with the power of the storm, as their founder was the son of the Fortune of Fire and Thunder, Osano-Wo. As the only clan who lives exclusively on islands, they have also long had the most advanced navy in Rokugan. Many generations ago, an industrious Mantis shugenja learned how to harness the power of a storm's strong winds into a simple sack so it could literally be carried about and used on command.

*Kaimetsu-uo's satchel* is a plain empty silken bag that, when opened and the command word spoken, produces an effect identical to a *gust of wind* spell. This effect may be used three times a day, and is often used as "emergency power" for the sails on a Mantis kobune.

**Caster Level:** 10th; **Prerequisites:** Craft Wondrous Item, *gust of wind*; **Market Price:** 3,500 koku; **Weight:** 2 lb.

**Mantle of Fire:** A basic elemental item, the mantle was originally created by the Agasha family when they were with the Dragon Clan. The Tamori family retained the secret of its creation when the Agasha left for the Phoenix. Both families still craft these items to train initiate shugenja. This item usually takes the form of a rigid haori, though sometimes it is a simple-seeming cloak or wrap.

This item draws out the wearer's inner fire, causing his spells and attacks to become more fierce. While wearing the *mantle of fire*, a shugenja is considered +1 caster level for using Fire spells. This applies only to spell effects that rely upon caster level. No additional spells known or spells per day are gained.

**Caster Level:** 9th; **Prerequisites:** Craft Wondrous Item, *aura of flame*; **Market Price:** 10,000 koku; **Weight:** 2 lb.

**Masks of the Oni:** Many mistake the influence of the Shadowlands as just a supernatural force of destruction. Those who know their true power understand that the Taint can take shape in many ways, corrupting both spirit and mind... destroying a man as surely as a ogre's club. The invitation to embrace the darkness of the Shadowlands can be as simple as a child's toy, and as innocent as a kabuki mask. The Masks of the Oni are such items. Each of the items corresponds to a particular Oni Lord, granting some measure of that creature's dark power. They were created as attempts to siphon off a bit of the awesome power of the Oni Lords... with mixed results.

**Mask of Tsuburu:** Grants DR 10/+1 and the ability to cast *teleport* without error once a day.

**Mask of Akuma:** Grants immunity to critical hits and the ability to cast *cloud of taint* once per hour.

**Mask of the Maw:** Grants a +5 bonus to all melee damage rolls and the ability to cast *bull's strength* once a day.

TABLE 4-12: NEW WONDROUS ITEMS

d%	Minor Wondrous Item	Market Price
01-12	Bronze Lantern I	50 koku
13-24	Bronze Lantern II	300 koku
25-34	Bronze Lantern III	750 koku
35-48	Curse of the Midnight Flies	800 koku
49-54	Bronze Lantern IV	1,400 koku
55-70	Akodo's Eye	2,000 koku
71-85	Hotai's Spice	2,000 koku
85-100	Jade Pendant	2,000 koku

d%	Minor Wondrous Item	Market Price
01-05	Bronze Lantern V	2,250 koku
06-12	Drum of Water	3,000 koku
13-19	Nio's Fan	3,000 koku
20-23	Bronze Lantern VI	3,300 koku
24-37	Emperor's Eye	3,500 koku
38-50	Feet of the Kitsune	3,500 koku
51-60	Kaimetsu-uo's Satchel	3,500 koku
61-70	Candle of the Void	4,000 koku
71-76	Unicorn Saddle	4,000 koku
77-89	Hiruma's Hakama	4,500 koku
90-97	Kage Mask	4,500 koku
98-100	Bronze Lantern VII	4,550 koku

d%	Minor Wondrous Item	Market Price
01-08	Bronze Lantern VIII	6,000 koku
09-28	Silk and Steel Kimono	6,000 koku
29-37	Yojimbo's Burden	7,000 koku
38-48	Bronze Lantern IX	7,650 koku
49-56	Mantle of Fire	10,000 koku
57-65	Tao Bow	19,000 koku
66-74	Tapestry of Air	20,000 koku
75-86	Serenity Lantern	21,000 koku
87-92	Slayer's Vial	24,000 koku
92-95	Dragon Helm	100,000 koku
96-100	Mask of the Oni	100,000 koku



**Mask of Yakamo:** Grants a +10 natural armor bonus and the ability to cast *detect taint* at will.

**Mask of the First Oni:** Grants immunity to ability score damage and the ability to cast *cause fear* at will.

**Mask of Ugulu:** Grants immunity to level drain and death attacks and the ability to cast *animate dead* once a day.

**Mask of Kyoso:** Grants immunity to mind-affecting spells and the ability to cast *charm person* at will.

Each hour masks cause their wearer to accrue Taint as if he had spent a day in the Shadowlands, and no amount of jade or magical protection can prevent this. If a mask is presented to its respective oni or one of its spawn, that creature flies into an angry rage and destroys the owner and the mask as quickly as possible.

**Caster Level:** 15th; **Prerequisites:** Craft Wondrous Item, possession; **Market Price:** 100,000 koku; **Weight:** 5 lb.

**Nio's Fan:** In the courts of Rokugan, few things are as eye-catching and elegant as the fans that bear the name of Lady Doji's favored son. They are usually given to promising young courtiers in an attempt to combat both the obvious and hidden dangers of life in the political battlefield of the Empire. These delicate items are certainly surpassingly beautiful, sometimes being constructed of silver, gold, and even jade or crystal spines with fine silk mesh. Patterns of spring scenes and other serene images always decorate these items, accenting their magical auras.

When held and willed to do so, *Nio's fan* causes the bearer to be affected by a *calm emotions* spell that he may dispel as a free action at any time. These fans are far too delicate to be taken into combat situations, and will most likely be crushed if not carried in a careful manner in one's hand.

**Caster Level:** 5th; **Prerequisites:** Craft Wondrous Item; **Market Price:** 3,000 koku; **Weight:** 1 lb.

**Serenity Lanterns:** These innocuous-seeming items subtly ensure that visitors to the Phoenix Clan lands will conduct themselves with the same civility and restraint that their hosts exhibit. When lit, these lanterns emit a soothing light that calms passions and permeates the area with a feeling of serenity. These lanterns are found at every court held by the Phoenix.

While in the presence of a lit *serenity lantern*, human individuals must succeed at a Will save (DC 25) before they can attack any other human. The lantern does not affect non-human creatures, nor does it prevent others from attacking non-human opponents.

**Caster Level:** 8th; **Prerequisites:** Craft Wondrous Item, *calm emotions*; **Market Price:** 21,000; **Weight:** 2 lb.

**Silk and Steel Kimono:** Few gifts in Rokugan can compare to a *silk and steel kimono*, among the most desired creations of the Asahina artisans. These kimono are not common by any means, and are usually distributed to those courtiers who are going into dangerous situations. More often than not, a Scorpion diplomat within 50 miles makes the situation "dangerous."

A *silk and steel kimono* grants a +2 armor bonus, but incurs no check penalty or chance of arcane spell failure. The kimono affords an additional +4 bonus to the wearer's AC when being attacked by piercing weapons due to the flexible, resilient nature of the enchanted silk.

**Caster Level:** 7th; **Prerequisites:** Craft Wondrous Item; **Market Price:** 6,000 koku; **Weight:** 3 lb.

**Slayer's Vial:** The exact origin of these deadly items is unknown to the Rokugani. The shugenja of the Unicorn Clan have confirmed that the vials were created using gaijin magic,

but claim ignorance of their source or the secrets of their creation. Possession of a *slayer's vial* is considered a serious crime. All Imperial magistrates have standing orders to confiscate and destroy any such vials they discover, and those who possess the vials face possible execution.

A *slayer's vial* is a blackened, empty glass flask. When filled with blood, the contents of the vial bubble and blacken, converting the blood to one dose of a virulent poison. The user of the vial chooses the specific type of poison prior to placing the blood within the flask. The user may choose night milk, dripping poison, or cobra toxin. (For more information on these poisons, see *Rokugan*, page 61.)

**Caster Level:** 9th; **Prerequisites:** Craft Wondrous Item, caster must sacrifice doses of poison with a total worth of at least 10,000 koku during the vial's creation; **Market Price:** 24,000 koku; **Weight:** —.

**Tapestry of Air:** One of the most basic elemental items, this is a favorite of the Asahina school of magic. Young initiates often assist in the creation of scores of these items, as it teaches both a crafting art and the subtle ebb and flow of magic. These ornate tapestries are displayed in Asahina temples and other places of religious significance, and generally depict scenes of Shinsei, Doji, or other famous figures in Rokugani history.

The owner and those friendly to the owner of the tapestry have their Air spells increased in power — all DCs to save against such spells are raised by 2. The owner can select up to three of his associates to receive this bonus, but they must meditate in front of the painting for eight hours to align themselves with its magic. The tapestry must be displayed in the owner's residence, and begins to bestow its blessings after a week on display.

**Caster Level:** 5th; **Prerequisites:** Craft Wondrous Item; **Market Price:** 20,000 koku; **Weight:** 1 lb.

**Unicorn Saddle:** The Clan of the Unicorn is known for its excellent horsemanship, which seems to border on the supernatural. Many Clans have sent promising young bushi to the lands of the Unicorn to learn their secret, only to have the visiting samurai baffled and left behind. Some speculate that the Unicorn's part-gaijin ancestry affords them prowess unknown to Rokugan, while others say the oversized beasts they ride only obey one of Shinjo's children. Most samurai are too proud to ask the Unicorn, and those that do ask are answered with only a knowing smile. For their part, the Unicorn just feel it is a skill that comes naturally to them — a gift from Lady Sun to Shinjo and passed down to her descendants. Some can attribute their ability to both their ancestry and the saddles made for them by the Iuchi.

These sturdy saddles must be made with a particular horse or rider in mind, though it is usually made for the latter. While being used by the intended recipient, it acts as if *animal friendship* had been cast upon the steed by its rider. In addition, all Ride checks made while using this saddle have a +10 circumstance bonus, and the steed will never abandon its master for any reason, short of the rider commanding it to do so.

**Caster Level:** 5th; **Prerequisites:** Craft Wondrous Item; **Market Price:** 4,000 koku; **Weight:** 30 lb.

**Yojimbo's Burden:** These polished fist-sized items were invented by an Isawa shugenja who wanted to ensure that a yojimbo would be able to not only leap to the defense of his charge at any time, but to flawlessly stand in harm's way. The stones were so effective that the Shiba honored the shugenja with a great celebration... and the Isawa ostracized him for enabling the Shiba to further intrude on their lives. These

stones come in sets of two which are keyed to each other. They are smooth, usually dark, stone, with a few simple kanji inscribed lightly on the surface.

When the command word is spoken by the person carrying the "yojimbo" stone, he is instantly teleported to where the person carrying the "shugenja" stone is standing, and the holder of the "shugenja" stone is teleported to where the yojimbo was a moment before. This may be done as a standard action, and only when the holders of the two stones are within sight of one another. The yojimbo's burden may be activated only twice in a single day.

**Caster Level:** 12th; **Prerequisites:** Craft Wondrous Item, teleport, teleport without error; **Market Price:** 7,000 koku; **Weight:** 1 lb.

## MINOR ARTIFACTS

**The Blade of Secrets:** Like so many other powerful artifacts in Rokugan, there is much that is not known about the blade of secrets. It was found in the swamps of the southern Crab lands several years prior to the Scorpion Clan Coup. Since that time, it has left a trail of broken heroes across the face of the Empire, for its power comes with a terrible price for those who choose to wield it.

The blade of secrets is a +3 speed katana which overcomes all crystal and jade damage resistance. It also carries a dangerous curse. Whenever the wielder rolls either a critical failure or a critical hit on an attack roll, the blade drains two Void points. If the wielder has no Void Points remaining (or to begin with), it deals 2 points of temporary Wisdom damage instead. If the wielder reaches 0 Wisdom, he blacks out for 8 hours. Upon awakening, he permanently loses one point of Strength and Constitution.

**Caster Level:** 16th; **Weight:** 6 lb.

**The Golden Frogs of Kaeru:** These highly detailed and somewhat comical netsuke are the work of a powerful yet impoverished ronin shugenja who owed a considerable gambling debt to the Kaeru family. Rulers of the City of the Rich Frog, the family of ronin were intrigued by the clever nemuranai and gladly forgave the shugenja his debts. The frogs remained in the Kaeru's possession for several decades before they were sold to an Asahina shugenja for an astronomical sum. Sadly, bandits raided the caravan transporting the frogs and they were lost. Only half of the 12 frogs are currently accounted for.

Each of the individual netsuke resembles a golden frog holding a mundane object. The benefit conferred by the frogs is reflected in the particular object held by the frog in question. Ten of the frogs grant a +10 enhancement bonus to a particular type of skill check: abacus (Diplomacy), fan (Sense Motive), torch (Gather Information), whip (Intimidation),

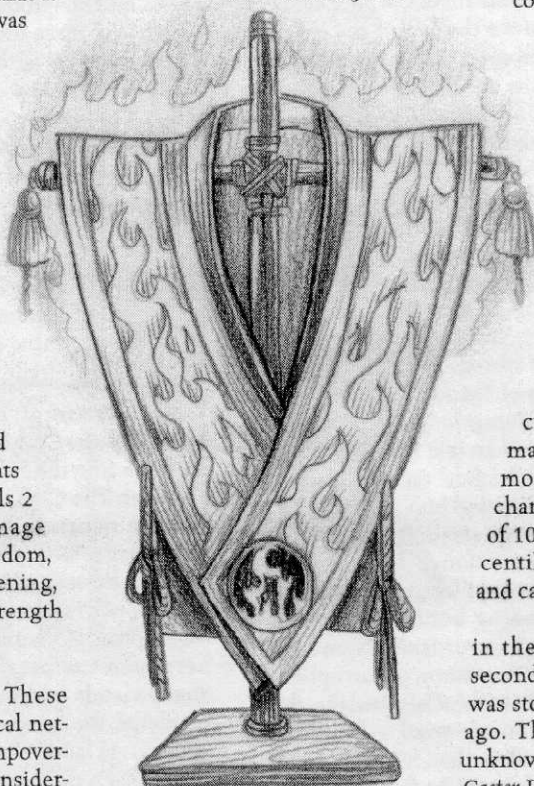
brush (Craft: Calligraphy), chisel (Open Lock), tea cup (Tea Ceremony), dagger (Move Silently), mask (Bluff), and staff (Concentration). The remaining two frogs confer a +1 luck bonus to attack rolls with the type of weapon shown: sword (melee weapons) or bow (ranged weapons). The golden frogs need only be carried (not necessarily worn) to bestow their benefits, and a single user could gain the benefits of several of them at once.

Though the ability bestowed by these items is relatively minor, they are considered artifacts, for it is rumored that when all of the frogs are gathered together a far greater power will be bestowed on the person who carries them.

**Caster Level:** 10th; **Weight:** —.

**The Jade Goblets of Taira:** Taira was a ronin shugenja who trained with both the Asahina and the Kuni, and created a number of useful nemuranai. When he declined an offer to swear fealty to the Asahina and reveal how he had produced his creations, the Crane Champion angrily ordered his execution for stealing their secrets. The three jade goblets of Taira are the ronin artisan's most sought-after creations. Each goblet is sculpted of gold, with intricate jade inlays covering the surface.

*Mantle of Fire*



The goblets glow brightly when within 100 feet of any creature tainted by the Shadowlands. Shadowlands creatures find this light disturbing, and must make a Will save (DC 18) when viewing it or become panicked.

Drinking any liquid from the goblet bestows the effects of a heal, remove curse, and break enchantment upon the drinker. Every time the goblet is used in this manner, there is a 10% cumulative chance that it will lose its magical abilities for one month. Each month it is not used, this percentage chance decreases by 10%, to a minimum of 10%. If a natural 1 is rolled on this percentile roll, the goblet turns pitch black and cannot be used for ten years.

One of the jade goblets is currently in the possession of the Kitsune family. A second was in the collection of the Fox, but was stolen by a ronin Scorpion some years ago. The location of the third goblet is unknown.

**Caster Level:** 16th; **Weight:** 4 lb.

**Mantle of the Jade Champion:** Commissioned by the Emperor Toturi I upon the reinstatement of the position of Jade Champion, the mantle of the Jade Champion is the badge of the office of the Empire's foremost shugenja. Created by the most gifted Kakita artisans and enchanted by the most powerful Isawa shugenja, the mantle identifies the wearer as the Jade Champion and significantly enhances his abilities.

There was concern from some quarters that the first to win the Jade Championship, Kitsune Okura, might have corrupted the mantle with his alleged practice of maho. Kuni Utanu, the subsequent Jade Champion and leader of the Kuni Witch Hunters, thoroughly examined the mantle and declared it free of the Taint. Following Utanu's murder, the mantle remained



within Otosan Uchi until the next Jade Championship was won by Asahina Sekawa of the Crane. Sekawa now wears the mantle, using it to aid his quest to locate and destroy the Shadowlands beast that slew his sister and uncle.

The mantle of the Jade Champion is a kimono that confers a +6 armor bonus to AC. It also grants the wearer Spell Resistance 20 and a +1 enhancement bonus on all saving throws. Additionally, the mantle grants its wearer an additional partial action per round that may only be used toward the casting of a spell. This effect is not cumulative with other effects that grant additional partial actions (such as *haste*). Finally, the DC of all spells cast by the wearer is increased by 6 when targeting creatures with the Shadowlands Taint.

Caster Level: 18th; Weight: 2 lb.

**The Night Medallion:** An ancient and mysterious artifact, the *Night Medallion's* origins are shrouded in mystery. Scholars believe the amulet to be somehow linked to the power of the Lying Darkness, although it does not appear to be an extension of that foul entity. Some believe that the medallion contains the soul of Shosuro, allowing the user to draw upon the power of the Darkness without succumbing to its effects. Others believe that the amulet is a remnant of the pure blood-magic practiced by mankind before the fall of the Kami. Whatever its origin, the seductive power of the *Night Medallion* cannot be denied.

The *Night Medallion* is an incredibly versatile implement. It grants a +2 enhancement bonus to any one roll, check, or save once per round. The individual possessing the *Night Medallion* may declare which roll will be enhanced immediately before making the roll. The *Night Medallion* cannot be used in direct sunlight or the radius of a daylight spell.

Caster Level: 12th; Weight: 1/2 lb.

**Ryokan's Sword:** The tale of the duelist Ryokan is very obscure. During the Clan War, the Wasting Disease spread across Rokugan. Samurai were not spared, and many villages were swept away as roaming bands of Shadowlands creatures pillaged places defended only by dying and helpless bushi. During one such attack, a nameless man in a tattered blue gi and hakama strode out into the middle of the carnage, and belated his challenge to the beasts all around him. At first, a few goblins and madmen rushed the lone samurai, but as their bisected bodies hit the ground, the attention of the rampaging horde quickly turned to the man. Those villagers that survived described the ideal samurai standing honorably against impossible odds, the consummate swordsman standing against his foes as an eye of bushido in a storm of corruption.

The samurai finally fell next to the body of his final foe, the village saved. The samurai uttered a single word — “Ryokan” — when asked his name, and then breathed his last. His gi bore the mon of the Kakita house of the Crane, his sword considered the blade of a true hero.

What very few know is that Ryokan was a ronin bandit that had taken the clothing of a Crane he had slain in combat. He had taken the Crane's swords as well, and when he came upon the village in the middle of the attack, the sword of Kakita Kamiko forced the ronin to live up to the standards of the blade he had stolen.

*Ryokan's sword* is a +3 keen ghost touch katana. It is an intelligent weapon (Int 12, Wis 12, Cha 12, Ego 17) with lawful good alignment and Honor 4. The wielder gains evasion and the Improved Initiative feat while wielding the blade. *Ryokan's sword* communicates via empathy, and has a special purpose of defending the weak. The sword will allow anyone to wield it, but expects all wielders to live up to its own high standards of

honor and justice. The sword is otherwise not particularly demanding of its wielder. When engaged in its special purpose *Ryokan's sword* gives the bearer 10/+1 DR and a +10 competence bonus to *Iaijutsu Focus* checks.

Caster Level: 18th; Weight: 6 lb.

**Shosuro's Cloak:** The first Scorpion Thunder was known as “Bayushi's Daughter,” though it is still debated whether Shosuro was male or female. One of the reasons that so little is known about the enigmatic Shosuro is her infamous Rainbow Cloak. She wore it at all times, and never divulged its origin. The cloak seemed to shift in the light like silk, even when it was completely motionless. Some claim the cloak's swirling patterns mesmerized the fiercest oni, and Shosuro said that it was the cloak's magic that allowed her to shift her form. The cloak rested in the Shrine of the Seven Thunders until it was stolen by Shosuro herself during the war against the Lying Darkness. When Shosuro was reunited with Bayushi, it was thought that she took the cloak with her, but it was found days later at the edge of the water where she was last seen.

*Shosuro's Cloak* has the properties of a cloak of elvenkind (+10 to hide checks) and a cloak of charisma +6. In addition, the cloak can be made to produce swirling lights that have the effects of a color spray three times a day, and dominate monster once per day. The wearer of the cloak is also affected as if under a displacement spell, and may polymorph self once per day, as a free action. The wearer may dispel his own polymorph at will.

The cloak is currently owned by the daimyo of the Shosuro family, Shosuro Yudoka.

Caster Level: 20th; Weight: —.

## MAJOR ARTIFACTS

**Atarasi's Armor:** Hida Atarasi was the son of the first Hida, founder of the Crab Clan, and it was he who bore the spirit of the Crab into the battle against Fu Leng on the First Day of Thunder. The Crab Thunder was given up for dead, as only Shosuro returned from that encounter. Hida bore another son, Osano-Wo, who grew up hearing great tales of his brother's bravery and strength. When he was able, Osano-Wo forged a powerful suit of armor for his brother, insisting that Atarasi would eventually return to claim it. Osano-Wo's wish never came to pass, and after Hida disappeared into the Shadowlands looking for his lost son, and Osano-Wo was murdered, the armor became an heirloom placed in the vaults of the Hida family. Every now and again, a famous Crab general is given the great honor of donning the armor for the remainder of his career, which is always brief but glorious.

*Atarasi's Armor* is +5 great armor of ghost touch and brings both a blessing and curse upon the wearer. It grants absolute immunity to all electrical and fire damage, as it was forged by the future Fortune of Fire and Thunder. The armor incurs no check penalty for those of Hida blood. However, a piece of Osano-Wo's restless soul resides in the armor, and urges the character into glorious battle. Any time the character could engage in combat without dishonoring himself or his family, he must make a Will save at DC 20 to keep from charging into the fray, screaming the names of his ancestors. Once engaged, the samurai will not break from combat (automatically makes all morale checks, and is immune to fear) until his enemies are defeated. In addition, all Shadowlands creatures have a natural hatred for the armor, and will desire to kill the wearer before any other foes.



**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 this artifact, among the most powerful relics created by the fledgling Asahina family. Asahina and his bride presented this finely forged and decorated kabuto to the Council of Elemental Masters a year and a half after he left the Phoenix. This nemuranai impressed the Council, and strengthened the bond between the two peace-loving families. The Helm has always been in the care of the Master of Air, and is usually given to the Shiba bushi who speaks on their 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, as befits the peaceful nature of both the Asahina who crafted it and the Isawa to whom it was given. *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. While the Helm is worn, the character gains a +10 void bonus to AC. The Helm also grants absolute immunity to mind-affecting spells including all enchantment and illusion spells. The exception to this rule is those enchantments cast by the Elemental Masters, which can affect the wearer regardless of range.

**The Jade Hand:** This holy and ancient artifact was a gift to a stalwart and passionate Crab shortly after the Kaiu Wall was built. Osano-Wo came from the Celestial Heavens and formed a scale from a jade dragon into a flexible hand stronger than steel and unwavering in its power against the darkness of the Shadowlands. This artifact was first carried by the brother of Kuni Osaku, and was passed down his family line until ten years before the Clan War, when the bearer disappeared into the mountains of the Dragon. During the middle of the Clan War, Togashi Yokuni appeared to Hida Yakamo and gave him the *Jade Hand*, proclaiming him to be the Second Thunder of the Crab Clan, destined to face Fu Leng on the Day of Thunder. Yakamo survived the encounter with the Shadowlands' dark god and eventually ascended to replace Lady Sun in the Celestial Heavens.

The *Jade Hand* is a hand and half of a forearm made entirely of worked and polished jade. It is fashioned to fit on a human's left arm, replacing the missing limb. If held to the stump of a left arm, it will attach itself, but only if the human is not Tainted by the Shadowlands, and is honorable. While attached, the character may never gain any Shadowlands Taint, cannot cast maho, and cannot behave in a dishonorable manner. The *Jade Hand* grants an SR of 20 against all spells except maho and spells of the Necromancy school, against which it grants an SR of 60. A human wearing the *Jade Hand* may attack with it as an unarmed attack without drawing an attack of opportunity, as an extra attack at the character's highest base attack bonus. The *Jade Hand* is a +6 weapon that inflicts 1d10 damage, plus 7d6 damage against creatures with

the Shadowlands Taint. Any Tainted creature struck by the *Jade Hand* must make a Will save (DC 20) or be affected by a fear spell (even if they are normally immune to fear). Also, the *Jade Hand* may be used to cast jade strike as a 20th-level shugenja 5 times a day.

**Lord Moon's Bone:** When the first Hantei dueled his father Onnotangu, one of the Kami's strikes severed Lord Moon's hand. Hantei and his siblings descended to Rokugan very shortly thereafter, and in the confusion the whereabouts of their father's severed hand were never considered.

The hand survived; see *The Obsidian Hand*, below. The forearm bone was taken by unknown parties and from it crafted a katana that came to be known as *Lord Moon's Bone*. The party or parties responsible for this weapon's creation are unknown, but the blade appeared periodically throughout Rokugan's history, usually aiding some nefarious purpose. Eventually, Hitomi used the katana to slay Onnotangu himself during the final days of the Empire's conflict with the Living Shadow.

*Lord Moon's Bone* is a +5 chaotic vorpal katana.

Unlike a normal vorpal weapon, this blade beheads an opponent on a natural attack roll of 15–20. When drawn from its saya, the katana causes everyone within 20 feet of the wielder to falter and lose their resolve, raising the DC of any Will saves by 20 and granting the wielder a +25 profane bonus to all Intimidate checks.

The wielder of *Lord Moon's Bone* must be cautious. Each week the weapon is owned, the owner must make a Will save (DC 17) or take up the weapon and kill a random person in a homicidal rage, screaming the praises of Lord Moon. Individuals who fail this save never remember the incident later.

**Mirumoto's Wakizashi:** When Mirumoto, the First Dragon Thunder, set off with Shinsei to face Fu Leng, he knew that he would not return, and left behind his legendary daisho. His katana became the Ancestral Sword of the Mirumoto family, which was later lost. His wakizashi stayed with his direct bloodline. When Hitomi ascended (see *Rokugan*,™ page 196), the Brotherhood of Shinsei placed the blade in the Shrine of the Seven Thunders. Young Mirumoto are sometimes compelled to make pilgrimages to meditate under the shrine to Mirumoto in the presence of his blade. Every few years, a samurai from the Dragon comes to the shrine, answering the call of Mirumoto's spirit. The monks tending the shrine allow the young one to leave with the blade, knowing it will return to them eventually.

*Mirumoto's Wakizashi* is rather plain-looking, appropriately enough for the founder of the Dragon's most practical family. Both the handle and saya are knocked and worn from centuries of use, but the blade is untouched by the ravages of time. The weapon is a +5 keen wounding, defending wakizashi that grants its wielder a +20 enhancement bonus on all Iaijutsu Focus skill checks. The sword is intelligent (Int 17, Wis 18, Cha 13, Ego 25) with a lawful neutral alignment and 5 Honor. The wakizashi will only allow itself to be used by an honorable member of the Mirumoto family.

**The Obsidian Hand (Shosuro's Hand):** When the children of Sun and Moon were cast out of the Heavens, Lord





CHAPTER FOUR  
MAGIC ITEMS

Moon attempted to snatch Fu Leng with one hand. Hantei cut off his father's hand before he was dragged down to the realm of mortals, and Fu Leng fell with his father's bloodied arm into a deep gorge that would one day become the Festering Pit. When the original Seven Thunders defeated Fu Leng, Shosuro brought the hand, now completely made of obsidian, back to Bayushi, and the artifact stayed with the Clan of the Scorpion for a thousand years. (It is widely believed that the hand was attached to Shosuro's arm when she returned, thus its common name of "Shosuro's Hand"). Every few generations, a Scorpion would graft the hand to his or her arm, only to be driven mad by its power. Eventually Bayushi Kachiko gave it to Mirumoto Hitomi to replace the hand Hida Yakamo had severed, and Hitomi eventually used it in battle against Lord Moon himself.

The *Obsidian Hand* is the right hand and half of a forearm of a human, sculpted entirely of smooth and angular obsidian. It is made as though to fit onto the right arm of a human, and will graft itself onto the stump of a missing arm if held in place. When attaching the hand, the character must make Will and Fortitude saves at DC 20 or be driven irrevocably insane. The *Obsidian Hand* grants SR 30 to its bearer, as well as complete immunity to mind-affecting spells. In addition, the character's gains a +5 natural armor bonus and damage resistance 10/+1 (jade). The *Obsidian Hand* may be used to make an extra attack each round at the character's highest base attack bonus, without drawing an attack of opportunity. The hand is a +6 keen slashing weapon that deals 2d6 damage. Anyone damaged by the hand must make a Will save at DC 15 or be affected by a *confusion* spell as if cast by a 20th level caster.

**Togashi's Armor:** The armor of the powerful Dragon Kami resides quietly deep in the recesses of Kyuden Togashi, untouched since Togashi's son, Hoshi, wore it into battle against the forces of the Lying Darkness at the Battle of Oblivion's Gate. The ancient armor has a large opening over the heart, torn in the armor when Hitomi slew Togashi on the second Day of Thunder. The damage has never been repaired, and the small portion of Togashi's spirit that empowers the bright gold and green armor ensures that the wearer is well protected despite the rupture.

The materials of which *Togashi's Armor* is forged almost seem to melt together; close examination reveals no flaws in the armor at all. This +5 *great armor of heavy fortification* imposes absolutely no check penalty or chance of arcane spell failure when worn. The armor also provides SR of 20, or a +15 bonus to the wearer's SR (whichever is higher).

At least once a week the person who last wore the armor experiences brief visions of the future during his sleep, identical in effect to *divination*, though the question asked is random and may not relate to anything remotely connected to the person experiencing the vision. These visions always display terrible future events, and how best to rectify them. If the

wearer fails to avert one of these tragedies, he must make a Will save (DC 20) or his alignment shifts one step toward true neutral.

## SPECIAL ARTIFACTS

### THE BLOODSWORDS

In his first bid for power over the Empire, the dark sorcerer Iuchiban enlisted the aid of the sinister Asahina craftsman Yajinden. At Iuchiban's behest, the Crane forged four of the most powerful blades ever seen in Rokugan — the *Bloodswords*. Each harnessed the soul of a fallen hero, binding the darkest virtues of fallen samurai into weapons intended to strike at the heart of the Crab, Crane, Scorpion, and Lion. Three out of four Clan Champions given these swords were swiftly destroyed, and only the cunning of a Scorpion offered any hope that Iuchiban's plan could be stopped in time...

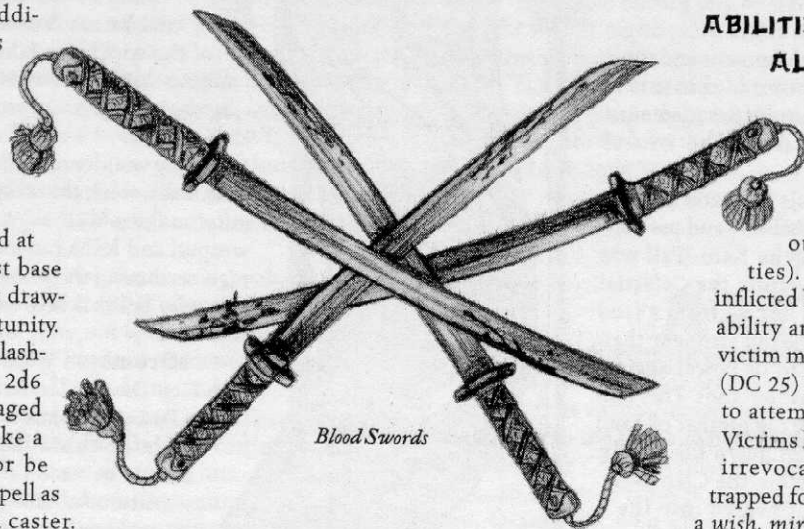
#### ABILITIES COMMON TO ALL

##### BLOODSWORDS

All *Bloodswords* are intelligent katana with the *bloodthirsty* ability (and several other customized abilities). All negative levels inflicted by a sword's *bloodthirsty* ability are permanent, though a victim may make a Fortitude save (DC 25) 24 hours after the effect to attempt to regain lost levels. Victims killed by a *Bloodsword* are irrevocably slain, their souls trapped forever in the blade. Only a wish, miracle, or other powerful magic can free trapped souls so that they may be restored through *kharma* or other restorative spells.

*Bloodswords* do not radiate evil or Shadowlands Taint. Their infernal power is so subtle that few realize their true danger. Each *Bloodsword* has a "trigger" (some innocuous action or event that draws the blade's interest). When this trigger occurs, the wielder must make a Will save (DC 5) or fall under the control of the blade. Each time the wielder makes a successful save (which is likely, at least at first), the DC increases by 1. Each time the wielder uses the *Bloodsword* to kill an intelligent creature not corrupted by the Shadowlands Taint or Lying Darkness, the DC increases by 5.

When this save is finally failed, the wielder falls under the *Bloodsword's* control. Each blade has different effects when this happens, but when the sword returns control to the wielder they are left to deal with the shock and trauma of what they have done. (One infernal part of the enchantment is that the wielder always blames himself, never the sword. The *Bloodswords* always draw upon weaknesses already present in their wielder's psyche.) After the sword has had its way with its wielder, the DC reverts to 5, plus 5 for every uncorrupted



Blood Swords

person the current wielder has killed using the sword.

*Bloodswords* communicate by telepathy, and often seek out wielders who will make powerful pawns, encouraging them to take up the blade and experience its power.

## REVENGE (FUKUSHU), THE FIRST BLOODSWORD

Yajinden gave this sword to Lion Champion Matsu Meikuko, a woman with a reputation as a cool and level-headed general. Only days after she received the gift its curse began to warp her gentle good nature. She challenged a peaceful Dragon courtier to a duel, a challenge to which the startled Dragon replied by quietly leaving the city. Taking the act as an insult to the Emperor whom she served, Meikuko declared war upon the entire Dragon Clan, charging 20,000 Lion bushi into the mountains in the dead of winter. Only 2,000 survived the climb, and Meikuko took her own life dishonorably among the Togashi peaks. Her name has become synonymous with "mistake." The sword has passed through several hands since, including current Akodo daimyo Akodo Ginawa, who managed to overcome the *Bloodsword's* temptation after many years of struggle. It is now stored in a hidden Lion monastery where, it is hoped, it will bring harm no more.

**Revenge** is a +6 *bloodthirsty keen katana* of wounding. It grants its wielder 20 temporary hit points once per day, and casts *haste* as a free action three times per day. Once per week on a successful critical hit, *Revenge* casts *destruction* upon its target. All of these abilities occur at a time of *Revenge's* choosing, not the wielder's. (Unlike other *Bloodswords*, *Revenge* prefers not to destroy its master, but to keep him alive as an engine of pain and destruction). Like all *Bloodswords*, it is intelligent (Int 12, Wis 12, Cha 14, Ego 25), chaotic evil, and has zero honor.

**Trigger:** If anyone slights *Revenge's* bearer in any way, *Revenge* forces a Will save.

**Effect:** The wielder enters a barbarian rage (see the *Player's Handbook*) that lasts until every visible enemy has been slain. This rage is even more savage and unrelenting than normal; the wielder of the *Bloodsword* cannot end his rage prematurely unless he is separated from the *Bloodsword*, and even then has a 50% chance of perceiving whoever disarmed him as an enemy and continuing his rampage. Only when all enemies are dead or have departed does the rage end.

## PASSION (JORETSU), THE SECOND BLOODSWORD

Passion nearly destroyed the Crane Clan when the Clan Champion butchered his entire family because of his love of a geisha. Fortunately, the man recovered his will long enough to hurl himself and the cursed blade into the sea where they could harm no one. So far as the people of Rokugan are aware, *Passion* has never resurfaced.

**Passion** is a +6 *keen bloodthirsty mighty cleaving katana* of speed. Like all *Bloodswords*, it is intelligent (Int 12, Wis 10, Cha 16, Ego 25), chaotic evil, and has zero honor. *Passion* casts *eneration* as a free action on any target it strikes in melee combat, up to three times a day (but only once per round). Once per day, the sword can cast *word of chaos* on a target of the blade's choice.

**Trigger:** Someone comes between the bearer and something or someone they perceive as theirs.

**Effect:** The wielder perceives the person coming between him and that which he desires as a threat, and acts accordingly. The wearer then takes his object of desire and moves to a place

where he can be alone with it. Any critical threat the wielder rolls while defending his desire in this fashion is automatically a critical hit.

## AMBITION (YASHIN), THE THIRD BLOODSWORD

Ambition was originally a gift to the Scorpion Clan Champion, designed to incite the Scorpion to act against the Emperor. Three Scorpion Champions have fallen to its power. The first was Bayushi Gonasu, who led a senseless attack on the Lion in order to steal land. The second was the first female Scorpion Champion, Bayushi Hajeko, who took Ambition from its hiding place in the bowels of Kyuden Bayushi and murdered her father with it. Claiming his throne and his clan, she lasted nearly seventeen hours before being dethroned as a usurper. The third time Ambition found a Scorpion Champion, Bayushi Shoji led his Coup against the Empire, setting off a chain of events that led to the apocalyptic Day of Thunder.

**Ambition** is a +6 *bloodthirsty katana* of silent moves. The bearer also gains a +15 profane bonus to Bluff checks. Three times per day each, the bearer may cast *confusion* and *knock*. Once per week each, the bearer may cast *greater dispelling* and *weird*. These abilities are cast as a 20th level caster.

**Trigger:** When the bearer sees a person of less worth than himself with higher social status.

**Effect:** Assuming the initial Will save to resist the *Bloodsword's* influence was failed, the bearer must make another Will save (DC 20). On a failed save, the wielder attacks the trigger character instantly. On a successful save, the bearer may choose to bide his time and plan an attack more carefully, but is still forced to act in some manner against his perceived enemy.

## JUDGMENT (HANDAN), THE FOURTH BLOODSWORD

The sword Judgment has made a quieter path across the Empire than the other three Iuchiban Blades. The first bearer of this *Bloodsword* saw sin and folly in everyone around him, and eventually was driven mad by the blade. After slaughtering his personal guard and family, the tragic Crab Champion committed seppuku. Since then, the sword has shuffled around the Empire without much notice — the role of the samurai often calls for swift decision and action, an attitude Judgment simply encourages. The current location of this Iuchiban Blade is currently unknown, though these infamous swords have a way of making their way into the hands of a samurai eventually.

**Judgment** is a +6 *lawful bloodthirsty dueling vorpal katana*. The bearer of the sword may cast *detect alignment* at will, though the character usually interprets the casting and resulting knowledge as intuition and keen judgment on his part. It can also be used to cast the following spells, once per day each: *holy word*, *unholy word*, and *plain of desperate evil*. The curse of this sword is such that any *detect alignment* or *detect evil* spell used by the bearer has a chance to give a false result for each creature the spell targets. There is a simple 50% chance that any creature will be seen as chaotic evil by the bearer. Also, Sense Motive checks made by the character have a 25% possibility (rolled secretly by the DM) of convincing the wielder that the creature in question is up to no good or hiding something, regardless of the creature's true intentions or alignment.

**Trigger:** When the bearer believes that someone has misled or offended him.



**Effect:** The wielder executes justice upon the offender, quickly, harshly, and mercilessly. Any that stand with the offender are punished beside him. The wielder gains a +10 deflection bonus to AC against the person who offended him directly, and is immune to any mind-affecting effects until the sword returns control of his body.

## THE CELESTIAL SWORDS

Just before the death of Onnotangu, the Kami Shinjo took the seven ancestral swords of the Great Clans to the heavens with her on her departure from Rokugan. Claiming that the inhabitants of the Empire that warred against her brothers were not worthy of the weapons of her siblings, she threw them up into the heavens to become Kamoko's Constellation.

After the War against the Spirits ended, a weaponsmith by the name of Tsi Xing Guo ascended to the heavens as the Fortune of Steel. At the behest of Lord Sun and Lady Moon, he forged eight Celestial Swords for the Great Clans. Made from the purest steel found in Tengoku, and created to replace the lost ancestral swords of the clans, Tsi Xing Guo gave these swords to the Champions of the Great Clans.

### CELESTIAL SWORD PROPERTIES

All celestial swords have the following properties.

**Clan Specific:** No character may use a Celestial Sword as anything other than a masterwork weapon if they have not sworn fealty to the clan to which Tsi Xing Guo gave the sword. The sword will not perform any of its magical functions when in the hands of someone not of its clan, and if a character attempts to attack members of the sword's clan in melee combat, it will do damage to the wielder instead of the target. This effect does not apply to members of the appropriate clan attacking their kinsmen.

**Invulnerability:** No Celestial Sword can be destroyed through mundane means. As major artifacts, they may only be destroyed in the forge of Tsi Xing Guo, the Fortune of Steel and the creator of the Celestial Swords.

### CELESTIAL SWORD OF THE CRAB

Yuruginai, the Celestial Sword of the Crab, is a +5 *taint resistant ghost touch Kuni crystal katana*. It was given to Hida O-Ushi, who was honored to receive it, yet still preferred to use her trademark dai tsuchi. Even after her death, Hida Kuon refuses to wield it, in memory of his mother.

Yuruginai is considered a +8 weapon for purposes of repelling (see page 126 of *Oriental Adventures* for rules for Kuni crystal weapons). The glowing aura from the weapon may be canceled or reactivated again as a free action. The wielder of Yuruginai gains a +10 sacred bonus to his Constitution score.

### CELESTIAL SWORD OF THE CRANE

The Celestial Sword of the Crane, Megumi, is a thing of beauty; no other sword can match its perfect elegance. Despite this, Doji Kurohito refuses to wield this weapon, eschewing it in favor of the blade discovered on the day of his birth. Megumi instead rests in a place of honor in Kyuden Doji, guarded by a sizable honor guard.

Megumi is a +5 *dueling vorpal katana*, and grants the wielder a +20 sacred bonus to any Charisma-based skill check.

### CELESTIAL SWORD OF THE DRAGON

When the Fortune of Steel, Tsi Xing Guo, returned to Rokugan after forging the Celestial Swords, he appeared on Togashi Mountain and spoke to Togashi Hoshi privately. Hoshi has not spoken of this, but since that day his son Togashi Satsu has wielded a new blade.

Satsu will not tell, or perhaps does not know, the name of his Celestial Sword. It is a +5 *defending katana of passage* that gives its bearer a +10 sacred bonus to any skill check and a complete immunity to illusion spells.

### CELESTIAL SWORD OF THE LION

When the Celestial Sword of the Lion was received from the Fortune of Steel, then-Lion Champion Kitsu Motso took the sword, known as Shinrai, as his own personal weapon. Later, when Matsu Nimuro became Champion, he presented it to Toturi I as a symbol of the Lion's oath, just as the ancestral Lion sword Shori was kept by the Emperor except in times of war. Toturi returned the blade to Nimuro with his blessing, telling him that he would receive it once more when Rokugan was truly at peace. Nimuro has sworn to one day fulfill Toturi's command and return Shinrai to its proper place in the Imperial City.

Shinrai is a +5 *mighty cleaving mighty smiting katana of speed*. In addition, Shinrai gives the wielder a +8 sacred bonus to his initiative and deals triple damage on a critical.

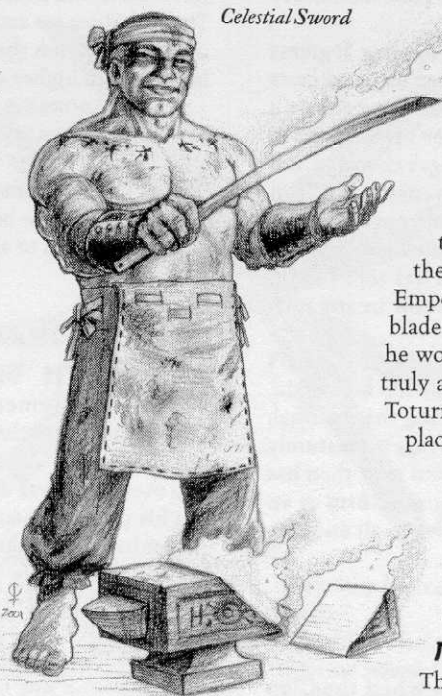
### CELESTIAL SWORD OF THE MANTIS

Though the Mantis never had an ancestral sword to replace, Tsi Xing Guo gave Yoritomo Aramasu, at that time Champion of the Mantis, the celestial sword Nobori Raiu. The Moshi shugenja who examined the sword claimed that it was the weapon that Yoritomo had deserved, but was never given. Aramasu wore the weapon until his death, but never wielded it. The sword was lost when Aramasu was killed by the Scorpion assassin Bayushi Kamnan, and has not yet been recovered. The Scorpion are thought to have possession of it.

Nobori Raiu is a +5 *thundering shocking burst katana*. The bearer of Nobori Raiu may cast *call lightning*, *control weather*, *torrential rain*, and *lightning bolt* once per day each, all as a 15th level shugenja.

### CELESTIAL SWORD OF THE PHOENIX

With the loss of Ofushikai, the Phoenix ancestral sword, the clan was faced with a serious problem. The presence of the Soul of Shiba, and therefore the position of Clan Champion,



*Celestial Sword*

had always been determined by the ancestral sword accepting the new Champion. When Tsi Xing Guo presented Shiba Tsukune with the sword Keitaku, she initially believed that the problem of succession would be settled. However, Keitaku showed no sign of reacting to the Soul's presence. Tsukune has since passed Keitaku to her son Aikune, much to the annoyance of the Elemental Council, who do not plan on naming the arrogant young boy Champion.

Keitaku is a +5 spell storing flaming katana. Keitaku can hold as many spells as the wielder has Void Points at maximum. When the wielder spends a Void Point to improve a roll, the bonus is increased from +2 to +5 per Void Point spent.

### CELESTIAL SWORD OF THE SCORPION

The Celestial Sword of the Scorpion, Churetsu, is a plain weapon, appearing no different from any common katana. Bayushi Yojiro, always a practical man, thanked Tsi Xing Guo profusely for this most useful property of the weapon — its appearance as a normal weapon has proven quite useful, as Yojiro often discreetly loans the sword to Scorpion agents undertaking dangerous missions.

The Scorpion's Celestial Sword, Churetsu, is a +5 vorpal katana of speed. It grants the wielder a +20 sacred bonus to any Charisma-based skill check. The Scorpion Champion can identify Churetsu on sight, though to anyone else it appears identical to a standard Bayushi katana. Churetsu otherwise does not seem spectacular in any way; even to *detect magic* or *true seeing* it appears perfectly ordinary.

### CELESTIAL SWORD OF THE UNICORN

The Unicorn's Celestial Sword, Enginoshi, is a katana. Moto Gaheris, the Khan and Champion, respectfully refused to wield it even when presented with it directly by Tsi Xing Guo, preferring his own sword over even a katana forged in Tengoku. Moto Chagatai, his grandson and current Khan, also eschews the use of this weapon. It currently rests in a place of honor in Shiro Shinjo, the same place Hayai, the ancestral sword, occupied.

Enginoshi is a +5 keen katana of initiative and speed. It doubles the wielder's speed, or his mount's speed if the wielder is mounted. On a critical hit, Enginoshi casts bad *kharma*\* on the target, with no save possible.

## THE TWELVE BLACK SCROLLS

The history of the Twelve Black Scrolls is detailed in *Rokugan*. As described in that volume, the original purpose of the Black Scrolls was to contain the soul of the Kami Fu Leng. After over a millennium of containing the Dark Brother's essence, the Black Scrolls were finally opened by Yogo Junzo, the Phoenix Elemental Masters, and others. The Kuni Witch Hunters, Asako Inquisitors, Jade Magistrates, and the Kuroiban of the Scorpion Clan made a concerted effort to find and destroy the Black Scrolls following the Day of Thunder. The Scorpion Clan claims that all of the Black Scrolls have been destroyed. (More information about the Asako Inquisitors and the Kuroiban can be found in the forthcoming *Way of the Shugenja*.)

However, it is entirely possible one or more of these powerful items could have survived. Perhaps the Scorpion who claimed to have destroyed them hid them away for a day when their power would be needed again. Perhaps an evil maho-

tsukai presented the Scorpion investigators with a cunning duplicate while the original scroll survived. Perhaps the powerful artifacts were indeed destroyed, but spontaneously restored themselves.

The powers of the Black Scrolls are presented here in the event that you decide to take advantage of these possibilities, introducing one or more of the scrolls in your campaign, or if you choose to place your campaign during a time when the Scrolls had not yet been destroyed (such as the Clan War).

Be warned: each of the Black Scrolls is not merely a spell of incredible power. Each is an artifact unto itself, touched by the dark power of Fu Leng.

### THE NATURE OF THE BLACK SCROLLS

Each of the Black scrolls was once a powerful relic of untainted magic, ofuda used by Isawa to cast spells now forgotten to the ages. Since these scrolls were used to bind Fu Leng's soul, each was twisted into a powerful tool of dark magic. The scrolls were intended to tempt foolish mortals to break their seals and release Fu Leng's power. Even now that Fu Leng has come and gone, the Scrolls still seek to taint mortal pawns, as each is a powerful tool to corrupt an unwary spellcaster.

Each of the Black Scrolls radiates an aura of quiet menace. *Detect evil*, *detect chaos*, *detect magic*, or *detect taint* all register an overwhelming aura. The power these artifacts radiate is so easy to notice that a successful Knowledge (arcana) check (DC 10) immediately notes the raw power of the item. A spellcaster who sees a Black Scroll must immediately make a Will save (DC 16) or he will wish to pick up the scroll and open it as soon as is safely possible. This effect is identical to *charm monster*, except that the only command given is for the shugenja to pick up and open the scroll as soon as he can. An affected target will not attack the scroll's current holder if such an action is wildly against his nature. Any spellcaster who makes this save successfully is immune to that scroll's compulsion for 24 hours.

Anyone who stays within 10 feet of a Black Scroll gains Shadowlands Taint as if he were in the Shadowlands itself. Jade is no protection against this effect; only encasing the scroll completely in crystal or jade will prevent this corruption.

### OPENING A BLACK SCROLL

At the present time in Rokugani canon history, each of the Black Scrolls has been opened, releasing the bit of Fu Leng's spirit they once held. The following information is for those DMs who wish to use the Black Scrolls in a historic campaign, taking place during or before the Clan War.

Each of the Black Scrolls was originally sealed by a complex ward devised by Isawa to prevent the release of Fu Leng's essence. A successful Spellcraft or Use Magic Device check (DC 30) is required to successfully open this seal. When a Black Scroll's seal is broken for the first time, a ripple of dark magic echoes across Rokugan. This wave of darkness can be detected by any spellcaster or character with a strong sense of self (Concentration check, DC 20). Any time a Black Scroll is opened for the first time, untainted magic is disrupted throughout the Empire. Any character using divine magic during this time must make a Will save (DC 10 + the number of scrolls opened so far) or his spell is canceled and he becomes nauseated for 1d6 rounds. This disruption lasts for a number of days equal to the number of Black Scrolls opened so far.



## USING A BLACK SCROLL

Black Scrolls are spell completion items, though as artifacts they violate many of the rules for spell completion items (as well as the rules for normal spellcasting). So long as the user is a spellcaster of any level (arcane or divine) he can use the Black Scroll as if the spell were on his spell list, as a spell of the highest level that caster can currently cast. A caster who attempts to use a Black Scroll and suffers a mishap is immediately Lost to the power of Jigoku: his Taint score is set to 10 and he becomes an NPC under the control of the DM. The spell on a Black Scroll can be used an unlimited number of times; it does not fade when cast as with a normal scroll. All Black Scrolls are maho spells, and cause the user to accrue Shadowlands Taint at double the normal rate when cast. The DC save for a Black Scroll is determined in the usual manner for scrolls, though the effective level of the spell depends upon the highest level of spells the current user can cast.

The spells scribed on the Black Scrolls can be learned as ninth-level spells by any spellcasting class, but learning a Black Scroll immediately causes the character's Taint score to increase by 2. A character who learns to cast a Black Scroll thereafter gains Taint as if he were in the Shadowlands at all times, regardless of what measures he takes to prevent infection.

## THE FIRST BLACK SCROLL

### The Wasting Disease

Necromancy (Evil)

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The target you touch immediately contracts the Wasting Disease and suffers 1d8 negative levels. If the initial target fails his Fortitude save to negate, he may not make any further saving throws to fight off the disease. Any living creature (including the caster) that comes within 10 feet of an infected target must make a Fortitude save or become infected as well. The DC save for secondary targets is equal to the original DC minus 2. The DC continues to decrease by 2 with every successive generation of contact. Individuals not directly infected by the casting of this spell do not suffer the initial loss of levels, only the effects listed below.

An infected secondary target must make a total of three successful Fortitude saves to fight off the Wasting Disease. A successful Fortitude save prevents the loss of levels for one day. The Wasting Disease has an incubation period of one day and bestows one negative level each time a save is failed. Negative levels cannot be restored by any means until the disease is cured. Any target who successfully fights off the Wasting Disease is thereafter immune to secondary infection, though he can still contract the disease if this spell is cast directly upon him. *Cure disease* and *heal* have no effect on the Wasting Disease, though a *wish* or *miracle* can cure one creature.

Rodents (including Nezumi) are immune to the Wasting Disease's effects. They must still save, however, or become a carrier of the disease (inflicting it on whomever else they come into contact with) for 1d6 months. A *cure disease* or *heal* spell will remove the Wasting Disease from a carrier.

Those who die from the Wasting Disease are suffused with the Taint, and are likely to return to life as undead. Most simply return as zombies, though extremely powerful individuals (such as the infamous Yogo Junzo) may return as akutenshi or other powerful creatures with the Shadowlands subtype.

## THE SECOND BLACK SCROLL

### The Iron Citadel

Conjuration (Evil)

**Components:** V, S

**Casting Time:** 1 hour

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** One citadel

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

In an area strong in natural Taint, you may call into being a huge castle (see buildings in the *DUNGEON MASTER'S Guide™*) made entirely out of black steel and obsidian. The castle's walls have a hardness of 20 and 40 hit points per inch of thickness. This castle can be up to 1,000 feet in every dimension, including underground, and the interior rooms can be placed in any arrangement you desire. Every door in the castle is equipped with *arcane locks* that open at your touch. If you desire it, any doors or windows in the castle are enchanted with an *arcane lock* or *glyph of warding* (your choice; the spell glyphs can be enchanted with any spell you can cast). The castle has up to ten secret doors, up to five *illusory walls*, and is completely furnished. (All furnishings are in fact part of the castle itself and cannot be removed.)

This spell can only be cast in a Tainted area unoccupied by creatures or structures. Only one Iron Citadel may be in existence at any time. If an Iron Citadel is already in existence, this spell may be cast on its premises to cause that structure to immediately cease to exist.

## THE THIRD BLACK SCROLL

### Black Wind From The Soul

Necromancy (Evil)

**Components:** V, S

**Casting Time:** 1 action

**Range:** 30 ft.

**Area:** Spread centered on you in 1,000-ft. radius

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

Multiple casters may participate in this spell, though all must be touching the Black Scroll and cast it simultaneously. All participating casters are Tainted as if they were the sole caster.

When you cast this spell, you release a furious blast of negative energy that fills the area of effect. This black wind deals 1d6 damage per level, for every level of every caster present (with no maximum damage cap). There is no saving throw or spell resistance allowed, and any attempt by the casters to avoid suffering the effects themselves (such as via a *contingency*) automatically fails.

Only living creatures are harmed by this spell. Constructs and inanimate objects are unharmed. Undead creatures are healed an equal amount of damage. If the Black Wind heals an amount greater than an undead creature's normal maximum hit points, that creature explodes in a burst of negative energy.

### THE FOURTH BLACK SCROLL

**Dark Divination**  
 Divination (Evil)  
**Components:** V, S  
**Casting Time:** 10 minutes  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous

This spell has two separate effects, depending upon whether or not its user is currently Lost to the Taint. Lost users — those controlled by the power of Jigoku as NPCs — may select either of the following effects.

The first use of this spell allows you to ask three questions that can be answered with one word. You receive truthful answers to all three questions.

The second application of this spell, which may be used only if you are Lost, allows you to gain a vision of the greatest threat to your plans, a foresight of some action that will be taken by your enemies in the immediate future that you have the power to prevent.

### THE FIFTH BLACK SCROLL

**Shapeshifting**  
 Transmutation (Evil)  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One creature  
**Duration:** Permanent  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

This hideous spell immediately and permanently transforms the target into a creature of your choice. The final form must be a creature with the Shadowlands subtype (it cannot merely be a creature with a Shadowlands template). This form cannot have more Hit Dice than the original form, and can only be up to one size category larger than the original creature. The new creature possesses the personality and all abilities of a typical creature of its type. The creature is under your control.

Casting *heal* on a shapeshifted creature returns it to its original state and frees it from your control, though it will recall everything that happened to it during the time it was transformed.

### THE SIXTH BLACK SCROLL

**Touch of Despair**  
 Necromancy (Evil)  
**Components:** V, S  
**Casting Time:** 1 full round  
**Range:** 250 ft.  
**Effect:** Cloud of Taint centered on you spreads in 250-ft. radius  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude half  
**Spell Resistance:** Yes

This horrific spell causes a cloud of raw Taint to billow forth from your soul, filling the area of effect. All living creatures within the area immediately gain a number of ranks of Taint equal to 10 minus their Honor. A successful Fortitude save reduces this amount by half. You are not immune to this effect.

### THE SEVENTH BLACK SCROLL

**Touch of Fu Leng**  
 Transmutation (Evil)  
**Components:** V, S  
**Casting Time:** 1 hour  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Permanent (D)  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

You confer a blessing of darkness upon the target creature, increasing its connection to the power of Jigoku. The target creature gains one Shadowlands Power (see *Creatures of Rokugan*, page 101), chosen randomly by the DM, obeying the normal rules for acquiring Shadowlands powers. The target gains Shadowlands Taint in proportion to the power gained: a Minor Power increases the target's Taint modifier by two, a Major Power increases the target's Taint modifier by four, and a Greater Power increases the target's Taint modifier by six. The Shadowlands Taint inflicted by this spell cannot be removed in any manner unless the other effects of this spell (the Shadowlands Power) are also removed.

Targets that become Lost due to the use of this spell fall under your permanent control.

### THE EIGHTH BLACK SCROLL

**Return of the Fallen Lord**  
 Necromancy (Evil)  
**Components:** V, S  
**Casting Time:** 1 minute  
**Range:** Touch  
**Target:** Dead creature touched  
**Duration:** Instantaneous  
**Saving Throw:** None (see text)  
**Spell Resistance:** Yes (harmless)

As *raise dead*, except that the target's spirit is torn from the karmic wheel and returned forcibly to its body. The target suffers no loss of experience levels for returning from the dead, and cannot choose not to return. The target gains the undead creature type and gains a Taint score of 10. The restored creature retains all skills, memories, and class abilities it possessed before and all immunities of the undead type. Its Honor is reduced to 0 and its alignment immediately becomes evil.

The undead creature possesses the soul of the original (though in a captive and tormented state) and thus it must be destroyed before the creature can be truly restored in any manner (such as use of the *kharma* spell).

### THE NINTH BLACK SCROLL

**A Terrible Oath**  
 Transmutation (Evil)  
**Components:** V, S  
**Casting Time:** 1 minute  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** Willing living creatures, no two of which may be more than 30 ft. apart  
**Duration:** 1 year  
**Saving Throw:** None  
**Spell Resistance:** No



You must cast this spell within one hour of the sacrifice of an intelligent being. By drawing upon this creature's life force and the dark power within the Black Scrolls, you share the power of Jigoku with nearby allies. Willing creatures within range gain a +6 enhancement bonus to Strength, Constitution, and Dexterity, a +4 natural armor bonus, and two ranks of Taint. You may choose whether or not you wish to be one of these targets. Targets cannot spend Void Points while affected by this spell.

When this spell ends, all targets suffer one negative level that cannot be restored by any means.

### THE TENTH BLACK SCROLL

**The Walking Horror of Fu Leng**

Necromancy (Evil)

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You immediately and permanently transform the target into a servant of Jigoku. The target gains the akutsukai template (see *Oriental Adventures*). The most notable user of this spell was the infamous Kitsune Gohei, who cast this spell on himself to prolong his life.

**Material Component:** Twelve corpses of intelligent creatures, which must have been slain within the last week. The casting of this spell utterly destroys these corpses.

### THE ELEVENTH BLACK SCROLL

**Doom of Fu Leng**

Necromancy (Evil)

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

A ray of utter darkness emanates from your eyes, striking down one target with the absolute power of the Taint. The target suffers 1d4 negative levels, 1d8 permanent damage to all ability scores, loses all remaining Void Points, and is nauseated for one hour. A successful Fortitude save negates the nausea and ability score damage and halves the Void Point loss. Creatures immune to negative levels instead suffer 8d10 damage.

### THE TWELFTH BLACK SCROLL

**The Scroll That Has No Name**

Eight hundred years ago, Togashi fell in love with the daughter of the Scorpion daimyo. She returned his love, and he

shared with her his deepest secrets. The weight of these secrets cost her dearly, but she knew her place in destiny. When left the land of her father, she took one thing away — the Twelfth Black Scroll. Even to this day, no one save Togashi knows what happened to the scroll, and very few know it was ever in the Dragon Kami's possession. The Yogo guardians were startled when, centuries later, they suddenly realized it was missing, and none could fathom its whereabouts. Magical means proved completely ineffective at finding the lost scroll, rendering even the powers of Fu Leng useless as he tried to locate the final seal on his power.

This, the most legendary of all the scrolls, is said to hold the power of life and death. No one has ever used this spell, though many have theorized as to what powers it may hold. The truth of the matter is very simple.

The Twelfth Black Scroll does nothing. It still possesses the same traits of all other Black Scrolls, tempting shugenja to explore its mysteries, but the scroll is entirely blank. The spell that Isawa scribed upon it was long since expended binding Fu Leng's spirit. Fu Leng made no effort to fill this scroll with the same temptations with which he laced the other eleven scrolls. He had no

reason to do so, for once it was opened he no longer needed human pawns to open Black Scrolls at his bidding.

Despite its apparent lack of power, many maho-tsukai yet seek the Twelfth Black Scroll, convinced that the ancient artifact still bears some link to the late Fu Leng's awesome power.

*Oni Mempo*



### SOMEONE ALWAYS FINDS ME....

Permanently awakened items, especially artifacts, have a life of their own. Once the spirit within an item has acquired a taste for adventure, it is unlikely it will allow itself to be discarded for long. Just like a bad penny, lost nemuranai have a tendency of being found again, and often turn up in the most unlikely of places. For this reason, most daimyo realize that the easiest way to deal with a cursed item is to put it somewhere where it *won't* be lost, if only so that it won't arrange things so that it is found by someone else.



CHAPTER FIVE:

# MAGIC OF THE CLANS

## MAGIC OF THE CRAB

"No excuses, child. Try again."

Young Chiuchi gave his master a morose look, but could find no pity in the old witch hunter's painted face. "I am tired," he said. "I can no longer hear the voices of the spirits. They will obey me no more today."

"Those are the words of a weak boy," Kuni Kiyoshi said, squatting to look levelly into the child's eyes. The master witch hunter smelled like burnt hickory wood and blood. "Focus on the jade and try again."

"I am not strong enough," Chiuchi said, looking at the jade amulet in his hand.

"Is that so?" Kiyoshi asked, sneering slightly. "I chose you out of dozens. Are you telling me that my judgment was flawed?"

"No, master," Chiuchi said, shaking his head rapidly.

"Then you were the strongest in your village," Kiyoshi seemed to consider that, then looked at the boy again. "Then you are telling me that all Crab are weak?"

"No, master!" Chiuchi said resolutely.

Kiyoshi studied the apprentice quietly. The morning songs of birds echoed through the forest around them.

"Ah, then surely you can continue," Kiyoshi said, rising again with a sharp nod. "Focus your chi upon the jade. Call forth the spirit within the stone; focus its energy into a beam of light to carve away the darkness."

Chiuchi nodded, closing his eyes and focusing upon the amulet once more. After several moments, he noticed that he could no longer hear the birds singing — but then a savage roar shattered his concentration. He opened his eyes to find his master locked in combat with some strange beast, a black humanoid creature whose flesh bristled with black iron spikes. Kiyoshi struck at its limbs with his jade-tipped staff, but seemed to be inflicting no damage.

"No!" Chiuchi shouted. A burst of green light erupted from the amulet in his hand, lancing into the black creature's chest. It staggered back for a moment, injured, a savage burn across its belly. Kiyoshi lunged, planted the jade tip of his staff in the burn, and twisted. The creature tore in two pieces, limbs flopping helplessly on the ground for several moments before it died.

"Well done, Chiuchi-san," the witch hunter said, smiling behind his smeared makeup as he turned about. Chiuchi beamed, though his master's praise lingered only for a moment. "Now," the witch hunter continued, face grim once more. "Let us continue..."

Unlike the other Great Clans, the Crab Clan have no true formal shugenja school. The "school" of the Kuni shugenja is in fact a network of small dojo strewn across the area known as the Kuni Wastes. Each Kuni shugenja is expected to take at least one apprentice at some point during his career so that their art will carry on through the generations.

The Kuni, like all Crab, are pragmatists. They rarely innovate new spells or forms of magic, except where the war against the Shadowlands and the defense of the Empire is concerned. They also keep few secrets, and gladly teach their spells to any who are willing to fight against the Horde. However, those who would visit the Kuni Wastes should be warned. The Kuni are an extremely proud family, and have an eerie respect for the power of the Shadowlands.



The Horde is the Crab's ancient foe; they would not still be locked in combat with their enemies after eleven centuries if the Horde was not, in some way, worthy of respect. Any who do not share this respect will not find a willing teacher among the Kuni.

## KUNI MAGIC

The shugenja of the Crab are perhaps the most analytical shugenja of any outside the Dragon Clan. They approach their war with the Horde with scientific detachment, always seeking ways to better understand their foe. Kuni are less superstitious than other clans about touching dead flesh (the Kuni see true Taint regularly, and care little for what touching a simple corpse could do to them). Kuni shugenja regularly dissect dead bodies, particularly those of Tainted humans or creatures captured in the Shadowlands. They also occasionally commission samurai to capture and bring back living specimens. Only the Kuni know what becomes of these creatures. The Hida family has expressly forbidden anyone in Crab lands to meddle with the Kuni family's work, trusting in the results their studies have produced in the past.

Over the centuries, the Kuni's curiosity regarding the true nature of the Taint has sometimes led to difficulties. More Kuni shugenja become seduced by the power of Jigoku than those from all other shugenja families combined. The shugenja of other clans are quick to point this out when criticizing Kuni methods. The Crab are quick to retort that such losses are to be expected, and the positive research the Kuni have produced (including such staple spells as *jade strike* and *detect Taint*) are worth the price.

## KAIU'S FORGE (ARTIFACT)

One of the most powerful artifacts possessed by the Crab Clan, the Kaiu Forge consists of five separate pieces once wielded by the first Kaiu: hammer, tongs, anvil, fire pit, and bellows. When all five pieces are used, the steel crafted by them never rusts or dulls. Weapons crafted in the forge never lose their edge and will not break unless returned to the fires of Kaiu's Forge (treat these weapons as having infinite hardness). Any weapon made in the forge is at least fine quality (+1 natural enhancement bonus). Any tools or weapons crafted using the forge are completed in half the normal amount of time.

Kaiu's Forge can only be used five times per year. Its magic does not function unless the hammer is beaten in a peculiar rhythm (traditionally known by only the master smith of the Kaiu and his chosen successor). Only katana are crafted in the forge, and only the finest master smiths of the Crab Clan are allowed to even view the tools. (Occasional exceptions are made for powerful Kuni shugenja who assist in the enchantment of a blade.)

## MAGIC OF THE CRANE

The aged master opened his eyes as the shoji screen slid open. A young boy stood at the threshold, bleached white topknot spilling over one shoulder. No, not a mere boy, a samurai. His enameled blue armor and the daisho at his hip proclaimed that much. The old master smiled. Had he ever been so young?

"Konichiwa, Asahina-sama," the young man said, bowing deeply. "I apologize for interrupting your meditations."

"The nature of existence is forgiveness," Asahina Ichizo said, replying with a short bow of his own. "How may I assist you, Doji Katai-san?"

The young samurai looked confused. He wore no mon, and had not introduced himself.

"Your name is written clearly in your spirit," Ichizo said with a smile. "Such things are obvious to me. Is that not why you came here?"

"You are very wise, Asahina-sama," Katai replied. "I was told that you could create tokens of powerful magic."

"It is so," Asahina Ichizo answered. "I can create gems that sparkle with the brightness of noonday. I can create a talisman to deflect the arrows of your foes. I can craft a key that will open any lock. I can—"

"I am in love with Matsu Kochiyo," Katai said in a rush. "The Lion ambassador."

The Asahina rose one eyebrow, but made no criticism. He had long since ceased questioning the strange patterns of the human heart. "If I were to craft you a charm to win her heart. . . . And I could easily do so," he said, staring deep into Katai's eyes and letting the implication linger. "But that would be an empty prize. Would you truly wish to win her heart through magic? What would be the value of a prize taken in such manner? That is not love."

"I know," Katai said, bowing his head deeply as he knelt on the floor before the old shugenja. "Believe me, I know."

"Then what do you ask of me?" Ichizo asked.

When Katai looked up once more, there were tears in his eyes. "Use your magic upon me, Asahina-sama," he said. "I ask that you make me forget I loved her."

Asahina Ichizo took a deep breath and released it with a sigh. "Hai," the old man said sadly, "I can do that. . . ."

The Crane as a clan are focused on the pursuit of excellence, and this focus continues in their magic. The magic of the Asahina is as much a work of art as anything the Crane create. Their tsangusuri talismans are works of great beauty as well as cunningly fashioned magical items.

## TSANGUSURI

The most notable magic of the Crane is the tsangusuri. The Asahina are masters at crafting these single-use fetishes, passing a small portion of their magic to another. It is theorized that the Asahina are so skilled at crafting tsangusuri because of their extreme concern for the affairs of the outside world mixed with their reluctance to emerge from their remote temples to participate. Rather than involve themselves directly, the Asahina pass their magic on to others in a practical form.

The Asahina are the most skilled crafters of wondrous items in the Empire, but never craft a magical weapon or item intended to harm others. The Asahina believe that awakening spirits for this purpose is an evil act, and inevitably leads to the construction of deadly items such as the Bloodswords.

## MAYA

### (ARTISAN MAGIC)

The artisans of the Kakita Academies do not study the path of the shugenja, and yet their art affords them mastery over some form of minor magic. Their souls are in such harmony with the spirits of creation that the work they do seems to draw upon the power of the kami in some manner, creating effects that are indeed magical. The magic of the Crane artisans is not extraordinarily powerful, but it is notable nonetheless.

# MAGIC OF THE DRAGON

One night a Dragon and a Phoenix stood side by side at the top of a mountain.

"I hear that the Phoenix have powerful magic," the Dragon said. "I wonder if you would show me an example."

"Of course," said the Phoenix with an arrogant chuckle. "Watch closely, friend Dragon, for you may never see something like this again." The Dragon nodded.

With that the Phoenix leapt high into the air, great wings of orange flame sprouting from his shoulders. The Phoenix gave a mighty cry as a plume of sparkling black Void crackled from one hand to another. Swirling mist billowed from his mouth, spiraling in great circles around the hovering man, tracing mystic kanji upon the wind itself. The Phoenix balled his hands into fists and pulled them upward, causing the earth to rise in a great twisted pillar beneath his feet. His body suddenly melted into sparkling water, cascading down the edges of the pillar like a great waterfall, wearing the earth down to mud once more, returning it to where it belonged. When the mighty spell was done, the Phoenix rose from the earth once more, lightning sparkling from his hair.

"An exhausting spell, but well worth the price," the Phoenix said with a chuckle. "Can you show me a magic to match that, Dragon?"

"I can." The Dragon gestured to the sky. The clouds parted, revealing the full moon.

"Bah," the Phoenix said, looking up at the sky. "You missed the point. That is no magic. You are a fool, friend Dragon."

The Dragon said nothing.

The Phoenix looked back, but the Dragon was gone. The drained Phoenix was left to find his way back down the rugged mountain by himself.

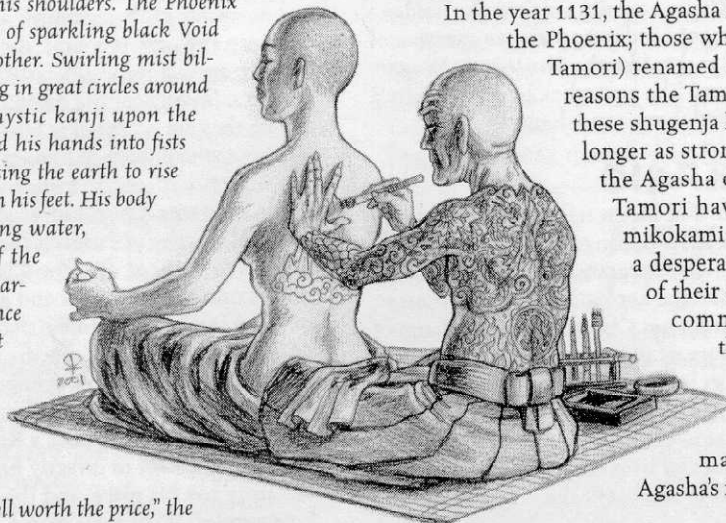
The Dragon Clan have a mastery of magic unlike that of other clans. At first glance, their arcane training seems haphazard (and appeared that way even during the time the Agasha were among them). Their shugenja schools are small and disorganized. Their knowledge of the Tao tends to focus on obscure verses, entirely ignoring larger passages generally believed to be more significant. Those who would assume from this evidence that the Dragon have no competence in the magical arts are dreadfully mistaken. While the Dragon are ignorant of certain basic aspects of the arcane arts, they have mastered magical concepts that baffle even the Elemental Masters.

Dragon shugenja generally do not make magic items other than weapons or potions. Dragon shugenja do not agree with the Asahina family's philosophy that creating magic weapons is an act of evil. The Tamori (and the Agasha before them) believe that a weapon reflects the soul of its creator. If a swordsmith is honorable and pure of heart, his weapons will be likewise honorable.

## KAGAKU

The Agasha, a family of shugenja stronger in the element of fire than any other, were the first great shugenja family of the Dragon. Their studies were dedicated to mastering the composition of the elements. It was the Agasha that perfected the art of transforming one element into another by evoking the similarities between all kami. The Agasha developed an art known as kagaku, through which even one without the gift of magic could encourage the transformation of materials into other materials through the application of certain reactive chemicals. It was this art that led to the development of hanabi — ingenious combinations of paper and combustible chemicals that produce brilliant, fiery displays when ignited.

In the year 1131, the Agasha left the Dragon Clan to join the Phoenix; those who remained (under Agasha Tamori) renamed themselves the Tamori. For reasons the Tamori do not yet understand, these shugenja have found that they are no longer as strong in the element of fire as the Agasha once were. Frustrated, the Tamori have turned to the powerful mikokami of the Dragon mountains in a desperate attempt to reclaim some of their clan's mystic heritage. Their communion with the power of the earth has been extraordinarily successful; the Tamori family's new affinity with earth magic easily matches the Agasha's mastery of fire.



Dragon Clan Tattoo

# MAGIC OF THE LION CLAN

Glory. Honor. Battle.

Kitsu Mitao had been promised all of these things, though he had gathered none of the first two, and little of the last. The young shugenja moved alongside his master tending the wounded after the latest skirmish with the Mirumoto troops. The Lion's tactics and placement had been sound but the Dragon fought with tenacity and power. Though in the end the Lion samurai had won the day, the casualties had been greater than expected.

"Here," called a samurai weakly, and Mitao looked to his sensei Hyobe. The elder Kitsu simply motioned with a slight nod of his head for the student to attend to the bushi.

Mitao walked over to the samurai — an Akodo, by the mon on his nearby armor — and knelt on the ground near him. Fresh water gathered in Mitao's hand and washed slowly over the gigantic slash across the samurai's abdomen. The simple healing magic would not be enough today. "You do not seem to mind the wound, Akodo-san," the shugenja said slowly, cleaning the wound further.

"It is nothing, shugenja." The samurai spoke flatly. "The wound itself is just a reminder that we are made of imperfect flesh."

Mitao's eyebrow arched in interest. The Akodo were one of the more religious warrior families of the Empire, but such a statement was odd even for one of them. "Oh?" he said, regarding the samurai a moment longer. "Who taught you this?"

"My father, Kitsu-san. He still watches me, does he not? He would be glad to hear me say such things."

The young shugenja stopped a moment, his intended response caught in his throat.



"Yes," Mitao heard himself say, though he wasn't quite sure he was the one who actually said it. "Your father is proud of you, Akodo Guisen, and awaits you with your grandfather and all of your line in Yomi. You have fought well." His voice paused for a moment, and Mitao spoke the last words more of his own will. "It is time that you rest, Guisen-sama."

The light faded from the samurai's eyes, a small, content smile on his face.

The young shugenja looked up to see his master standing near him, silent. Hyobe met his confused student's gaze with a knowing nod. "Come, Mitao. There are other men who wish to see their grandfathers."

Among all the clans of the Empire, the Lion are least known for their shugenja. Few Kitsu shugenja ever see the fields of battle, and those that do are hardly impressive masters of destructive and powerful magic like the Phoenix or Dragon. However, they are Lion, and like any other Lion in an army, they serve their purpose with honor and dignity.

## ANCESTOR MAGIC

Before the children of Sun and Moon fell to the earth, many other races dominated the land. Among these were the noble and wise kitsu — lion-like in appearance and possessed of a keen intelligence, much like the kenku. Due to a tragic error, the samurai of the fledgling Lion Clan slaughtered many of that race early in the history of the Empire. Akodo himself went to hunt the final kitsu left alive, only to realize his mistake. The creatures never recovered from the Lion attacks, and eventually (the descendants of the kitsu claim) Lady Sun transformed them into men and women to stand with Akodo and his clan. The Lion took in the last of the kitsu, who flourished in their ranks.

The Lion gained immense power and knowledge from the kitsu, who had walked the earth long before humans had come and practiced a subtle and sacred magic — they could speak with the dead. As the kitsu's bloodline mingled with the humans, they passed this gift of magic down to their descendants. Only those who are born of pure Kitsu blood can summon this power, and even those special few must undertake extensive training to make use of their heritage.

Those of the Kitsu family tend to be introverted and very traditional — dealing with countless spirits of the dead instills into one a reverence for the past. Because only the Kitsu shugenja (called *sodan-senzo*) possess ancestor magic, they are both respected and envied by many other shugenja. Though Rokugani law bars testimony gained by magic, including the testimony of the dead, the Kitsu shugenja carry with them the word of the blessed ancestors; a burden all Rokugani hold sacred to some degree.

Since the Kitsu do not commune solely with the spirits of Lion ancestors, they are visited and retained by all the clans of the Empire. Influential and religious daimyo usually procure the loyalties of at least one *sodan-senzo*. These shugenja commune directly with the family's ancestors on holy days and festivals, bringing the blessings of the ancestors to the living and the reverence of the descendants to the spirits.

## LION SHUGENJA AND WAR

Masters of warfare, the Lion put much more stock in a samurai on the field of battle than a shugenja. Though the tactical applications of magic in warfare are not lost on the Lion Clan, they also understand that Akodo himself never spoke of a shugenja's place in *Leadership*. Those of the Lion Clan are tradi-

tionalists to the core, and believe the shugenja's place is beside his daimyo as advisor, leader of spiritual ceremonies, and keepers of the kami and ancestors.

That said, the Lion's use of shugenja in large-scale warfare is both merciless and brilliant. Though the Dragon and Phoenix are the undisputed masters of destructive magic in the thick of combat, the Lion do not attempt such displays of power. With more subtle and calculated use of a shugenja's gifts, Lion units move with extraordinary speed, gain protection from enemies, and strike with their arrows at unbelievable ranges.

Shugenja trained by the Lion for battle service are relatively rare for two reasons. The first is the rarity of Lion shugenja who study magic but are not *sodan-senzo*. Those of the Kitsu family who do not have strong enough ties to their ancestors are incapable of their family's ancestor magic. To a Kitsu, this is a deep and private shame, though no one of the family truly holds it against the child. Usually, however, this leads to such children leaving for the Akodo, Ikoma, or Matsu family dojo, where they are accepted as bushi.

Those who choose to remain with the Kitsu learn a form of more "common" magic from a small dojo in the Kitsu plains. From this small number of shugenja, only a fraction are deemed worthy of striding the battlefield beside the proud and fierce bushi of the Lion Clan. The post of a shugenja in a unit is one of both honor and glory, for the peerless generals of the Lion have deemed that shugenja among the most promising in the Clan, worthy of shouldering the burden of both bushi and shugenja at once.

Lion shugenja in such a position favor the magic of Water, Air, and Earth. Rarely does a Kitsu war shugenja engage foes with spells meant to directly harm them — each member of the army has his place, and the Lion shugenja's is not to slay his enemies. With their magic, the Kitsu war shugenja turn the tide of battle in the favor of the Lion without striking a single blow. Fierce winds toss enemy arrows aside, and the very ground trembles and even changes to grant the Lion a more favorable position at the Kitsu's command. The shugenja himself is not defenseless, and more often than not is competent with a katana or staff.

## MAGIC OF THE MANTIS

The waves were cresting so high that Koji had to look up at them from where he stood on the deck of the kobune. Somehow, the ship was spared from the ravages of the storm. The waves simply disappeared before washing over the ship. Koji glanced across the deck to where Yoritomo Kyuko stood, the wind tearing at her kimono.

The young Mantis pressed her hands tightly together in front of her, her eyes closed and brow furrowed in concentration. It was her will alone that kept the kobune from being completely destroyed by the raging storm surrounding them.

"Ship sighted! Ship sighted!" The Mantis sailor tethered to the prow shouted to the others across the deck. Koji looked out across the sea where the sailor pointed. There, tossed roughly across the waves, was a slender ship obviously built for speed rather than durability.

"Kyuko-sama!" Koji shouted, straining to be heard over the storm. "The pirate ship is in sight!"

Kyuko's eyes opened, and a cruel smile played across her lips. Never ceasing her chanting, she turned her left hand palm-up and raised it slowly toward the sky, as if lifting a great weight. In conjunction with

her gesture, a gigantic column of water rose from the sea near the other ship. Even through the storm, Koji could hear the panicked cries of the pirates.

A momentary lull in the storm allowed Koji to hear Kyuko's words. "No one," she rasped, "raids the ships of the Mantis Clan." With a violent gesture, she brought her left hand down to slap her right. The tower of water shaped into the form of an enormous fist and crashed down upon the pirate ship. Even at this distance, Koji could see debris from the ship being tossed high into the air.

After a moment of silence, Kyuko ordered the ship to return to port.

Few shugenja of the Empire consider the Mantis to have any great magical aptitude. Although this opinion is understandable given the general disdain most clans hold for the Mantis, it is inaccurate. Mantis shugenja focus on the Fortunes more so than the kami or ancestors, and the grateful (but often fickle) Fortunes have returned divine favor and power to the clan a hundred times over. The shugenja of the Yoritomo family have a particular reverence for Osano-Wo, considered by the Mantis to be the patron Fortune of the clan. Another major influence on Mantis magic is the recent absorption of the Centipede Clan, who have now become the Moshi family of the Mantis. The Moshi's reverence lies with the late Lady Sun, Amaterasu, who blessed the family long ago.

## WEATHER MAGIC

The magic used by the Mantis Clan is not subtle. It is a brutal, unrelenting assault to be unleashed upon one's enemies without hesitation or remorse. It is the fury of nature itself, driven by the hatred and passion of man. Mantis shugenja are rarely respected, but they are often feared.

Those samurai who are descended from Kaimetsu-uo, the clan's founder, have the blood of his father Osano-Wo coursing through their veins. Like their distant cousins in the Crab, these men and women are proud warriors. Some, however, have their heritage expressed by an affinity with the kami. These individuals are exceptionally rare among the Mantis, but the raw power at their command is truly impressive. Their connection to Osano-Wo, the Fortune of Thunder, combined with their reverence of Suitengu, the Fortune of the Sea, gives them an incredible ability to control the sea and the storms that so often rage across it. Thunder, lightning, hurricanes and tsunami are the province of these men, and all who travel the seas of Rokugan pay them great respect.

In practical application, the use of the Mantis' unique style of magic has reaped considerable windfalls for the clan. The commerce-intensive Mantis often find that storms do not delay their vessels, either because the storms lessen to allow the ships to pass or because they dissipate entirely before they reach the Mantis shipping lanes. Rival merchants often have exactly the opposite luck. Similarly, pirates who prey upon Mantis ships often find themselves facing the wrath of the sea, and few are hardy enough to withstand more than one retributive strike from the Yoritomo shugenja.

The Moshi family which once comprised the Centipede Clan follow a different path. Before the events surrounding the Battle at Oblivion's Gate decades ago, the Moshi family revered Amaterasu, the Lady Sun. Lady Sun, in turn, showed her favor to the Moshi by granting them the secrets of her light, allowing the Moshi an unprecedented understanding of fire and air magic. With a mere wave of the hand, a Moshi shugenja could easily dispel clouds and rain, or bring down the fury of the Lady Sun upon the land. Because of their reclusive nature, few recognized the power of the Moshi prior to

the Clan War. Since their absorption into the Mantis, however, they have come to be respected by many more prestigious schools of magic in Rokugan.

Following Amaterasu's jigai and the subsequent ascension of Hida Yakamo to the Celestial Heavens as Lord Sun, the role of the matriarchal Moshi is somewhat more questionable. The new Lord Sun has clearly demonstrated his favor lies with his kinsmen among the Crab Clan rather than with the somewhat obscure Moshi family. Nonetheless, the Moshi's abilities have not faltered or lessened in any way. Many believe that the blessing of Amaterasu has remained with them even after her death. The most vocal of these individuals point to their daimyo Moshi Jukio, perhaps the oldest living person in all of Rokugan. Despite her incredibly advanced age, Jukio remains active and insightful in all matters of the family's governance. Truly Lady Sun's blessing is upon her. There are some among the Moshi who believe that Toturi Tsudao is the reincarnated form of Amaterasu's soul, and revere her almost as a Fortune made flesh. Lady Sun has passed, but the Moshi retain their magical mastery, though their focus has turned from fire to water in the last generation.

## TRACKING MAGIC

This is less a style of magic than an application of it. The Tsuruchi family of the Mantis Clan, who formerly comprised the entirety of the Wasp Clan, have never had a particular inclination towards magic. At one point shortly before the Clan War, however, a ronin shugenja named Youma joined the clan after an encounter with Tsuruchi himself. This scruffy ronin and his two students passed on a style of investigation that relied heavily upon the kami, allowing the Wasp to track their prey with great speed and accuracy. Although Youma never married, his students have passed his techniques down to the modern Tsuruchi. Tsuruchi shugenja are very rare, perhaps numbering no more than half a dozen, but they excel at their chosen profession and have been contracted to serve other families of the Great Clans on many occasions.

## MAGIC OF THE PHOENIX

Finally the fires died down.

Isawa Ihara allowed her aching body to relax. Her fists uncurled slowly as the protective magic faded away. All about her, smoke drifted lazily in the stale, unmoving air. The very earth seemed burned to ashes in places. The young shugenja looked at the carnage further away, where countless samurai lay dead. Those still recognizable had clearly died with their mouths open as if to scream. The very breath had been burned away from their lungs. These samurai had died unaware of the quick fate that had overwhelmed them. Unfortunate samurai. Most had worn the emerald and gold armor of the Dragon Clan, but more than a few corpses wore the fiery red armor of her own clan.

Beside her, another samurai looked on at the destruction with keen interest. A sword seemingly made of the light of the sun blazed in his hand. "What happened?" asked Shiba Aikune, his voice devoid of emotion.

The shugenja whirled on Aikune, anger clear in her eyes. "You did, Shiba," she growled. Ihara raised a finger and pointed at the blazing sword accusingly. "You have unleashed Isawa's Last Wish! You cannot comprehend the power of that artifact. You have slain your own kin!"



"I sounded the retreat," Aikune said calmly, unmoved by the shugenja's words. "These men did not remove themselves in time. Their mistake brought about their deaths, not mine."

Ihara snorted at the man and shook her head. "You will never understand. Your family cannot comprehend the forces mine toils with. It is indeed power, Aikune-san, but it is power far greater—"

"No," Aikune said, his tone forceful as he leveled the flaming blade at Ihara. "It is you who do not understand. It is your family who could not master this weapon, not in eleven centuries. I am the only one with whom it shares its secrets. I am the only one who controls its power."

Ihara gestured at the scorched corpses. "This is control, Aikune-sama?"

"A simple mistake," Aikune said simply, raising an eyebrow.

"Do you all-powerful Isawa never make mistakes in your research?"

"Only out of arrogance," Ihara said simply. "Only when we reach too far, too quickly."

Aikune regarded the shugenja for a moment, black motes of Void sparkling in his eyes. For a moment, Ihara was certain that Aikune would slay her as well. Finally he spoke. "Come with me then, Isawa Ihara. Show me the wisdom of the Isawa. Our families shall stand or fall together."

## RELIC MAGIC

Though they are far outstripped by the Asahina in the creation of a wide variety of magical items, the Phoenix delve more deeply into the creation of large magical constructs than any other Clan. Phoenix shugenja and scholars take great pride in fusing the power of the kami with the tools of mortals. The adoption of the Agasha family, powerful magical smiths in their own right, has only increased the knowledge of the Phoenix in these areas.

The Isawa are the only shugenja who teach their students large-scale magical construction. Shugenja from other clans who know these secrets have spent time with the Phoenix, have been taught by those who have, or have stolen the knowledge from them. Such things as golems, large magical items (such as an *Apparatus of Kwalish*), and other constructs of Medium size or larger fall into this category. The Agasha also know the methods of forging magical weapons of great power, though the Phoenix are reluctant to engage in the ways of the Agasha. To the Isawa, the former Dragon family still practices somewhat inferior and imperfect magic.

With few exceptions, the shugenja who craft these things specialize in earth and sometimes fire. Many of these creations are made of stone, steel, or other earthen materials, and shugenja deeply connected to these kami excel at their forging. These shugenja tend to spend their entire lives inside the provinces of the Isawa, rarely even leaving to see the lands of the other Phoenix families, much less the rest of the Empire. Shugenja visiting from other clans are not rare, though they are almost always in the lands of the Isawa by invitation. The Phoenix shugenja are not too proud to recognize the worth of a viewpoint of other Clan shugenja, especially the Asahina. Visitors from the Dragon were once relatively frequent in the forges of the Phoenix, but the relations between the two Clans

became strained when the Agasha defected from the Dragon, and such visits halted nearly three decades ago.

Though a peaceful Clan by nature, the Phoenix understand the wisdom of having such creations prepared for the use of war. Entire units of golems (usually of the clay variety) are at the disposal of the Phoenix army, as are several other tools. The Phoenix Master of Earth, Isawa Taeruko, created a clay steed in her apprenticeship, and has since refined the design to be more useful and stable. Many of these have been made during the war with the Dragon, as they are far more capable than living horses of navigating the rocky terrain of both Phoenix and Dragon provinces.

## SHIBA ILLUSION MAGIC

A relatively new school of magic is the one introduced by Shiba Tsuna two centuries ago; the people of the Empire still

view it with suspicion and awe. Those who follow Tsuna's practices are called "Tejina," and use the power of magic to entertain and amuse. Many believe that there is beauty in such forms of magic, and the Asahina family have become strong supporters of the emerging school of magic. Others, however, find the practice disrespectful and exploitative of the favor the kami show mankind. To this day, the opinion of a samurai about the Tejina is as varied as the clouds in the winter sky.

The Tejina themselves do not understand, nor much care, what others think of their craft. A Tejina's magic is neither as impressive as the Isawa's, nor as quietly powerful as the wise Agasha's. Because of this, a Tejina student almost always picks his path because he simply loves the art itself, creating illusions and summoning impressive displays of light and sound to entertain and educate. Tejina tend to eschew the more destructive forms of magic, and actually see them as the perversion of the shugenja's gift.

The Shiba Tejina school is small, though it has grown in the past generation from its original modest size. Where perhaps a dozen shugenja once trained in the small building, there are now more than 50 practicing Tejina in the Empire, though almost all of them remain in the provinces of the Phoenix. The Tejina presently maintain three different troupes, and roam from province to province providing entertainment for the noble houses. Though they are of the Shiba family, the Tejina rarely perform in houses of that line. The fact that a Shiba founded a school of magic 200 years ago has only increased the tension between the Shiba and Isawa, a fact that pleases neither family. Naturally, the Tejina find their most receptive audiences among the Asako, who find their displays curious and entertaining.

Wandering Tejina tend to be outgoing, inquisitive, and cheerful... to a fault. Many traveling groups have found quick and efficient methods to part ways with their Tejina companion after a long journey. It is hard to be dour and serious when one's entire world view is filled with beauty, and ways to introduce more of it. Tejina are not seen as particularly useful in combat; they are as peaceful as traditional Phoenix shugenja, if

Phoenix Shugenja



not more so, and do not usually have the combat magic of their cousins to fall back upon when diplomacy fails. However, there is no doubt that a clever and quick Tejina can charm his way into and out of any situation.

## MIZUGUSURI (POTIONS) AND THE AGASHA

When the Agasha family joined the Phoenix a generation ago, they brought the wisdom of a thousand years of Dragon magic with them. Though the position of the Agasha in the Phoenix Clan is relatively weak, their potion magic has been widely accepted and studied by the elder Isawa. However, the new potions being brewed by the Agasha are less potent than before, and there are reasons that the Agasha acknowledge to themselves but deny publicly. The Isawa interfere with their practices, attempting to bring a "superior form of magic" to the Agasha's ancient craft. The spirits of the kami themselves also seem less willing to respond to the Agasha's prayers and rituals, a fact that disturbs many Agasha deeply.

For the purposes of crafting potions as described in the Mizugusuri section in this book, Phoenix shugenja are considered to be two caster levels lower than their actual caster level.

## MAGIC OF THE SCORPION

"You are in a great deal of trouble, Haruki," the voice said, echoing through the darkened room. They must be in a cavern.

The peasant shivered in terror. The chill crept into his bones; he hugged his knees to his chest and quaked. What had that monster done with his clothes? He whimpered and buried his face in his hands.

"Where is the maho-tsukai, Haruki?" the voice asked again. Haruki heard a pair of footsteps settle near him, but could not bring himself to look up. Fear pierced his heart like a sliver of steel. He could sense it emanating in waves from whoever was speaking to him. Haruki imagined that it was Fu Leng himself, come to take away his soul for the evil things he had done.

"No, Haruki," the man said. "I am not the Fallen Kami. The Fallen Kami would embrace you with open arms for what you have done. He would place you among his children with loving care. I have no such intentions. Look at me, Haruki. You have one last chance to tell me where she is."

Haruki whimpered.

"Look at me, Haruki."

Haruki shook his head and sobbed gently.

"LOOK AT ME!"

The sniveling peasant's head snapped up. A pillar of shadows in the shape of a man stood before him. The figure was entirely black except for a hand, holding a torch that flickered bright blue, and a porcelain skull mask painted in ghastly shades by the sapphire light.

"Kuroiban," Haruki whispered. "I had heard stories, but I d-d-did not think..."

"Exactly," the man said without emotion. "I ask you one more time. Where is your mistress?"

Haruki opened his mouth to confess, to tell the man everything. He felt a strange chill wash over his mind, and the words would not come.

"She has you under her power," the dark man said, leaning close to the huddled peasant. "I feared as much." The man's other hand emerged from his robes. Each finger was tipped in a long, sharp fingernail painted bright green with jade flecks. He reached for Haruki's eyes.

"You may experience some discomfort..."

The Scorpion do not have a great number of shugenja. As a result, the Soshi and Yogo families greatly value those few who are gifted in the art and see to it that they are thoroughly trained. The shugenja of the Clan of Secrets are as deadly as any of their kin. Their magic focuses on stealth and manipulation of the mind; the most effective Scorpion shugenja complete their duties without anyone even becoming aware of their presence.

## SHADOW MAGIC

Nowhere is the Scorpion Clan's penchant for keeping secrets more readily apparent than in their magic. The shugenja of the Soshi and Yogo families closely guard their original spells, sharing them with only their most trusted students. The fact that the Scorpion continue to experiment with shadow magic (described in *Rokugan*,™ page 88) is virtually unknown outside the Soshi family.

## KUROIBAN

One of the most secretive groups in the Empire, the Kuroiban ("black watch") were organized shortly after Iuchiban's second imprisonment. They are a special order of shugenja chosen from among the Yogo family whose duty it is to guard the Empire against maho. Unlike the Asako Inquisitors and Kuni Witch Hunters, the Kuroiban have no official sanction, no legal power to enforce their actions. They answer directly to the daimyo of the Yogo.

As the Kuroiban do not officially exist, they do not have to worry about their actions reflecting badly upon their superiors. As a result, they are the most ruthless maho-hunting organization in the Empire. Their tactics are brutal and relentless, and have often brought them into conflict with the Inquisitors or Witch Hunters when these latter groups were blamed for the Kuroiban's activities. The Kuroiban care little for their reputation — fear makes their job easier — so long as they achieve results.

## WARD MAGIC

With so many secrets to protect, it is only natural that one of the Scorpion's shugenja families would turn their art toward security. The shugenja of the Yogo family have mastered the art of ward magic. All major Scorpion castles have at least one Yogo ward master on the premises, maintaining the building's security. More than one would-be spy has met his fate as a charred pile of flesh at the gates of a Scorpion castle.

## MAGIC OF THE UNICORN

Utaku Mu Dan shook the compass roughly and sneered. "This monstrosity does not function," she snapped, reining her horse at the top of the hill.

"You're not using it correctly," Iuchi Kiyoko replied, riding up beside her. The young shugenja's face was serene as she studied the distant horizon. "Hold it level and still."

Mu Dan held the compass steady for almost two seconds, then shook it again. This time, something rattled inside.

Iuchi Kiyoko turned to the impulsive young Battle Maiden and sighed. "That was an expensive piece of equipment you've just broken," she said. "Vordu-sama will not be pleased."



"I think it was broken already," Mu Dan replied, tossing the useless compass into the high grass. "Where are we?"

"Perhaps we would know," said Kiyoko, "if you had not broken the compass."

"Bah, we don't need that toy," Mu Dan said. "That way is north." She pointed to her left. "Does that help?"

"Very much," Kiyoko said. "If my calculations are correct, the Crane camp is two days' ride to the east." Kiyoko nodded directly ahead. The young shugenja began gesturing wildly with both hands, the crystalline trinkets and braided fetishes that dangled from her sleeves chiming musically. Wisps of lavender energy sparkled between her fingertips. Kiyoko sang the words of the spell loudly, the words ancient and primal, words from a land far from Rokugan.

"Two days for anyone else," Mu Dan said, a small grin spreading across her youthful features. "How long will it take us to get there?"

"Two minutes," Kiyoko said, opening her eyes and snapping her fingers as the spell was completed. A hovering gateway appeared before the two women, a framework of bright purple energy surrounding a gate of utter darkness.

They galloped through with a bold cry.

The magic of the Unicorn is powerful, raw, and untamed. During their travels beyond the boundaries of Rokugan the shugenja of the Iuchi learned a great deal about foreign magic and beliefs. They learned of mystical arts that did not rely upon communion with the kami, gaijin magic that bent time and space, harnessing the raw power of reality.

The Iuchi were unable to master the gaijin magic they found in their travels, but did adapt some of these techniques to their own practices, adapting elemental magic to perform some of the same feats. Unicorn magic is extremely versatile, with a focus upon transportation and maneuverability.

The Unicorn are extremely secretive about their clan's spells, leading some of the more traditional families (such as the Isawa and Kitsue) to criticize their "barbarian magic." In actuality, there is nothing sinister or unholy about Unicorn magic. Unicorn paranoia about their spells stems from an encounter with the Scorpion Clan shortly after their return to the Empire, in which a Unicorn shugenja was duped into surrendering a Unicorn secret spell to a Yogo shugenja. The Unicorn shortly thereafter gave the spell as a gift to the Emperor's own shugenja, but the Scorpion engineered the event to make the Unicorn appear unsubtle and foolish. Since that time, the Unicorn have guarded their original spells closely.

## MEISHODO

While traveling the lands outside of Rokugan, the first Iuchi encountered an organization of heartless sorcerers who practiced an odd form of magic that focused on the use of talismans. These talismans were said to be inscribed with words spoken by the gods during the creation of the universe, and greatly facilitated the use of magic. Intrigued by this powerful form of magic, Iuchi stole the art of meishodo. Though his act brought down the sorcerers' wrath upon the entire clan (an insult that organization has yet to repay) Iuchi and the Unicorn could then incorporate the art of meishodo into their own spellcasting practices. More details on meishodo can be found in *Rokugan*.™

## TRAVEL MAGIC

During their long journeys beyond the borders of Rokugan, the shugenja of the Iuchi and Moto families devised many new techniques that allowed the Unicorn to cover the wide expanses outside the Empire more easily. The Unicorn refer to

this form of magic as *ugoki*, or "travel magic." It is a form of magic that is often overlooked and underestimated by other clans, and the Unicorn prefer it that way. True masters of *ugoki* are able to move at blinding speeds and affect others as well. Entire armies of warriors can strike with blinding speed and retreat before the enemy even has time to react. True masters of *ugoki* are extremely rare, and are valued by the Unicorn.

## THE CITY OF NIGHT

The Unicorn Clan's recent discovery of ruins beneath the Great Crater has led to some extraordinary breakthroughs. Moto Vordu's exploration of the crater has yielded a new form of pale green crystal that glows from within. Vordu has also discovered several stone tablets (inscribed in the language of the zokujin) that detail how to cut the crystal and fashion it into a form that lends itself easily to magical enchantment. At the moment the Unicorn have not revealed (and may not know) who built the city, though they feel that an ancient tribe of zokujin were somehow involved.

## MAGIC OF THE MINOR CLANS

Night in the Shinomen Forest was a dangerous time in a very dangerous place. Kitsune Hojatsu enjoyed it tremendously. His senses were alive in a way that he never experienced elsewhere. The spirits of the forest came alive at night. The sounds, the sensations... it was exhilarating.

A simple incantation summoned a gust of wind to lift Hojatsu high into the air, where he lit upon the branch of a gigantic tree. He crouched there, feeling the evening breeze rustling through the leaves around him. Casting his awareness out through the branches, he found an old owl waiting patiently for prey to present itself. Grinning, Hojatsu beckoned to it.

The aged bird fluttered through the trees and settled on Hojatsu's wrist. The shugenja stroked the creature's feathers affectionately. "Hello, old one," he whispered. "A difficult hunt tonight, eh? Perhaps I can help." Another gust of air rustled the bushes at the base of the trees, sending the tiny forms of several rodents scattering across the forest floor. With a flap of its wings, the owl left Hojatsu's wrist in pursuit of a meal.

As might be expected, the types of magic practiced by the different Minor Clans in Rokugan vary from one other as much as the Minor Clans do themselves. Minor Clans are often isolated both geographically and socially from the vast majority of Rokugan. As a result, it is not uncommon for them to develop variant magical practices that are either notably deviant from the norm or merely highly specialized forms of standard magic.

## THE FOX CLAN

Of all the existing Minor Clans, none are as respected as the Fox. The original Hantei showed them great favor, as they reminded him of his distant sister Shinjo. Throughout history, the Fox have been one of the only Minor Clans allowed to attend the court of the Emperor (alongside first the Mantis and now the Monkey). Despite their honored status, however, many of the Great Clans disdain their bizarre customs and magical practices.

Not long after its formation, the Fox Clan was ousted from its holdings and forced into a particularly hostile piece of land south of the Spine of the World mountains. With virtually no arable land at their disposal, the Fox were forced to hunt for food, an unclean act in Rokugan's society. The Fox survived their hardships due in no small part to the intervention of the kitsune, a race of spirit-beings who often assume the shape of a fox. In gratitude, the Fox Clan forged an ongoing relationship with the kitsune and the nature they revere.

Fox shugenja specialize in natural magic, using the forest and creatures of the wilderness to their advantage. This is an anomaly in Rokugani society, where the wilderness is considered to be the domain of the peasantry. The somewhat earthy nature of the Kitsune family and their magic is a foreign concept, one that most samurai neither appreciate nor respect. Fox shugenja commune with nature and the spirits of the wild. Over the centuries, this has forged them into a hardy and adaptable people that can adjust to almost any hardship that befalls their lands.

## THE DRAGONFLY CLAN

Born of a love between a Dragon samurai and a Phoenix shugenja, the Dragonfly Clan are the emissaries of the Dragon. Their lands lie at the foothills of the mountainous Dragon lands, and all who wish to hold audience with the Dragon must pass first through the Dragonfly lands.

The founders of the Dragonfly understood that change was essential to life, a fact considered nearly treasonous by the traditionalist Great Clans of Rokugan. This strange philosophy merged with the Tonbo family's study of magic, and in time the shugenja of the Dragonfly came to believe that change is in fact an aspect of enlightenment. Thus, the magic of the clan has come to celebrate and extol change. Transformation spells, rare in many conservative shugenja families, are far more common among the Tonbo. Many consider the magic of the Tonbo to "usurp the natural order of things," as the Dragonfly often scry into the future and attempt to direct events to their benefit.

Due to a ferocious attack upon the Dragonfly by the Lion Clan, few Dragonfly remain in Rokugan. Many have taken refuge in the lands of the Fox while they wait for an opportune time to rebuild Kyuden Tonbo; others wander aimlessly, trying to adjust to this latest change.

## THE BOAR CLAN

Now extinct, the Boar Clan was a small offshoot of the Crab that won Minor Clan status after several generations of isolation from Rokugan. The lands of the Boar lay deep inside the innermost recesses of the Twilight Mountains. As such, they were blessed with an abundance of minerals that the more distant Great Clans had never been able to harvest. In time, they became known for their incredible abilities at metalworking.

The ruling family of the Boar, the Heichi, was not a family prone to magic. However, those few that did possess the gift were encouraged to combine their magical acumen with weaponsmithing and armoring in order to arm the samurai of the Boar Clan with the finest equipment possible. Should conflict ever present itself, the thinking went, perhaps superior equipment could compensate for a shortage of manpower.

Sadly, this was never tested, as the entire Boar Clan fell victim to Agasha Ryuden, a corrupt shugenja who harnessed their souls to create the dreaded nemuranai called the Anvil of Despair. The secrets of Boar magic lie dormant in their lands, which are haunted by a mysterious spirit known as the

Shakoki Dogu. Rumors persist that some industrious souls are able to enter the Boar lands and learn their secrets, but most who attempt such a feat are never seen again.

## THE SNAKE CLAN

The Snake are rarely spoken of in Rokugan. Their fate was so wretched, their sins so unforgivable, that they are still cursed today. Founded by a Phoenix magistrate with a passion for the elimination of maho, the Snake Clan delved heavily into the study of that blackest of arts. In time, the study of maho became the practice of maho, and the entire clan was corrupted by an evil spirit called a shuten doji. When the nearby Phoenix Clan discovered the corruption, the Snake Clan died by the sword in five short days, purged completely from Rokugan.

Obviously, the focus of Snake magical study was maho. In the beginning, this was only a means of determining methods to combat those who practiced blood sorcery; many new spells that targeted the Taint were developed by the Snake Clan. Eventually, their studies moved towards replicating the effects of maho with non-corrupted magic. It was rationalized at the time that using the same type of effects against mahotsukai would be both effective and unexpected. The fate of the Snake was a dismal one, however, and for the last several years of their existence, maho was the only type of magic practiced within their lands.

## THE MONKEY CLAN

One of the youngest clans in the Empire, the Monkey Clan was founded by Toku, a ronin-turned-general in the armies of the ronin Toturi before he became Toturi, Emperor of Rokugan. Formed by those samurai loyal to Toku, the members of the Monkey Clan place great emphasis on the power of the individual to achieve great things.

The shugenja of the Monkey Clan follow a path established by the first Monkey Clan shugenja, Fuzake Garou, a young ronin originally from the Crab Clan. Since Garou's death at Oblivion's Gate, a number of ronin shugenja have joined the Monkey and sworn fealty to Garou's "name." Though they have no formal school, these shugenja are an extremely energetic and diverse lot. They emphasize spells that enhance their own abilities, allowing them to overcome whatever obstacles or difficulties they may encounter.

## OTHER STRANGE MAGIC

### BLOODSPEAKERS

The Cult of Iuchiban, also known as the Bloodspeakers, represents a very strange sect of maho-tsukai. Iuchiban himself taught that the Celestial Order enslaved mankind to powers not worth the tribute, and that no one should be shackled by such a thing as low birth. He gathered his minions and taught them the dark arts of blood magic, convincing them he was nearly a god himself, and that their power flowed from within. Even after the First Bloodspeaker's death, his cult remains in hidden corners of the Empire, practicing what Iuchiban taught centuries ago.

Because of this, Bloodspeakers are unique among other practitioners of maho. They believe they do not corrupt themselves with the power of Jigoku, and take every precaution to



repress the Taint that eventually grows in their body and spirit. They see themselves as superior to "simple" mahotsukai, who blindly lead themselves down a path of destruction and Taint. Bloodspeakers have no use for those who have become Lost, and quickly purge such members from their ranks if they can. Even though they are perhaps the largest and most organized cult of mahotsukai in the Empire, they are still relatively few and scattered.

Without exception, Bloodspeakers are evil and never lawful. The Cult of Iuchiban is unbending in its goal to overthrow the caste system of Rokugan and the Celestial Heavens. Because of their attitude towards those who embrace Fu Leng's corruption, the Bloodspeakers often find themselves at odds with Tainted creatures and humans. To them, a Shadowlands invasion of the Empire would simply replace the tyranny of the Heavens with the tyranny of Jigoku.

## RONIN SHUGENJA

The life of a wave man is difficult for many reasons. One of their greatest problems is simple lack of training. Who would dare teach the secrets of their honored ancestors to a man with no honor, no name, and no master? Such lessons would bring shame to both the sensei and the dojo in question. Ronin shugenja have a slight advantage over their bushi counterparts in that one can become adept in the ways of the kami with little to no training. Though this is somewhat true for the way of the sword, it is much easier for the shugenja.

Because the role of the shugenja is simply as a conduit between the mortal and the divine, the clans are less likely to look down upon a shugenja with no master. After all, the kami themselves find the ronin fit for their secrets. This is not an all-encompassing view, however, and ronin shugenja carry many of the same stigmas as ronin bushi. Since ronin shugenja can as easily find employment in a group of bandits as they can in a village, they are equally likely to take either path. Like bushi, they have a chance at proving themselves to a clan and being offered an oath of fealty, though this is rare. Each Great Clan is steeped in its own traditions and rituals, and it is much easier to not bother attempting to teach a newcomer their ways.

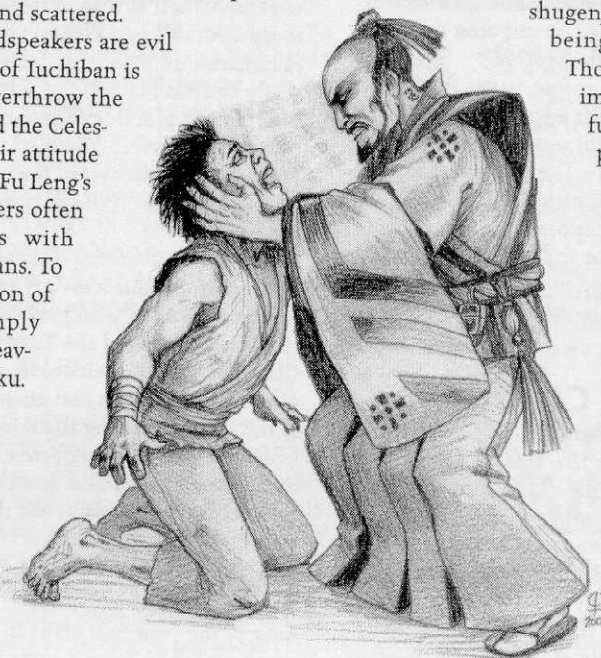
Ronin shugenja are rare, both because of the low number of shugenja in the Empire overall, and because of superstition. Many peasants trust in their clan to guard them from the spirit world's dangers and honorably employ the blessings of the kami. What guarantee do they have that a masterless shugenja will do the same? In many cases, young shugenja are murdered by superstitious and paranoid peasants. It is also not uncommon for a child showing a connection to the kami to be taken in by the Brotherhood of Shinsei or even a shugenja family to be "properly raised." The fears of the peasants are not without cause, after all.

## KOLAT MAGIC

Unbound by ideas of honor or duty as Rokugan sees them, the Kolat have a standard way of thinking about magic — it is nothing but a tool. To them, there is no mysticism or holy power about the summoning and channeling of the kami. It is simply another art, like kenjutsu or poetry. The shugenja is born with a special gift, much like being born tall or strikingly handsome.

Though the effects of a shugenja's magic are impressive, so is the ability to have powerful men laid low with a single letter to the proper samurai. The Kolat deal in power and knowledge, so it should come as no surprise that magic seems like an everyday commodity to them.

Though they do not approach magic in the traditional manner, there is one tenet in the ways of the kami that the Kolat and the Empire agree upon. Maho is a corrupting force that never delivers enough to make up for the cost of one's soul. Though the Kolat have backed away slightly from their goal of attempting to unseat the power of the Kami, they have not relaxed their attitude about the power of Jigoku. Maho causes the user to become unstable and unreliable, two traits that the Kolat cannot accept.



*Kolat Magic*

### NEW OPTIONS FOR SHUGENJA

#### Crane Shugenja

Spirited Performance (feat)

Awaken the Spirit (secret spell)

#### Dragon Shugenja

Mizugusuri (magic items)

Transform (secret spell)

#### Lion Shugenja

Pure Kitsu Blood (feat)

#### Mantis Shugenja

Moshi family shugenja school

#### Phoenix Shugenja

Mizugusuri (magic items)

#### Scorpion Shugenja

Enhance Wards (feat)

#### Unicorn Shugenja

Night Crystal (new special material)

Travel Magic (feat)

#### Minor Clan Shugenja

Kitsune family shugenja school (Fox Clan)

Tonbo family shugenja school (Dragonfly Clan)



"I NEED NO SWORD, SAMURAI.  
THE WIND, THE RAIN, AND THE  
FLAME ARE MY ALLIES!"

— SATOSHI

The magic of Rokugan is not merely a force to be conjured — each spell, each artifact, each bit of magic is alive with its own will and desires. These spirits call out to those blessed with the power of the shugenja, granting them the ability to control the elements.

This book brings greater depth to the magic of the shugenja class, elaborating on the strange magic of the *Legend of the Five Rings™* campaign setting. Within you will find the following:

- New prestige classes, including the Jade Magistrate and Master Smith.
- New shugenja feats, including secret feats of the Great Clans.
- Advanced rules for awakening the power within a daisho — the sacred swords of the samurai.
- Over one hundred and fifty new shugenja spells.
- New magic items and artifacts, including the Celestial Swords, the Bloodswords, and the infamous Twelve Black Scrolls.
- And much more!

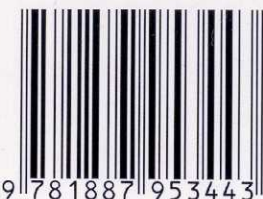
This book is designed to work as a supplement for *Rokugan™*, the d20 Companion for *Legend of the Five Rings*, or merely as a sourcebook of interesting new spells and items for your d20 campaign.

Game Masters will need a copy of the *Player's Handbook™*, the *DUNGEON MASTER'S Guide™*, *Oriental Adventures*, and *Rokugan™*. Players will need only the *Player's Handbook™*, *Oriental Adventures*, and *Rokugan™*.

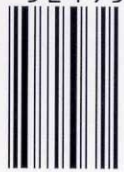
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