



*Legend of the
Five Rings*™

THE COMPLETE EXOTIC ARMS GUIDE™



ORIENTAL ADVENTURES



THE COMPLETE EXOTIC ARMS GUIDE™

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To use the d20 System™ portions of this book, a Dungeon Master also needs the *Player's Handbook*™, the *Dungeon Master's Guide*™, *Rokugan*™ and *Oriental Adventures*. A player needs only the *Player's Handbook*™ and *Oriental Adventures*.

To use the L5R RPG 2nd Edition portions of this book, a GM needs the *Game Master's Guide* and the *Player's Guide*.
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ARMED AND READY

The first rays of sunlight crept over the wall that concealed the courtyard. Despite the early hour and the chill of morning, the castle had been busy for hours. The Night's Strike Dojo had never been known to begin the day late. Master Sensei Bayushi Ryuji reflected on the subtle irony of training his students so early in the morning when it would be during the darkest hours of night that their work would be performed as he strode into the dojo's innermost chamber, the sacred Chamber of Weapons.

Ryuji's six finest students awaited him. They bowed wordlessly, their eyes never leaving him even as their bodies bent nearly double with their show of respect. He smiled inwardly. These young men were gifted in the art of war, and his training had only amplified those gifts. Today they would all see exactly how well they had learned their lessons. "Students," he began, walking casually back and forth before them, "what do you see in this room?"

The students glanced at the walls. Every spare inch of all four walls was covered in weapons of every size and shape. Literally every weapon known to be used by any clan was present in at least one form, and many from far outside the Empire's borders were present as well. Gaijin weapons. There were even a trio of firearms along one wall, the most despised and illegal weapons in Rokugan. Possession was punishable by death. But then, no roads led to Night's Strike Dojo, so it was unlikely that they would ever be discovered. "You," Ryuji pointed to the first student. He never referred to them by name. "What do you see within this room?"

"I see death, master," the student responded after only a moment's hesitation.

"No," Ryuji said harshly. "Death is not a thing. It is a service given to our enemies through focus and discipline." He looked to the second. "You."

"I see tools, master."

Ryuji contemplated for a moment. "No. They can serve as tools, yes, but they are far more." He pointed to the third. "You."

"I see secrets, master."

"Yes," Ryuji said with a nod, offering the student a slight smile. "Each of these weapons holds the secret to defeating an opponent. Each can be used to defeat an enemy with ease if you are skilled enough, but some require little skill against a particular foe. The key is to know what weapon to use and when. If you possess this know-ledge, you cannot know defeat. If you do not, you cannot know victory save for the will of the Fortunes." He turned to the fourth student in line. "You. How do you defeat the Unicorn and their cavalry?"

"Heavy archery fire as they approach," the student replied. "When they are within range, the front rank must brace polearms to keep the mounted opponents at bay."

"An acceptable response," the sensei returned. To the fifth student, he said "Do you have further suggestions?"

The student glanced around the room for a moment, then pointed to a long, fire-hardened stick at least three inches in diameter. "Concealed pits, filled with those. Draw the Unicorn toward you, and allow their arrogance to send them into the pits to their deaths."

"Excellent." Ryuji turned and glanced at the wall where the pike was arrayed next to lengthy polearms utilized by peasant doshin to deter rowdy samurai. "And how would you eliminate a Mantis opponent without anyone suspecting your involvement?"

"A sodegarami," the student returned. "Wait until the Mantis is drunk, then disguise yourself as a peasant watchman. Poison the tips of the sleeve-catcher and allow it to break the skin when you escort the Mantis back to his inn. He dies in his sleep, and none suspect the Scorpion's involvement."

"Yes, excellent." He turned to regard the students again. "There is a weapon for every task. There is a tool for every job. There is a secret for every defeat." He looked at each of them in turn. "Now, let us test your capacity to deal with the unknown." He glanced upward wordlessly.

There was a whistling sound from the rafters as something was hurled toward the students at high speed. Four scattered. The other two drew their blades. One lashed out with his katana at lightning speed. There was a metallic cracking sound, and the other student who had stood his ground hissed in pain and grabbed his shoulder. Blood ran freely through his fingers.

"Throwing knives," Ryuji said. "Adapted from blades our clan brought back from the Burning Sands. They are used somewhat by the Senpet, although not in great numbers. The metal used is bronze. It is brittle, and ultimately no match for our katana. But the blades will shatter when struck with significant force, and the shards can be quite deadly. Be careful that you remove any pieces left in that wound, or the resulting will cripple your sword arm for life."

The other students had scattered to across the room. All had now drawn their blades and dropped into defensive stances, scanning the shadowed ceiling for movement. The myriad of weapons had distracted them from the hidden recesses above them, and left them open for attack. It was not a mistake they would make again. Not, Ryuji mused, if they wished to survive life in service to the Scorpion. "Students," he continued, "today will be the final test to determine if you are worthy to study the true secrets of the Scorpion weapon masters. Concealed above is my finest student in over a decade. He is a peerless warrior. However, I have added three weapons to this room that he has never studied. Further, you have studied these weapons. If you can discover them, and use them as you have been taught, you will be victorious. Every opponent can be defeated with the proper weapon, students. This is my greatest lesson."

Ryuji opened the door to the chamber and stepped through the threshold. "Let us see how well you have learned it." As he closed the door behind him, he saw a black blur drop from the ceiling, and four others move in to attack.

Welcome to Rokugan. Rokugan is a land of warriors and philosophers, where ancient clans of samurai wage war on one another to enrich themselves with land, resources, or honor. Shugenja offer prayers to the Seven Fortunes, invoking the power of the elemental spirits in displays of magic that can lay waste to entire provinces or listen to the whispers within the mind of a single man. Monks meditate deep within their secluded monasteries, plumbing the secrets of the universe while honing their bodies to physical perfection through the art of the fist and the staff. Bushi take up their blades to kill and die in the name of their family, their clan, and their Emperor. Secret conspirators such as the Kolat and Gozoku conceal themselves within the Great Clans, plotting the conquest of a government that has existed for over a thousand years. And deep in the south, in the twisted realm known as the Shadowlands, festering evils await the chance to break free and run rampant across the Empire once more, their dark menace held in check by the steel will and weapons of brave samurai who stand on the wall that contains them.

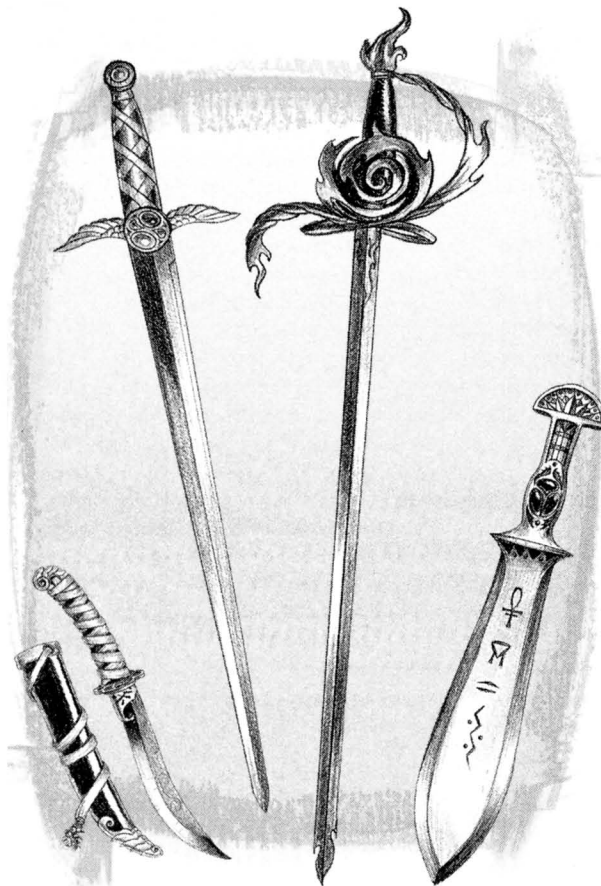
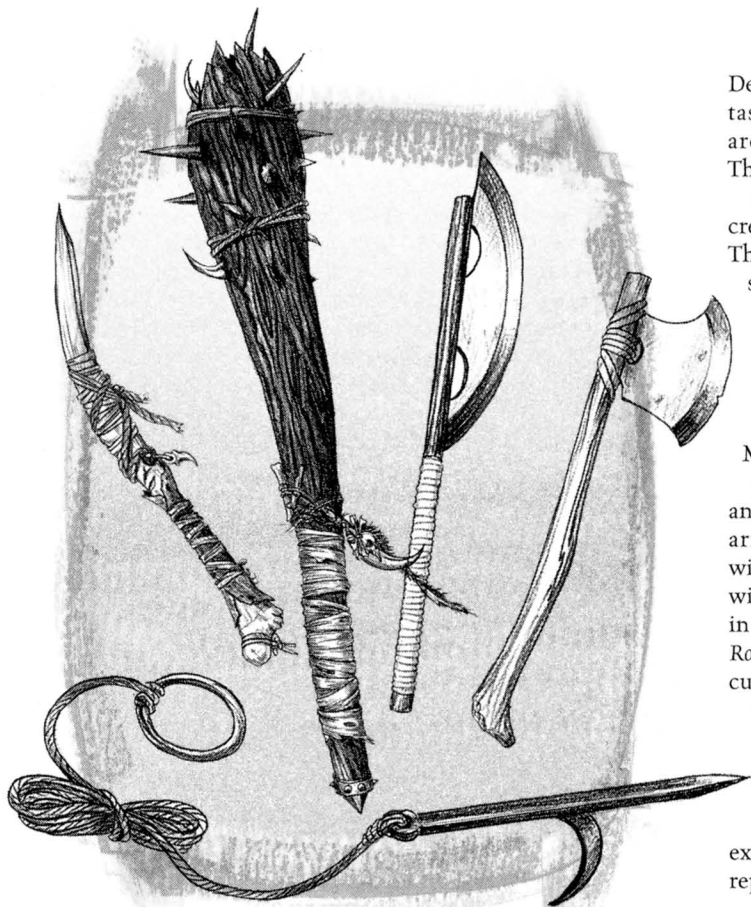
Welcome to Rokugan. Pray that your steel will prove strong enough.

HOW TO USE THIS BOOK

The *Legend of the Five Rings Exotic Weapons Guide* is intended to serve as the ultimate source of information on any and all weapons that are regularly (or sometimes infrequently) encountered within Rokugan. The most obvious use for a book such as this is to expand the options available to characters in a campaign that uses Rokugan as a setting. Not only does this book present weapons that have never before been detailed, it expands upon commonly used items such as the katana and the ever-present armor worn by samurai. Not all mundane weapons are identical, and now both the d10 and d20 systems can adequately reflect this.

WHAT IF I'M NOT USING ROKUGAN?

The *Exotic Weapons Guide* can still be of great use to existing campaigns set in other worlds. The weapons and armor detailed within this book are balanced with respect to the equipment found in other d20 products, and can be integrated into existing campaigns without fear of unbalancing other equipment. Obviously, the majority of items found within these pages have a heavy Eastern theme, and can be used to introduce new elements into a campaign, whether from unknown opponents or a new and unexplored country for the characters to experience. Whatever the theme of your campaign, the weapons from this book can introduce a new and exciting element to combat.



AN OVERVIEW

Detailing the various weapons of warrior society is a daunting task. In order to make the items more manageable, they are organized by type rather than by clan or geography. The chapters contain the following information:

Chapter One details the most commonly used weapons created and wielded by the samurai and ashigaru of Rokugan. The katana and wakizashi are examined at length, including such exceptional creations as the Kaiu Blades, Kakita Blades, and other such weapons that have not yet been revealed. Spears, polearms, heavy weapons used by the Crab such as the tetsubo and die tsuchi, the dishonorable weapons used by ninja and assassins, and the peasant weapons utilized by untrained heimin, skilled monks, and deadly Mantis warriors will all be detailed.

Chapter Two examines the armor worn by samurai and their vassals during times of war. In the past, Rokugani armor has been restricted to a handful of general types without a great deal of description or variation. This chapter will greatly expand upon each of the armor types presented in the *Rokugan Campaign Setting* and the *Legend of the Five Rings Role-Playing Game, Second Edition*, allowing for considerable customization for individual characters.

Chapter Three describes the siege weapons used in Rokugani wars. Rarely used but terrible in application, the siege engines put to great use by the Crab in defending the Great Kaiu Wall and by the Lion in assaulting an entrenched enemy will be examined and expounded upon considerably, allowing accurate and exciting representation of large-scale battles in Rokugan and beyond.

Chapter Four covers nemuranai, the rare and priceless enchanted weapons of Rokugan. Rather than detail the ancient, devastating items that each clan holds in secret such as their Celestial Blades, this chapter will disclose less powerful, more common and accessible enchantments found among the different clans and factions of Rokugan. What enchantments are common among the Phoenix as compared to the Dragon? What secrets of Name Magic can the Ratling tribes inscribe into common items? What Naga trinkets have found their way into the modern Empire? This chapter holds this information.

Chapter Five will detail the weapons of other civilizations that surround Rokugan. Although few gaijin have ever visited the Empire, their weapons have found their way into the hands of many samurai. Unicorn merchants, Mantis smugglers, Crane ambassadors and Scorpion wanderers have all possessed the equipment of distant lands, such as the Senpet Empire, the Yodotai, the Ivory Kingdoms, and the distant nation of Merenae, and now their weapons and armor are revealed for the very first time.

Chapter Six will examine the weapons and equipment of Rokugan's non-human races. The Ratlings, Naga, kenku, zokujin, ogres, and Tsuno have all left their mark on history, as have the weapons and equipment they have wielded. For the truly exotic weapons master, these weapons are the ultimate test of skill.

NEW MECHANICS

The Legend of the Five Rings game setting has been officially presented in two separate game systems, the *Legend of the Five Rings RPG 2nd Edition System* (presented in the *Player's Guide* and *Game Master's Guide*) and *Wizards of the Coast's d20 System™* (presented in *Rokugan™*, the official supplement to *Oriental Adventures™*). While these two systems are somewhat dissimilar, the setting presented in both versions of the game is the same, and thus it is our intent to present a sourcebook that is useful no matter which of these systems you choose to use when running your game.

Generally, when a new rule or mechanic is presented, whenever applicable we will present equivalent d20 System™ and L5R RPG 2E System versions in close proximity.

Rules and options for the d20 System™ look like this.

Rules and options for the L5R RPG 2E System look like this.

Occasionally, extensive new information may be exclusive to a specific system (such as *New Paths* for the L5R RPG 2E System or new feats for the d20 System™). In such a case, the information will follow the same convention as above. The d20 System™ material will appear in black and the L5R RPG 2E System material in blue.

In the case of characters, occasionally, a character's name will be followed by a short explanation of his character class in lieu of full statistical information. Such an example might look like this:

TORITAKA TATSUNE

[Samurai 6/Berserker 4/Shadowlands Veteran 10; Hida Bushi 5/Hida Avenger 3]

The information presented before the semicolon is the character's class and level in the d20 System.™ The information presented after the semicolon is the character's rank and school in the L5R RPG 2E System.

Sometimes material must be presented for one system or the other. In such cases, this text will be contained in a callout box with a gray background, such as the one below. The headers for these boxes will clearly label which information is for the d20 System™ and which information is for the L5R RPG 2nd Edition ("L5R RPG 2E").



CHAPTER ONE:

WEAPONS

"Stop," the girl said, scowling at the two ronin as she stood in the center of the crossroads. She was a small woman of light build. She wore a pale blue kimono, the color of a winter sky, with the left sleeve cut away. She stood in a relaxed, comfortable position, her swords tucked carefully under her obi, but her blue eyes shone with menace.

"What is this about?" the first ronin replied. He was over a foot larger than the girl, dressed in well tended but piecemeal armor. His topknot was long and unkempt, his face unshaven.

A few of the farmers working in the field nearby looked up from their work, made curious by the arrival of the two samurai. The older ones kept at their work, wise enough not to get involved.

"You struck a girl in that village," the girl said. "I have come to defend her honor."

The ronin raised an eyebrow and looked toward his friend. "The geisha?" he said with a laugh. "So Crane stoop to protecting eta now? It was just a game."

"This is not," the girl replied. "Draw your sword."

The second ronin laughed. He was smaller, leaner than the first. His eyes were sharp and intelligent. "We are not fools, girl," he said. "We will not kill a Crane in her own territory. Your brothers would hunt us forever."

"You are right, ronin," the girl replied. She held her left hand above the hilt of her sword, open, palm up, as if presenting a gift. She looked to the larger man first. "You will not kill me."

The first man laughed and reached for his weapon.

He fell dead upon the earth with his blade halfway from its saya.

Faster than the eye could follow, the Crane girl had drawn her sword and cut the man from hip to shoulder, flicked the blood from her blade, and returned it to its saya.

The second ronin paled. "You are a Kenshinzen," he said, voice shaking in terror.

"I am Kakita Korihome, student of sensei Noritoshi," she said. "Draw your sword." Her eyes gleamed.

The ronin nodded eagerly. "I will draw my sword," he replied. He pulled the weapon from his obi, saya and all, and laid it on the ground before Korihome, kneeling in the mud as he did so. "I present it to your service, my lady. My sincerest apologies for my cousin's rude actions toward your vassal. Take my life if you must, but if it would please you to have a miserable ronin such as I in your service, I am yours."

"You are wiser than your friend," Korihome replied.

SWORDS

"If a samurai cannot be bothered to care for his swords, he had best not dare to rely upon them in turn."

— Mirumoto Rosanjin

The traditional Rokugani sword-making process is considered both mystical and powerful, for it is the art that grants every samurai his daisho. Many among the uninitiated believe that the metal is just raw stock steel folded many times, while others think that it is just many different layers of steel forged into a single bar. Neither of these assumptions is correct. The actual process used by the Rokugani involves steel that is refined down from iron ore. This single precept has given rise to the one consistency throughout Rokugan's history: the quality of their blades.

Different clans obviously have different blades, as they are the result of the different individual styles that every craftsman who is truly a master has developed. In some cases, by the time a blade is finished it could have passed through as many as a dozen master's hands. The man who forged the blade was a master, as was the man who made the grip. Also the man who made the tsuba, or guard, was a master. Even the man who made the heavily lacquered scabbard was a master at his trade. As a result, each blade is a unique and individualized work of art.

Much of the actual forging process is kept a secret known only to the master sword smiths of each Clan. It is passed on to their heirs through apprenticeships. One clan's style involves the master smith selecting iron ore chunks from a mine. The ore is then broken into small square chunks. The pieces are all heated together, then forged. The forging process drives out many of the impurities from the metal and when it is done a bar of iron is left. Iron has a high carbon content, while steel has a very low carbon content. The carbon content of the metal determines many things, among them the metal's hardness, brittleness, or the degree to which the metal can be tempered. To reduce the carbon content the iron bars are heated to the brink of melting. The intense heat causes the carbon within the metal to be consumed. Once the iron has been processed into steel it is split into two bars or billets. These billets are designated to be either the core steel (*hadagane*), or the skin steel (*shingane*). Another style involves the smith forge welting scrap iron and steel into either one or two billets. Here the smith could control the carbon content through different heating processes. The one billet would then be broken in two. These two billets would be designated to be either the *hadagane*, or *shingane*.

The core steel is folded and welded a few times to keep the carbon content low. The lower the carbon content, the harder the steel. The skin steel is folded many times to allow the carbon to dissipate throughout the steel. The high carbon content makes the steel flexible. The two billets are then forge welded together, the skin steel (*shingane*) over the core steel (*hadagane*). Then the one complete billet is forged to shape. Once the shape has been forged the billet is then heated to a high heat and allowed to cool slowly. This process is called annealing. If the metal were not annealed it would have many stress points. As the metal is forged it compacts the grains in the metal. These compacted grains will cause stress fractures which will ruin the blade. Annealing allows the grains to open back up and relieve any stresses built up inside them. The cooling is often done in either a lime pit or a sand pit as these materials insulate the blade and allow it to cool even slower than it would if it were left out in the open air to cool.

After this process, the metal is hardened. The metal is heated to a high heat (roughly the same as needed to anneal the metal) and then quenched in a liquid bath. Water is an acceptable quenching media, as is cooking oil. This process makes the metal in the blade hard but extremely brittle. If this blade were dropped on a hard surface it would probably shatter. After the hardening process the blade is coated in clay. This clay acts as a heat barrier and also as an insulator. The clay is applied thicker along the blade's back edge, or mune, and is thinner along the cutting edge, or har-ji. The entire piece is then heated until it is the "color of the moon in spring" as the writings of Kaiu specify. This is tempering. This process reduces the stress on the metal. It reduces the hardness of the blade but gives it a great amount of flexibility. The heat treatment process leaves a distinct pattern on the blade called the hamon. Each hamon has a different name and certain hamons are used to date certain blades. During the dynasty of Hantei Genji, for example, there were three predominant hamon: the itame nada or wood plank patter, the nagare nada ore flowering pattern, or the masame nada or straight line pattern.

**TABLE 1-1: KATANA, D20
MARTIAL WEAPONS—MELEE**

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
Two-handed							
Blood Blade	2400	1d8	1d10	19-20/x2	—	6 lb.	Slashing
Inquisitor's Strike	5200	1d4	1d6	19-20/x2	—	3 lb.	Slashing
Kaiu Blade	2400	1d8	1d10	19-20/x2	—	6 lb.	Slashing
Kakita Dueling Blade	2400	1d8	1d10	19-20/x2	—	6 lb.	Slashing
Shosuro Blade	1400	1d8	1d10	19-20/x2	—	6 lb.	Slashing
Twin Sister Blade, Katana	1600	1d8	1d10	19-20/x2	—	6 lb.	Slashing
Twin Sister Blade, Wakizashi	800	1d4	1d6	19-20/x2	—	3 lb.	Slashing
Utaku Saddle Cutter	2350	1d8	2d6	19-20/x2	—	12 lb.	Slashing

TABLE 1-1: KATANA, L5R RPG 2E

Weapon	DR	Notes
Blood Blade	3k2	Chance of disease during healing
Inquisitor's Strike	2k2	Counts as jade against Shadowlands, extra damage
Kaiu Blade	3k2	Unbreakable, reduces Carapace
Kakita Dueling Blade	3k2	Increases Iaijutsu skill and allows re-roll of damage dice
Shosuro Blade	3k2	Free Raise to all Poison rolls, poison harder to resist
Twin Sister Blade, Katana	3k2	Increases TN when paired with wakizashi
Twin Sister Blade, Wakizashi	2k2	Increases TN when paired with katana
Utaku Saddle Cutter	4k2	Inflicts additional damage from horseback

MIRUMOTO TWIN SISTER BLADES

The Dragon have long used both blades as a fighting tool. The two weapons give them many advantages. They are able to both defend and attack with either weapon and in some cases do both at the same time. While the Dragon train with a regular daisho when they reach their gempukku some samurai inherit a set of Twin Sister Blades. These blades are a special set of katana and wakizashi forged by Mirumoto smiths. A well-kept secret, there are few outside the Dragon who know of these unique blades. Among the Dragon, it is well known that Mirumoto Obju used such blades to defeat Bayushi Keno and his guards at the Battle of Dragon's Mouth. Most people believed that Obju would fail, as he was presumably outmatched and outnumbered. With the help of the Fortunes and his blades, however, he was able to defeat three opponents and wound Keno, thus turning the tide of battle.

What makes the Twin Sister Blades unique is their forging process. A smith chooses two lots of iron he has forged down from ore personally. The selection process varies from smith to smith but most involve the tone of the metal when struck with a hammer, or how the metal reacts to one of the elements. These billets of iron are prepared for forging. They are both put through the forging process at almost the same time. They are both processed for *shingane* and *hadagane*, one immediately after the next. They are both forged or worked like that through the whole process, one then the next. From the blade to the scabbard, it is one then the next. These blades are then said to be twin sisters, as they were crafted by the same hands and were 'born' only moments apart. These Twin Blades are a matched set, they are meant to go together. When used in battle these weapons are quite a formidable challenge, especially in the hands of a samurai trained in the Mirumoto style.

In addition to their normal qualities, the Twin Sister blades grant a +1 deflection bonus to AC when used together by a character that possesses the Daisho Technique feat.

Twin Sister blades are both of Fine Quality. When wielded by a character that attended the Mirumoto Bushi School, these blades increase the character's TN to be hit by an additional +1 per Insight Rank.

THE INQUISITOR'S STRIKE

The Phoenix Clan's Asako Inquisitors have long hunted the Tainted and corrupt throughout Rokugan. Some Inquisitors travel in the open, while others travel as regular samurai keeping their status as Inquisitors hidden from plain view. A handful carry a valuable weapon in their fight against the Shadowlands: the Inquisitor's Strike. These blades are rare and generally possessed only by experienced and high-ranking Inquisitors.



These blades are forged by mystical Isawa swordsmiths who use jade dust in the forging process. This jade dust permeates the blade's steel. There is more dust added at each stage as some is consumed in the forging process. In the end the blade is left with a hint of the power possessed by the legendary jade katanas, but with the strength of steel. The jade is infused in the blade in such a way that when it is exposed to the Taint it does not absorb it, thereby always keeping the jade as fresh as the day it was forged. Crab samurai who become aware of these weapons have often lamented such "frivolous" use of jade, but the periodic appearance of Shadowlands monstrosities in Phoenix lands justifies their use to the Isawa.

When used against an opponent who possesses the Shadowlands Taint or a beast native to the Shadowlands, this weapon leaves a grievous and terribly painful wound. There have been recorded instances of weak-willed opponents taking their own lives to escape the unending pain that a wound from these blades brings. These wounds can only be healed with time and leave a very visible scar. Any Tainted or corrupt target wounded with this weapon will find that the scar remains fresh, as if it were from a recently healed wound. This marks any who might escape the Inquisitor's wrath, making it easy for the Asako or their allies among the Kuni to identify them at a later date.

In addition to its normal qualities, the Inquisitor's Strike counts as jade for the purposes of damaging Shadowlands creatures. It is considered a +2 weapon when overcoming damage reduction and determining damage against such creatures.

The Inquisitor's Strike is a Fine Wakizashi. An Inquisitor's Strike blade is considered jade for the purposes of damaging Shadowlands creatures. Strikes against such creatures add an additional +5 to all damage rolls.

SHOSURO BLADE

The common perception of these unique Scorpion weapons is that they are lies made into weapons. The first one was crafted for Shosuro Yakakina, an infamous duelist. He would always duel to first blood, but his opponents had a tendency to die days, weeks, or even months after the match from a painful and debilitating infection. Yakakina was never implicated in these deaths despite numerous investigations by exceptional magistrates. The blade had a small series of indentions on the back side towards the tsuba. Each indention held a small amount of poison sealed over in wax. Silk threads dyed to match the blade were run down the back side of the blade. When one of the poison doses was to be released Yakakina would hold one of the threads to the scabbard as the blade was pulled out, the thread would hand up and pull off the wax. The blade's momentum would propel the poison forward towards the tip where a strike would introduce it into the blood stream. Then it was only a matter of time until his opponent would fall victim to the poison. These indentations, when empty, appeared to be nothing more than a decoration created by a unique swordsmith.

Eventually Yakakina lost a duel that was for more than the first strike, but his weapon was passed down to his son. Following in his fathers footsteps, he became a duelist, but unfortunately for him he was not able to hide the weapon's sinister side from his opponents nearly as well as his father. He was discovered, disgraced, expelled from a Kakita

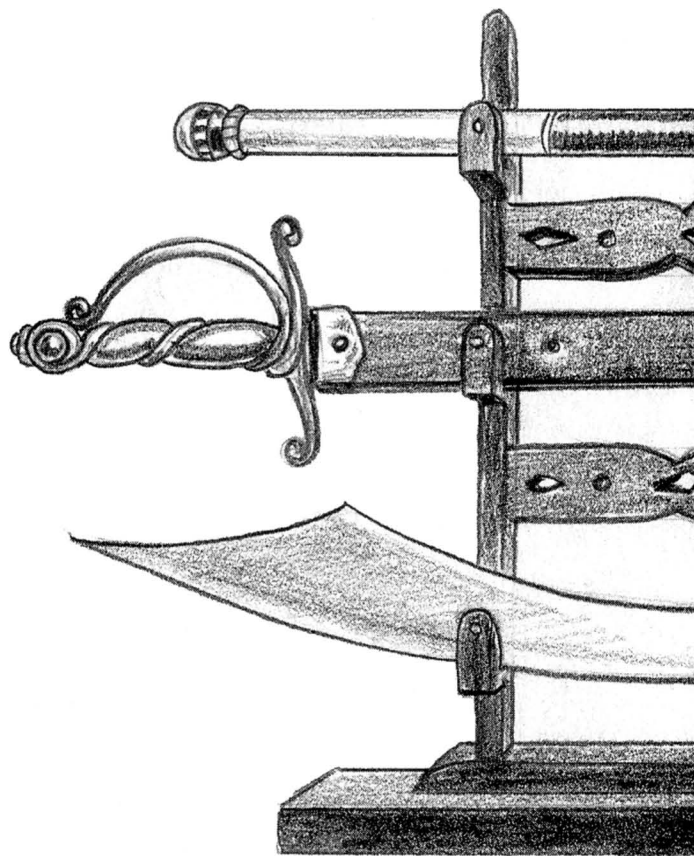
dueling tournament, and hounded by magistrates. When asked by his daimyo as to why he was so hunted, he explained the story of his father's weapon. The daimyo had another weapon crafted immediately and issued Shosuro O-Kido to use at the next such tournament. O-Kido was the last Scorpion left in the tournament and her next opponent was Kakita Akahi, a rising young duelist and the nephew of Kakita Shoji, the Kakita Dueling Tournament's organizer. O-Kido was told to avenge her clan's disgrace. She did. Akahi lost to O-Kido, and perished three weeks later of an unexplained fever.

In addition to its normal qualities, the Shosuro Blade grants a +5 competence bonus to all Poison tests when attempting to apply it to the blade. The DC for all saving throws made against poisons introduced by a Shosuro Blade are at +1.

The Shosuro Blade is a Fine Katana. All Poison rolls made when using the Shosuro Blade receive a Free Raise. The TN of any roll to resist a poison introduced by a Shosuro Blade is increased by 5.

KAIU BLADES

Kaiu Blades are perhaps the most famous blades in all of Rokugan, a position contested only by the Kakita Blades forged by the Crane. These blades are forged by the Kaiu family's master smiths, unquestionably the finest smiths in Rokugan. These smiths are able to craft a weapon that is so hard it is literally unbreakable through any mundane means. The hardness of



these blades makes them useful in defending the Great Kaiu Wall from the Shadowlands. Many Shadowlands creatures have armor that would break a regular blade, but the strength of a Kaiu Blade will pierce even the hardest armor.

There is a long line of master smiths in the Kaiu family, beginning with Hida's vassal Kaiu. Each master smith is chosen based on skill early during their training. Each is assigned a master smith, a close relative when possible, father to son or uncle to nephew are ideal, who will train him. The student will learn from his master, then when his master retires, the student becomes the master. He will eventually take on a student, who he will instruct, and so the tradition continues. There is also a long lineage of the smith's tools. The tools are passed from teacher to student. The tools carry with them a small amount of the skill from each master who has used them.

Kaiu Blades are not forged as any normal blades. The process that gives them their unbreakable hardness is perhaps the closest kept secret in all of Rokugan. They can only be created in the Great Forge, and many believe that the secret lies in its construction. Others believe some secret technique of Kaiu is the true key. The truth is that Kaiu did develop the technique, but few would believe the truth if it were told to them.

Once a blade is finished, it is placed between two large blocks of special wood known as ironwood. This wood only grows in one small copse of trees in the inner regions of the Kaiu provinces. This wood is so durable that it can only be cut after a shugenja makes offerings to the kami within it. Once the wood is fashioned into blocks, they are transported to the Great Forge for the creation of a Kaiu Blade.

The blade and its wood block cover are placed into the roaring fire of the Kaiu forge used only for making these blades. The fires in this forge were set by Kaiu himself ages ago. The temperature is raised quickly and then held at a high heat. More coal is continually added to the fire, water is also sprinkled on the coal pile to keep the heat centered on the log. After three to five days the coal pile will collapse. This signifies to the smith that the ironwood has baked down to pure carbon. Then the fire is stoked to a high heat and left to burn down. The high concentrated temperature and the presence of the ironwood somehow allows the last vestiges of carbon to be purified from the blade, making it stronger and more durable than any other known form of steel. When the blade is removed from the fire it is as sharp as it was when it was put in the fire, and it will continue to be that sharp. The blade is now so hard that it cannot be sharpened ever again, but the hardness will also keep the original edge. The blade also takes on a darker color, while not black it is not the same polished steel silver color either. The blade is then fitted with a tsuba, grip, and scabbard as any other blade.

These weapons are kept close to the samurai who wields them. This is a matter of honor for the Crab family that no one other than a Crab is to ever touch these blades. Only one blade is known to have left the side of the owner and that was when he was ordered before the Emperor and not allowed to return to his quarters at the Imperial Compound to store his weapon properly. But he was able to leave his weapon in the private quarters of the Emerald Champion who stood guard at the door himself.

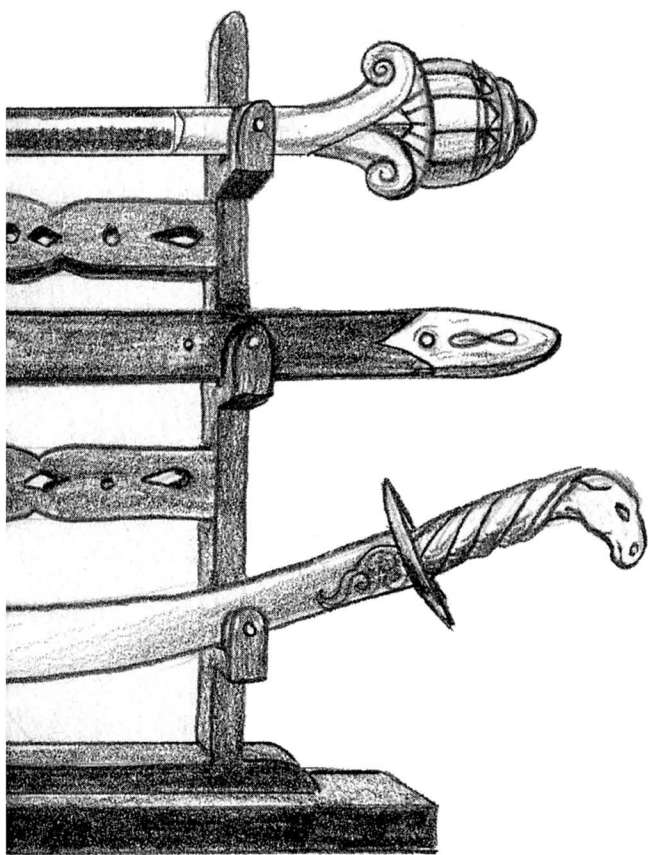
In addition to its normal qualities, a Kaiu Blade is virtually unbreakable. It may not be broken save by the direct action of a divine being such as a Fortune or through the most powerful form of mortal magic, a *wish* spell.

A Kaiu Blade is a 3k2 weapon. It may never be broken except by the direct action of a divine being such as a Fortune. A Kaiu Blade reduces the Carapace of all targets by 1.

UTAKU SADDLE CUTTER

The Utaku are bar none the finest horsemen in Rokugan. The no-dachi is a longer version of a katana, and this makes it a perfect weapon for use from horseback. Its long reach combined with the power of a mounted samurai makes this an ideal weapon for the Utaku. Many enemy units, both mounted and infantry alike, have been decimated by Utaku units wielding such weapons.

The Utaku treasure these blades not only their power but for the lineage they carry. Each blade is handed down reverently from samurai to samurai. The heavy wear these blades see only makes them stronger from the time they are first battle tested. While it is uncommon for these weapons to be lost, more than one has been separated from its owner during combat due to the blade lodging in an opponent's armor, the saddle of the opponents mount, or in some cases in the mount itself. Some samurai have taken to tying a long silk rope to the very end of their weapon's pommel, then tying the other end either to their person or their saddle so if they loose the grip on the weapon they can be sure that the weapon will pull free of the recently slain opponent when the rope pulls taught. Then they can pull the weapon back to them by pulling in the rope. Even with this as the case very few Saddle Cutter users carry only the no-dachi. Most usually carry their regular daisho so they can use their katana if necessary.



When the smiths make these weapons they use an extra measure of metal to make these weapons sturdier. The blade is usually three or four inches longer than a regular no-dachi, the grip is typically also a few inches longer but that is up to the smith and the grip maker. The tsuba, rather than having a design carved into it, are solid discs with a pattern on the outer edge. This solid disc is in case the weapon is used to parry a pole-arm strike. Tsuba with carved patterns frequently break under those circumstances.

The Utaku Saddle-Cutter is a masterwork no-dachi. In addition to its normal qualities, this blade possesses an additional +1 bonus to all damage rolls when used from horseback.

The Utaku Saddle-Cutter is a Fine quality no-dachi. It inflicts +2 damage on all rolls made from horseback.

KAKITA DUELING BLADES

Along with the Kaiu Blades, these exquisite weapons are among the most famous in all of Rokugan. The Kakita Duelists spend a good part of their lives studying this weapon before they can even unsheathe them. The first Kakita began designing the process that would create these blades, a process finished and perfected by his son Yasurugi. Every Kakita Blade since that time has been made to those exact specifications. These blades are forged only in the Steel Crane Smithy by the Kakita Master Smith, a position currently held by Kakita Kyobe. Kyobe is a legend not only among the Crane but among the smiths of Rokugan. He is very old and also very particular. Many smiths have arrived to work for Kyobe in hopes to be taken in as an apprentice and then someday to take his position in the Steel Crane Smithy. Thus far, Kyobe has shown no desire to stop his work and this obstinance has driven off many potential apprentices.

The Steel Crane Smithy was built on the site of Doji Yasurugi's grave. When Kakita was visiting his son's shrine Yasurugi's spirit came to his father and told him about the ore beneath his grave site. Yasurugi's pure spirit had permeated the ore and made it one of the richest deposits in all of Rokugan. Kakita ordered his son's grave moved and a smithy that would later become the Steel Crane Smithy constructed.

This pure ore deposit allows for exceptional quality steel. The steel made from this ore is very flexible. A Kakita Blade will bend and flex in situations where most blades will not. This flexing allows for a much longer life. It also requires a great deal of skill to wield. The placement of the tip of the blade can be controlled with the slightest wrist movement or the placement of the fingers on the grip. The blade can also cut through armor. The weapon's flex will in most cases allow for the weapon to be placed in a joint in the armor and cut without fear of the blade braking as the armor moved.

A Kakita Dueling Blade grants a +2 competence bonus to all Iaijutsu rolls and a +1 competence bonus to Initiative. The wielder must have at least 8 ranks in Iaijutsu for this benefit to apply.

A Kakita Blade is a Fine quality katana. Those wielding the blade roll and keep an additional die on all attack rolls provided they possess at least two ranks of Iaijutsu. They may also re-roll any single damage die during an iaijutsu duel.

BLOOD BLADES

These are among the foulest weapons known to exist. These weapons have been known to strike fear in the hearts of even the most stalwart Hida. The Blood Blades are the weapons of dark samurai, the fallen who have been consumed by the Taint. Some begin as a normal samurai's katana, but remain with their master after he is corrupted and taken by the Shadowlands. All samurai know that the katana is the samurai's soul, and when one becomes corrupt this belief is proven by the simultaneous corruption of the blade. The most insidious Blood Blades, however, are not the weapons of fallen samurai, but rather their creations, forged in the depths of the Shadowlands with the most unclean substance conceivable: blood.

Blood Blades are forged in many different ways, as the smiths in the Shadowlands are from a variety of clans. The primary difference is that the steel is quenched in the blood of sacrificed victims, and the forging process somehow imparts the unclean nature of this foul liquid into the blade. After the quenching, the steel is colored a deep black color, nearly that of obsidian. These black weapons look as though they are not sharp enough to cut through a rice paper wall, but in fact they are sharp enough to cut even the heaviest armored Crab.

A Blood Blade can slice through armor, but have a more serious effect when they wound flesh. These wounds often become infected or diseased and cannot be healed magically. If the warrior who received the wound dies from it they will immediately rise as a fallen warrior. Shugenja that treat these wounded souls always keep a finger of jade and a fire scroll handy.

In addition to its normal qualities, those who suffer more than 10 hit points of damage from such a wound and who fail a healing roll by more than 5 during their recuperation will acquire a randomly selected disease (see *Core Rulebook II*, pages 74-75).

A Blood Blade is a Fine quality katana. Those who suffer more than twice their Earth ring in damage from such a blade must make a Stamina test each day for the first three days after the wound is inflicted. The TN of this roll is equal to 10 + the Insight Rank of the Blood Blade's wielder. Failure on such a roll results in the wounded character contracting a disease. The character will lose twice their Earth ring in wounds each day unless treated.

BOWS

"The arrow knows the way."

— Tsuruchi

The bow is an important weapon in times of war. Though there are many specialized bushi schools that do not emphasize the katana, all bushi schools teach their students how to use the bow. During battle, the bow is crucial. The cavalry would charge, shooting their arrows at the enemy. This would cause chaos in the enemy's ranks. An infantry charge would follow, taking advantage of the disorder. The bow is also the ultimate weapon for defense of a castle or the ambush of an army.

The bow is very much a samurai weapon. Some conscripted ashigaru units would be equipped with the bow, but ashigaru archers cannot deal as much damage as a yumi gumi, or a samurai archer unit. The bow is a difficult weapon to use and requires years and years of training to wield it effectively.

Master archers as proud of their skills as any master duelist, and attend many archery competitions across Rokugan. Fierce rivalries between master archers are frequent as rivalries between duelists (Shinjo Hanari and Mirumoto Sukune had a fierce and famed rivalry throughout the Clan War).

Rokugani bows have not developed much since the forms were finalized centuries ago. The yumi and the dai-kyu are still fundamentally the same now as they were during the Battle of White Stag. The Tsuruchi, who devote their lives to the bow, and the Unicorn, who learned to aim differently beyond Rokugan's borders, are the only samurai working to evolve the weapon. The Unicorn use Yomanri (Agility) and Horse Archery (Agility) to shoot the bow, and the rest of Rokugan use Kyujutsu (Reflexes).

HAN-KYU

The han-kyu is one of the three bows most commonly used in Rokugan, along with the dai-kyu and the yumi. The han-kyu is the smallest of the three. The han-kyu, the yumi, and the dai-kyu all have the same form, and only differ in size and composition. Some variations of the han-kyu dismantle to be more easily carried, and a han-kyu is carried in small cases called rimankyu. The han-kyu is on average three feet long and created entirely of whalebone or horn. It is easy to draw, having on average fifty pounds pull.

Size is the biggest advantage of the han-kyu. Because it is so small, it is easy to store and draw the han-kyu. It is also a very stealthy weapon. These factors make the han-kyu the favored bow of ninja, saboteurs, and others who depend on carrying compact but strong equipment. However, the han-kyu is small and is weaker than the other bows of Rokugan. Its range is short, and its shots have less strength. The archer must shoot accurately to deal equivalent damage.

You need at least two hands to use a bow, regardless of its size. You may draw the han-kyu as a free action.

The TN of the Agility roll to draw and ready a han-kyu in one turn is 10.

LEZAM

In Rokugan, the lezam is used exclusively by the Tsuruchi family, and is rarely seen outside of the Tsuruchi lands. It is a stiff bow made of bamboo or whalebone. A heavy iron chain bends the bow instead of the conventional bowstring. The chain increases the pull of the bow to 150 pounds, and jingles when the bow is drawn. The bow is on average four feet eight inches long. The lezam is mostly used for training the new Tsuruchi samurai on how to draw the bow effectively.

The lezam looks different from the rest of the bows in Rokugan. The ends of the han-kyu, yumi, and dai-kyu are permanently curved, and are usually carried unstrung to prevent stress on the bow. The lezam does not have a curve at the end of the limbs, and the metal chain is always strung. The handle of the lezam is placed on the middle of the bow, where the other Rokugani bows have it near the bottom.

The fundamental structural differences between the bows have good reason; the lezam is not from the Emerald Empire. Yoritomo Aramasu declared war against the Ivory Kingdoms during the War of Spirits. Aramasu sent his Tsuruchi spies to hide in the Ivory Kingdoms. While the Tsuruchi looked for information on military, religious, and political movements, they ran across regiments of Kshatriya, the Ivory Kingdoms noble caste of warriors, training with the lezam. Intrigued by the weapon, the Tsuruchi smuggled some back to Rokugan and learned to use it. They were satisfied with its results, and adopted the lezam as one of their official training bows.

The lezam is primarily a training bow and its strengths lie in that area. Students who use the heavy lezam for years can easily draw the dai-kyu or yumi. During practice, a Tsuruchi instructor can easily tell when a student is slowing down by listening to the jingling of the chain.

Unfortunately, the lezam is not an efficient weapon of war. Its weight makes the lezam unwieldy in combat, where speed of the bow is paramount. The lezam would also be horrible for ambushes and spy missions, for the jangling of the metal chain would draw attention to the user. The Tsuruchi know of these deficiencies and are satisfied with using the lezam for training.

You need at least two hands to use a bow, regardless of size. You have -2 to all Move Silently checks while wielding this weapon.

TABLE 1-2: BOWS, D20

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Medium						
Han-Kyu	30 koku	1d6	×3	60 ft.	2 lbs.	Piercing
Lezam	100 koku	1d8	×2	70 ft.	10 lbs.	Piercing
Shigeto-Yumi	200 koku	1d8	×3	70 ft.	4 lbs.	Piercing
Yumi	75 koku	1d8	×3	70 ft.	3 lbs.	Piercing
Large						
Dai-kyu (composite bow)	100 koku	1d8	×2	110 ft.	3 lbs.	Piercing

The lezam grants a free Raise to all Instruction checks involving any bow style. The lezam grants a free Raise to all Perception-based checks to those trying to find the samurai wielding this weapon.

SHIGETO-YUMI

Only the rich and the venerated samurai of Rokugan use the shigeto-yumi. It functions exactly the same as the yumi. However, the shigeto-yumi is completely lacquered, and is bound with rattan in intervals along the bow. The rattan does not strengthen the bow in any way, but serves as decoration. It costs more to have a bow decorated with more rattan, and usually the daimyos or the generals of armies received a shigeto-yumi with rattan bindings over the entire bow. The shigeto-yumi serves as a badge of prominence.

Many samurai consider the shigeto-yumi an unnecessary luxury, and frown upon those who own a shigeto-yumi not given to them by their daimyo. On the other hand, many Unicorn and Mantis samurai purchase shigeto-yumi to flaunt their wealth. The samurai who are given a shigeto-yumi by their daimyo rarely use it out of battle.

The shigeto-yumi has the same advantages and disadvantages as a yumi.

You need at least two hands to use a bow, regardless of size. You get a +2 circumstantial bonus to Diplomacy checks while holding the shigeto-yumi.

A samurai wielding a shigeto-yumi gains a Free Raise on any rolls trying to impress someone.

YUMI

The yumi is the most widely used bow in Rokugan. It is on average five feet long, and most are built bows (constructed of more than one piece wood). The yumi is made of tough and stiff wood for the ends and the handle, and elastic wood for the limbs. The wood is bounded by two segments of bamboo. Tremendous tension is repeatedly placed upon the bow to permanently warp the edges of the bow. When the yumi is finished, the ends bend away from the archer when strung and reverse when unstrung.

The yuzuka, or the handle of the bow, is placed at the bottom third of the bow, as are the other Rokugani bows. This allows the archer to shoot while kneeling, if desired, while keeping the additional power the large size gives to shots. The yumi is designed to shoot arrows with a flat arc. This allows the archer to shoot in enclosed areas. The bow remains unstrung until right before the battle to preserve the strength of the bow. The tightness of the string, the size of the bow, and the way the archer releases the shot all contribute to the strength of the shot.

There is debate among the Rokugani on the best style of release. The traditional method is called the 'secondary release' (the primary release was abandoned years ago, when the yumi evolved into a built bow). Using the secondary release, the archer places the arrow on the left of the bow. He holds the arrow between his thumb and first finger, and pulls the string with the second and third fingers. The Tsuruchi advocate a new method; the archer holds the

arrow and pulls the bowstring with the first and second fingers. The Tsuruchi claim this style allows the archer to shoot much faster than the traditional release, and that it is easier to draw.

The yumi has little advantages or disadvantages, but is dependable in almost any situation. The yumi is used by samurai of every clan, and its availability in all of Rokugan is certainly an advantage. All different bow styles can be used with the yumi. The yumi has long range and is best used on foot. It is not designed to be used on horseback.

You need at least two hands to use a bow, regardless of its size. Using it from horseback is awkward and uncomfortable, resulting in a -4 to the attack roll on any shot made from such a position.

A samurai using the yumi to fire arrows from horseback must add 10 to his TN.

DAI-KYU

The dai-kyu is a composite bow and is the largest type of bow used in Rokugan. The dai-kyu is made with wood, horn, and sinew glued together. The average dai-kyu is seven feet two inches long. (The largest dai-kyu ever recorded belonged to famed archer Shinjo Hanari, and was recorded at eight feet nine inches long.) It is a powerful weapon, with an average of 100 pounds pull, and the arrows are on average forty inches long.

Just like the other Rokugani bows, the grip of the bow is placed below the center of the bow, so that the upper limb of the bow doubles the size of the lower limb. This allows the rider to shoot vertically in any direction without hitting the horse's neck with the bow. It also makes the dai-kyu easy to use, despite its overwhelming size.

The Unicorn use the dai-kyu more than any other bow. They have learned to look down the shaft of the arrow and aim it at their target. With practice, Unicorn samurai can use this technique while on a galloping horse at targets almost 360° around him. The Unicorn also employ an alternative style of release with the dai-kyu. The Unicorn archer puts an archer's ring on his thumb (a ring designed to protect the thumb from the friction of the string). He grasps the bowstring and arrow between the thumb and the forefinger. This grip lets the Unicorn samurai sustain the hold for a long period of time better than the other grips used in Rokugan.

The dai-kyu is especially designed to be used on horseback. It is the strongest bow in Rokugan, and has the longest range. However, because of its size, the dai-kyu is too unwieldy to be used on foot.

You need at least two hands to use a bow, regardless of its size. Using it from a standing position is awkward and uncomfortable, resulting in a -4 to the attack roll on any shot made from such a position.

A samurai using the dai-kyu to fire arrows from the ground must add 10 to his TN due to the heftiness of the weapon.

POLEARMS AND HEAVY WEAPONS

"If you don't know what you're doing, best to use a weapon that keeps the samurai far away. If you do know what you're doing, then even better..."

—Tokiuji, peasant instigator

Polearms have been a constant in warfare since the earliest recorded battles in Rokugan's history, and have been documented in each and every gaijin culture the Empire has yet encountered. While the form of such weapons varies considerably and changes over time, their function remains exquisitely simple: to extend a warrior's reach, keeping his opponent at bay and remaining out of reach of their weapons. Additionally, the polearm is practical when equipping infantry to stand against mounted opponents, evening the

odds in a clearly unbalanced conflict. By bracing a polearm against the earth and pointing it toward oncoming riders, even an ashigaru with limited training can prove a grim obstacle for trained cavalry to overcome. Adding even further to their utility is that many polearms can be thrown accurately, increasing a warrior's reach even further and putting enemies at a distinct disadvantage. In an empire of warriors, the polearm is among the most versatile of weapons.

Lacking as they are the spiritual significance of a katana, ostensibly the soul of a samurai, polearms generally lack the painstaking craftsmanship that the average sword in Rokugan possesses. This is not to say that they are not well constructed, however, for no weaponsmith would dare produce inadequate materials for his lord. The metal portions of such weapons are not folded steel, but more conventional metal that is not of sufficient quality to be made into a sword. The metal portions are made from lesser metal stock and coupled with wood that is selected from the finest possible sources. Those smiths and apprentices who construct large numbers of polearms tend to be highly knowledgeable regarding wood and the crafting

TABLE 1-3: POLEARMS, D20

SIMPLE WEAPONS—MELEE

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
One-handed							
Nage-yari	3 koku	1d4	1d6	x2	20 ft.	3 lb.	Piercing
Two-handed							
Kumade	5 koku	1d4	1d6	x3	—	5 lb.	Piercing
Yari	5 koku	1d6	1d8	x3	—	5 lb.	Piercing

MARTIAL WEAPONS—MELEE

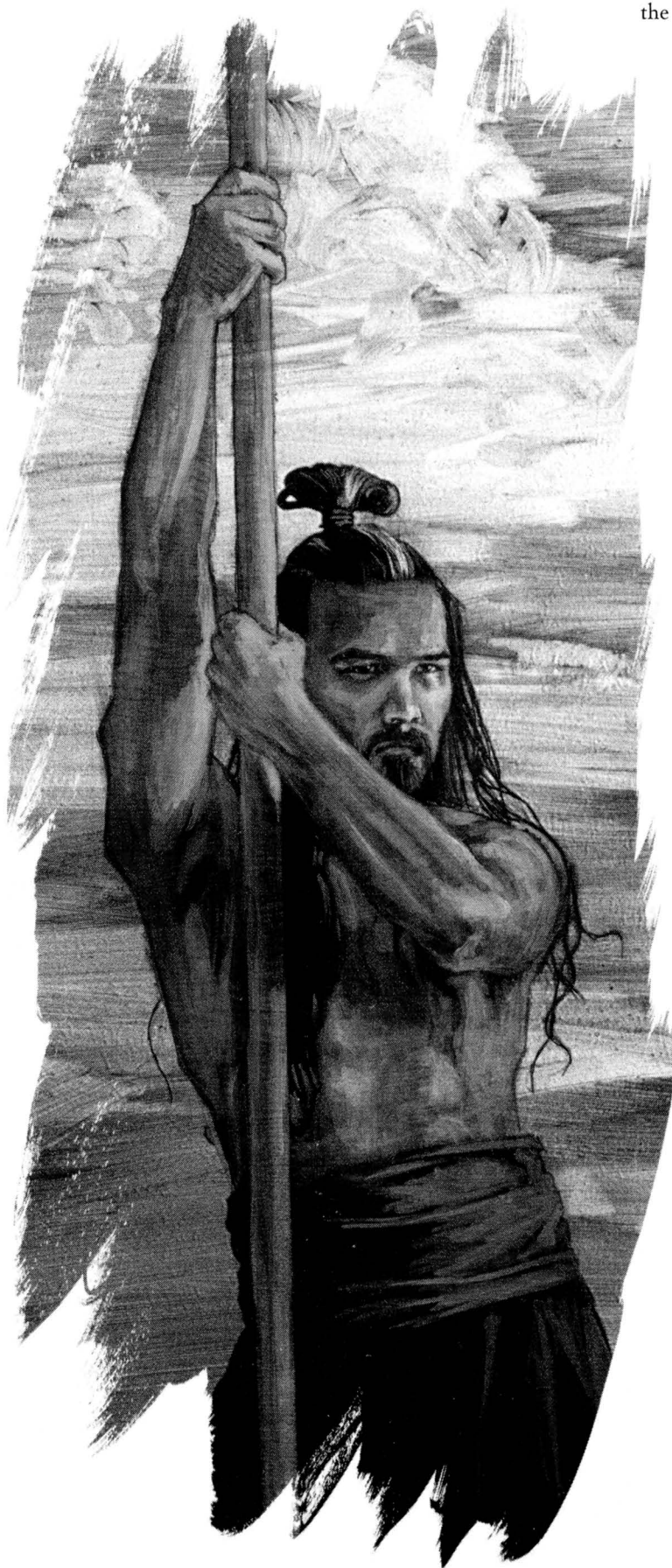
One-handed							
Masakari	10 koku	2d3	2d4	x2	—	6 lb.	Slashing
Two-handed							
Bisento	12 koku	1d10	1d12	19-20/x2	—	15 lb.	Slashing
Dai Tsuchi	10 koku	3d3	3d4	x3	—	15 lb.	Bludgeoning
Nagamaki	8 koku	1d4	2d4	x3	—	10 lb.	Slashing
Naginata	10 koku	1d8	1d10	x3	—	15 lb.	Slashing
Ono	20 koku	3d3	3d4	x3	—	12 lb.	Slashing
Tetsubo	25 koku	1d10	1d12	x3	—	15 lb.	Bludgeoning

EXOTIC WEAPONS—MELEE

One-handed							
Sang Kauw	10 koku	1d6/1d6	1d8/1d8	x2	—	10 lb.	Slashing
Two-handed							
Mai Chong	20 koku	1d8	1d10	x3	—	12 lb.	Slashing
Sasumata	8 koku	1d3	1d4	x2	—	8 lb.	Slashing
Sodegarami	4 koku	1d3	1d4	x2	—	5 lb.	Slashing

TABLE 1-3: POLEARMS, L5R RPG 2E

Weapon	DR	Notes
Bisento	0k4	First round initiative bonus
Dai Tsuchi	1k3	Reduces TN bonus to armor and Carapace by 5
Kumade	1k2	First round initiative bonus; free Raise on all climbing rolls
Mai Chong	2k2	First round initiative bonus
Masakari	0k3	
Nage-yari	0k2	First round initiative bonus; may be thrown up to a maximum of 50 feet
Nagamaki	1k2	First round initiative bonus
Naginata	1k3	First round initiative bonus
Ono	0k4	
Sang Kauw	1k2	Possible damage to opponents when on Full Defense
Sasumata	0k1	First round initiative bonus; may be used to entangle opponents
Sodegarami	0k1	First round initiative bonus; may be used to entangle opponents
Tetsubo	2k2	Ignores armor TN bonuses, reduces Carapace by 5
Yari	1k2	First round initiative bonus; DR 2k3 when used from horseback



of wood. The wooden shaft of a polearm cannot stand against the incredible strength of a katana, but neither will they break under normal circumstances.

Polearms are typically built to be as sturdy as possible, as might be expected, but this is not the case with regard to the yari and the nage-yari. Throwing weapons such as these are made to be used once. Particularly well made models may be recovered and reused, but not without some repair. To the uninitiated, this practice seems wasteful in the extreme. Those in the know merely point to the passage from the Book of Sun Tao, however, which simply states "It is a good idea to make a weapon you can use against your enemy, but it is not a poor idea to give your enemy a weapon to use against you." Yari and nage-yari that are made with the intent to be used as ranged weapons are intended to break or warp when they strike their target or the ground. The warping usually has the effect of increasing the severity of any wounds inflicted or causing a more traumatic removal process. Similarly, should the weapon miss its target and strike the ground, the blunted or warped remains are unsuitable to be thrown back at the owner or his allies.

KUMADE

The kumade is a tool used by commoners. It is essentially a rake; a long wooden handle with a metal end. The metal end is a series of hooks that form a sharp curve, with one barb not bending but extending out to a point. Unsavory assassins and thieves have used this simple tool to gain entry into buildings for many centuries. The barbs are hooked on a ledge, crack in a wall, a window sill, or any surface capable of supporting the barb. This allows the assassin or thief to reach substantially farther, basically extending their reach another four to six feet and allowing them to pull themselves up entire stories at a time.

The kumade's origins are humble. It is used in the harvesting of rice and other crops. The hooked end makes the kumade useful when harvesting, as it keeps the user from having to bend over every time. The length of the wooden shaft also allows for better leverage when pulling clumps of rice up from the patty. The unbent barb is also useful for picking up things from the ground.

In addition to its other qualities, the kumade has reach. It may be used to confer a +2 competence bonus to Climbing.

As a polearm, the kumade grants users an additional rolled (not kept) die on initiative rolls versus opponents with shorter weapons. This bonus only applies to the first round of combat. The kumade grants a Free Raise on all rolls involving climbing.

BISENTO

This polearm is in many ways similar to a naginata, except it has a much larger, curved blade at the tip. At first glance the weapon may seem awkward, but a true master of the bisento is a sight to behold, a lightning-quick wall of whirling steel death. The blade is specially weighted to be whirled about swiftly with ease.

This weapon is relatively rare in Rokugan, generally only wielded by certain reclusive monks in the Mantis isles. Occasionally, Yoritomo samurai visit these monks to study with them, and perhaps master their strange weapon. A Mantis bisento master is always a valued addition to any general's army, and such mercenaries can name their price if the army expects to face any sort of cavalry.

In addition to its other qualities, the bisento has reach. If you use a ready action to set a bisento against a charge, you deal double damage on a successful hit against a charging enemy.

As a polearm, the bisento grants users an additional rolled (not kept) die on initiative rolls versus opponents with shorter weapons. This bonus only applies to the first round of combat.

DAI TSUCHI

Another popular Crab weapon, the dai-tsuchi is an enormous hammer wielded with two hands. Like the tetsubo, it is excellent for smashing through armor. It is also been found to be a powerful weapon against cavalry charges.

As with the tetsubo, the Kaiu family have taken it upon themselves to make improved versions of the Dai Tsuchi. Some have detachable heads which can be replaced with heads of pure jade or crystal. Another variant, called the 'jade cloud dai-tsuchi' has a specially designed steel head, hollow inside with small vents on either side. The head is then filled with jade dust. On a heavy impact, this dust billows out from the hammer in a small cloud around the target. Optimally, a Tainted target inhales the jade, at which point the jade burns them from within. This version is identical to the normal dai tsuchi, but costs an extra 100 koku and must be specially made. The jade powder used to fill it must be acquired separately.

The current Crab Champion, Hida Kuon, has made the hammer his weapon of choice. His original dai tsuchi was shattered in a confrontation with the Dark Lord, but his new weapon has more than replaced it. Kuon's current hammer is crafted of pure jade, a gift from the crane, blessed by the Kuni and Asahina to never break in combat and remain eternally pure of the Shadowlands Taint.

The dai tsuchi is similar enough to a warhammer that non-Rokugani characters may use it as a martial weapon.

The jade cloud dai tsuchi must be filled with an amount of jade equal to one finger of jade. The next time it inflicts a critical hit, the target must make a Fortitude save (DC 20) or inhale the jade powder. If the target is Tainted, he will continue to take 1d4 damage per round for 2d6 rounds after, or until he spends a round vomiting up the jade dust (during which time he is considered helpless).

The dai tsuchi does not receive the polearm bonus for initiative. A character must have a Strength of at least 3 to wield a tetsubo. A tetsubo reduces all TN bonuses from armor by 5 and reduces creature Carapace by 5.

The jade cloud dai tsuchi must be filled with an amount of jade equal to one finger of jade. The next time the weapon re-rolls a 10 for damage, the target must make a Stamina roll vs. TN 25 or inhale the jade powder. If the target is Tainted, he will continue to take one die of wounds for 1-10 rounds after, or until he spends a round vomiting up the jade dust (during which time he can neither move nor defend himself).

MAI CHONG

The mai chong is virtually unheard of in Rokugan, despite that it is a creation of that great Empire. This unusual polearm was developed centuries ago by the isolated and unorthodox samurai of the Boar Clan. The Boar were a minor clan that split off from the Crab when they were assumed dead after their village was cut off from the Empire by an avalanche for several years. The Boar fighting style revolved around the mai chong almost exclusively, and many believe that both were the creation of Hida Chomei, an eccentric but gifted warrior who was among those in the village when it was thought lost centuries ago. The unorthodox construction of this weapon has led a few of the handful of military historians familiar with the mai chong to speculate that it was based upon a gaijin design. Others insist that one can see the inspiration merely by examining the weapon: the two prongs jutting out from the weapon's head bear a striking resemblance to a boar's tusks.

A mai chong is similar to a yari in that it consists of a long shaft of wood with a pointed metal head. The shaft is roughly eight feet in length, with the tip adding another eight inches to its overall length. The metal tip flares outward slightly, making it noticeably wider than the average yari tip. The metal closes back in to a point as it approaches the tip, with a smaller point on each side two or three inches from the final point. There are two additional prongs that flare outward roughly two to three inches from where the tip meets the shaft, curving outward in a style reminiscent of a hook or a boar's tusks. A mai chong can be thrown as a regular yari, but the unconventional tip makes this impractical. It can, however, be used much more effectively as a slashing weapon than a normal yari, making it useful both in slashing at an opponent as well as a piercing weapon.

The mai chong is all but forgotten in Rokugan. The unique tip is not difficult to produce so long as a weaponsmith is properly skilled, but without an example from which to work or a detailed design, they are virtually impossible to reproduce simply because they are so alien to normal Rokugani weapon design philosophies.

In addition to its normal qualities, the mai chong has reach. If you use a ready action to set a mai chong against a charge, you deal double damage on a successful hit against a charging enemy.

As a polearm, the mai chong grants users an additional rolled (not kept) die on initiative rolls versus opponents with shorter weapons. This bonus only applies to the first round of combat.

MASAKARI

The masakari is a smaller version of the ono, designed to be wielded one handed. As the masakari is not quite as deadly as the ono and more closely resembles a farmer's hatchet. While it is by no means dishonorable to use a masakari, it simply seems more like a peasant's tool than most weapons, thus this weapon is not commonly used among samurai. Despite their great respect for the oni, even the Crab think little of the masakari, regarding it as a 'puny' version of their favored weapon. Peasants, ronin, and other warriors of limited means, however, will readily use the masakari if it is available.

The masakari is similar enough to a battle axe that non-Rokugani characters may use it as a martial weapon.

The masakari does not gain the polearm bonus to initiative.

NAGE-YARI

The naga-yari is, in essence, a shorter version of a yari. These weapons are generally three to four feet in length and have a fixed pointed end. This pointed end can be permanent or collapsible. The permanent points are generally on the versions of this weapon that is not intended to be thrown. The collapsible end is for the throwing version. Some choose to wield two of these weapons as they are short and allow for good mobility. There have been instances of Togashi monks fighting in such a manner throughout history, and many associate that fighting style with their order.

The nage-yari's development as a credible weapon was an accident, according to commonly held beliefs. The yari, of course, is traditional weapon that has been used for as long as warfare has existed. The naga-yari is believed to have been developed spontaneously. In the midst of battle, a samurai was charged by two mounted opponents. Using his yari, the samurai was able to unhorse and kill one of his foes, but the yari was broken. The other enemy had turned and was bearing down on the samurai. Desperate, the samurai stepped back to the body of his fallen opponent and removed the remnants of his yari. The weapon was about four feet long with the pointed end still attached. Despite that the balance was off, he threw the yari at he mounted opponent and was able to strike a mortal wound. Afterwards, the samurai practiced with the weapon and began to develop it as an alternative to the yari. According to the stories, the samurai had difficulty with the weapon's balance and reducing the weight in the point, but the weapon caught on among the men in his unit and soon in the entire army.

In addition to its normal qualities, the nage-yari may be thrown as a ranged weapon with a range increment of 20 feet.

Because of its shorter length, the nage-yari does not gain the standard polearm initiative bonus against opponents. It may be thrown up to a maximum of 50 feet, although the DR drops to 0k1 if thrown a distance of farther than 30 feet.

NAGAMAKI

This weapon is similar to a shorter version of a naginata. It combines elements of a naginata with those of a sword to create a unique hybrid between the two weapons. The nagamaki is, in essence, a katana with a much heavier blade and a longer grip. These weapons are often used by bushi from the Shiba family. The Shiba have a long history of using these weapons against mounted opponents. They protect the Phoenix Clan's many shugenja from any who would harm them. During a battle, a well-trained Shiba wielding a nagamaki can stand against anyone who threatens their charges, even cavalry.

While most common military combat styles dictate a longer polearm against cavalry, the Shiba have a unique technique. Using the incredible focus their family is known for, they can sidestep the charging opponent and do any number of things: they can attack the mount, the rider, or both. To attack both the Shiba simply attacks the mount at the saddle. Such an attack is intended to cripple the mount and dismount the rider. If the attack is successfully executed the mounted man can also lose a leg while dismounting. This technique is more ruthless than the Shiba are normally known for, but they do not allow any foe to threaten their charges, no matter the cost.

In addition to its other qualities, the nagamaki has reach.

As a polearm, the nagamaki grants users an additional rolled (not kept) die on initiative rolls versus opponents with shorter weapons. This bonus only applies to the first round of combat.

NAGINATA

This weapon has been used in one form or another since almost the beginning of armed combat. The naginata consists of a curved blade mounted at the end of a long wooden pole. This weapon embodies the spirit of polearm used in Rokugani warfare. It has a blade on one end that is used to keep your opponent at bay, but the weapon also has a long pole to keep you as far away from your opponent as possible. The use of this weapon is considerably different from the katana, just as the use of the katana is very different from the aiguchi. In a pinch a blade similar to that of a katana is used in the place of a naginata blade, but generally the naginata blade is designed to be shorter and thinner. It is forged in a manner similar to that of a katana but there are differences.

These blades are made with an extra measure of metal compared to other polearms, resulting in a sturdier weapon. The weapon's shape is also slightly different to allow for different balancing effects. Generally a smith who makes naginata makes only naginata. They can produce other manner of blades, but they have become so proficient at forging this specific blade that they have very little call to forge anything else. The samurai who wields the weapon can choose to alter the blade position slightly to change a given naginata balance. Some prefer the blade to balance differently, this slight adjustment can give just enough of an edge to allow a samurai to keep his head, perhaps literally, in combat.

The wooden shaft that these weapons are attached to is another masterfully crafted item. The people who craft them are a highly skilled group, and are divided into two groups of peasants: those who grow the trees and those who harvest

them. Those who grow trees that their lord has designated for use as weapons consider their duty sacred and are honored to perform it. They often raise trees even from children, planting entire groves in their youth that the will care for as adults and eventually harvest. A single tree, well cared for and nourished throughout its life, produces hundreds of sturdy, weapons-grade polearms. In times of war, the grandiose delusion that they are an integral part of their lord's war effort shatters for tree farmers, as the harvesters arrive. Harvesters care nothing for the trees they cut down and shape, only quantity matters. When demand increases, such as during periods of conflict, these peasants scour the countryside for any suitable forests or woodlands that can supply their lord with the weapons he needs to wage war.

In addition to its other qualities, the naginata has reach. If you use a ready action to set a naginata against a charge, you deal double damage on a successful hit against a charging enemy.

As a polearm, the naginata grants users an additional rolled (not kept) die on initiative rolls versus opponents with shorter weapons. This bonus only applies to the first round of combat.

ONO

Though the ono is one of three weapons (including the dai tsuchi and tetsubo) best known for its use by the Crab Clan, it was in fact first devised by the sohei of Osano-Wo. The ono is a massive two-handed battle axe, quite adept at hacking through enemy troops or Shadowlands beasts. The sohei still favor this weapon, as not only does its intimidating appearance often dissuade enemies without a fight, but daily training with it helps the warrior monks retain their great strength.

The ono is similar enough to a greataxe that non-Rokugani characters may use it as a martial weapon.

The ono does not gain the polearm bonus to initiative.

SANG KAUW

The sang kauw is a weapon traditionally found only in the hands of a highly skilled and properly trained sohei. This weapon has two forms, both sharing the same wooden shaft and metal ends. The shaft is generally three to four feet in length with a 6-inch metal spike at each end. The weapon's midsection is where the different versions vary. One version has a metal shield, while the other a crescent shaped blade. The center section contains a formed grip where the weapon is held. This weapon has many different uses. The shaft can be used to parry an incoming blade or blow, as can the shield. The spiked ends can be used as the piercing weapon or with a skilled shot a slashing weapon on bare

skin. The crescent shaped blade has a similar use but it cannot be used for piercing work unless your target has a large exposed area.

The sang kauw can be used as a double weapon, with all the penalties that fighting with two weapons normally entails.

Any attack against a character wielding a sang kauw who is using the Full Defense maneuver risks injury. If the attack misses by more than 10, the sang kauw wielder rolls normal damage and inflicts half on their attacker (rounding down).

SASUMATA

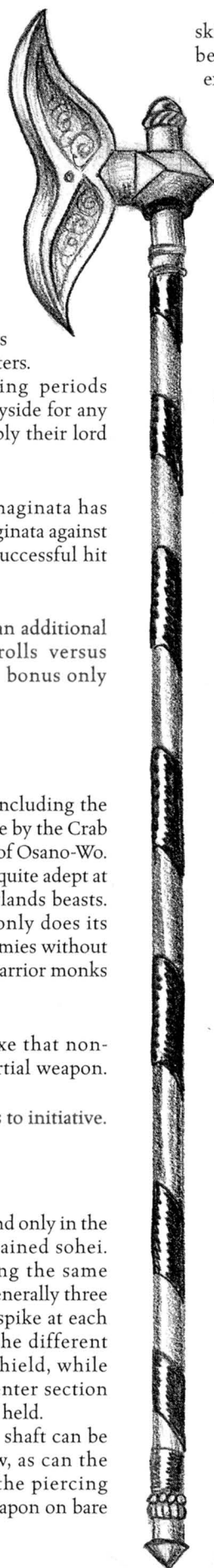
This weapon is commonly referred to as a "man catcher." It consists of a four-foot long wooden shaft topped with a two-foot long metal end. Eighteen inches of the metal portion is merely an extension of the wooden shaft. The final six inches is a blade in the shape of a crescent moon with numerous barbs on the interior edge. These weapons have two primary uses. Guards in fortified areas can use them to pin an opponent against a wall, or two guards can subdue an opponent with two sasumata. Additionally, these unique weapons can be used to snare and unseat a mounted opponent, although this is a difficult task best suited to specially trained soldiers.

These weapons are made in such a way that the bladed end is very strong. In that regard, the sasumata is more similar to the katana than perhaps any other polearm. The strength of its steel keeps the blade from bending on the outer edge despite however much wear it experiences. This also keeps the points from breaking should they become entangled in an opponent's armor, which occurs frequently if the weapon is being used as it is intended.

The Lion Clan's Matsu family is infamous for training frontline troops in using the sasumata to great effect. This heralds back to the Unicorn Clan's return to Rokugan. Prior to the Lion developing their own cavalry, the Matsu fielded large numbers of sasumata-equipped troops on their front lines to stand against the Unicorn or any other cavalry-based opponent. While this technique did not prove as effective as the Lion had hoped, those who survived quickly became extremely proficient in using the sasumata, and small units devoted primarily to the weapon have continued to see use since that time.

A character wielding a sasumata who strikes a Small or Medium opponent can immediately initiate a grapple as a free action without invoking an attack of opportunity. The sasumata has reach.

As a polearm, the sasumata grants users an additional rolled (not kept) die on initiative rolls versus opponents with shorter weapons. This bonus only applies to the first round of combat. Upon a successful hit, the wielder may make a Contested Agility roll against his opponent. If the wielder is successful, the opponent is trapped and must make a successful Strength roll, TN 25, to escape. The wielder inflicts normal damage each round they are trapped.



SODEGARAMI

The sodegarami has earned the nickname "sleeve entangler", and for good reason. Like the sasumata, the sodegarami is a four-foot wooden shaft with a two-foot metal head. The metal portion is nearly two feet of a metal pole that extends the shaft, and a cross bar that. The cross bar and a large section of the handle have barbed spikes on them. These are intended to ensnare an opponent's clothing, which they do extremely well. The sodegarami is considered a polite weapon and sees use most often among magistrates and their yoriki in detaining samurai who are too drunk or otherwise in an altered state to realize they are acting dishonorably.

It is believed that these weapons evolved when a non-lethal weapon was needed. This weapon can certainly kill an opponent when required, but only if this is the user's intent, or if they are grossly incompetent. The barbs are only a few inches long and are edged, but they are curved rather than straight. The curve in the barbs improves the degree to which the barbs can entangle clothing and other pliable materials. Straight barbs would merely slice through the cloth and allow it to pass unencumbered.

The barbs that adorn the sodegarami's cross bar can be removed, allowing for a variety of styles to be attached to any given weapon. Many smiths develop their own characteristic style, allowing those in the know to identify their own weapons.

A character wielding a sodegarami who strikes a Small or Medium opponent can immediately initiate a grapple as a free action without invoking an attack of opportunity. This will not work against opponents wearing any armor heavier than Light Armor, nor will it work against unclothed opponents. The sodegarami has reach.

As a polearm, the sodegarami grants users an additional rolled (not kept) die on initiative rolls versus opponents with shorter weapons. This bonus only applies to the first round of combat. Upon a successful hit, the wielder may make a Contested Agility roll against his opponent. If the wielder is successful, the opponent is trapped and must make a successful Strength roll, TN 15, to escape. The wielder inflicts normal damage each round they are trapped.

TETSUBO

The most recognized weapon of the Crab Clan, a tetsubo is a simple tool with deadly applications. In its simplest form, the tetsubo is merely an iron bound club, easily made and adept at smashing through enemy armor. The Crab trace the use of the tetsubo back to Hida himself. Some Crab scholars believe that he carried the first tetsubo with him from the Celestial Heavens. Others believe that when Hida destroyed the Kingdom of the Trolls, he took his tetsubo from the Troll King. Both legends are quite popular among the Crab, but the details are essentially immaterial. If the weapon was good enough for Hida, it is good enough for the Crab. This Crab tradition is bolstered somewhat by the fact that tetsubo are uniquely suited for fighting the armored beasts that attack the Kaiu Wall with regularity.

Some might call the tetsubo a crude weapon, and Kaiu engineering has inevitably led to more complex tetsubo. These weapons include studs designed to be removed from

the shaft and replaced. In combat against human opponents, these studs are pure steel. When fighting Shadowlands creatures, the steel studs can be removed and replaced with jade. When jade studs are available they allow the tetsubo to strike Shadowlands creatures as if it were a jade weapon. Naturally these jade studs decompose at the normal rate if exposed to the Shadowlands Taint.

The tetsubo is similar enough to a greatclub that non-Rokugani characters may use it as a martial weapon.

The tetsubo does not receive the polearm bonus for initiative. A character must have a Strength of at least 3 to wield a tetsubo. A tetsubo ignores all TN bonuses from armor and reduces creature Carapace by 5.

YARI

This is a weapon used in mounted combat in one from or another since the first encounter between cavalry and infantry. These weapons are also commonly used between two mounted opponents as well, although that is not as common. The yari is a simple weapon, consisting of a six-to eight-foot length of wood tipped with a metal point. Most of these weapons have a rigid point, allowing for better armor penetration. It is important to have a point that will not bend or break when an army's front line is being charged by a thousand men on horseback.

When used as a mounted weapon, the yari is braced by the user in what is referred to as the 'cradle' of his arm. The arm is drawn up to be perpendicular with the shoulder and the weapon is gripped as tightly as possible. This allows for better grip and a more accurate placement. In use against a mounted opponent, these weapons are generally used by front line troops. They can either charge against mounted troops or defend their line against the first wave of cavalry. The weapon is braced against the ground and set to receive a charge. When the weapon is set the user puts a foot on the end on the ground and then adjusts the weapon's height so that it will strike either the mount or the man on the mount. When the cavalry charges the line they have a few choices: they can try to flank the line, sidestep in an attempt to avoid being impaled, or they can charge the line.

Anyone unfortunate enough to be have their mount taken out from underneath them is generally quickly dispatched by the same men who just killed his horse. Those that are unfortunate enough to be impaled on a yari generally do not live to see the battle's end. A wound from a yari to a mounted man at full gallop is generally both grievous and fatal. The same can be said for a wound made against an infantry man when he has been run down by yari wielding cavalry.

In addition to its other qualities, the yari has reach. A yari may be thrown as a ranged weapon with a range increment of 20 feet. If you use a ready action to set a yari against a charge, you deal double damage on a successful hit against a charging enemy.

As a polearm, the yari grants users an additional rolled (not kept) die on initiative rolls versus opponents with shorter weapons. This bonus only applies to the first round of combat. A yari may be thrown up to a maximum of 50 feet.

NINJA WEAPONS

"Focus on the single perfect moment that defeats an entire lifetime."
— Shosuro Yudoka

Largely considered a myth, those who know better know that the ninja is known for several distinct features, not the least of which is their dizzying array of weaponry and tools. Ninja employ items that assist them in scaling sheer walls, cut through steel as if it were water, and inject the deadliest poisons to helpless targets over a great distance. The Kitsuki have slowly collected implements of the ninja's profession over the years and have studied them all in great detail. While some are obviously hoaxes meant to give the impression of unfathomable and unknown techniques, others are very effective and obvious in their use. A well-prepared ninja is possibly one of the greatest single threats in all of the Empire, as the tools he has access to overcome nearly any obstacle with the proper planning. As agents of distraction and death, ninja make use of countless weapons meant to harass, annoy, and outright destroy those whom they have marked for death. Even among scholars who know of the ninja's art, it is nearly impossible to guess what manner of weapon a ninja will produce in any given fight, leaving even those who study the ninja's path at a loss of how to combat them.

BLOWGUN

One of the staple weapons of the assassin, the blowgun exemplifies what a ninja prefers in his tools — compact size, versatility, and easy creation. Blowguns are never more than a foot long, though they are usually half that size. Those who have survived a strike by a ninja assassin often report the assailant is able to breathe or spit poison, a fact many Kitsuki have attributed to blowguns barely longer than the width of a man's fist being employed. When the ninja brings such a small blowgun to his mouth and fires a poison coated dart, it gives the illusion the assassin is producing the attack from his own mouth, causing his enemies to become stricken with poisons and other ill effects.

Blowguns are rarely for assassinations and more often used to serve much in the way that shuriken do — weapons of distraction and annoyance. The small barbs on darts have almost no chance of piercing even the most basic armor, and few ninja are foolhardy enough to coat their darts with deadly poisons. After all,

they must carry these things on their own person and bring the drug-coated darts to their lips to fire them. While many ninja have built up immunities to the lesser dizzying poisons and drugs, few are willing to risk contacting their mouth with poisons intended to kill a man.

Because of their simple design, blowguns are made of nearly any sort of material that can be rolled, hollowed out, or forged into the appropriate shape. Some ninja prefer solid metal tubes that can double as gouging weapons in close combat, while others do not wish to make these tools out of anything they cannot destroy on a moment's notice. Some particularly macabre minions of the Goju have taken to carving their blowguns from the bones of their victims.

Blowguns used against an opponent with any form of armor (including natural) become significantly less accurate, as the ninja must find a chink in such protections to fire the relatively uncontrollable missile into. Such attacks suffer a -5 circumstance penalty.

Blowgun darts inflict 1k1 wounds with a successful hit, but are usually coated with some form of drug or poison. Blowguns used against an opponent with any form of armor become significantly less accurate, as the ninja must find a chink in such protections to fire the relatively uncontrollable missile into. Such attacks must be made with a +5 to their TN against light armor and +10 against heavy armor.



TABLE 1-4: NINJA WEAPONS, D20

Weapon	Cost	Dmg	Crit	Range	Weight	Type
Blowgun	8 bu	1	x2	10 ft.	1 lb.	Piercing
Fluteknife	3 bu	1d4	x2	10 ft.	1 lb.	Piercing
Kagi-nawa	9 bu	1d4	x2	—	2 lb.	Slashing
Kamayari	2 koku	1d10	x2	10 ft.	3 lb.	Piercing
Kusarigama	5 koku	1d6	x2	—	5 lb.	Slashing and Bludgeoning
Manrikikusari	6 koku	2d4	x2	—	6 lb.	Bludgeoning
Ninja-to	5 koku	1d6	19-20/x2	—	4 lb.	Slashing
Shinobi-shuko/Shinobi-ashiko	2 koku	1d6	x2	—	1 lb.	Slashing
Shuriken	1 koku	1	x2	10 ft.	1/20 lb.	Piercing

FLUTEKNIFE

The fluteknife is employed primarily by ninja who have adopted any sort of guise that allows them to carry a short staff or flute without suspicion. These items are crafted carefully as not to allow a passing or even moderately detailed inspection give away the weapon's true nature. At one end or the other of such instruments is a hollowed out compartment that conceals a blade as long and wide as a man's finger. These daggers are made especially light so that they may be easily and quickly thrown at a target with a simple flick of the wrist. Like many of the ninja's ranged weapons, the fluteknife is often stymied by even the lightest armor, due to its thin and light blade. Nonetheless, these weapons are often produced in social and unguarded situations, making them that much easier to use.

Unlike a blowgun or shuriken, these weapons are meant primarily for assassination, as the naked blade need not be touched by the ninja. Such use allows an assassin to use deadly contact poisons with relative impunity, though they must still be mindful to handle the fluteknife with care. In addition, the blade of the weapon is large enough that a well-placed blow (in the groin, stomach, kidney, neck, or eye) in close quarters is enough to bring someone down. If the assassin has freedom to do so, he could then dispatch his helpless victim with either a more powerful weapon or (more often) walk away and leave target to die of his wound and any associated poison.

A fluteknife is made almost exclusively of bamboo and thin metal. Other woods are either too heavy to throw appropriately or too soft to withstand the process of attaching the blade. Flutes with this modification are usually made so that they are somewhat playable, though with a limited range of pitch.

If a fluteknife is thrown against a flat-footed opponent, the weapon inflicts +1 damage.

A fluteknife inflicts 1k1 wounds on a successful hit, and may be thrown with the Athletics skill and inflict 2k1 damage instead. A fluteknife grants its wielder the same initiative bonus as a tanto during the first round of combat.

KAGI-NAWA

A symbol of ninja ingenuity, the kagi-nawa appears to be nothing more than a basic grappling hook and rope. Upon closer inspection, the hook is barbed needlessly for climbing, and the curve of the hooks is wide enough to wrap firmly around the legs or arms of a grown man. This is no coincidence, as often a lone ninja will find he is only able to conceal a grappling hook on his person during a mission. Other weapons may cause unacceptable bulk, but the need for a climbing tool remains paramount. The Shosuro were the first to employ the kagi-nawa as a weapon, creating many techniques that employ the hooks to trip, disarm, and otherwise

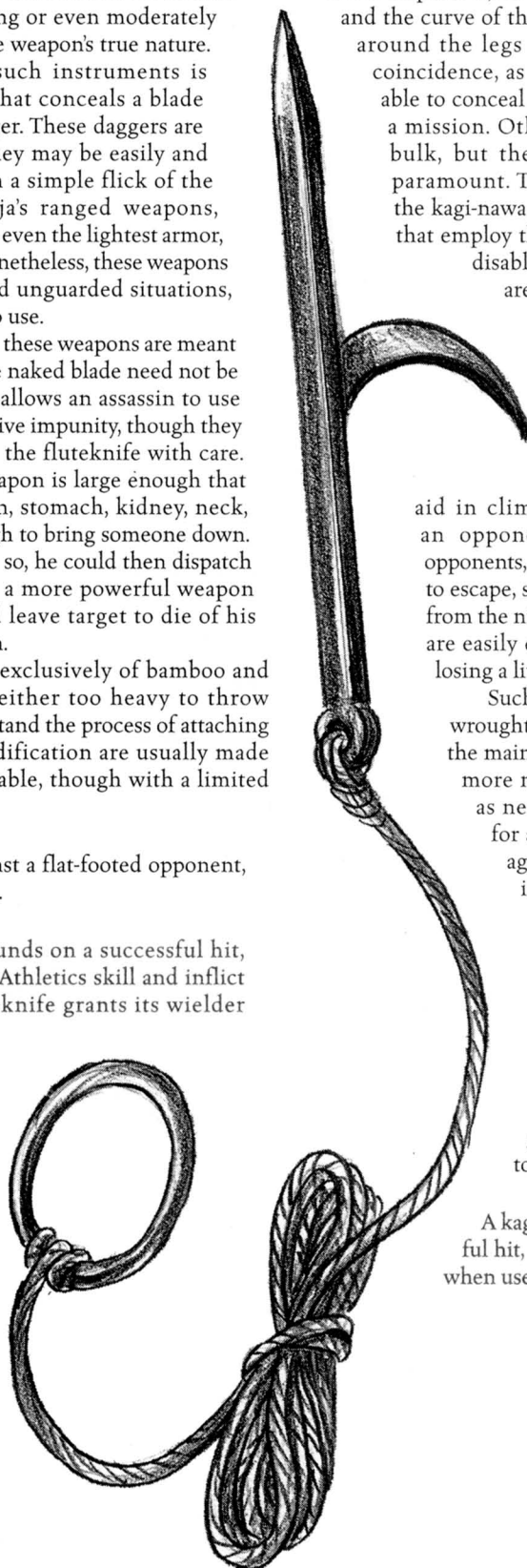
disable an opponent. Especially skilled ninja are able to swing the hook with impunity much like a manrikikusari and use the round, blunt outside of the hook curve to knock opponents unconscious.

Kagi-nawa are barbed along almost the entire inside of the hook curve to increase the tool's aid in climbing as well as more securely grip an opponent. Against armored and clothed opponents, this makes the weapon nearly impossible to escape, save attempting to wrestle the rope away from the ninja's hands. Against bare flesh, the barbs are easily escaped... if the victim does not mind losing a little skin in the process.

Such weapons are made usually of rope and wrought iron, though there are many variants on the main design. Some kagi-nawa are made with more natural materials instead of rope, such as newly-cut vines and even leather straps for added strength. The Shosuro have long ago perfected treating and pressing wood into a form that is nearly as strong as metal and much lighter. Naturally, the Scorpion assassins guard such craftwork jealously.

A kagi-nawa may be used to make a trip attack, and may be released by the wielder to prevent being tripped in return. This weapon grants a +2 circumstance bonus to Climb skill checks.

A kagi-nawa deals 0k1 wounds on a successful hit, and grants its wielder two Free Raises when used to climb.



KAMAYARI

A particularly unusual weapon, even for the ninja, the kamayari is equal parts staff, spear, mancatcher, and climbing aid. The kamayari is little more than a long wooden pole (averaging ten feet in length) with a group of large hooks at the end to attach to walls and catch enemies in a manner similar to the kagi-nawa. Though the weapon seems unwieldy and much too cumbersome for practical use, many who have seen such things believe they are little more than climbing aids that a ninja is able to use as a weapon in a pinch. In reality, the exact opposite is true, as the kamayari is designed primarily as a weapon that may be used as a climbing tool only because of its primary design.

Kamayari are unusual in that they are impossible to conceal due to their length and draw attention to the user. As any whom study the ninja might guess, the distracting and attention-grabbing nature of these weapons is their primary function. Kamayari are almost exclusively used when groups of ninja must make a strike somewhere and going unseen is considered an impossibility. Usually two or three ninja employ these weapons to engage guards and keep them at bay while the other assassins slip away unnoticed in the ensuing struggle. Despite being a weapon not necessarily designed to be effective, kamayari are excellent at binding and disabling opponents in a manner similar to kagi-nawa. A group of ninja working together with kamayari can easily bring an armored samurai down and pin him without fear of reprisal in a matter of seconds.

Because of their role, kamayari are quickly abandoned once the primary objective of a mission is accomplished and the ninja retreat. For this reason, kamayari are made of "throwaway" materials such as wood and cheap, poorly forged metal. Especially foolhardy novice assassins attempt to make a name for themselves by becoming "kamayari masters" and attempting to have a special, sturdy kamayari forged for themselves. Such ninja always give up the notion after a matter of months, if they are not killed by their stupidity (or unforgiving masters).

An attacker using a kamayari may make a single attack as a full-round action to have the attack deal an additional 1d8 slashing damage.

A kamayari deals 2k2 wounds on a successful hit, and the attacker may choose to give up his next action to instead have the hit deal an additional 1k1 wounds by rending the victim.

KUSARIGAMA

The kusarigama is one of the most visually impressive and varied weapons in a ninja's arsenal. It exemplifies a ninja's need for an adaptable, versatile item that can be equally useful as a weapon or tool. The basic design of a kusarigama is a hooked blade on a foot long handle (similar to a kama) with a four to six foot chain attached to the end of the handle. Usually the end of the chain is weighted with a blunt ball of steel or iron. The uses for such a weapon are nearly limitless at this level, as it can be used as a slashing weapon, a bludgeoning attack to knock out an opponent, a chain to entangle attackers, a limited grappling hook, or a whip-like climbing tool. Unlike many of a ninja's tools, which must be discarded without a second thought at a moment's notice,

many ninja go to great lengths to keep their kusarigama. The reason for this is simple — the usefulness of such an item means that losing it likely decreases the chances of any sort of escape or success.

In addition to the above, many ninja grow attached to their kusarigama because they are often personalized in some manner. Some ninja favor long lengths of rope over chain, an iron ring instead of a weight, or spiked weight on the end of the chain instead. The blade end is often modified to instead be a straight blade (like a dagger or short sword), or have such a blade in addition to the curved end. The most exotic variant of this weapon is the mamukigama, which attaches a live, poisonous snake to the end of the chain. Only the most skilled or suicidal ninja employ such tactics, but the end result is a much less unnatural-seeming means of death.

A kusarigama may be easily modified at creation to deal piercing damage instead of bludgeoning damage.

A kusarigama deals 1k2 wounds on a successful hit, and may be used to entangle.

MANRIKIKUSARI

One of the most common concealed weapons of the ninja, a manrikikusari is a simple chain of widely varying length with a weight attached to either end. Like the kusarigama, the usefulness of such a simple tool is great, though without a bladed or hooked end, the manrikikusari is much easier to conceal. This weapon is as old as the shuriken and ninja-to, designed by the Scorpion primarily as a way to deal with heavily armored opponents. When a simple choking wire would be stopped by the neck guard of an armored bushi, the metal chain links of a manrikikusari are strong enough to crush such protection easily when used correctly. By swinging the weights in a circle swiftly, they often gain enough force to smash through lacquered panels, armor plates, and even crack and dent heavy kabuto helmets.

The main drawback of the manrikikusari is the fact that to be truly effective in its role, it must be made completely of metal. This makes it sometimes unacceptably heavy or noisy in many situations, though crafty ninja have been able to adorn themselves with manrikikusari disguised as somewhat unusual jewelry. The Hiruma and Daidoji are known to employ these weapons for different reasons — the Hiruma Stalkers find the chain as effective as crushing the armored plate of a Shadowlands beast as the Scorpion find it for destroying samurai armor. The Daidoji favor the level of structural damage such a small weapon can cause in a short period of time. Both families have attempted to silence the metal by crafting manrikikusari covered in thin cords of fabric. Though such weapons are much more silent than they would be otherwise, such treatment usually only survives a few days of regular use before unraveling. The Shosuro have also met with limited success with their pressed wood being made into these tools. While they are significantly lighter, they are also easily broken with a good impact.

You may make trip attacks with this weapon and may drop the weapon to avoid being tripped during your own trip attempt.

A manrikikusari deals 0k1 wounds on a successful hit, and may be used to entangle.

NINJA-TO

The weapon most commonly associated with the ninja is the *ninja-to*, a thin, straight, short blade of unusually crude design. The *ninja-to* is everything a *katana* is not — it is inelegant, forged for ease and not quality, and must mean nothing to the ninja who carries it. It is inherent upon the ninja warrior to be able to abandon his tools at a moment's notice if it means aiding an escape. A single ninja can go through dozens of *ninja-to* in a single year and thus the blade must be able to be made quickly with little investment. The weapons are not of a quality to penetrate most armor, and are easily destroyed when brought against a *katana* or other steel weapon of any real quality. Despite all this, the *ninja-to* remains a staple weapon due to its light weight, easily concealed nature, and thin, straight blade. Though the blade of a *ninja-to* may never pierce a bushi's armor, it can quite easily slide into a gap in even the most complicated protection.

The *ninja-to* is also easily crafted into several different designs, allowing it to be much more than a simple weapon. The square *tsuba* on the weapon makes it double for a grappling hook (once rope is attached) if need be, as well as providing ample footing for an agile ninja to use to spring over a moderately high wall when leaned against such a wall with the handle pointed up. The handle of a *ninja-to* is often hollow, allowing for all manner of storage as well as the possibility of modification for use as a blowgun. In some situations, a pole can be attached to the hollow end of the *ninja-to*, creating a crude spear.

Among the clans, only ninja of the Scorpion clan use *ninja-to*. Scorpion ninja are often men and women of noble rank and possess *katana*, but for such a weapon to be found on the body of a ninja would point questions in areas the Scorpion Clan would rather be left alone. In addition, though the Scorpion ninja are not exactly the paragons of virtue, ancestral weapons carry the same value to them as to any other samurai. If their grandfather's blade were to be lost in the lands of an enemy, they would be shamed greatly among their kin. The Hiruma and Daidoji prefer to use their *katana* if the situation calls for a blade, as they have little reason to be ashamed of the duty they perform.

A masterwork *ninja-to* does not gain the usual combat bonus. Instead, the weapon is usable as a tool in aiding the ninja in one significant way. Commonly, this means the *ninja-to* grants a +2 circumstance bonus to Climb skill checks or the handle of the weapon may be used as a blowgun. GMs should feel free to allow similar bonuses or abilities in place of such modifications.

A *ninja-to* deals 2k2 wounds on a successful hit. *Ninja-to* of above-average quality do not grant combat bonuses but instead indicate the weapon has a significant use as a tool in another regard. Some *ninja-to* grant a Free Raise for climbing attempts, others contain a blowgun in the handle. GMs should feel free to allow similar bonuses or abilities in place of such modifications.

SHINOBI-SHUKO / SHINOBI-ASHIKO

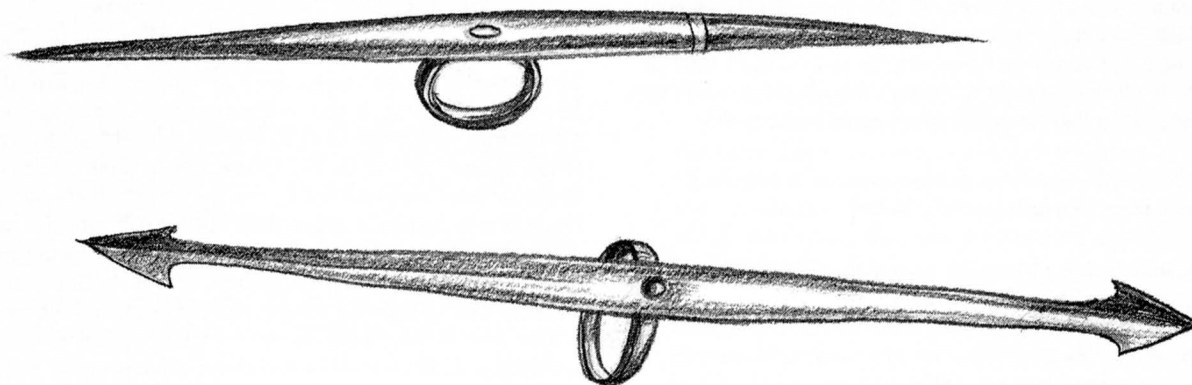
The infamous "climbing claws" of the ninja, the *shinobi-shuko* are worn on the hands, while the *shinobi-ashiko* are attached to feet. The claws are possibly the most widespread ninja tool across the Empire, as they are used by ninja who refuse to even use a *ninja-to* or poison tools (such as a blowgun or *shuriken*). The Yoritomo family especially favors these items as they both assist in keeping a sailor from falling overboard when worn on the feet, and a full set makes scaling other vessels that much easier. The Unicorn wear a variant of the claws on their feet to aid in staying in their saddle as well as traversing rough terrain on foot. Hiruma and Daidoji scouts cannot deny that the tools allow them to get into places (for hiding or scouting) that they otherwise would be barred from. Overall, the *shinobi-shuko* and *shinobi-ashiko* see widespread use simply because they are ninja weapons that do not immediately make the wearer associated with ninja.

Shinobi-shuko and *shinobi-ashiko* are also obviously useful in combat, allowing the wearer to claw at their opponent when they seem otherwise unarmed. Some claws are crafted in a way to accentuate this use, making the hooks more ready for combat though somewhat less effective at assisting in climbing. These items are often made with bundles of cord and fabric with the claws sewn in so that the fingers may lie over the claws or the metal hooks fit between the fingers when the hand is closed in a fist. On the feet, they are formed similarly to the toes. The Unicorn and Mantis make their claws with treated leather straps instead of cloth — the Unicorn naturally having less aversion to the material and the Mantis needing something sturdier. Of course, the sea air tends to rot the leather after a few weeks at sea, but they still easily outlast cloth straps.

Wearing one set of these adds a +1 circumstance bonus to all Climb checks. Wearing both grants a +2 circumstance bonus.

These claws deal 0k2 wounds on a successful hit and allow the wearer to gain two Free Raises on Climbing skill rolls.





SHURIKEN

As easily identifiable as the ninja-to, shuriken have been mistaken by witnesses as ninjas throwing fire, poison, or even deadly discs of the Void. These small metal missiles have just as many myths and misconceptions surrounding them as there are about the ninja who use them. Tales abound of men and women being struck dead by a single shuriken that was blessed by the foul demon magicians of the ninja cults, or shuriken bursting into fire, acid, or lightning in mid-flight to consume the victim in a blinding flash. While such exotic variants exist somewhere in the Empire, they are exceedingly rare and those who have seen such things never survive to speak about them. This reputation has only added to the shuriken's main use as a tool of deception and distraction. These weapons only serve two purposes — to deliver injected poison or annoy and harass enemies to distract them. Because of these wild tales described above, it is not rare for fully armored men to run for cover once a ninja starts hurling shuriken. After all, what good can their armor do against weapons touched by the blackest depths of Jigoku or infused with the deadliest essence of the Elements?

The nature of shuriken demands they be made cheaply and mass produced. Ninja can go through ten or more of these in a single mission easily, so quantity is greatly valued over quality when these are made. Like ninja-to, they tend to be made of cheap and fragile metal that stands virtually no chance of penetrating any real form of armor or protection. They do, however, serve nicely to cut through rice paper walls and silk to deliver poison and distraction with ease. Some shuriken are small enough that they leave no easily identifiable marks when they pass through rice paper or clothes. In addition, they make excellent cutting tools if necessary and are easily concealed in the hand. Particularly competent ninja can conceal handfuls of these weapons all over their body and produce seemingly endless assaults with them from nowhere.

These may be thrown three at a time with no penalty to hit, but all three attacks are rolled separately.

Shuriken inflict 1k1 damage on a successful hit, but may not reroll 10s on damage.

MISCELLANEOUS

"Advantages are everywhere."

— Daidoji Uji

To the samurai caste of Rokugan, war is an art just as much as poetry, painting, or storytelling. It is a finely practiced and executed task with centuries of tradition and ritual associated with it. Just as a painter takes up the brush, so does the samurai take up the katana, the yari, and the bow. Just as a poet wields words, so does the samurai wield the wakizashi, the tetsubo, and the tanto. In Rokugan, there are social expectations to be fulfilled, even on the battlefield.

Not everyone meets these expectations, however. There is a wide variety of weapons that exist in the Empire that many samurai consider beneath them. To most samurai, the effectiveness of a weapon is inconsequential when compared to tradition. The katana is the soul of a man's grandfather. To set it aside for another weapon is unthinkable. Despite these social tendencies, there are those who feel otherwise. The Yoritomo family of the Mantis Clan are well known for their use and skill with unconventional weapons. The Unicorn, too, are well acquainted with weapons from beyond Rokugan's borders that no other clan possesses. Even the solemn and contemplative monks of Shinsei's brotherhood have been known to wield weapons looked down upon by samurai, and none can deny their skill with them.

BO

Perhaps the simplest and most common weapon in Rokugan, the bo is a wooden staff that varies in length, averaging five to six feet. It is carried often by travelers and monks, although it is used as a tool far more often than as a weapon. The bo is frequently used as a walking staff, a fishing tool, to carry two bundles across the shoulders at the same time, and even for such mundane tasks as knocking ripe fruit from the higher branches of trees. In combat, the bo is largely ineffective save in the hands of someone trained and experienced in its use. It is exceptionally rare for samurai to wield a bo, although they are trained in its use early on. It is considered a weapon best left for peasants and monks.

The bo's primary advantage is in its length. The bo is longer than the average katana blade by at least two feet, and can be used to keep an opponent at bay. Particularly skilled opponents can make twin strikes in a single round, either at a single opponent or two separate individuals within extremely close range. Athletic individuals can use the bo as leverage to propel themselves into aerial maneuvers.

The bo may be used as a double weapon in exactly the same manner as a quarterstaff. The bo has reach.

A character using a bo against an opponent with a shorter weapon gains an additional rolled (not kept) die for Initiative rolls during the first round of combat. Against armor, the bo is very difficult to use. Attacking those with light armor increases the TN by +10 instead of +5, and heavy armor increases this modifier to +15 instead of +10.

JITTE

The jitte occupies a unique place in the Rokugani philosophy regarding weapons and social status. On the one hand, it is considered to be a peasant weapon and unworthy of use by a samurai in the sacred duty of warfare. Despite this, however, the jitte is also considered to be the mark of a magistrate, a trait that hails back to the days of Lady Doji and her fledgling Crane Clan. The Crane trained their magistrates in the unusual weapon's use so that they might better disarm (and thereby dishonor rather than kill) unruly samurai from other clans. It was a simple matter for the Crane to use their political clout to shift popular opinion so that the jitte became an acceptable weapon for magistrates throughout the Empire.

The jitte is very similar to the sai in appearance and technique. It is basically a metal cylinder roughly twelve to eighteen inches in length with a pointed tip at one end and a slightly widened base at the other. The wide end serves as

TABLE 1-5: MISCELLANEOUS WEAPONS, D20

SIMPLE WEAPONS

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
Light							
Jitte	5 bu	1d3	1d4	×2	—	2 lbs.	Bludgeoning
Kama	3 bu	1d4	1d6	×2	—	2 lbs.	Slash.
Nunchaku	3 bu	1d4	1d6	×3	—	2 lbs.	Bludgeoning
Sai	5 bu	1d3	1d4	×2	—	2 lbs.	Bludgeoning
Shobo	3 bu	*	*	*	—	1/2 lb.	Bludgeoning
Tanto	3 bu	1d3	1d4	19-20/×2	—	1 lb.	Piercing
One-handed Melee Weapons							
Jo	—	1d4	1d6	×3	—	2 lbs.	Bludgeoning
Tonfa	5 bu	1d4	1d6	×2	—	2 lbs.	Bludgeoning
Two-handed Melee Weapons							
Bo	—	1d4/1d4	1d6/1d6	×2	—	4 lbs.	Bludgeoning

MARTIAL WEAPONS

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
Light							
Parangu	10 bu	1d4	1d6	×2	—	2lb.	Slashing
Tessen	12 koku	1d3	1d4	×3	—	2 lbs.	Bludgeoning
One-handed Melee Weapons							
Machi-kanshisha pipe	20 koku	1d4	1d6	×3	—	4 lbs.	Bludgeoning

EXOTIC WEAPONS

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
Light							
Vajra	15 koku	1d4	1d6	×3	—	6 lbs.	Piercing
One-handed Melee Weapons							
Whip	1 koku	1d2	1d4	×2	15 ft.	2 lbs.	Slashing

* See description of this weapon for details.

TABLE 1-5: MISCELLANEOUS WEAPONS, L5R RPG 2E

Weapon	DR	Notes
Bo	0k2	First round initiative bonus; ineffective against armor
Jitte	1k1	Disarm attacks require 2 Raises instead of 3
Jo	0k2	Ineffective against armor
Kama	0k2	No special qualities
Machi-kanshisha pipe	1k1	May be used to deliver ranged attack, see below
Nunchaku	0k2	No special qualities
Sai	1k1	Disarm attacks require 2 Raises instead of 3
Shobo		Allows the wielder to roll one extra die on hand to hand attacks.
Tonfa	0k1	Adds +5 to the wielder's TN to be hit
Vajra	1k1	Disarm attacks require 2 Raises instead of 3
Whip	0k1	May be used to ensnare an opponent, see below

the handle with a single prong flaring outward from the base about six inches from the handle. When properly wielded, the jitte can catch a blade between its base and the prong, allowing a well trained user to disarm an opponent with a skilled flick of the wrist.

Jitte gain a +2 bonus for opposed attack rolls when attempting to disarm an opponent. A jitte can be used by a monk with their unarmed base attack with all the relevant modifiers.

The jitte provides an advantage when attempting to disarm an opponent. Disarming an opponent requires 2 Raises rather than 3 when wielding a jitte.

JO

The jo is very similar to the bo, save that the staff is much shorter, typically three feet in length with slight variation. Jo are regarded by most as a less elegant and functional weapon than their longer cousins. Jo are typically wielded in pairs, one in each hand. As a result, they have a much more martial image than the bo, and are viewed by most Rokugani

as a weapon wielded by peasants who do not know their place in the Celestial Order or by monks who have failed to truly learn Shinsei's lessons. While the bo is seen as an important weapon for the instruction of young samurai, few samurai ever touch a pair of jo during their lifetime, barring some bizarre and exotic weapon training regime.

When wielded in pairs, jo can allow a skilled wielder to execute a lightning fast series of strikes against an opponent. The sheer concussive force from such a volley can daze or even kill an unarmored enemy, and those in armor will find the disorientation that results from such an attack crippling in the heat of battle.

Jo can be wielded in each hand with all appropriate penalties applying (see *Core Rulebook I*).

The jo is considered a peasant weapon and may result in Honor loss for samurai who carry them (at the GM's discretion). Against armor, the jo is very difficult to use. Attacking those with light armor increases the TN by +10 instead of +5, and heavy armor increases this modifier to +15 instead of +10.



KAMA

The kama is a weapon with inauspicious beginnings that has risen to great prominence in the past few decades in Rokugan. Its origin is that of a simple farming tool. Peasants have used kama for over a thousand years to cut crops near the earth. Early in Rokugan's history, when the lands were not yet tamed and wild beasts and bandits roamed more freely than they do in the modern age, it was necessary for peasants to defend themselves. The Emperor's edict that the lower classes not wield weapons was a great stumbling block in this regard, for not even the basest peasant would risk drawing the wrath of a son of heaven. Implements like the kama became both a tool and weapon in the hands of a peasant defending his home.

The kama might never have become more than a simple farming tool and improvised weapon if not for the unique fighting style of a tiny minor clan in the distant Islands of Silk and Spice. Angry at their status as exiles, the followers of Kaimetsu-uo, disenfranchised son of the legendary Crab Champion Hida Osano-Wo, spurned the use of both the katana and wakizashi, typically the symbols of a samurai's status. Instead, the Mantis turned their skills toward the use of various peasant weapons and smaller traditional weapons such as the tanto and aiguchi. This practice was an affront to all proper-thinking samurai, which is as the Mantis intended. Although never fully accepted, the Mantis use of such weapons became tacitly approved when Emperor Toturi recognized them as a Great Clan following the heroism of Yoritomo and his forces at the second Day of Thunder.

The kama is a simple weapon, consisting of a wooden shaft roughly a foot in length topped with a slightly curved metal blade with the edge on the downward side. The blade facing requires that strikes against an opponent must be made in a chopping fashion, usually downward but also from the side. The blade is not made of folded steel, meaning that it is substantially weaker than even a poor quality katana. The sole advantage to this is that dozens or even hundreds of kama can be produced with the same resources and time that it takes a single katana. Mantis warriors never want for weapons.

Monks may use nunchaku with their unarmed base attack and improved number of attacks with all relevant modifiers.

Kama are considered peasant weapons, and samurai who use them may lose Honor as a result (at the GM's discretion). Samurai from the Mantis Clan, primarily the Yoritomo family, are exempt from this restriction.

MACHI-KANSHISHA PIPE

Perhaps the oddest weapon utilized anywhere in Rokugan, the machi-kanshisha pipe is exceptionally rare, although not quite as rare as individuals trained in their use. The only common place to find them is in the City of the Rich Frog, a former ronin city lying between the Lion and Unicorn provinces that was recently annexed by the Ikoma family of the Lion Clan. The city guards there carry and use the pipes for their traditional recreational purposes, but they are also trained to use them as bludgeons and to strike at an opponent's joints and other weak points.

The machi-kanshisha pipe is a long, hollow metal tube that has been crafted into a pipe. While they can be adapted to use with opium, most are used to smoke simple herbs and various

tobacco-like weeds found growing wild throughout Rokugan. It can also be used to deliver a very short-range attack by blowing powder into an opponent's face. The powder most commonly used for this is called metsubushi, an irritant that can blind an opponent for short periods of time.

The machi-kanshisha pipe is a martial weapon, but using it to blow powder in an opponent's face requires the Exotic Weapon Proficiency feat. This can be done from a maximum of 5 feet and does not provoke an attack of opportunity. Opponents struck with a dose of metsubushi in this manner must make a Fortitude save (DC 15) or be blinded for two rounds.

The machi-kanshisha pipe may be used to blow metsubushi powder in an opponent's face. This attack has a maximum range of 5 feet and requires a normal attack roll using the Machi-kanshisha skill. If successful, the opponent must make a Stamina roll (TN 15) or be blinded for two rounds.



NUNCHAKU

The nunchaku is another unique weapon from Rokugan with its origin as a farming tool. The nunchaku was first developed from a simple device used to thresh wheat and other such crops. Like the kama and tonfa, the nunchaku became a weapon in the interest of self-defense against bandits and wild animals. The nunchaku require substantially more skill to wield, however, and is far less common among peasants who dream of being warriors. Although samurai disdain the use of such a weapon, they have an appreciation for the skill required to wield it.

Nunchaku consist of two cylindrical wooden handles roughly ten to sixteen inches in length and a connected length of chain between six and twelve inches long. One handle is held tightly and used to twirl the other handle. Accomplished practitioners can put on incredible displays of dexterity with these weapons, spinning them behind the back and across the shoulders with lightning speed. This speed only adds to the bone-shattering impact the second handle has when used against an opponent.

Monks may use nunchaku with their unarmed base attack and improved number of attacks with all relevant modifiers.

The nunchaku are considered a peasant weapon and may result in a loss of Honor for samurai who wield them (at the GM's discretion). Samurai from the Mantis Clan, particularly the Yoritomo family, are exempt from this Honor loss.

PARANGU

At first glance, the parangu is clearly a weapon, and to see such an implement in the hands of a common peasant can be quite shocking to a samurai who has had little contact with the people. Truthfully, the parangu is a tool, nothing more. It is a short blade with a wide tip, used to clear brush and weeds from land for farming or building. The Mantis Clan's sailors adopted it as both a weapon and a tool to cut rope with while sailing.

The parangu is curved like a katana, although the curve is more pronounced. The blade is actually wider at the tip than at the base, and it could never be mistaken for a katana. The metal used to make a parangu is usually the remnants of whatever samurai blacksmiths cast out, forged into crude blades by lesser men for their peasant brethren. A parangu will almost always shatter if it comes up against even an average quality katana.

The parangu has no special qualities.

A parangu that is struck by a katana strike inflicting more than 15 points of damage breaks instantly. The parangu is considered a peasant weapon and may result in a loss of Honor for samurai who wield them (at the GM's discretion). Samurai from the Mantis Clan, particularly the Yoritomo family, are exempt from this Honor loss.

SAI

The sai was designed as a defensive weapon, and has served very well in that capacity without change for centuries.

Like the similar jitte, the most common form of the sai is a simple metal cylinder that is wider at the base and tapers to a blunted end at the tip. This is normally between ten and fourteen inches in length, with two prongs that curve outward until they are parallel with the tip marking the divide between the handle and the weapon's end. The purpose of these prongs is to catch an opponent's weapon between the sai's main shaft and the prong, allowing the sai's wielder to disarm his opponent by twisting the weapon sharply. Poorly made weapons may even break under the stress this places upon them, a fact well known and eagerly exploited by those familiar with the intricacies of using the sai.

The sai is technically numbered among the so-called "peasant weapons" in Rokugan, primarily because it is mostly relegated to use among budoka and yoriki or doshin, positions that are often filled by non-samurai. This has created a perception among more elitist samurai that it is not an honorable weapon, although this has no basis in fact.

During the Clan War period, the notable shugenja Iuchi Karasu, called by some the Doomseeker, made use of sai to great effect when combating the Shadowlands horde. This inspired many young warriors to take up the weapon, who have in turn passed such arts down to their children, the samurai of modern Rokugan.

When using the sai, characters gain a +4 bonus to the opposed attack roll when disarming opponents. Monks can use sai with their unarmed base attack, making full use of all relevant bonuses and abilities.

The sai provides an advantage when attempting to disarm an opponent. Disarming an opponent requires 2 Raises rather than 3 when wielding a sai.

SHOBO

The shobo is a short iron cylinder with a single iron ring welded halfway down the shaft, allowing it to be held in a variety of positions. The shobo is similar in function to brass knuckles, adding weight to the fist so that additional damage can be inflicted. This weapon is popular among the more militant sects of the Brotherhood of Shinsei, as well as with ronin, fireman gangs, and assorted common thugs.

This weapon grants a +2 damage bonus when fighting unarmed. A character wielding a shobo is not considered armed unless he has the Improved Unarmed Strike feat.

This weapon allows the wielder to roll an extra die on all unarmed damage.

TONFA

The tonfa has perhaps the most ignominious origin of any weapon in Rokugan: it was developed by peasants who were forced to defend themselves with nothing more than the handle of a millstone. The first use for the tonfa was as a simple bludgeon, which was only slightly more effective than a random piece of wood taken from a forest. The tonfa's defensive qualities were soon discovered, however, and it soon became possible for a practiced user to hold the handle, keeping the wood length against the bottom of the forearm, thus allowing the wielder to parry blows from unarmed opponents or even simple weapons without serious risk of personal injury.

The tonfa is far more effective as an offensive weapon when used in a spinning motion. The wielder holds the handle with the wooden shaft against the forearm as described above, but then uses the wrist and momentum to twirl the wooden shaft outward in a circular motion. With practice and training, the tonfa can be twirled continuously. This allows for the weapon to switch between offense and defense very quickly. Because the tonfa is wooden with no metal components, many consider it ineffective and inappropriate for use against opponents who possess anything other than peasant weaponry.

Monks may use the tonfa with their unarmed base attack, improved number of attacks, and all other relevant modifiers and abilities.

The tonfa remains primarily a defensive weapon. Any character with at least one rank in Nofujutsu (or Tonfa) wielding a tonfa may add an additional 5 to their TN to be hit. The tonfa is considered a peasant weapon and may result in a loss of Honor for samurai who wield them (at the GM's discretion). Samurai from the Mantis Clan, particularly the Yoritomo family, are exempt from this Honor loss.

VAJRA

The vajra is an exceptionally rare weapon, and is not considered appropriate for a samurai to wield. Its origins are unknown, but most speculate from its unusual name that the vajra may be of gaijin origin and that it first came to Rokugan so early that it was already in place by the time the Emperor's decree against gaijin weaponry was issued.

The vajra is typically found only in the possession of certain sohei sects. These sects are somewhat more martially inclined than most, and tend to be isolated from the Empire at large, with monasteries found deep in the mountains or far from any other sign of civilization.

The vajra is a metal scepter with claws on each end. It resembles a highly stylized thunderbolt, and is carried by sohei who venerate Osano-Wo, the wrathful Fortune of Thunder. The scepter is four to six inches long and fits well in the hand, with the claws resting just above and below a clenched fist. Vajra tend to be constructed of very dense iron or steel, and can block strikes from normal katana. Skilled monks have used the vajra to defend against unruly samurai, and can even use the claws on either end to strike terrible blows to the abdomen.

The vajra's prongs can be used in an attempt to catch the blade of an enemy's weapon and disarm him, similar to a sai or jitte. Characters using the vajra in such a fashion gain a +2 bonus on their opposed attack roll when attempting to disarm their opponent.

The vajra may be used to disarm an opponent. This attack requires only 2 Raises instead of the normal 3 when using the vajra.

WHIP

Whips are rare indeed in Rokugan, and are generally regarded with intense distaste given their perception as a weapon of gaijin origin. Whips were first introduced to Rokugan by representatives from Thrane during the brief period where they were allowed in the Imperial City preceding the Battle of White Stag. The handful of soldiers and swordsmen that accompanied the Thrane ambassadors would put on displays of skill using their whips, displays that amazed the Rokugani court. Nothing like such weapons had ever been seen or even imagined, and although the subsequent battle fostered a hatred of all things gaijin in many, a few recognized the potential uses in such a weapon.

Whips see use predominately in the Lion and Crab lands. The Lion use them on enslaved Zokujin working in their copper mines, while the Crab use it similarly with their enslaved mujina or even on their conscripted ashigaru warriors. The weapon is ideal for this purpose, as it is extremely painful while leaving very little wound for potential infection with the Taint. There is also a small sect among the Lion that use the whip as a training tool for their warcats, fierce trained lions that devastate opponents in battles. The whips are rarely if ever actually used on the cats, for doing so would be dishonorable, but the sound of rapid whip cracks can be used to direct the creatures in surprisingly complex maneuvers during combat.

Whips are typically made from leather, another reason that most samurai consider them nucleuse weapons. The long leather lash is attached to a handle, which is either crafted from wood or is a part of the same leather that has been heavily wrapped in silk so that the samurai does not have to touch the dead flesh.

A Rokugani whip functions exactly as all others of its type (see *Core Rulebook 1*).

If a character has at least 3 ranks in the Whip skill (a specialized sub-skill of Nofujutsu), he may forfeit an attack and instead roll to hit versus his opponent's Agility $\times 5$. Success means that the target has been ensnared, and a successful contested Strength roll drops the target to the ground.

CHAPTER TWO:

ARMOR

Moto Chagatai bowed deeply as he entered the court chambers of Kyuden Hida, a gesture of respect between two warriors — between equals. His broad, scarred face was grim and expressionless.

"I hope that your time upon the Wall has been informative, mighty Khan," Kuon said, returning the Unicorn's bow. "You have seen our defenses, you have seen our tactics. You have seen our weapons."

"I have seen as much as you allowed me to see," the Khan replied. "Yet even that was impressive, Kuon-san."

"Have you considered Umasu's offer?" Kuon replied.

"To extend the Kaiu Wall around the lands of my people?" Chagatai replied. "I find the offer intriguing — but I wonder if my own people might encounter difficulty passing this new wall to the lands beyond."

"I understand your concerns, Lord Khan," Kuon replied. "My father was a Unicorn. I know your clan values its freedom. What the Kaiu offer is for your own protection, not your confinement — we shall make certain there are many gates through which your soldiers can pass, and of course it will be your own troops who guard these portions of the Wall. We would not intrude upon Unicorn territory."

"I will consider your offer," Chagatai replied. The Unicorn paced the Crab's audience chamber, pausing to look upon an ancient suit of armor. The design was fierce and exotic, resembling the shell of a giant crustacean in human form. "This armor," Chagatai said, gesturing at the suit. "I find it peculiar that it is on display. There is a deep dent on this chest plate — no other Clan Champion I have visited would display a suit so battle scarred. Why is it here?"

Kuon laughed. "That belonged to Tsuru, my grandfather's brother, a great hero of the Crab. As for its condition, we Crab have a saying — never trust an undented suit of armor, for its strength has not been tested. That armor carried Tsuru through the Clan Wars and the War Against the Shadow. Its value lies not in the beauty of its appearance — but the fact that it served its purpose well." Kuon moved to the Khan's side and drew a sheathed tanto from his belt, offering the weapon to Chagatai.

"What is this?" Chagatai asked, taking the weapon curiously.

"Draw the blade," Kuon replied. "Strike Tsuru's armor with all your strength."

Chagatai nodded, and Kuon took a step back. The massive Unicorn drew the dagger and slashed it across the armor's breastplate with a loud clang. A second clang echoed in reply as the shattered blade hit the far wall. Tsuru's armor bore not even so much as a mark on the enamel.

Chagatai's eyes widened as he looked at the broken hilt in his hand. "Your Kaiu know their craft well," he said, genuinely impressed. "Did your uncle survive the battle that left this dent?"

"And many more," Kuon replied.

"Interesting," Chagatai said thoughtfully.

"I will pass the Kaiu your compliments, Lord Khan," Kuon replied. "Now what of the offer we have made?"

The Khan smiled. "I can see the value of the Kaiu's craft in my provinces, especially if I might arrange for armor such as this to be crafted for my generals."

"That can be arranged," Kuon replied.

The Khan smiled. "Now let us speak of what I can offer you in return..."

ROKUGAN ARMOR

Armor is a natural extension of warfare. If the first basic principle of war is to destroy the enemy, the second is to make certain your enemy does not destroy you instead. Armor comes in a great many styles, though many samurai tend to ignore anything that does not correctly reflect their status as nobles. The types of armor tend to be generalized by soldiers into two broad categories — light and heavy. Light armor tends to be relegated to soldiers who require more flexibility in their motion (such as archers), while heavy armor is assigned to troops who must wade into a sea of his enemies. When not engaged in mass combat, the “armor of choice” for samurai varies wildly, as each as their distinct advantages and disadvantages. In addition, some armor is worn only for style (the samurai of the Crane and Scorpion are notorious for possessing armor that has little martial value but is impressive to look at), while others are little more than heaps of metal and other materials that are layered endlessly without regard for appearance.

LIGHT ARMOR

Light armor tends to be worn by those who do not engage in combat regularly, or do not do so by wading fearlessly blade-first into masses of their opposition. Many bushi tend to sneer at light armor, as it implies the wearer is either incompetent, inexperienced, or prefers trickery and guile in combat instead of a “clean” fight. Samurai of the Matsu, Moto, and Hida families tend to eschew such protection outright and consider lighter armor for “lesser” bushi.

On the opposite end of the scale, those who favor the lighter armors realize there is more to combat than just hurling yourself at the enemy until he is crushed beneath your superior weight. Lightly armored units tend to be the mobile and more tactically flexible groups on the battlefield, usually including pikemen, bowmen, and harrier units. Martialy inclined monks and shugenja also tend to favor lighter armor as they do not train as heavily with personal protection as bushi do. Indeed, non-bushi wearing heavy armor is often seen as an offensive — bushi feel it is their place to take up such mantles and shun those who seem to be denying their role in the Order. Though the shugenja of the Crab, Unicorn, and Dragon tend to be vastly more martial than those of other clans, this attitude tends to be overlooked only in the Crab.

ASHIGARU ARMOR

Due to the fact that ashigaru make up the largest single category of fighters in a large scale conflict, ashigaru armor tends to be the most common form of armor in Rokugan. There are very few variances in the way ashigaru armor is crafted among the clans, as it requires no special considerations outside of being effective and easily made. While theses suits are armor are

obviously intended for use by the rank-and-file ashigaru pressed into service during wartime, it is not rare for those of the samurai caste to use the armor regularly as a matter of personal preference. Scouts among the armies of the Great Clans favor the armor for its nearly nonexistent weight and superior flexibility. Samurai such as these naturally maintain a set of great armor (if one is owned as a family heirloom) to wear in formal matters or when it is expected, but prefer ashigaru armor during times of war.

Ashigaru armor tends to contain three major pieces — the torso, the leggings, and the helm. Often small pads covering the shins and forearms are added, though these tend to be the first bits of lost equipment in large scale conflicts. Ashigaru who emerge alive from any more than one conflict are often reduced to just their torso and leg coverings — the armor is considered just as disposable as the ashigaru and is not replaced in most situations. Some ashigaru families who have served the same samurai dynasty for generations make a point to care for their armor much in the same way noble families pass down an heirloom. Such sets of armor are generally the point of pride of one peasant village or another, and the owning family usually holds some position of authority (even if informal) within the ranks of farmers and laborers.

Because of how easily and quickly ashigaru armor is made, taking time to improve a particular suit beyond the norm is much easier than comparable treatment for other types of armor. Rokugani ashigaru armor costs half of what it should cost for being a masterwork item.

Ashigaru armor raises the wearer's TN to be hit by 3. Because of how easily and quickly ashigaru armor is made, taking time to improve a particular suit beyond the norm is much easier than comparable treatment for other types of armor. Ashigaru armor of fine or better quality has its bonus increased to 4.

LIGHT HIDE ARMOR

Armor made of the flesh of animals is almost exclusively the province of three groups — Unicorns, Ratlings, and beasts of the Shadowlands. Though certain allowance of impurity must be considered unavoidable on the battlefield (most notably becoming covered in the blood of your enemies), covering one's entire body with dead flesh borders on pure blasphemy to most bushi. Naturally, Tainted creatures and Nezumi have no such compunction, though it is common for even the samurai of the Lost to eschew such unworthy protection. The warriors of the Unicorn are much more accustomed to widely using and handling leather, and thus have no qualm with employing hide armor that has been blessed by the priests of the Iuchi. The bushi of that clan are still samurai, however, and will not wear hide armor if they are not completely assured that the material has been purified. Such armor has many advantages to more common Rokugani

TABLE 2-1: LIGHT ARMOR, D20

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	—Speed—			Weight
						(20 ft)	(30 ft)	(40ft)	
Ashigaru	25 koku	+3	+5	–1	15%	20 ft.	30 ft.	40 ft.	20 lb.
Light Hide	10 koku	+3	+6	–1	10%	20 ft.	30 ft.	40 ft.	20 lb.
Partial	50 koku	+4	+4	–3	25%	15 ft.	20 ft.	30 ft.	30 lb.
Riding	50 koku	+3	+6	–1	10%	0 ft.	30 ft.	40 ft.	20 lb.

armor, such as a lighter weight and superior flexibility while covering more of the body than other light armors. In addition, it retains enough give to absorb the impact of many blows without breaking like some other armor.

Hide armor tends to be made to cover only the torso and legs. The leather is worked in pieces as large as possible, taking advantage of the material needing a bare minimum of stitching if done correctly. It is also able to cover more of the body than most light armors without encumbering its wearer overmuch. In addition to the above advantages, the leather armor becomes much easier to maintain with fewer seams, though will obviously rot much faster than metal armor. It is also much more susceptible to weather damage (especially from rain) but also remarkably easier to transport. Where other armor usually requires some complex method of folding and storage, leather armor can be easily rolled and placed into a pack or shoved into a convenient space.

Light hide armor does not incur an armor check penalty to Dexterity rolls when worn by a non-humanoid creature.

Light hide armor increases the wearers TN to be hit by 4. In addition the wearer is considered to be wearing heavy armor for determining special conditions for weapons attacking him (i.e. decreased damage or higher TN value for the armor — this does not necessarily imply the armor's TN value is increased to 10).

PARTIAL ARMOR

Somewhere between the heavy ceremonial battle armors of the clans and the nearly-nonexistent armor of the ashigaru is partial armor. Such armor was invented almost by accident, following the interesting tale of a Shiba bushi who refused to retreat from guarding his charge even when he was bereft of weapons. During a skirmish with a Lion force, the Shiba fought with his yari until it was lost in the melee. Drawing his katana and stepping closer to the shugenja he was sworn to protect, the yojimbo cut down three more Matsu bushi before the fourth broke his hand with a fierce strike from the haft of a polearm. The Shiba then drew his wakizashi, slew that soldier, and killed another before the short blade was lost in the corpse of his enemy. Finally, a Lion soldier came to blows with him, at which time the Shiba began pulling pieces of his armor away and flailing at his foes with them. After removing several pieces, he found himself far less encumbered than he was originally, but still able to deflect the blows of his enemies with his remaining armor. Using his keen perception and obvious martial skill, he drew his tanto and sent two more of his enemies to meet their ancestors before finally being overcome in the conflict.



Though the Phoenix lost the fight, the shugenja who was protected by this legendary Shiba bushi was left alive. He eventually reported the death of his yojimbo, in great detail, to his superiors. Such a spectacular story quickly made its way to both the Lion and Phoenix, until a Lion armorsmith attempted to reconstruct the seemingly advantageous armor design. The end result was partial armor, which allowed heavy protection of the torso, legs, and skull but virtually no protection elsewhere. The design was laughed at by others within the clan until the armorsmith gave a personal demonstration of the armor's advantages to one of his rivals. Three broken ribs, a fractured hip, two missing fingers, and one humiliated critic later, partial armor was accepted for its true worth as a powerful combination between flexibility and strong protection.

Partial armor is medium armor.

Partial armor increases the wearer's TN to be hit by 7 and raises all physical skill rolls by 3 in a manner similar to Heavy Armor.

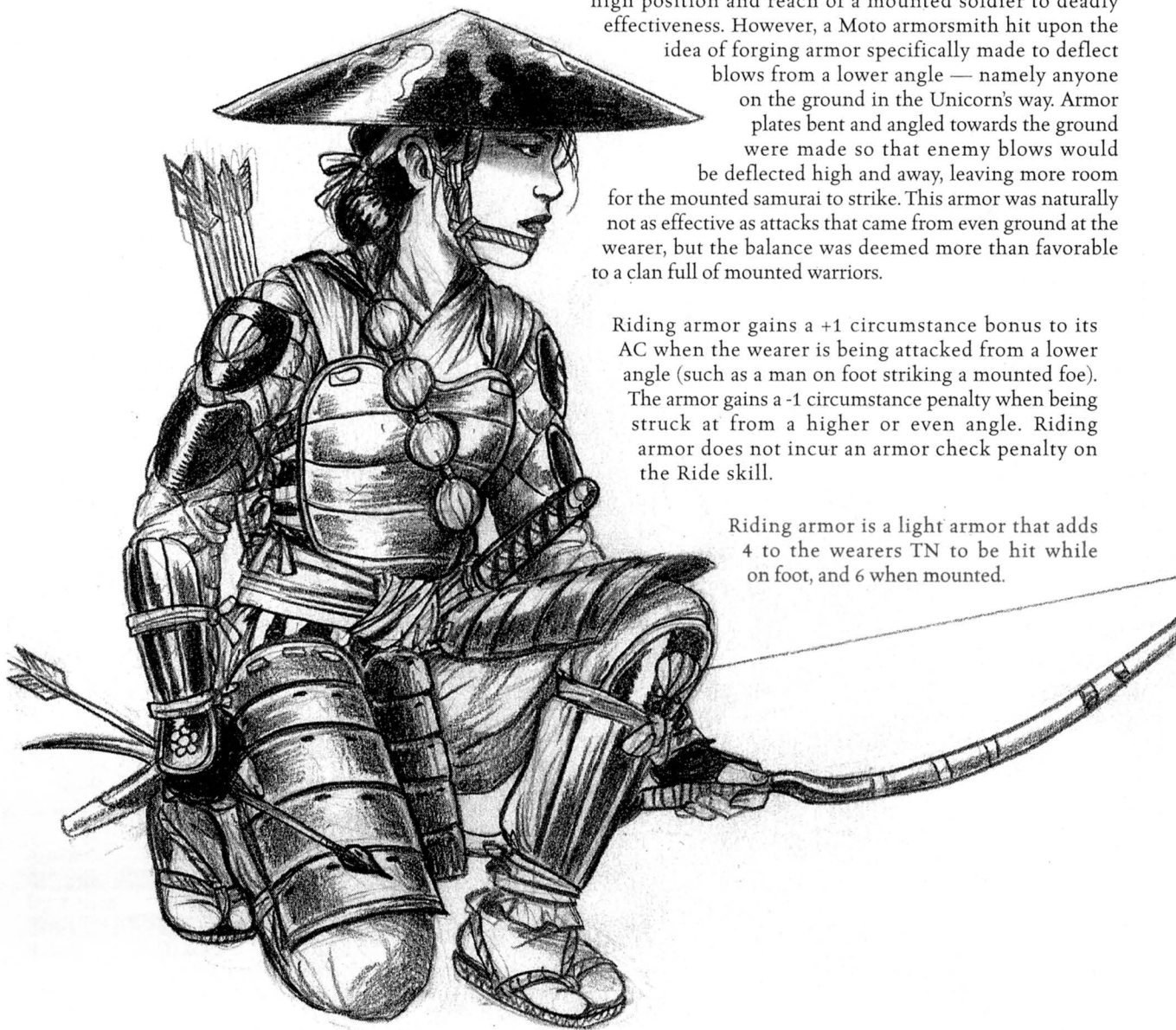
RIDING ARMOR

When the Unicorn returned from their exodus beyond the borders of Rokugan, their foreign tactics and mounted forces changed the nature of warfare in the Empire forever. While many are aware of how the field tactics of soldiers had to change to adapt to this new facet, few people truly fathom how much army equipment was also impacted by the changes brought about by the Unicorn. Where weapons and armor were made for two-dimensional combat, the amazing overhead reach of hundreds of mounted Unicorn soldiers added a third dimension to how protection and attack would have to be considered. Armor with great gaps over the shoulders or plates that overlapped with the openings facing upwards became an amazingly liability. Unicorn lancers could decimate hundreds of soldiers with such protection without taking a single loss on their own side. Armorsmiths and weaponsmiths across the Empire scrambled to find ways to examine and exploit any weaknesses in the Unicorn's strategies, while also attempting to make weapons and armor that did not become completely ineffective against entire armies of mounted troops.

At the same time, the Unicorn worked to ensure they claimed every advantage they could from their position. Naturally, polearm weapons such as yari worked the high position and reach of a mounted soldier to deadly effectiveness. However, a Moto armorsmith hit upon the idea of forging armor specifically made to deflect blows from a lower angle — namely anyone on the ground in the Unicorn's way. Armor plates bent and angled towards the ground were made so that enemy blows would be deflected high and away, leaving more room for the mounted samurai to strike. This armor was naturally not as effective as attacks that came from even ground at the wearer, but the balance was deemed more than favorable to a clan full of mounted warriors.

Riding armor gains a +1 circumstance bonus to its AC when the wearer is being attacked from a lower angle (such as a man on foot striking a mounted foe). The armor gains a -1 circumstance penalty when being struck at from a higher or even angle. Riding armor does not incur an armor check penalty on the Ride skill.

Riding armor is a light armor that adds 4 to the wearers TN to be hit while on foot, and 6 when mounted.



GAIJIN ARMOR

"Don your armor carefully, lest it be the last suit you ever wear."
— Rama Singh

Gaijin Armor is extremely diverse. The countries beyond Rokugan's borders have evolved in different ways. For example, the Moto, the Senpet, and other cultures living in the Burning Sands have adapted by sacrificing protection for water preservation. Most of the cultures favor mobility over protection (with the notable exception of the Yodotai elite). Thus, many gaijin armors leave the arms and legs unprotected to leave them free of restrictions. Even with these adaptations, gaijin armor is remarkably similar functionally to Rokugani armor. For example, a type of lamellar armor appeared at some point in time with the Yobanjin, the Senpet, the Moto, and the Ivory Kingdoms.

Very few suits of gaijin armor can be found within Rokugan. The greatest collection of gaijin armor can be found in the Unicorn and Mantis lands, where trade continues with gaijin countries. The Ivory Kingdoms ambassadors have gifted the Crane Clan with several suits of armor and weapons; the Crane graciously accepted the gifts, packed them up and placed them in an honored place in storage. Yobanjin armor is occasionally left in the Phoenix lands after their raids, and Mirumoto Temoru's quest has allowed many Mirumoto to run across foreign armor.

Gaijin armor of all types is currently banned in Rokugan, and any samurai wearing gaijin armor would be ridiculed and detained for his flaunting of Imperial Law. Most samurai never see gaijin armor in their lives. With the recent relaxation of the Imperial Edict against gaijin, however, this may change very quickly.

ARMOR DESCRIPTIONS

BRIGANDINE

The Ivory Kingdoms society is similar to Rokugani society. There is a warrior caste called the Kshatriya, like samurai. The Kshatriya are organized in Houses, similar to the Great Clans. The Ivory Kingdoms is ruled by the Maharaja, comparable to the Emperor of Rokugan. Perhaps that is the reason the Ivory Kingdoms have had the most contact with Rokugan (barring the Moto clan, who joined the Unicorn en masse before the Moto War). They received an Imperial Edict of safe haven in Rokugan from Empress Toturi II, and are the only foreign power to receive such an honor. The Suresh, a powerful House within the Ivory Kingdoms, have begun trading in earnest with the Crane Clan.

The Kshatriya prefer to be equipped with brigandine. Brigandine is made of small plates of iron or steel quilted between layers of cloth. The plates themselves are only one to two inches long each. The plates are also coated with tin so that the plates do not ruin the cloth. Brigandine is often decorated; stitches of favorable omens cover the outer cloth of brigandine. The plates can be seen through the armor, and so is often lacquered and adorned before it is quilted into the armor. Brigandine is composed of a sleeveless vest and an armored skirt.

Some Kshatriya modify their armor to cover their arms and their legs. This modification is not popular, since the additional protection restricts their movement. Some Kshatriya prefer to wear a long apron of iron to cover the groin and upper legs, but this addition is very heavy.

Brigandine is structurally similar to Rokugani lamellar armor; the fundamental difference is that the plates are on the outside for lamellar armor. It fills the same role in Kshatriya society as lamellar does in Rokugani society. Just like Rokugani lamellar armor, only the well-to-do Kshatriya can afford to buy brigandine.

Brigandine armor has many advantages over the other armors available to the Kshatriya. It gives ample protection to the trunk of the body, and the movement of the warrior is unhindered. It weighs less than chain mail and can be worn when not in a defensive mode without much hindrance. However, the mobility offered by brigandine leaves the arms, legs, and head unprotected. Also, because there are so many layers of clothing in brigandine, a Kshatriya wearing the armor easily gets hot. This is a severe disadvantage while fighting in the Burning Sands.

Brigandine is Medium armor.

Brigandine is Light armor.

CHAIN MAIL

Brigandine serves the Kshatriya as the equivalent of Rokugani lamellar armor. Similarly, chain mail is the Ivory Kingdoms' great armor. Chain mail shares roots with the Senpet chain shirt, but varies greatly in construction. The idea is the same: chain mail is made of many links of metal riveted together. In the Ivory Kingdoms, mail is sewn onto quilted fabric (or on some extremely poor variants, leather), and many metal plates are woven into the chain mesh. Ivory Kingdoms' chain is made of circle links, and is fortified by straight bars through the links. Additionally, the chains are reinforced on the shoulders and chest, places where a Kshatriya would most likely be attacked.

Chain mail protects the chest, the arms, and the legs very well. A popular modification to chain mail is the addition of chain gauntlets to the armor. A less popular modification which deserves mention is the practice of "double mail," where a second layer of chains is added to the armor. The second layer is woven closely to the first, so that no visible openings remain between the links. This modification causes the armor to almost double its weight, but provides remarkable protection. Double mail also has the side effect of poor ventilation. Few Kshatriya believe the additional protection justifies the dramatic loss of mobility.

Chain mail is the second most restrictive and heavy armors in this category (topped only by the Yodotai half-plate). However, chain mail's greatest disadvantage is its weakness to piercing weapons. Chain mail's repeated links can hold up against a slash, but an arrow is not affected by chains of metal. The arrow can pierce straight through the links.

There are only a few ways to correct this flaw. The Kshatriya first shrank the size of the individual links of the chain. This only mitigated the problem slightly; the arrows were strong enough to pierce through the chain. The second solution was to weave metal plates into the chain. This worked marginally;

the plates were not big enough to stop the arrows completely. The Kshatriya kept these changes to the armor though they did not solve the problem perfectly. "Double mail," on the other hand, has no weakness to piercing weapons. The second layer stops the arrow from going straight through. This is the best solution to the problem, but double mail has many disadvantages, listed above.

Chain mail is exceptional against most weapons. The quilted layer underneath the mail absorbs the shock of attacks effectively and protects the wearer from slashes and cuts as well.

Chain mail is Medium armor, and provides only +4 AC against piercing weapons.

Chain mail is Heavy armor. It provides only +7 TN against piercing weapons, such as arrows and yari.

CHAIN SHIRT

The Senpet Empire lies on the outskirts of the Burning Sands, downriver from Medinaat-al-Salaam. Ruled by a pharaoh, it is a magnificent civilization that has created many wonders in its time. Its influence covers much of the Burning Sands. The Senpet control many of the holdings in Medinaat-al-Salaam and are slowly gaining more. When the Scorpion clan was exiled into the Burning Sands, it was the Senpet who overpowered the clan and enslaved them all. The Scorpion Clan returned to Rokugan with the help of a great Senpet general.

Because of the overbearing heat, Senpet warriors often wear little to battle. Many choose to enter battle wearing only a loincloth and a ceremonial headdress. Those who do wear armor, such as the chariot riders, wear the chain shirt. The chain shirt is a shirt of round iron interlocked chains. The chain mesh is sewn onto a quilted vest. The chain is more concentrated in the shoulders and chest, and lighter below the chest. This makes the armor much easier to carry, and at the same time gives additional defense to vital parts of the body.

The chain shirt shares roots with the Ivory Kingdoms chain mail, but the Senpet have taken a different approach to the armor. The chain in the Ivory Kingdoms armor is hammered together until they locked, and the Senpet chain shirt is tempered over and over until the metal hardened interlocked. Both methods are equally effective.

Chain mail is much stronger and more protective than the chain shirt. For example, chain mail has plates woven into the chain mesh, but the chain shirt does not. These and other modifications make chain mail heavier than the chain shirt. The Kshatriya can afford to wear the heavy chain mail because the climate is much more forgiving in the Ivory Kingdoms. A Senpet warrior cannot burden himself with too much armor, or he would lose precious water to the ever-present heat of the Burning Sands.

The chain shirt is light and barely impedes movement. However, it only covers the trunk of the body, leaving the arms and legs unprotected. It provides little protection against piercing weapons. All of the interventions illustrated in the chain mail description have been attempted with the chain shirt except double mail. These solutions only had marginal benefit at best, and piercing weapons remains the chain shirt's biggest weakness.

Chain shirt is Light armor, and only provides a +2 AC bonus against piercing weapons.

Chain shirt is Light armor. It provides no TN bonuses against piercing weapons, such as arrows and yari.

HALF-PLATE

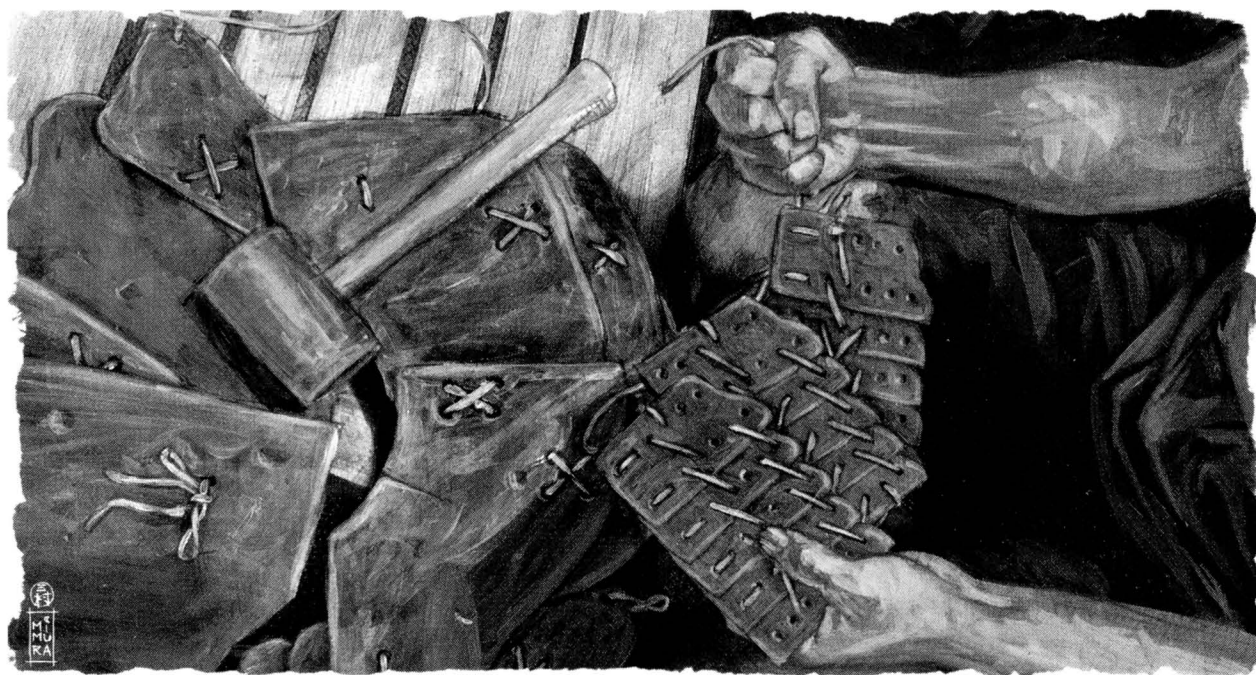
The Yodotai appeared in the Burning Sands from across the desert without warning. They appeared with a huge, structured, and orderly army. They looked different from the other inhabitants of the Burning Sands, and their weaponry was foreign. They settled in tents to the north of Medinaat al-Salaam, the great city in the desert, then joined the Erba'a alliance, a group determined to bring down the Caliph of the city. During the raid of the city, the Yodotai decided to eradicate the entire city rather than just the Caliph. They were repulsed, due largely to magic that were foreign to the Yodotai. Despite their loss, it cannot be denied that the Yodotai have a well equipped and well trained army.

Ranking Yodotai warriors are equipped with half-plate armor. Half-plate armor is composed of steel plates over the vital body parts, such as the shoulders, the chest, the back, and the abdomen. The numerous steel plates are connected to a layer of chain mail that covers the arms and upper half of the body. The chain mail and steel plates are both sewn into a quilted vest.

TABLE 2-2: GAIJIN ARMOR, D20

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed			Weight
						(20 ft)	(30 ft)	(40ft)	
Light Armor									
Chain Shirt	100 koku	+4	+4	-2	20%	20 ft.	30 ft.	40 ft.	25 lbs.
Jazerant	80 koku	+3	+4	-2	20%	20 ft.	30 ft.	40 ft.	20 lbs.
Lorica Segmentata	20 koku	+2	+6	-1	10%	20 ft.	30 ft.	40 ft.	12 lbs.
Metal Cuirass	40 koku	+3	+4	-2	15%	20 ft.	30 ft.	40 ft.	20 lbs.
Medium Armor									
Brigandine	150 koku	+4	+3	-4	30%	15 ft.	20 ft.	30 ft.	30 lbs.
Chain Mail	170 koku	+5	+2	-5	30%	15 ft.	20 ft.	30 ft.	40 lbs.
Yobanjin Lamellar	80 koku	+4	+3	-3	30%	15 ft.	20 ft.	30 ft.	35 lbs.
Heavy Armor									
Half-plate	500 koku	+7	+0	-7	40%	15 ft.	20 ft.	30 ft.	50 lbs.
Shields									
Adaga	20 koku	+2	—	-2	15%	-	-	-	10 lbs.
Dhal	15 koku	+1	—	-1	5%	-	-	-	5 lbs.
Shield, Large, Steel	20 koku	+2	—	-2	15%	-	-	-	15 lbs.*

* Note: these costs reflect how much a Rokugani equivalent would cost to create. It is very hard to purchase gaijin armor in Rokugan; they might perhaps be on sale in black markets in the Unicorn or Mantis lands at heavily inflated prices.



There are some who say that half-plate armor and chain mail are structurally the same. Chain mail has many small steel plates woven into its mesh of chains, whereas half-plate has many large steel plates over a mesh of chains. However, half-plate's chain links are hexagonal, compared to Ivory Kingdoms' round chains. The process known as double mail illustrated in the chain mail description is much more common in half-plate armor. At the very least, the collar and chest use the double mail technique

Half-plate is a very strong armor, and lets the Yodotai warrior glance off many blows. It is the most protective armor highlighted in this section. It is nearly impervious to swords and only smashing weapons like maces and axes effectively do damage through the armor. Because of the large steel plates integrated into the chain, half-plate does not have a weakness to piercing weapons unlike the other chain armors.

Those who wear half-plate must pay dearly for those benefits. Half-plate is very heavy and restricts movement. Any warrior with some training can bear the weight, but hyperventilation is not so easily bypassed. The armor has little ventilation, and the added protection only causes the armor to get hotter quickly. Though half-plate might work well in cooler climates, such as Rokugan or the Ivory Kingdoms, it is highly unsuited for the scorching Burning Sands.

Half-plate is Heavy armor.

Half-plate is an especially cumbersome Heavy armor, and all physical actions taken in half-plate have their TNs increased by 10. The character gains Carapace 4 against kenjutsu-based weapons while wearing half-plate.

JAZERANT

Jazerant is the lightest armor available in the Ivory Kingdoms and is the least popular armor. Jazerant armor is only used when there is no other alternative, or when the Kshatriya can afford no better. Brigandine and chain mail both evolved from jazerant, and many familiar structural features can be found in

the jazerant. It is constructed of scales of horn fastened to a vest of cloth with straps or rivets. The scales cover the upper arms, the trunk, and the collar. Jazerant is often worn with an armored skirt to protect the groin and upper legs.

The other Ivory Kingdoms armors have taken many ideas from the jazerant. Brigandine is the jazerant with an additional layer of cloth and some additional structural supports. The arms and legs of the other Ivory Kingdoms armors are left unprotected, just like the jazerant. The Kshatriya abandoned scales for plates for brigandine, for they felt that scales were inferior to plates.

Jazerant scales are not as strong as brigandine plates; a skilled warrior wielding a heavy weapon such as the dai-tsuchi can shatter the armor. Jazerant provides no protection for the arms and legs.

Jazerant's biggest advantage over the other Ivory Kingdoms armor is its weight. It is comparatively light and is better suited for fighting in hotter climates. It has better ventilation than brigandine, and is more flexible. The well-to-do Kshatriya rarely wears jazerant because of its numerous problems, but when they travel to Medinaat-al-Salaam and the Burning Sands, they are forced to use the jazerant.

Jazerant is Light armor. An opponent may attack this armor as if striking a weapon. Jazerant has the same hardness and HP as a Medium-size blade.

Jazerant is Light armor. A warrior with a subojutsu-based weapon can make three Raises while attacking someone wearing jazerant to attempt to smash open the armor.

LORICA SEGMENTATA

The bulk of the Yodotai legions are equipped with the lorica segmentata. The lorica segmentata is a light armor, ideal for armies on the march. The lorica segmentata is a set of metal plates made in four sections. Two sections cross the shoulder to provide protection to the upper chest. They connect to the sections that provide protection to the stomach.

This armor is generally worn with a padded under-garment underneath it. When marching into battle, the Yodатаi legionnaire wears a white tunic and red cape over the armor. The outfit is completed with javelins, a sword, a bronze helmet, and a shield. The helmet has two large cheek pieces that cover most of the face. The large steel shield is detailed later in this chapter. When out of battle, the lorica segmentata easily disassembles into a packet, which could be placed in the warrior's bag. The armor weighs a total of 12 pounds, which made it perfect for the roaming Yodатаi armies.

The Yodатаi leaders chose the lorica segmentata over a more defensive armor for many reasons. They wanted the legions to be able to respond quickly to a general's orders. They thought that the sheer size of their legions would allow them victory over their enemies, even if they take many casualties from the less protective armor. Also, because of the size of their legions, they wanted something inexpensive to produce.

The lorica segmentata is light and easy to wear. It is easy to maintain and carry outside of combat. It does not impede movement in any way. However, the lorica segmentata does not protect the legionnaire's arms and legs. The lorica segmentata is the weakest armor of the group. The legionnaire uses the **Large Steel Shield** to cover the discrepancy.

This is Light armor. The lorica segmentata is easy to don, and takes only five rounds to don. It takes three rounds to don hastily, and five rounds to remove.

The lorica segmentata is Light armor.

METAL CUIRASS

The Merenae and the Thrane appeared in Rokugan in the year 440 and left a huge impact on Rokugani attitudes toward gaijin. They landed with peace and goodwill in their hearts, and were given two years to prove their honor to Rokugan. Due to strained diplomatic negotiations and the efforts of the Admiral-turned-pirate Garen Hawthorne, the gaijin were forced to leave in a dramatic fashion. In the Battle of White Stag, the gaijin countries attacked with cannons and firearms. Despite their powerful weapons, they were repulsed by the Rokugani samurai and shugenja. With the exception of Alhundro Cornejo and the undead general Garen, the two countries have had no impact on Rokugan ever since.

The gaijin warriors at the Battle of White Stag all wore metal cuirasses to battle. It is a very simple armor; the metal cuirass is a piece of metal armor that covered the breast and back. The armor flares out near the bottom, providing some protection over the groin. This type of armor is also referred to as the pikeman's armor, for the firearms were attached to pike handles. The cuirass is generally worn over a leather coat and with a metal helmet. The helmet does not cover the face and is open, covering only the top of the head.

At one time, the standard armor in these countries was very similar to the Yodатаi half-plate. It emphasized heavy protection over mobility. However, many centuries ago, the Merenae and the Thrane developed firearms, weapons that use gunpowder to shoot projectiles at high speed. These firearms were able to pierce all the armors with no problem. Because of this development in their weaponry, the heavy armors were discarded for the lighter metal cuirass. Why, they reasoned, restrict your movement with armor that will not help protect you more than lighter, flexible armor?

The metal cuirass is functionally similar to the **lorica segmentata**. It is heavier and less flexible, but provides more protection to the trunk of the body. It leaves the arms and legs without protection, but does not restrict their movement.

This is Light armor.

The metal cuirass is Light armor.

YOBANJIN LAMELLAR

The Yobanjin are one of the closest gaijin influences in Rokugan. They live in tribes north of Rokugan and often raid the Phoenix lands for much needed supplies. They are nomads, as devoted to their tribe as samurai are of their clan, and fierce warriors. Because of their proximity to Rokugan, the Yobanjin have developed their arms and armor similarly. The Yobanjin wear lamellar into battle that is very similar to Rokugani lamellar.

Yobanjin lamellar is constructed of a large number of identical plates about three inches long. The plates are rectangular with a rounded upper edge. The plates are laced together tightly through seven holes in the plate and constructed in rows. At the end of the row, a leather strap laces the current row to the upper row. When finished, the rectangles of the plates are visible in orderly rows, and the rounded edges hidden by the plate above it.

This armor shares many components with different armors that can be found nearby. Some of the influences are the Ivory Kingdoms jazerant and in part their chain mail. The most obvious influence, of course, is Rokugani lamellar. Rokugani lamellar is simply a better armor than the Yobanjin variant. Yobanjin lamellar is as heavy as Rokugani lamellar, but does not protect as much. Rokugani plates are very structured, and the plates are often parallel in every single row, and overlap exactly at the same place on the next row. Yobanjin lamellar's plates are less organized than Rokugani lamellar, and are not as strong as Rokugani lamellar.

Yobanjin lamellar is restricted severely by the quality of the materials. The Yobanjin tribes must forage to find components to create their armor, and is not the best quality. Most of its disadvantages stem from that fact. Also, Yobanjin lamellar is heavy and more restricting than other armors of its size. The Yobanjin are creative, however, and have changed the armor to fit their needs better within the given limitations. The plates do not extend below the shoulders, and leaves the arms free to maneuver. This makes sure the armor does not interfere while the warrior is on horseback.

The Sons of the Wind tribe regularly trades with the Isawa at Yobanjin Mura, a small village at the northern edges of the Phoenix provinces. Several suits of Yobanjin lamellar have passed into Isawa hands. Though they are not impressed overall with the armor, several design features (such as the leather straps at the end of the rows, and its lack of sleeves) have caught their eyes, and the Isawa plan to incorporate them into the Phoenix army's armor.

This is Medium armor.

Yobanjin lamellar is Light armor.

SHIELDS

The Rokugani do not use shields. They believe shields are too slow to stop a katana, and that the benefits of a shield are not worth weighing down a hand. They would rather depend on their armor, and use both hands for weapons. Even the Unicorn, who traveled among the gaijin for centuries, gave up the shield after settling down in Rokugan.

The factions outside of Rokugan believe otherwise. Though shields are too slow for some types of weapons and it weighs down a hand, the additional protection it offers is more than enough incentive to use them. They are not used in skirmishes, where quick knives and quick wits determine the victor. However, when armies collide on the battlefield, shields can surely be seen in the hands of many warriors.

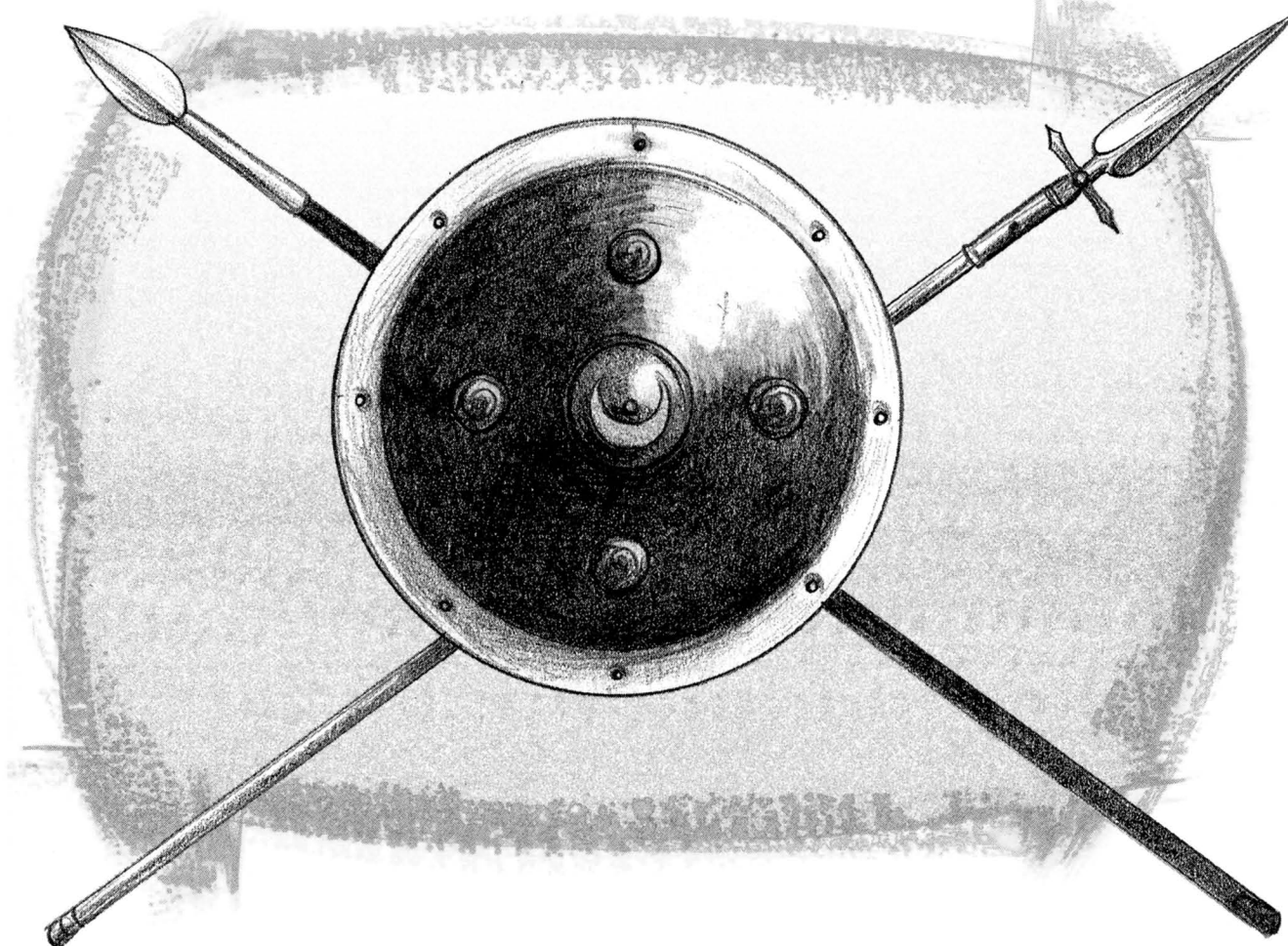
Shields protect the samurai from missiles and area effect weapons. This chart is reprinted from *Way of the Unicorn*.

Size	TN versus Missiles	Area Weapon Dice Lost
Small	+5	-10%
Medium	+10	-25%
Large	+15	-50%
Tower	+20	-90%

ADAGA

Although the elite Senpet warrior occasionally wears the chain shirt in battle, he always carries and uses the adaga. Adaga is the foreign title for the shield; the inhabitants of Medinaat al-Salaam overheard the Senpet refer to the shield (*el-darakah*, Senpet for shield) and shortened the name to something more manageable. The adaga is a long shield (average three feet long) made of wood, covered by leather, and rimmed with metal. It is made of two ellipses with the longer sides overlapping. This causes the shield to have the shape of a heart. A long metal bar attached to the back serves as a handhold for the warrior. All elite Senpet warriors use this shield, but the majority of the Senpet army uses either a large wooden shield (it is mechanically the same as the large steel shield listed below, but weighs 10 pounds) or no shield at all.

The adaga is also an effective parrying tool in the hands of a professional. The unique shape of the shield allows it to stop melee weapons. The warrior catches the blade of the weapon by the crook of the shield and pushes it away from his body. It is very difficult to parry an attack. The warrior must concentrate on the strike and lower his own attack's effectiveness to parry successfully. It takes many months of practice to learn the timing for this move.



All in all, the adaga is a very reliable shield. The hide and wood shield holds up well to most weapons. The metal rim catches blows from weapons very well, and makes sure the shield does not shatter while the warrior attempts to parry. It also allows the warrior to strike his opponent with the rim in desperate situations.

The adaga is strong and is able to block weapons. It is medium sized; the warrior need not maneuver much to defend. Its parrying ability is very strong and can turn the tide of combat. However, it is too heavy to carry anything else but the shield in hand. This limits the warrior to using only one-handed weapons. Also, though hide is strong, it is more vulnerable to piercing weapons than other types of weapons.

The adaga is a Medium shield. While fighting defensively, the adaga provides +3 AC instead of +2 AC against melee weapons.

The adaga is a Medium shield. The adaga gives an additional +5 TN against melee attacks while using the Defense skill.

DHAL

The dhal is a small circular shield from the Ivory Kingdoms. There are many variations of the dhal available; the most popular version is made of steel, with a brass rim. The smallest dhal used has a diameter of eight inches, and the largest dhal has a diameter of twenty-four inches. Two handles are fastened through the shield onto four protrusions, or bosses, on the front of the shield. A cushion is placed between the handles, so that the Kshatriya's knuckles will rest on it when he is holding the shield. The dhal is a type of buckler, usually held in the left hand.

The dhal's light weight offsets the disadvantages presented by its small size. With a bit of training, a Kshatriya can move the shield as fast as his arm. The Kshatriya can learn to use the dhal to block even fast weapons like katana and scimitars. The dhal is used in conjunction with a one-handed weapon, such as a scimitar or axe.

The dhal is a simple shield with few advantages and disadvantages. It is much lighter than the large steel shield and the adaga. However, its greatest advantage is that it allows the warrior to use the hand wielding it for other purposes. The large steel shield and the adaga are strapped to the forearm and gripped with the hand. A Kshatriya may choose to grip the dhal or not; holding the dhal provides more protection, but merely strapping it onto his arm allows him to use the second hand for other weapons or items.

There are a few distinct disadvantages to the dhal. It is small, and provides the least protection out of the three shields. The protection given by the dhal depends on the dexterity of the wielder. The wielder must move the shield to block the blows, which is something a legionnaire wielding the large steel shield would not have to worry about.

The dhal is a Small buckler.

The dhal is a Small shield. The dhal gives a bonus equal to your Reflexes to your TN to be hit by melee weapons. The Kshatriya may forgo this bonus to wield an item or weapon in the same hand.

LARGE STEEL SHIELD

The large steel shield is a necessity in the outfit of a legionnaire. It is a tall, rectangular steel shield, usually four to five feet tall, with curved edges. The entire shield is made of steel, and is usually decorated with the markings of the soldier's legion. The shield protects the legionnaire from the knees to the neck.

The large steel shield follows with the Yodатаi's blatant disregard of military wisdoms followed by the other factions. The dhal and the adaga are small and fast and able to block small weapons. The Yodатаi shield is big and overwhelming to stop heavy weapons. The large steel shield is best used on the battlefield, whereas the dhal and the adaga both are better situated for fights in dark alleys and city streets. The first line of Yodатаi legionnaires can hold the shields together in front of them, creating a wall of defense. The rest of the unit throws javelins until the unit entered hand to hand combat.

The large steel shield provides more protection than the adaga or the dhal and is extremely resilient to damage. The large coverage is ideal for protection from the rain of arrows during combat. However, compared to the other shields, the large steel shield is heavy and requires significant strength to move it. The large steel shield is less effective in the Burning Sands, where decreased speed is a huge factor in the outcome of combat. Its size is inconvenient and makes all actions harder.

The large steel shield is a Large shield. A Large shield is too heavy for you to use your shield hand for anything else.

The large steel shield is a Large shield. The large steel shield gives +5 to your TN to be hit from melee weapons. All physical TNs of a person carrying this shield are raised by 5.

CHAPTER THREE:

SIEGE WEAPONS

Some called this place 'Daylight Castle' but the brightness of day was rare here. Situated deep in the lands beyond the Kaiu Wall, Hiruma Castle stood in a land of perpetual twilight. Arid plains surrounded the castle for a mile in every direction, the better to see an enemy before they drew close. Even so, the southwest was usually covered in a thick, roiling fog. That way laid the Festering Pit, and the Shadowlands kept its secrets well.

Todori paced the walls atop the castle, thick arms folded behind his back. The Hiruma daimyo was not an old man, but in the short period since he had taken up leadership of his family, he had aged visibly. Dark rings hung beneath his steel gray eyes, fixed on the horizon. The makings of a beard now covered his chin, black stubble shot through with grey. The crimson headband that marked him as a scout was now much darker than before. Todori had used it to bind his own wounds countless times, but the blood would never completely wash away — much like the threat of destruction would never completely fade from Daylight Castle. Hiruma Rikiya sat slumped against the edge of the wall, sipping from a bottle of water as he studied his daimyo. Lank, unkempt hair spilled over one half his face. His armor was smeared with mud and dirt. A tall man in sapphire blue armor looked down at Rikiya in distaste.

"Gombei-san, do you have a comment?" Todori asked, still studying the fog.

The Crane shrugged, one hand resting easily on the hilt of his fine sword. "I have heard many tales about the Crab's vaunted devotion to duty," he replied in a smooth voice. He gestured at Rikiya. "These tales have been upheld everywhere but here. This man seems most... relaxed for a castle guard."

Rikiya only peered at Gombei curiously and sipped his water. "How many sieges have you survived, Doji-san?" Todori asked. "One," the Crane replied proudly. "Seven winters hence a band of arrogant Akodo attempted to lay claim to my family's castle on the border between our lands. We were at siege for seven days before our representative in Toshi Ranbo arranged for the Lion's withdrawal."

"Rikiya is a veteran of nine," Todori replied. "None of which lasted for less than seven weeks. What you see as laziness is conservation of energy. He has already seen what I have seen."

"When do you think they will attack, Todori-sama?" Rikiya asked in a quiet voice. The old scout lurched to his feet and looked out over the top of the wall.

Gombei frowned at Rikiya, then looked intently at Todori. "There has been no sign of an approaching army, no warning," he replied. Todori merely looked at the Gombei patiently. The Crane seemed to remember himself, recall exactly where he was, and bowed his head respectfully. "If there is to be a siege," he said in a low voice. "I would be honored to defend this castle beside my Hiruma cousins."

Todori smirked. "I intend no offense, Gombei-san, but if you want to survive I do not think you will have much choice."

"There," Rikiya hissed, pointing with his water bottle. Far across the fields, just at the edge of the roiling fog, something moved. It scuttled between large boulders, shaped like a man but moving more like a wild animal.

"A bakemono?" Gombei asked. The Crane removed his helmet from beneath his arm and donned it carefully.

"A scout," Todori corrected. "Goblins rarely travel alone."

"What of the patrol that departed earlier?" Gombei asked. "Should we not recall them?"

Todori shook his head. "Our enemy approaches slowly, cautiously. If we were to send a messenger, they would know that their caution is in vain, and attack."

Gombei's hands balled into fists, obviously displeased with the decision. "If we fail to warn them, they will be in danger, Lord Todori."

"All of us know the risks we take when we leave the castle," Todori said curtly. "If we warn them now, all of us will be in danger. We must use the time we have been given, and trust we have trained our brothers well enough that they return home alive." Todori removed the fan from his obi and snapped it open with a quick gesture, revealing the bright red tower that was his family's symbol. Soldiers throughout the castle immediately responded to their lord's silent command. Archers took up positions beside arrow slits. Children and elders were moved to safety. Siege engines were moved into position. Two soldiers began to wheel the gates closed, but Todori waved his fan in a quick signal, stopping them.

"We will only close those when we must," Todori commanded. "Tasuku-san?"

A large man in heavy steel-gray armor stepped forward from where he was directing the maintenance on a massive catapult. His thick frame and the mon on his armor marked him as a Kaiu, but he bowed to Todori with the same respect that he would show his own daimyo.

"Arrange your ballistae around the gates," Todori commanded.

The engineer bowed again without a word, then turned to his crew. They moved quickly and fluidly at his commands, maneuvering the enormous crossbows into place. Tasuku himself lent a hand with one of the larger weapons, throwing one thick shoulder against it and heaving it into place when it threatened to slip from position.

As the weapon fell into place, a single bushi appeared at the edge of the fog. One arm hung limp, the other held his katana unsteadily, running from the fog as swiftly as he was able. The fog parted, then, revealing hundreds of scuttling black creatures like the earlier scout. They lurched forward on all fours like animals, all fangs and claws.

"There were seven," Gombei said in a low voice.

"He will never make it to the gates," Rikiya said.

With a clatter of hooves, a rider in bright blue armor exploded from the gates of Hiruma Castle.

"Idiot Crane!" Rikiya shouted from the wall, though he laughed as he said it.

Gombei's steed was of half-Unicorn heritage, swifter than the Crab's shaggy ponies. The wounded scout looked up with fresh hope, running toward the Crane with renewed energy. Gombei reined in quickly and extended one hand, helping the scout leap into the saddle behind him. He looked back in time to see the scuttling goblin pack, moving swiftly toward him. There was no way he would make it back to the wall. No way the Crab's siege engines could strike them down from here.

A metallic clang echoed from Hiruma Castle — an instant later flaming pitch rained down on the bakemono just behind Gombei's horse. The bakemono scattered in a screaming, chaotic mob. Gombei paused for just a moment, awed by the power and accuracy of the Kaiu siegemaster.

Then he turned his horse toward Hiruma Castle and rode faster than he had ever ridden.

Like all other forms of combat, siege warfare has been refined to a fine art in Rokugan. Siege weapons are many and varied, and though the Crab Clan are the foremost experts on defensive warfare, every clan in Rokugan has their own unique area of expertise in this form of combat.

OFFENSIVE SIEGE WEAPONS

TREBUCHET

The origin of the device known as a trebuchet has been fervently argued by Crab engineers and Unicorn tacticians alike for the past three centuries. Upon returning to Rokugan, the Unicorn clan received a less-than-uplifting welcome and was immediately attacked by Crab and Scorpion armies alike. They valiantly fought their way north until they arrived upon the plains of their long lost homeland. In the end, it was Ide diplomats and Crane courtiers that finally stopped the fighting between the clan of nomads and the armies of Rokugan, but many days of fighting occurred before peace was found.

Alongside the highly unusual gaijin tactics utilized by the Unicorn clan and their horsemen came weaponry the likes of which Rokugan had never seen. What interested the tacticians of the Crab clan, however, were not the slings and longwords seen in mass combat, but the unorthodox and eerily familiar siege weapons the nomads used. Once they had settled upon a fighting ground, the Unicorn chose to fortify their position with small siege weapons as well as soldiers. One of the more common devices used against the Crab and Scorpion (and later, the Lion) armies was a device later found to be called a trebuchet.

The Unicorn clan actually had a different name for the trebuchet, but arguments between them and the Kaiu family always ends up falling the Crab's way where matters of siege weaponry are concerned. The difficulty arose once the fighting stopped and a Kaiu daimyo spoke with the Unicorn daimyo about the devices. He revealed to the Unicorn specifications for the creation of a device very similar to the trebuchets and demanded to know where they had come across the designs. The Unicorn lord took offense to the thinly veiled insinuation that his ancestors had stolen Kaiu documents and challenged the Kaiu to a duel, striking him down then and there. To this day the debate remains unsettled as to whether either the Unicorn or the Crab can take credit for the original design.

No matter who the original creators of this fantastic device were, it sees far more use in the lands of the Crab than anywhere else. This is mainly due to the fact that the Crab are constantly at war, but also due to the Unicorn's dislike for siege warfare and the trebuchet's limited use in the swift moving military formations the Unicorn favor. There are numerous variations on the device including what the Unicorn call the Four-footed trebuchet (the Crab call this variety the Kaiu Trebuchet), the small tsujikaze — meaning whirlwind — and the large tsujikaze. All three devices have their advantages and disadvantages over other Rokugani siege weapons.

The Kaiu trebuchet is by far the most commonly used in the Crab territory. This is due mainly to the Kaiu Wall and the lack of need to move the siege engines quickly. Though it is usually immobile, this device can be mounted upon a four-wheeled carriage for mobility when needed. It consists of a wooden frame standing 13 feet above the ground, but a further four feet may be buried in the ground for stability.

The pivot is made from the wheels and axle of a cart, around which swings a long throwing arm made from several timbers lashed together. The arm is up to 35 feet long, three-quarters of which is above the pivot and a quarter below, to which the pulling ropes are attached. The sling carried by the projectile is two feet eight inches long. The Kaiu trebuchet takes about 60 minutes to set up and 5 minutes to initially aim. A full 8 rounds are required to load and reload the weapon and it requires 20 men to operate. Ten men can operate the device in three times the required time, but fewer than this cannot fire it. Large stones are typically used as ammunition. When the Kaiu Wall becomes damaged, the resulting rubble often becomes ammunition.

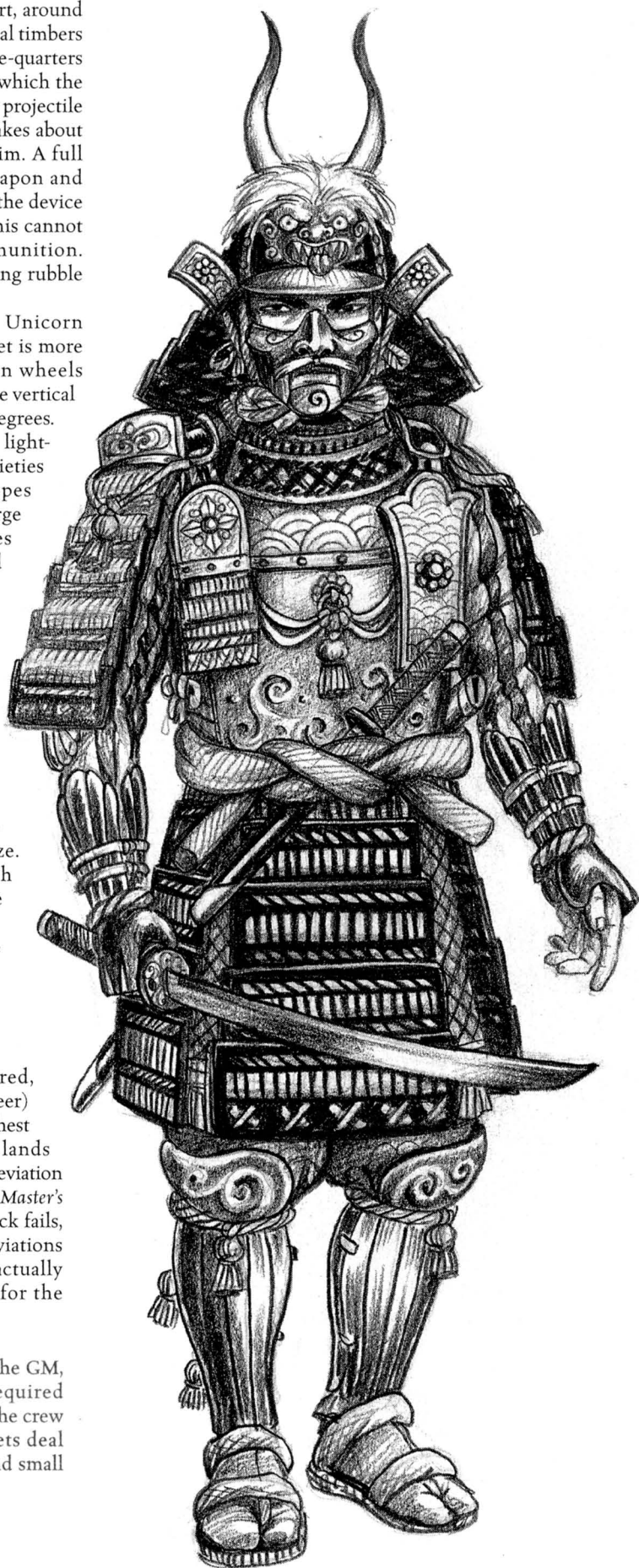
The style of trebuchet more often found in Unicorn territory is the tsujikaze. This 'whirlwind' trebuchet is more easily erected and almost always mounted upon wheels for mobility's sake. The frame of a tsujikaze is a single vertical pole that can be rotated horizontally through 360 degrees. This allows for a wide arc of fire for comparatively light-weight missiles. Like the Kaiu trebuchet, both varieties of the tsujikaze require men to pull upon ropes to increase the force of descending weight. The large tsujikaze takes 30 minutes to setup and requires 20 men to operate it. A full 8 rounds are required to load and reload the device. The smaller tsujikaze only takes 20 minutes to set up and ten men to operate, but still requires 8 rounds to load. Each version takes a full 5 minutes to aim.

The only other version of the trebuchet seen in Rokugan is actually only a variant of the tsujikaze. To increase the amount of ammunition fired from the device, the Unicorn created a battery of tsujikaze. Up to five siege weapons can be placed together into a battery and fired at the same time. This increases the initial set up time by 10 minutes for each additional tsujikaze. It also raises the reload time by 4 rounds for each additional device and decreases the maximum range by 10 ft. per extra tsujikaze in the battery. The required amount of men to operate the device only increases by five for each extra device.

MECHANICS

All trebuchet operate the same way. When fired, one of the crew makes a Profession (siege engineer) check (DC 20), generally the member with the highest skill. If successful, where the object actually lands is determined by rolling 1d12 and consulting the Deviation (10 ft. by 16 ft.) Diagram found in the *Dungeon Master's Guide*. The center is the desired target. If the check fails, the DM secretly rolls and consults the same deviations diagram and the result is where the device is actually aimed. This new result is used as the center for the Deviation roll.

All trebuchet require a Siege check (TN up to the GM, typically 15) with an additional two raises required if using a battery. This roll is generally made by the crew member with the highest skill. Kaiu trebuchets deal 9k3 damage. Large tsujikaze deal 7k3 damage and small tsujikaze deal 5k3 damage.



OYUMI

The creation of the Rokugani siege weapon known as the oyumi came not long after Hantei Muhaki's decree against the use of gaijin powder. A field commander from the Kaiu family named Mozi took an interest in the gaijin's weaponry, but did not wish to go against his Emperor's wishes. Mozi compromised by creating variations on the gaijin weapons that did not rely upon gunpowder.

One of the first weapons he came across was the crossbow. Intrigued by the crossbow's power but unhappy with its slow rate of fire compared to a daikyu or yumi, he discarded the idea of its use as a personal weapon and redesigned the weapon to be used on a much larger scale. The first siege crossbow created by Mozi is called an Oyumi and is ten times the size of the gaijin's crossbows. At first, the weapons tested to be slightly ineffective against the Crab's main enemy, the Shadowlands. Too much ammunition and reload time was required to operate the weapons effectively. In addition, once a unit had to fall back from its position, the weapons were either destroyed or, even worse, turned around on the retreating Crab armies. Mozi determined to spend the rest of his life rectifying these difficulties in an effort to grant the Crab armies unstoppable siege weapons.

The first variation on Mozi's original design is the defensive oyumi. This massive device is placed upon a six-wheeled framework and operated by ten men. The carriage stands eight feet off the ground and fires arrows ten feet long. The bow is drawn back by a winch that uses left and right claws, the only practical way of arming such a huge device. It can be raised or lowered on to a target and is fitted with sights. When an arrow is released, several smaller bolts are fired off with it to increase damage. Sometimes, the larger bolt is fitted with rope and pulled back by cranks or men for further use. Initially aiming the weapon requires 10 minutes in addition to the 8 full rounds required loading and reloading. Four men can operate the weapon in three times the required time, but a defensive oyumi is unusable by fewer than four.

Another variation to the device came when Mozi decided to increase the efficiency of the offensive version. He decided to increase the amount of bolts and damage dealt by them by designing oyumi with either a second or third bow into the construction. This allowed for the Kaiu Siegemasters to rain destruction down upon their enemies with alarming efficiency. Each additional bow adds one-full round to reload time and increases damage by +1d6.

The ishiyumi is perhaps Mozi's most dramatic change in design. The simple addition of a small sling to an ordinary oyumi allowed the weapon to be converted from an arrow-firing machine into a stone-thrower. This allowed the Kaiu to tear down the hastily built fortifications and other siege weaponry.

Mozi's last variation on the oyumi is actually a variation on its use. If given the time and resources, the simple oyumi engines can be converted into a complex Rapid Dragon Engine. This is a battery of offensive oyumi that are linked together and operated from a central release mechanism. The Rapid Dragon Engine is used only when reload time will be extremely short and allows for dozens of massive arrows to be fired at once.

Over the centuries, the Crab clan has stuck with the numerous designs crafted by Mozi and has only changed it to be used on the Great Carpenter Wall. They are looked down upon by the rest of Rokugan as being too similar to gaijin weaponry, but continuously prove their effectiveness on the field of battle.

The typical oyumi is roughly the exact shape and design of a large crossbow. It can be operated by one person and requires three full-rounds to load or reload. This time increases by one full round for each extra bow added onto the weapon. Ishiyumi use the same mechanics as an oyumi, but requires 4 full rounds and, since it does not rely upon bows, cannot be made into a multiple-shot weapon. The Rapid Dragon Engine requires one man per oyumi linked (up to a maximum of 10) and 8 full rounds to load. Reload of this design is more complex and increases to 10 full rounds after initially fired. The Rapid Dragon Engine requires so much time to be properly aimed that the usually Crab do not even bother trying, reserving the weapon for use against large mobs.

MECHANICS

Defensive Oyumi use the Heavy Catapult rules for determining deviation.

Oyumi fire as Ballista (1d20) with no modifications except for range.

Ishiyumi deal 4d6 damage.

The Rapid Dragon Engine requires a Profession (siege engineer) check at DC 25 to use and deals the same damage as an oyumi. This weapon attacks 1d10 targets in a 20 foot radius of the initial target (but never a greater number of targets than the number of oyumi linked together).

Defensive Oyumi deal 10k4 damage.

Oyumi deal 5k3 damage. Additional bows add +1k0 damage.

Ishiyumi deal 6k3 damage.

The Rapid Dragon Engine requires two raises on a Siege check to operate. It attacks 1-10 targets in a 20 foot radius of the initial target (but never a greater number of targets than the number of oyumi linked together).

TABLE 3-1: OFFENSIVE SIEGE WEAPONS

Item	Cost	Damage	Critical	Range Increment	Crew
Kaiu Trebuchet	1,400 koku	7d6	—	900 ft. (300 ft. minimum)	20
Kuruma Seiro	-	4d6	×3	—	—
Ohitsuji	2000 koku	4d6	×3	—	10
Oyumi	500 koku	3d6	×3	120 ft	1
Oyumi, defensive	1500 koku	8d6	(19-20) ×4	2,500 ft (1,000 ft. minimum)	10
Tsujikaze, small	700 koku	3d6	—	250 ft. (100 ft. minimum)	10
Tsujikaze, large	1,000 koku	5d6	—	500 ft. (150 ft. minimum)	15

OHITSUJI AND KURUMA SEIRO

The ohitsuji, or simply, battering ram, has existed nearly as long as fortifications themselves. With the creation of greater palaces and fortified walls came methods of bypassing their protection or simply destroying them outright. Before the ohitsuji came simple battering rams. These devices were usually little more than huge trees hefted by a dozen men. Later, tacticians and siege masters began implementing stronger types of wood and strong heads to tear down wooden gates.

The main difficulty that arises with using these necessary devices is the high risk of death to those operating it. Arrows rain down from above alongside stones and other projectiles killing the crew before they can be effective. To rectify this problem, engineers crafted turtle shell devices that hovered over the ram bearers, protecting them from harm. Even this, however, proved ineffective against especially long assaults, as defenders would dump flaming oil on the rams or otherwise wear down their defenses.

In steps the ohitsuji. This is actually more complicated than a simple battering ram. An ohitsuji consists of a heavy pole suspended from a movable scaffold that allows the crew to swing it back and forth against constructions such as castle gates. The entire device is set on four wheels that allows the crew inside to slowly roll it across a battlefield. The scaffolding actually serves more than one purpose on an ohitsuji. It protects the ram crew from overhead missiles and allows them to go about their work relatively unmolested. However, it also allows for archers to reside inside of it and men to use it to scale defensive walls.

Use of the ohitsuji did not become popular until the Crab and Crane went to war over the Yasuki provinces. Battles before this time rarely required something as complex as a ram tower and were almost always fought on the field. During the prolonged Yasuki war, however, the Crab were forced to maintain sieges against Daidoji defenses on more than one occasion. The canny Kaiu engineers were especially quick in devising this ram to protect their Hida brethren against the Crane arrows.

Another version of the ohitsuji was created not long after the Crab began producing them for use against the Crane. No one knows how the Shadowlands were able to find out about the construction of the ohitsuji as the Crab rarely seiged anything inside the Shadowlands. But, it did not take long for a tainted and bastardized replica of the ram tower to be used against the Crab's own fortifications. There are a few important differences between the typical crab ohitsuji and the Shadowlands version — most specifically the name. The Shadowlands armies call their ram towers Kuruma Seiro and do not build them out of wood. Shadowlands engineers worked in conjunction with maho-tsukai to fashion a siege weapon entirely out of the bones of their enemies. These devices are actually undead creatures and are able, once put into place, to function entirely on their own.

MECHANICS

Ohitsuji and Kuruma Seiro both operate the same way. An unmodified attack roll against the AC of the construction is made. If the attempt fails, no significant damage is dealt.

Ohitsuji are made of wood and are typically one foot thick. Kuruma Seiro are crafted the same, but are made out of bone and can take twice the amount of damage.

Ohitsuji can function with five to nine men, but can only be used once every 6 rounds in this fashion. With a full compliment of ten men it can be used once every 3 rounds. Kuruma Seiro operates of their own volition once placed at a pace of once every 6 rounds. If crewed by four to eight men, it can attack once every 4 rounds. With a full crew of ten men it can attack once every 2 rounds.

Ohitsuji and Kuruma Seiro both provide a small amount of cover for those operating the device and those inside it. Anyone attempting to use it as cover (automatic for the ram crew) is treated as one-half covered.

Kuruma Seiro exude a strong presence of death and destruction to all within 50 ft. of the device. (Fear check at DC 15).

Ohitsuji and Kuruma Seiro both provide a small amount of cover for those operating the device and those inside it. Anyone attempting to use it as cover (automatic for the ram crew) gains +10 to his or her total TN to be hit.

Ohitsuji and Kuruma Seiro deal 6k3 damage.

Kuruma Seiro have a Fear rating of 4.

DEFENSIVE SIEGE WEAPONS

HEKIREKI KAKYU

Developed by a joint effort of the Agasha (when they were still a part of the Dragon Clan) and the Kaiu, hekireki kakyu is some of the most devastating ammunition that can be used on the battlefield. While considered dishonorable by many Lion commanders, there has never been an Imperial Edict issued against their use. Most recently, these exploding weapons were favored by the Dragon Clan to help secure the Ki-Rin Shrine from the Phoenix, though none were used within a range where they could potentially damage the shrine.

Consisting of a large, egg-shaped paper casing, the outside is covered with lacquer and the interior is filled with flammable pitch. The casing is capped off with a bamboo tube and a fuse is fitted in one end of the tube. Just before use the fuse is lit and the hekireki kakyu is either launched from a catapult or dropped off the wall onto an attacking unit.

Built with a large wheel on one end and a handle on the other, this construction allows hekireki kakyu to be loaded into a catapult more easily, while still making them handy for dropping from a castle wall. On impact, the hekireki kakyu breaks open, spreading the flaming pitch in a large area where it strikes.

A more deadly version of the hekireki kakyu employs special chemicals in a *hanabi* mixture created by the Dragon Clan. It also uses broken crockery instead of pitch, causing more initial damage from the scattering flame and shrapnel, but lacking the continuing flame the pitch version provides. Some say the Daidoji have even developed a version of hekireki kakyu that uses gaijin pepper to devastating effect.

A hekireki kakyu deals 3d6 points of fire damage in a 10' radius around the point of impact. Targets will continue to take 1d6 points of damage per round from the flaming pitch until they can douse the fire. The *hanabi* version



of this weapon will inflict 5d6 damage in a 20' radius at the point of impact, but will explode in the air or in the catapult it is being fired from 10% if the time. A *hanabi hekireki kakyu* is considered magical fire for the purposes of protection spells or effects.

Were one to create a version of the *hekireki kakyu* with *gaijin* pepper (gunpowder), the missile created would deal 7d6 points of damage in a 30' radius and would have a 20% change of exploding in the air or in the catapult it's being fired from.

A *hekireki kakyu* will inflict 3k3 Wounds in a 10' radius around the point of impact. All targets continue to take 1k1 Wounds per round until they can douse the flames. The *hanabi* version of this weapon will inflict 5k5 wounds in a 20' radius, but will explode in the air (short of its target) or the catapult 10% of the time. The *hanabi* version does not continue to inflict damage after the initial explosion.

Were one to create a version of the *hekireki kakyu* with *gaijin* pepper (gunpowder), the missile created would cause 7k7 Wounds in a 30' radius when exploding and have a 20% chance of exploding in the air (short of its target) or in the catapult.

KIKKOSHA

Inspired during a visit to the Mantis Islands, an Akodo named Tsunetomo originally came up with the concept of the *kikkosha* to act much like a turtle's shell, protecting those inside from harm while they moved about the battlefield. Sharing his ideas with a Kaiu cousin, they both quickly worked on plans for the first *kikkosha*. The two samurai created these siege engines and demonstrated them at both the Kaiu Engineering school and the Castle of the Swift Sword's dojo in Lion lands. Both schools took an immediate liking to the *kikkosha*, though only the Crab actually created models for use on an actual battlefield.

The *kikkosha*, also called a *kamikosha*, is a wooden wagon constructed with a thick wooded roof and iron plating to protect occupants from arrow fire, scalding oil and any other attacks that might be dropped on their heads. Typically used in combination with mining crews, the *kikkosha* is usually wheeled up to a castle wall, where it allows said crews to dig under or through fortifications, as necessary. The *kikkosha* has, unfortunately, been adopted by some of the cannier Shadowlands creatures, including goblins, Lost samurai and trolls.

Kuni shugenja on the Wall have taken to having at least one copy of *Fist of Osano-Wo* on hand just to take care of the "turtle wagons" before they can become a problem.

A kikkosha is treated as full cover for anyone completely underneath it. For those on the edges, the thick roof of the wagon provides a +25 AC modifier against ranged attacks. The kikkosha requires a cumulative Strength of 45 to move. Attacks against the wagon are versus Hardness 7 with the structure of the wagon having 50 hit points and a break DC of 25.

The TN to hit anyone within a kikkosha is raised by 40. Moving the wagon requires at least 20 Strength worth of personnel. In battle, a character protected by the kikkosha takes on fewer die of Wounds on the Battle Table but receives two fewer Glory points per Battle Turn. Treat the wagon as having a Carapace rating of 8 versus all forms of fire damage and a Carapace rating of 5 against all other forms of attack, with Wound Levels of 40: +5; 40: +10; 60: +15; 100: Destroyed (Dead).

KURUMA DATE

A lesser form of the kikkosha, known as kuruma date, became popular not long after the kikkosha was introduced. Many Lion samurai that saw the kikkosha noted its extremely slow progression across the battlefield. They wanted the protection it provided from ranged weapons while still being able to move quickly to strike enemy forces in the few cases they would need siege type weapons. Akodo Tsunetomo, having gained a great deal of experience working on the kikkosha, developed the kuruma date not long after. While its design has been modified and improved over the years, the basic elements are still the same and serve the Clans of the empire well.

Lighter in weight and easier to construct, the kuruma date is essentially a large wooden shield on wheels that is used to provide mobile cover. Those underneath the shield pull it along with weapons in one hand and a grip attached to the underside of the kuruma date in the other hand.

Most ranged attacks will be deflected by the kuruma date, but any sort of direct attack against the shield itself will cause the users trouble. Unlike the larger kikkosha, kuruma date cannot withstand much punishment. Blows from powerful spells or stones launched from tosekiki will shatter the wood and more than likely kill those behind the shield. The kuruma date, while fire-hardened, is also as vulnerable to incendiary effects as any other wood and while it won't immediately burst into flame, those using one are advised to drop it shortly after it catches fire.

A twisted version of the kuruma date has been spotted being used by some Shadowlands forces: made from the carapace of various different creatures, including minor oni and giant turtles, these kuruma date can withstand almost any sort of ranged attack and, given time, will regenerate any damage done to them.

The kuruma date, while more vulnerable to attack than a kikkosha, is also much faster and can be used by troops who simply need to reinforce the crew of other siege engines or by strike groups who need to get to tunnels mined underneath a fortification or castle wall.

Troops employing the kuruma date add +15 to their AC against all ranged attacks. Archers firing from behind the shields are considered to have three-quarters cover. Attacks against the shield are versus Hardness 5 with the structure of the wagon having 30 hit points and a break DC of 23.

The TN to hit anyone under a kuruma date is raised by 25. A character protected by a kuruma date takes on fewer die of Wounds on the Battle Table but receives two fewer Glory points per Battle Turn. Treat the shield as having a Carapace rating of 6 versus all missiles smaller than a boulder and a Carapace rating of 3 against all other forms of attack, with Wound Levels of 30: +5; 40: +10; 50: +15; 75: Destroyed (Dead).

TOSEKIKI

Used to launch heavy boulders of various materials, the tosekiki were once unbearably slow machines, requiring upwards of forty men to load, wind and fire, with a reload time of more than ten minutes. After several discussions with the Unicorn, the Kaiu modified the catapults with counterweights and better materials. The tosekiki now employed by the Kaiu and some of the Lion academies (for teaching purposes) only require six to eight crewmen, can be re-aimed in less than two minutes and with a well-trained crew are able to maintain a sustained rate of fire at a stationary target of one shot every minute. This allows the Kaiu to keep pressure on those who might attack the Wall and teaches the Lion to be wary of the stone-throwers no matter which side of the battle they're on.

Between twelve and fifteen feet tall (depending on the capacity of the catapult and who built it), the tosekiki is mostly comprised of wood and rope. The ammunition used in the tosekiki is typically just stone, but various materials have been used in the past, including corrupted jade (thrown to damage Tainted creatures attacking from the Shadowlands while also disposing of the dangerous material), obsidian (launched by Lost samurai against the Crab) and even dead carcasses (a tactic considered extremely dishonorable and favored by the False Hoturi during the Clan Wars to help spread the Wasting Disease).

TABLE 3-2: DEFENSIVE SIEGE WEAPONS

Item	Cost	Damage	Critical	Range Increment	Crew
Hekireki Kakyu	100 gp/rd.	Variable	×3	Per catapult used	—
Yahajiki	600 gp	4d6	×3	120 ft.	1
Kuruma Date	500 gp	—	—	—	5–10
Tosekiki	800 gp	Variable	—	200 ft. (100 minimum)	6–8
Kuruma Seiro	1000 gp	Variable	×3 (w/ ram)	—	10–12
Kikkosha	700 gp	—	—	—	12–24

As the Lost have become more organized, the Kaiu have had to learn to defeat their own weapons. While they used to concentrate on large concentrations of troops and any sort of stationary target, the Crab have switched tactics to destroy any siege engines that the Shadowlands might employ against the Wall, especially those that are built by denizens of the Tower of Fear.

Treat the tosekiki as a heavy catapult in all ways other than crew requirements. If manned by a Kaiu Engineer or someone with the Path of Destruction feat, it can fire in half the normal time, or once every four rounds if fully crewed, and once every eight rounds if only half-crewed. After more than an hour of such abuse, the tosekiki will need to be refitted, a process that takes a full eight hours of work and a work crew of ten to complete. More information on heavy catapults can be found in the Dungeon Master's Guide.

Typical stone ammunition from a tosekiki will do 5k3 damage. A samurai from the Kaiu Engineer school manning the catapult can use Raises with his Siege skill to increase that damage or to increase the tosekiki's rate of fire to twice every minute. An increased rate of fire requires three raises and must be re-rolled every ten minutes. After more than an hour of such abuse, the tosekiki will need to be refitted, a process that takes a full eight hours of work and a work crew of ten to complete.

When attacking the tosekiki directly, it is considered to have a Carapace rating of 4 and Wound Levels of 20: +5; 45: +10; 60: +15; 75: +20; 85: +25; 100: Destroyed (Dead).

YAHAJIKI

Once the Tsuruchi became a part of the Mantis Clan, swearing fealty to Yoritomo Aramasu, it became a common practice for the occasional member of their family to sail with a Mantis crew in pursuit of a bounty or during a diplomatic mission to the Mantis islands. After several years of such trips, a minor Tsuruchi daimyo noted that the larger boats had little to no way beyond massed archery fire or the occasional Moshi shugenja to affect their opponents at range. He proposed the development of a large crossbow-like weapon that could launch bolts across the waters.

The yahajiki has been developed in many different sizes, but the weapon eventually used by the Crab and Mantis is approximately 15 feet long, 5 feet wide and about 4 to 5 feet in height. The weapon resembles a huge crossbow with a specialized pulley system to make cranking the firing pin back easier on the typical one or two man crew. Bolts are usually placed in the yahajiki, but it can be modified with a launching plate to throw stones or other items, much like a tosekiki.

Impractical for smaller boats, the newly christened "yahajiki" is perfect for the larger of the Mantis fleet's vessels, known as sengokobune. The device was quickly put to use by the Mantis after its development and just as quickly copied by the Crab for their koutetsukan vessels. The yahajiki has also been adapted for use on land by both clans, though only the Crab have deigned to create them in mass quantities. Yahajiki are slowly being placed on the Kaiu Wall between tosekiki emplacements so as to cover a larger area versus incoming Horde attacks.

Yahajiki are considered to be large ballistae that deal 4d6 points of piercing damage to those struck with its bolts. They are fired with a straight attack roll with no attack, damage or range bonuses (no character base attack bonuses, ability modifiers, etc.) besides those provided by the Path of Destruction feat (found in *Secrets of the Crab*). The yahajiki can be fired by a practiced crew once every 4 rounds.

Practiced Mantis users of the yahajiki with the Arrow Knows the Way feat (located in *Secrets of the Mantis*) may use its effects when aiming one of these weapons.

Yahajiki are large ballista that deal 4k4 Wounds to those struck with its bolts. They are fired with a straight attack roll with no attack or damage bonuses besides those provided by the Path of Destruction from the Kaiu Engineering School (found in *Secrets of the Crab*). A practiced crew can fire the yahajiki three times every minute.

Practiced Mantis users of the yahajiki with the Rank 1 Tsuruchi Archer school technique (located in *Way of the Samurai*) may use its effects when aiming one of these weapons. Extremely practiced users may use the Tsuruchi Archer school Rank 3 Technique once per combat, allowing them to aim and hit with the bolt from the yahajiki automatically.

CHAPTER FOUR:

NEMURANAI

Isawa Sezaru closed his eyes and let the magic flow through him. He extended his senses throughout the elements, feeling the ebb and flow of the kami as they danced through the halls of the great palace. The wind and water spirits greeted him with curiosity and enthusiasm. The earth spirits replied with stolid patience. The fire spirits responded with knowing smiles, or what passed for smiles among the kami. Sezaru, called by some the Voice of the Emperor, always felt more at peace among the spirits than around living beings — with a few notable exceptions.

"I am pleased to have you here, Sezaru-san," the Emperor said sincerely. Toturi III's court was empty today, save the two brothers. All the functionaries had been sent away. The guards were nowhere to be seen, though always somewhere close by should the Emperor be in danger. "You know how uncomfortable I am with magic, but it is a necessity. It is a great relief to me that you are the one renewing the spells that protect my palace."

"It is a small service, Naseru-sama," Sezaru replied in a calm voice. He was one of the few individuals in the Empire still allowed to call the Emperor by the name he bore before assuming the throne. "I understand your discomfort with magic — I compare it to my own discomfort in matters of politics."

Naseru chuckled. "Both arenas best left avoided for those not adept in their subtleties, this is true," he said.

"Mother and father gave each of us a different gift," Sezaru replied. "Kaneka has our father's warrior instinct. I have mother's magic. You have mother's intellect as well as father's political acumen."

"And Tsudao was a leader... as father was," Naseru said with a sigh.

Sezaru frowned at his younger brother. "Doubt is your enemy, Emperor," he replied. "Believe in yourself, as all of us do."

The Emperor nodded slowly. "I do," he replied. "I must," he added. "Yet sometimes... sometimes I wonder if you were the luckier brother. Magic is a wonderful gift, Sezaru-san. All the mysteries of the universe are yours to explore. The spirits leap to your call, dance at your whim."

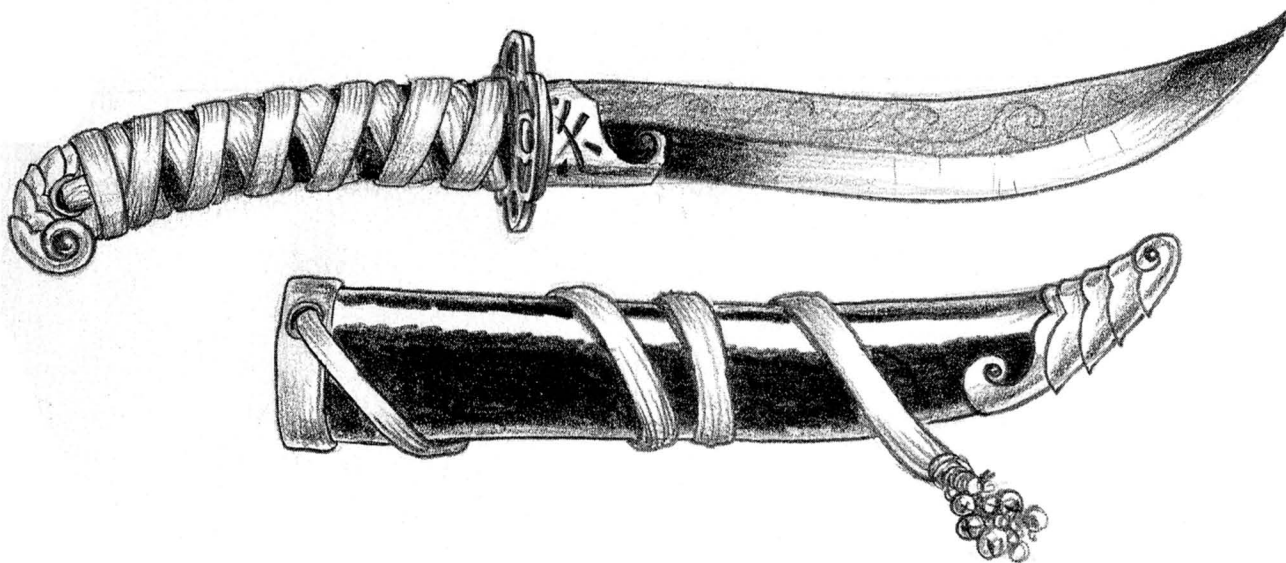
"One need not look far to find magic, Naseru-san," Sezaru replied. "One must only realize that it is there. You cannot see the kami, but they know you. You cannot see the ancestors, but they watch over you. The spirits are there, Naseru. They guide you, though you may not know it. I see them. They favor you."

The Emperor looked at his brother suddenly. His hand strayed toward the amulet that he had worn about his throat since his coronation — a golden sunburst. He opened his mouth to speak then quickly closed it again. He walked away from Sezaru then, torn with his thoughts. Some things an Emperor could not say and remain strong — not even to his brother.

"Yes, Naseru," Sezaru whispered to the spirits. "Tsudao watches over you as well, and she is proud."

NEMURANAI

The gifts of the elemental kami suffuse the Empire. Everything is moved by the spirits of the wind, fire, earth, water, and the Void. It is no small wonder, then, that shugenja who are able to commune with these primal forces are able to manipulate items of all kinds so that the kami become stronger in them. The Rokugan call items infused with an unusual power from the kami nemuranai or awakened, indicating that these items have grown



sentient in some way. This is true in some respects, though it is not the item that has become more alive. Instead, it is the kami who joined with the artifact that give it a sense of self and purpose. The most powerful nemuranai have all the identity of a human, though these are exceptionally rare. Even in a land as rich in magic as Rokugan, nemuranai tend to be quite uncommon. Since magic is a holy art, the concept of making massive productions of magical items is nearly blasphemous. Every single awakened item is special and unique in its own way and must be crafted with care and reverence. All self-respecting shugenja understand this philosophy, though there are several magical enhancements that are common to certain groups. The Great Clans all have their own spirit, and thus the items and magic they favor tend to cause awakened items to become very similar in some cases. Such artifacts are prized treasures but are hardly the sole province of sole shugenja of god-like power.

CRAB

The Crab defend the Empire from the horrors of the Shadowlands both in their duties as guardians of the Kaiu Wall and in their role as witch hunters and spirit chasers. Although the Taint is a corruption of the Spirit, the Crab often have to discharge their duties in a more physical fashion. As such, Crab nemuranai tend to be robust, capable of surviving thorough use. They support the Crab by maintaining and assisting Crab forces, both on and off the battlefield.

CLEANSING FIRE

The depletion of the Empire's reserves of jade has created new challenges for the Crab. Lacking jade, prolonged expeditions into the Shadowlands have proven to be impossible. The corruptive effects of the Shadowlands are both insidious and inevitable, and the only known preventative measure is for samurai to bear jade with them during missions in the forsaken land.

Jade has traditionally been more than merely the main method to protect samurai from being Tainted, it has long been one of the major ingredients used to treat the Taint and Tainted wounds. Jade powder was a common piece

of equipment given to Crab bushi, used to prevent wounds from becoming Tainted and festering. With supplies dwindling, the Crab are no longer able to put aside jade for this purpose.

In spite of the fact that the Crab have been unable to find a viable alternative to jade to protect scouts assigned duty in the Shadowlands from gradual corruption, the Kuni have found an alternative method to prevent wounds inflicted in the Shadowlands or by Tainted beings from festering. The Empire has long been aware that the kami find the Taint to be distasteful, and scorn its presence. This explains the difficulty Tainted shugenja have in communing with the kami, along with the effect jade — the essence of purity — has upon creatures of the Shadowlands. Through experimentation, the Kuni have discovered a method to draw the attention of Fire kami upon particular bodily tissues that have contracted the Taint.

Cleansing Fire, named as much for the pain a samurai must endure to be so treated as for its relation to the kami of Fire, takes the form of wards, much like the ones one would find hanging from the doorway of a samurai's home. A single "dose" of Cleansing Fire consists of two sheafs of paper, with invocations to the kami written on both. The first sheet is applied like a bandage, wrapped tightly around the site of the wound. The second acts as a catalyst, releasing the kami contained in the first to cleanse the affected area. Once activated, the kami within the ward incinerate the affected flesh. A secondary enchantment within the ward closes the wound, so as not to risk further infection. Although agonizing for the patient, Cleansing Fire has allowed many samurai who would otherwise be Tainted as a result of minor nicks and cuts to eventually make a full recovery.

Cleansing Fire can be applied to either a wound caused by a Tainted creature, or a wound likely to become infected with the Taint (say, in the Shadowlands), and must be applied within 10 minutes after the wound is first inflicted. To apply Cleansing Fire to a wound requires a Heal check with a DC equal to the number of hit points plus any Taint originally inflicted by the attack, with a minimum DC of 20. Once applied and activated, the patient takes 1 additional hit point of damage, plus an additional point of damage per point of Taint the wound

caused. This additional damage as well as the original wound are purified as part of the Fire's enchantment, and will not cause any further risk of contracting the Taint. On a failed skill roll, the patient still suffers the additional hit point damage, but the injuries he has sustained are still vulnerable to contracting Taint.

Caster Level: 11th

Prerequisites: *Heal*, Craft Wondrous Item

Market Price: 1,650 GP

Cost to Create: 825 GP + 66 XP

Weight: 1 lb.

Cleansing Fire can be applied to either a wound caused by a Tainted creature, or a wound likely to become infected with the Taint (say, in the Shadowlands) and must be applied within 10 minutes after the wound is first inflicted. To apply Cleansing Fire to a wound requires a Medicine check with a TN equal to the number of wound points plus any Taint originally inflicted by the attack, with a minimum TN of 20. Once applied and activated, the patient suffers an additional wound point per Wound Rank the attack originally inflicted, plus an additional wound per point of Taint the wound caused. This additional damage as well as the original wound are purified as part of the Fire's enchantment, and will not cause any further risk of contracting the Taint. On a failed skill roll, the patient suffers the additional hit point damage, but the injuries he has sustained are still vulnerable to contracting Taint.

HOWLERS

The Crab Clan appreciates the fact that the difference between a life sacrificed and a life wasted is often the utterance of a single word. The unpredictability of the Shadowlands creates horrible conditions under which to maintain discipline. Sentries and posts that have gone without being attacked or tested for years can suddenly become the critical point of a major invasion. Being able to alert other bushi of a threat quickly and clearly is an essential duty for every sentry.

Crab bushi schools emphasize the importance of stamina because the outcome of entire battles against the forces of Jigoku can rest on the ability of a single man, tired from a long battle, to indicate where the next threat is coming from. Being able to get reinforcements to a potential breach in the Wall before it becomes an actual hole in Crab defenses is critical to the protection of the Empire. The Crab feel that it is the responsibility of every samurai to be able to scream.

However, the Crab are not so foolish as to believe that preparation alone is sufficient. Vigilance and training are necessary, but the Crab do not have the luxury of trusting the Empire's safety to any one man. Howlers were developed by the Kuni for those occasions when one man's breath is no longer enough.

Originally envisioned by the Crab so that a samurai who is too heavily engaged to shout or who is dying can notify the rest of the Clan, Howlers have been adopted by other Clans, particularly the Scorpion, who find the ability to create a loud noise quite useful. The Crab take a discharged Howler seriously, and fatigued, off-duty, or even incapacitated Crabs are expected to ready themselves for a major battle. This also leads to severe punishments for activating a Howler when there is no need.

Howlers are created by binding an Air kami into a small, easily shattered object, such as an eggshell, and are activated by shattering their vessels. Their function is simple, to create a loud, distinct sound, akin to a man screaming, that will be heard over even the most heated battle. They are issued to scouts, sentries, and leaders—any samurai who is likely to have a particular need to be heard at a moment's notice.

Howlers vary in appearance, but all are designed to be easily accessible and easily shattered, such as hollow eggshells. They can be shattered as a Free Action by the person carrying them, which activates them. Treat this as a modified Enlarged Magic Mouth spell cast by a 3rd level caster, with an audible range of 70 feet, whose only command is to scream.

Caster Level: 3rd

Prerequisites: Craft Wondrous Item, Enlarge Spell

Metamagic, Feat, *Magic mouth*,

Market Price: 150 GP

Cost to Create: 75 GP + 6 XP

Weight: —

Howlers vary in appearance, but all are designed to be easily accessible and easily shattered, such as hollow eggshells. They can be shattered by the person carrying them as an additional, "free" action for the turn, which activates them. Treat this as if a 2nd rank shugenja communed with the kami of Air, asking them to scream.

CRANE

Nemuranai produced by the Asahina family of the Crane showcase both the family's understanding of magical principles and a refined sense of aesthetics. Crane nemuranai are crafted with the premise that while functionality is important, worthwhile nemuranai are also pleasing to the eye and comfortable to use. Although they lack the raw power of Phoenix nemuranai and the rugged durability of the Crab's, Crane nemuranai, like the Clan that begat them, are stylish, effective, and elegant.

BENEFACTANCE OF THE ANCESTORS

The Crane appreciate fine workmanship more than any other Clan. The Kakita Academies are renowned for the items of great beauty they bring forth into the Empire. The prolific nature of Crane artisans has enriched the lives of all within the Empire, samurai and heimin alike.

However, even the greatest works of art are susceptible to time. Colors fade, ink dries, and metal corrodes. Even though proper storage and maintenance can delay decay, mortal hands cannot prevent nature from running its course. However, Doji Akiko, wife of the Crane Champion Kurohito, has developed a method to sustain legendary works of art for future generations. Combining techniques from Crane and Phoenix, past and present, Akiko has found a method to implore Water kami to appreciate and protect particularly noteworthy creations. The stolid Water kami are difficult to impress, so thus far the process can only be employed on the most brilliant artistic creations, those whose merit is self-evident.

The Beneficence of the Ancestors, so named to reflect the gifts the process will protect for later samurai to enjoy, takes the form of a special lacquer blessed by the kami. This lacquer is applied over the substance to be protected, in much the same way a smith would lacquer armor, allowing the item to be covered by the kami's protection. Once applied, the Water kami prevent minor damage such as scratches from occurring, while mending any damage this occurs in spite of their presence.

The Crane have found the process useful for not only protecting works of art, but for more direct applications as well. Messages that are to be sent to distant outposts, gifts that are critical to continued peace between two Clans, and artifacts that need to be couriered long distances, all are often handled far more roughly than originally intended. Being able to keep these key items in good condition in spite of less than ideal conditions is vital to maintaining both the political standing and military preparedness of the Crane.

Applying Beneficence of the Ancestors requires a DC 20 roll against a complementary skill, such as Profession: Swordsmith for a katana, to ensure that the coat is placed evenly and smoothly over the object to be protected. The time for this check varies depending on the object to be treated, although it is never less than an hour. Once applied, the object is immune to normal degradation/aging and receives an additional +2 enhancement bonus on any Saving Throws it needs to make for the next year.

Caster Level: 6th

Prerequisites: Craft Wondrous Item, *endure elements, resist elements, or protection from elements, make whole*

Market Price: 900 GP

Cost to Create: 450 GP + 36 XP

Weight: 1 lb. for sufficient lacquer to coat a sword (includes weight of container)

Applying Beneficence of the Ancestors requires a TN 20 roll against an appropriate skill, such as Weaponsmith for a katana, to ensure that the coat is placed evenly and smoothly over the object to be protected. This process varies depending on the object to be treated, although it is never less than an hour. Once applied, the object is immune to normal degradation/aging and receives a Free Raise on any tests relating to its own quality and maintenance for the next year.

KENSHIN'S SAYA

Although it is true that no sword is ever greater than its wielder, the Crane also understand that a katana is a reflection of its owner. A blade dulled through poor craftsmanship, an unworthy wielder, or lack of due care all lead to a samurai who is unable to properly serve his lord. Truly exceptional swords, like the souls of the greatest bushi, need to be forged, tested, and proven on a constant basis.

Kenshin's Saya (scabbards) are singular honors offered by the Kakita Dueling Academy not to their graduates, but to those deemed in the eyes of the Academy and the Crane to be true masters of the blade—Kenshinzen. To be granted such a Saya is a prestigious honor marking the recipient as esteemed by the Crane, above and beyond the Saya itself. Each Saya is custom-crafted to match the blade it is to house, a process that can take from a matter of days to a matter of months for the most legendary swords of the Empire.

Kenshin's Saya are expressions of the reverence the Crane have for the art of the sword. Any blade placed within its matching Saya is instantly cleaned and polished, as if a samurai had just spent an hour caring for it. Likewise, bloodstains, filth, and grime are all wiped away as soon as the sword's metal enters the scabbard. Although damage to the blade itself is beyond the capacity of the Saya to repair, no sword worthy of being matched to a Saya is easily damaged. However, while the Saya's ability to clean swords is treasured by any busy samurai, their truly remarkable feature is their ability to hone even great swords to a keener edge.

Any katana that has been housed within a Kenshin's Saya for at least a week becomes sharpened by the magic of the Saya, causing the blade to cut deeper than it ever would before. So long as the sword is replaced inside the Saya on a regular basis, this enchantment will persist over years of use. Kenshin's Saya are treasured for both their symbolic and practical value, and the theft or desecration of one is considered a dishonor to both their bearer and the Crane Clan, and punished by both.

Although the Saya can be forged for any bladed weapon, the Crane only produce the Saya for katanas, and each Saya must be custom-crafted for the blade it will house. A Kenshin Saya has no effect upon a sword other than the one it was forged for. The cleaning and polishing aspect of the Saya takes effect immediately upon sheathing a katana in it, but it needs to be paired with a blade for at least 1 week before its enhancing effects manifest. After a week holding a sword, the sword inside receives a further +1 enhancement bonus, or the Keen ability if the sword is already +5 (the Saya is unable to enhance blades that are already +5 and Keen). This bonus persists so long as the sword is sheathed inside the Saya on a regular basis, and fades if the sword and Saya are separated for more than a week, although the bonus can be restored if the Saya is recovered.

Caster Level: 6th or the Level necessary to place a further +1 bonus upon its matching sword, whichever is greater

Prerequisites: Armor Craft Wondrous Item and Craft Magic Arms, *keen edge, make hole*,

Market Price: +1 bonus (calculated upon the enhancements on the sword)

Weight: 1 lb.

Although the Saya can be forged for any bladed weapon, the Crane only produce the Saya for katanas, and each Saya must be custom-crafted for the blade it will house. A Kenshin Saya has no effect upon a sword other than the one it was forged for. The cleaning and polishing aspect of the Saya takes effect immediately upon sheathing a katana in it, but it needs to be paired with a blade for at least 1 week before its enhancing effects manifest. After a week holding a sword, the sword inside receives an extra die of damage to roll (making most swords at least 4k2). This bonus persists so long as the sword is sheathed inside the Saya on a regular basis, and fades if the sword and Saya are separated for more than a week, although the bonus can be restored if the Saya is recovered.

DRAGON

A Clan of apparent contradictions, the Dragon downplay their obvious magical strength by eschewing flashy displays of power in their nemuranai. The Tamori, the Hoshi, the Hitomi, and the Togashi are all known for mixing the arts of the divine with personal combat, so it is no small wonder most of the common magical items of the clan are of a martial nature. However, such items are usually indistinguishable from more mundane artifacts of similar design.

ARMOR OF THE SECOND DUTY

Named by the Dragon bushi who sought out the destruction of the Last Wish during the Dragon's war with the Phoenix, such armor helps those who pursue the clan's duty to eradicate all dangerous and corrupting nemuranai. The name was given by Mirumoto Temoru to indicate that the Mirumoto's new path is the second great duty set before the Dragon — the first, of course, being the one Hantei bestowed upon Togashi. Sets of armor such as these are rare as they are made exclusively for the Mirumoto family by the Tamori. Even the most warlike among the Tamori know their martial skills are no match for a Mirumoto's blade in close quarters, and thus prefer to protect their cousins with these gifts instead of using them for themselves. Any armor enchanted to become Armor of the Second Duty undergoes a great ritual as it is completed, binding protective Earth and Air kami into the silk and steel of the suit. The result is an impressive set of armor that allows the wearer to shrug off the most destructive and powerful magic as if it were nothing.

Armor of the Second Duty is quite rare for two main reasons. Obviously, the Mirumoto have been hunting such dangerous artifacts for less than a decade, thus their need for such protection is newborn. Crafting a suit enchanted in this manner is a time consuming process that allows for no flaw in either the armor or magic. Months can pass as the shugenja of the Tamori throw away worthless armor until a suitable set is made. Secondly, such armor could prove deadly if taken into the hands of the Dragon's enemies. As the armor turns aside both spell and blade with equal ease, an unprepared group of Dragon bushi and samurai could find themselves powerless against a single opponent in such protection. Those rare Dragon warriors who are gifted with Armor of the Second Duty place the item before their own lives, as losing such a gift would become an irrevocable stain on their honor.

Any armor with a significant metal component (such as great armor but excluding studded leather) may be enchanted to be *Armor of the Second Duty*. Such armor grants the wearer a SR equal to his character level plus his Wisdom modifier, if positive. If the character gains SR from another source (such as a spell or a class ability), the *Armor of the Second Duty* adds 5 to that SR instead of granting its usual bonus.

Caster level: 7th;

Prerequisites: Craft Magic Arms and Armor, *spell resistance*;

Market Price: +2 bonus

Any armor with a significant metal component (scraps or small studs of metal do not count) may be enchanted to be *Armor of the Second Duty* by a shugenja of at least Rank 3 in the Tamori shugenja school. Such armor, when worn, doubles the wearer's Elemental Rings for determining the TN of hostile spells cast at the wearer (for example, of a shugenja cast *The Fires That Cleanse* at someone wearing this armor with a Water Ring of 3, the TN of the spell would be raised as if the target's Water Ring was 6 instead of 3).

CROW STAFF

The Empire of Rokugan is a nation founded by gods and ruled in harmony with the Celestial Heavens. The concept of religion and piety abound throughout the realm, but few clans are as pious



as the men and women of the Dragon Clan. Even the peasants of the Dragon mountains are known to quote passages of the Tao and hold long conversations about the kami and the Fortunes. The monks of the tattooed orders follow the teachings of Shinsei with fervor, knowing that enlightenment is the legacy of their founder and the birthright of all mortals. Because the Little Teacher is of such importance to the Dragon, they have taken a special affinity to the animal that was Shinsei's companion — the crow. Legends say the crow was once a pure white bird before it was sent into the Shadowlands to scout for Shinsei. Though the influence of the Little Teacher remained with the bird and protected it from the Taint, the evil influence there was strong enough that the crow emerged black for all time. Since that time, the crow has been seen as a creature of good omen and protection to those who see it. Though the creature is relatively common, they tend to avoid the more heavily populated areas of the Empire.

The Dragon's devotion to the wisdom of Shinsei has made the samurai of that clan much closer to the Brotherhood of Shinsei than most clans are. In turn, it is not rare to see bushi, shugenja, and courtiers from the clan all carrying simple bo staves as if they were simple monks from time to time. From this practice eventually emerged the Agasha's enchantment of such items, appropriately enough allowing them to summon a crow companion. These staves are relatively common throughout the Dragon Clan, and have been bestowed a number of times upon those outside the clan as well.

A crow staff may be used, once a day, to cast Summon Monster II to summon a Celestial Crow that is in all ways mechanically identical to a LG Celestial Eagle. The spell is treated as if cast by a sorcerer of the character's character level.

Caster level: 7th;

Prerequisites: Craft Magic Arms and Armor, *summon monster II*;

Market Price: +1 bonus

Once per day, a Crow Staff may be used to summon forth a large crow that is mechanically identical to the Hawk found in the Game Master's Guide. The crow remains for a number of rounds equal to the summoner's Void Ring.

LION

The Lion feel that relying on magic, via direct aid from a shugenja or from a nemuranai, to supplement one's own skills is conduct unbecoming a true samurai. However, when Akodo laid down his philosophy in "Leadership" he indicated that a general is obligated to use every means at his disposal to procure victory for his lord. The Lion have reconciled these two views in their approach to nemuranai. The nemuranai produced by the Kitsu are designed to assist the user in guiding, counseling, and leading her fellows, rather than directly enhancing or promoting the individual.

VISION INCENSE

Lion are taught that revered heroes and leaders of the past guide their descendants both on the battlefield and in their daily lives. Full-blooded Kitsu, with their ability to actively sense and commune with ancestors, are considered especially blessed by their kin in the Lion Clan. The insights of the ancestors, passed on via Kitsu shugenja, are given great credit when Lion's set policy, both military and political.

Often, Lion generals find themselves in need of the wisdom of their own predecessors—ancestors who have fought

similar opponents or upon the same land. In cases such as these, the Kitsu are often requested to consult with ancestors for their strategic insight.

However, although the Kitsu are often able to call upon ancestors for advice, they need to interpret and comprehend information before they can pass it onwards. Lion ancestors are only too happy to assist, but no Kitsu shugenja would be so prideful as to indicate that she fully understood all the nuances of an ancestor's wisdom. When a question is so important that an ancestor's personal opinion needs to be directly solicited for an important decision, the Kitsu turn to their Vision Incense.

Vision Incense is reserved for the most critical battles led by the most renowned generals, ones with a Kitsu Sodan-Senzo among the general's command group. After communing with an ancestor at length in a formal ritual, the Sodan-Senzo lights the incense, projecting her bond with the ancestor into the scented smoke in front of her. Through the shugenja's power and the enchantment upon the incense, the ancestor is able to manifest himself, to briefly converse with those seeking his advice.



Vision Incense looks much like normal sticks of incense, but the preparatory process is different. Air kami are bound into the creation of the sticks, and it is they who project the likeness of the ancestor into the air where the ritual takes place. They also are the who give voice to the ancestor once the shugenja has broken the link between the two, conveying the words of the dead to the living.

A Sodan-Senzo using Vision Incense must first make contact with an ancestor. Once contact has been established, the Sodan-Senzo lights the Incense, preferably with a sheet of paper depicting the full name and accomplishments of the ancestor in question. After a thick smoke has developed — Vision Incense produces much thicker smoke than normal incense — the Sodan-Senzo projects the connection with the ancestor into the Incense, which breaks the link between the two. It is important to note that a strong wind will disperse the Incense, releasing the ancestor back into the realm of the dead.

Vision Incense can only be used by a Shugenja of the Kitsu family who possesses both the Kitsu Blood feat and the GM feels has maintained a proper respectful relationship with his ancestors. The shugenja spends 30 minutes preparing an offering to the ancestor to be contacted, after which he makes a DC 20 Knowledge (ancestors) skill check. If this check succeeds, the shugenja has properly enticed the ancestor to make contact, allowing the ancestor to share the Sodan-Senzo's body briefly. The shugenja then lights the Incense, and releases the ancestor into the smoke. Although no skill roll is required for this process, the shugenja must then role-play his conversation with the ancestor. The ancestor remains until the smoke dissipates or a number of rounds equal to the shugenja's caster level have elapsed.

Caster Level: 6th

Prerequisites: Craft Wondrous Item, Kitsu Blood feat, *major image*

Market Price: 450 GP

Cost to Create: 225 GP + 18 XP

Weight: 1 lb. per dose

Vision Incense can only be used by a Shugenja of the Kitsu family who possesses both the Full-Blooded Ancestry Advantage and the GM feels has maintained a proper respectful relationship with his ancestors. The shugenja spends 30 minutes preparing an offering to the ancestor to be contacted, after which he makes a TN 20 Lore: ancestors skill check. If this check succeeds, the shugenja has properly enticed the ancestor to make contact, allowing the ancestor to share the Sodan-Senzo's body briefly. The shugenja then lights the Incense, and releases the ancestor into the smoke. Although no skill roll is required for this process, the shugenja must then role-play his conversation with the ancestor. The ancestor remains until the smoke dissipates or a number of minutes equal to the shugenja's Insight Rank have elapsed.

FLASHING BANNERS

The Lion armies are unquestionably the most disciplined, well-trained fighting force in the Empire. Every bushi, from the lowliest ashigaru to the generals themselves, understands the importance of unity upon the battlefield. Troops are trained to instantly recognize and interpret even the slightest gesture from their general's tessen, and to unhesitatingly react to the strategic needs their leader has identified.

The Lion are also acutely aware of the importance of unimpeded lines of communication upon the battlefield. Not only are all officers trained in interpreting tessen signals, runners are attached to the general's unit so that key messengers are ensured arrival. However, in the chaos of battle, runners can be intercepted and tessen signals obscured, but the Lion have prepared for that eventuality as well.

Flashing Banners are war standards, prepared by the Lion's finest shugenja under the guidance of artisans and rikugun-shokans alike. The art for particular standards varies, with some depicting famous heroes, others quoting lines from Akodo's Leadership. In all ways save one, they are identical to the war banners used by all Clans. The distinctive feature of Lion's Flashing Banners is that they are enchanted so that their images and phrases can be changed by a shugenja skilled in their use.

Because of their nature, Flashing Banners are carried into battle by shugenja rather than conventional standard bearers. Each Banner is prepared with multiple visages, usually three to five, each corresponding to a particular battle tactic or formation. Communing with the spirit of the nemuranai itself, the shugenja causes the banner to shift images in accordance with the commander's wishes. A depiction of Matsu joining the original Seven Thunders might correspond to a command to a charge, while one of Toturi rallying the Lion against Fu Leng could indicate an order for ranks to reform in preparation for a final offensive. Due to their strategic importance and the fact that their bearers are often forced into the midst of combat in order to bear their message, being chosen as a Flashing Banner is considered both a great honor and a great responsibility by the Lion.

Flashing Banners are far larger than the back banners samurai wear into battle, and must be carried in both hands. Banner-bearers are normally assigned to the unit commander, as Flashing Banners make orders easier to issue. The presence of a Flashing Banner makes the job of the commander easier, providing a +2 circumstance bonus to the unit leader for any Battle skill check relating to relaying orders to troops in a timely fashion. However, the shugenja bearing the banner must expend (cast) a 1st level or higher spell slot to shift the image upon the Banner each time the unit commander wishes to receive this bonus. In addition, Flashing Banners are occasionally ordered to the front lines during key moments in battle, and the DM is encouraged to create appropriate challenges for PCs bearing one.

Caster Level: 1st

Prerequisites: Silent Image, Craft Wondrous Item

Market Price: 2,000 GP

Cost to Create: 1,000 GP + 40 XP

Weight: 20 lbs.

Flashing Banners are far larger than the back banners samurai wear into battle, and must be carried in both hands. Banner-bearers are normally assigned to the unit commander, as Flashing Banners make orders easier to issue. The presence of a Flashing Banner makes the job of the commander easier, providing a Free Raise to the unit leader for any Battle skill check relating to relaying orders to troops in a timely fashion. However, the shugenja bearing the banner must Commune once with the kami of the Banner for each time the unit commander wishes to receive this bonus. In addition, Flashing Banners are occasionally ordered to the front lines during key moments in battle, and the DM is encouraged to create appropriate challenges for PCs bearing one, particularly during Heroic Opportunities on the Battle table.

MANTIS

Pragmatists by nature, the Mantis favor practical and result-oriented magic over that which causes a lot of flash and show with no purpose. This attitude is apparent in the way the Moshi and Yoritomo shugenja schools teach their students how to lend their magic to items. Nemuranai from the Mantis Clan rarely has any sort of obvious aura of magical power or any physical clues such as a constant fire or obviously magical carvings. Instead, any sort of brilliant display of magic from such an item is usually accompanied by an equally impressive and short display of power such as lightning or incineration.

STORM HEART

When the Mantis were a Minor Clan, there were so few shugenja in each generation that these treasured individuals rarely left the islands of the clan. The Mantis have grown tremendously since that time, and now their shugenja number in the thousands. Though this has brought a great amount of prestige and power to the Mantis, it has also brought several unforeseen difficulties with the power and scope of the storm magic the Yoritomo and Moshi shugenja wield. Where the shorelines and seas of the Mantis were once rarely visited by the priests of the clan, they now go out into the Empire in forces that cannot be ignored. The result of this is no longer just one shugenja calling forth storm and wind on a kobune, but two or perhaps three.

Unfortunately, this eventually led to an incident where two shugenja did not bother to coordinate their efforts and destroyed their own vessel. Many that survived the cataclysmic surge of lightning and wind drowned in the tossing waves. Only two men survived to report the loss to Yoritomo Aramasu, the Champion of the Mantis at the time. Since that time, the shugenja of the Mantis Clan have been much more careful with their power around each other. In addition, the Moshi and Yoritomo shugenja schools have taken to crafting items that can protect the wearer from magic such as they command... just in case.

Any sort of armor, or armor piece (such as a helm or kote), may have the Storm Heart enchantment applied to it. Armor enhanced in this way grants the wearer an SR of 12 against spells that cause fire or electrical damage.

Caster level: 6th

Prerequisites: Craft Magic Arms and Armor, resist elements

Market Price: +1 bonus

Any sort of armor, or armor piece (such as a helm or kote), may become Storm Heart armor. Armor enhanced in this way protects the wearer from damage from fire and lightning so that such damage may not exceed more than seven points of damage per die rolled (any damage roll that results in an 8 or higher is treated as a 7).

WIND KIN

Another problem accented by the gradual proliferation of shugenja among the Mantis was the constant and whipping winds around most of the Mantis lands and across the sea. Already a problem for those who attempted any sort of archery, the influx of shugenja to the clan as well as the addition of the Tsuruchi to the Mantis turned an annoyance into a considerable problem that needed to be dealt with. Not surprisingly, the problem was solved by the involvement of Tsuruchi's successor as daimyo of the Tsuruchi family — Ichiro. Where many sensei from the clan spent months drilling their students and attempting to find a technique to overcome the issue, Ichiro was the first to ask someone outside the small family for their assistance. It was the Moshi that responded.

Ichiro explained the problem to the shugenja, making it clear that no arrow or bow was strong or heavy enough to simply ignore the fierce winds of the region. Not knowing the bounds of the Moshi's power (or if any existed), the Tsuruchi lord petitioned the shugenja to find a way for magic to prevail where mortal skill was lacking. Naturally, it took less than a week for the shugenja to find a way to enhance the arrows of their new kinsmen so that they did exactly what Ichiro found impossible — ignore even the most brutal hurricane. Wind Kin arrows are blessed by the air kami so that they cut through strong wind like a great fish moves upstream through a river. Arrows such as these are prized by the Tsuruchi and are rarely bestowed upon any outside the family. As the Mantis understand there are no better men and women to trust with an arrow than the former Wasp Clan, there is little argument over the matter.

Wind kin arrows ignore all effects of strong winds, both magical and mundane. Effects that summon great blasts of air and wind are ignored by wind kin arrows, even effects specifically made to protect from arrows. This does not stop effects that would destroy the arrow, however.

Caster level: 7th

Prerequisites: Craft Magic Arms and Armor, gust of wind

Market Price: +1 bonus

Wind Kin arrows ignore all effects of strong winds, both magical and mundane. Effects that summon great blasts of air and wind are ignored by Wind Kin arrows, even effects specifically made to protect from arrows. This does not stop effects that would destroy the arrow, however.

PHOENIX

Although the Phoenix are the unquestioned masters of magic in Rokugan, their nemuranai are surprisingly understated. Where other Clans see even minor nemuranai as sacred relics, to be revered in a manner akin to katana, members of the Phoenix see nemuranai as useful tools. While the Phoenix never view anything magical with contempt, the comparatively commonplace nature of nemuranai in Phoenix lands has caused them to be viewed in a far more utilitarian light.

SUBTLE FLAMES

All samurai are dedicated to their duties, but the Phoenix are renowned for their tendency to stay awake long hours, pouring over ancient manuscripts, in order to find the answer to a problem facing them. Likewise, while the shugenja go about their business, their yojimbo follow along behind, protecting them at all hours. Often, their tasks lead the Phoenix into libraries, alchemical labs, or the wilderness, where a combination of research and experimentation eventually leads to an epiphany.

During these long vigils, the Phoenix often required a steady, uninterrupted source of light. Although lanterns were certainly available, the flickering light they produced, their need to be periodically refueled, and the fact that they are sources of open flame, infuriated the shugenja enough that they developed a new nemuranai to dispense with the aggravation. Subtle Flames, the collective name the Phoenix gave to this problem, are simply particularly friendly minor Fire kami bound into an object, tasked with creating light but no heat. A typical Subtle Flame enchantment would be placed upon a smooth round stone, such as the kind one would find at the bottom of a river or stream. Upon a politely phrased spoken request for assistance to the object, the kami will oblige by providing light, roughly equivalent to that of an upheld, full-lit torch.

The Shiba have since co-opted Subtle Flames for their own use, as they find a small, portable, easily ignited source of light invaluable to their duties as both yojimbo and soldiers. Scouts use Subtle Flames because, even though no practical method to prematurely extinguish one's light exists, it is very simple to cover up the light it produces. Likewise, sentries find having

a backup source of light potentially invaluable for emergencies, and yojimbo use them as flares to indicate danger to their charges. Although their effect is apparently minor, Subtle Flames show how the Phoenix's unparalleled mastery of magic allows them to create wondrous solutions to everyday problems.

Treat objects enchanted with the Subtle Flames process as though they had the spell *Light* cast upon them, in all respects save duration, which is typically 2 hours (although longer or shorter lasting ones can be created).

Subtle Flames are activated by a short verbal command, produce no heat, and once lit remain so for their full duration unless dispelled. A person does not need to be a shugenja to use a Subtle Flame, but recharging one does, according to the process outlined above.

Caster Level: 3rd

Prerequisites: *Continual Flame* or *Light* and the *Extend Spell* Metamagic Feat, *Craft Wondrous Item*

Market Price: 2,400 GP

Cost to Create: 1,200 GP + 96 XP

Weight: Negligible, although they are usually placed inside lanterns (2 lbs)

Treat objects enchanted with the Subtle Flames process as though they had *Amaterasu's Blessing* cast upon them, in all respects save duration, which is typically 2 hours (although longer or shorter lasting ones can be created). Subtle Flames are activated by a short verbal command, produce no heat, and once lit remain so for their full duration unless dispelled. A person does not need to be a shugenja to use a Subtle Flame, but recharging one does, according to the process outlined above.

TSUKE'S VENGEANCE

Many creatures are invulnerable to normal weaponry. Onis, ghosts, gaki, and other entities simply ignore the attacks of even the most skilled samurai, as weapons pass through them or wounds simply close. Far more than a nuisance, this is often fatal for bushi fighting against supernatural foes, as they receive damage without being able to deal any in return.

Normally, the solution is to field shugenja or to equip samurai with jade or nemuranai, as magic often bypasses the invulnerability of such beings. However, shugenja are far from commonly available, and enchanted weaponry



is often also sacred and treasured, far too valuable to risk in every engagement. Nonetheless, the need for armies to be equipped with a means to damage their foes is clear, and the Phoenix Clan has developed a particularly effective means by which to do so.

Most creatures that are immune to conventional weapons, such as oni, are also singularly dangerous in personal combat. Even with jade weapons, Katanas of Fire, and other such tools, fighting oni forces samurai to risk injury and the Taint. Isawa Hochiu, in one of his last contributions to the Phoenix Clan prior to his death facing Agasha Tamori, developed Tsuke's Vengeance as a final atonement for his father's deeds during the Clan War.

Tsuke's Vengeance is the name applied to arrows enchanted through Hochiu's process. The enchantment, placed upon the arrowheads, causes the arrows to burst into flame upon command the speaking of a command word. Issued to Phoenix archers, this allows the Clan to project magical might into battles without risking their shugenja.

Archers issued Tsuke's Vengeance arrows are trained to speak the command while nocking their arrows, as they can only be lit while held by a living being. Once lit, the arrows strike with magical force, which is often sufficient to damage otherwise

invulnerable targets. While not effective against every foe, Tsuke's Vengeance allows the Phoenix to whittle down their opponents before engaging them in personal combat.

The Tsuke's Vengeance enchantment can be placed upon any missile weapon with a wooden shaft, such as spears, but is typically placed upon arrows. Tsuke's Vengeance is activated by uttering a command word, after which the user has one round to fire the projectile before it is consumed. Arrows under the effect of Tsuke's Vengeance are treated as being under the effects of Flame Arrow cast by a 5th level shugenja, dealing an additional 3 pts of fire damage on a successful hit.

Caster Level: 5th

Prerequisites: Craft Magic Arms and Armor,

flame arrow

Market Price: +1 bonus

Weight: 7 ½ lbs (per 50 arrows)

The Tsuke's Vengeance enchantment can be placed upon any missile weapon with a wooden shaft, such as spears, but is typically placed upon arrows. Tsuke's Vengeance is activated by uttering a command word, after which the user has one round to fire the projectile before it is consumed. Arrows under the effect of Tsuke's Vengeance are treated as being under the effects of deal an additional 3 pts of fire damage on a successful hit. In addition, the arrows ignore the Invulnerability of any creature that would be vulnerable to nemuranai or magic, although they receive no further bonus to hit or damage.

SCORPION

As one would expect, the Scorpion do not prefer magic that causes direct harm and draws a great deal of attention to itself.

Instead, shugenja of the Soshi and Yogo families learn to draw magic of misdirection and illusion into their works so that something that appears simple or useless can be much more effective than would ever be anticipated.

Shugenja trained by the Yogo family rarely spend their time crafting nemuranai, as their specialized studies into wards take up much of their research time.

LONG KNIFE

An Ikoma courtier was once overheard saying "Increased preparation against Scorpion treachery only leads to increased skill on their part."

Though the courtier was later reprimanded for such a gross display of hostility in the Emperor's Winter Court, the Bayushi who heard him silently took the saying to heart. It represented



a lesson the Scorpion had yet to teach themselves — a true student of the Scorpion's arts must be constantly prepared to rise and overcome any challenge not just once, but constantly. As the Empire's general knowledge of the clan's more unsavory tactics grew, the Scorpion constantly worked to ensure any sort of understanding others had was either incomplete or out of date. Poisoned swords gave way to poisoned daggers, which gave way to hidden vials of poison, which eventually led to smuggled weapons and poison in separate vessels. Eventually, the Scorpion found their most basic tactic (hidden weapons and hidden poison) was becoming out of date. Instead of giving up and moving on, an eager shugenja from the Soshi temples presented her daimyo with a gift for the Bayushi family.

The work was an unusually short aiguchi that could easily be tucked away into an obi or completely hidden from sight elsewhere on a person's body. Those who knew how the object worked could cause the blade to lengthen or shrink at will. Such a weapon could cause an "unarmed" Scorpion to suddenly become a great threat, as well as allowing someone to strike from distances that seemed nearly impossible. Though the design of the weapon and its magic were both quite simple, the uses for such an item were nearly limitless. Ironically, the Soshi daimyo was later found slain by one of these weapons, after he attempted to claim the credit for such a creation from his student.

A *long knife* is always an aiguchi, wakizashi, katana, or no-dachi. The enchantment allows the bearer to spend a Void Point, as a free action, to cause the weapon to increase or decrease in size to any of those four sizes.

Caster level: 6th

Prerequisites: Craft Magic Arms and Armor

Market Price: +1 bonus

A *Long Knife* is always an aiguchi, wakizashi, katana, or no-dachi. The enchantment allows the bearer to spend a Void Point to cause the weapon to increase or decrease in size to any of those four sizes. Using the Long Knife in this manner does not require an action.

FOG ARMOR

Though the Scorpion have done much to earn their reputation as villains and liars among the samurai of the Empire, those who believe there is nothing more to the clan are seen as little more than fools. Though they do not have the military might to match the Crab or Lion on the battlefield, the bushi of the Scorpion are respected for their ingenuity and cunning in warfare. Bayushi soldiers are more than capable of overcoming foes that outnumber them, and have proven their worth time and again on the battlefield against those who answer the Scorpion's sting with violence. While the Scorpion take some effort to downplay their military might and ensure the other clans do not know their true capabilities, they are sure to keep their armies ready. Like the intimidating courtiers of the Scorpion, the armies of the clan are trained to take advantage of any opportunity the enemy allows them and exploit it to its fullest.

Fog Armor is the result of the Scorpion's attitude towards armed conflict, though those outside the clan are unsure that the infamous armor even exists. The Fog Armor is designed to change its form based on the wearer's need in combat. Such armor may appear as light ashigaru armor at one moment, but a Crab warrior who swings a heavy tetsubo at it may suddenly find his attack deflected by a suit of much heavier armor. In the thick of combat, such incidents are almost always ignored as a lack of perception due to the conflict. Those who confront the Scorpion about their "shapeshifting demon armor" are soundly laughed out of court. Much like many of the Scorpion's advantages, it is something that others only barely understand if they know it exists at all.

Fog armor may be applied to any kind of armor. Upon creation, the crafter chooses two armor types that the armor will be able to change form into. This allows the armor to take up to three different shapes (its own and the two others), but the two unnatural forms may only be used once a day. Shifting the armor into different forms is a free action and persists until the wearer consciously chooses the armor to take another form.

Caster level: 9th

Prerequisites: Craft Magic Arms and Armor

Market Price: +2 bonus

Fog Armor may be applied to any kind of armor. Upon creation, the crafter chooses two armor types that the armor will be able to change form into. This allows the armor to take up to three different shapes (its own and the two others), but the two unnatural forms may only be used once a day. Shifting the armor into different forms is a free action and persists until the wearer consciously chooses the armor to take another form.

UNICORN

The Iuchi and Horiuchi families take a great joy in their magic — a fact that becomes obvious when one sees the staggering array of items the families choose to enchant with their skills. Though known for the art of meishodo, crafting charms infused with magic ability, the Unicorn shugenja do not stop there. Anything that serves a purpose can be enhanced by the gift of the kami, as far as these shugenja are concerned. The only such items that tend to be somewhat avoided by the Iuchi and Horiuchi are weapons, as they cannot guarantee that the fruit of their labor would not fall into the wrong hands. If a Unicorn shugenja feels compelled to bring his arts into warfare, he does so in a much more personal manner.

HUNTING HELM

After the return of the Unicorn to the Empire, they were persecuted for generations for their gaijin habits. Though the issue remains today, it has slackened considerably since the return of Shinjo's clan. One of the reasons the Unicorn were able to begin eroding such exclusion was their undeniable skill and love for the hunt. Hunting has long been considered a sport for only the noble caste,

and many samurai have gained great prestige and honor for their skill in such matters. After roaming the wide spaces of the world outside the Empire for generations, the Unicorn were able to easily show up the most experienced hunters of Rokugan with little effort. Because of their generally likable nature, the Unicorn found it equally simple to avoid becoming the targets of spite and jealousy by sharing some of their knowledge with others. After a few centuries, many have come to acknowledge the Shinjo and Moto families as the finest hunters in the Empire, and to this day many samurai send their children to study with them if they are able.

What the Unicorn have not bothered to share with outsiders is that they do not allow the bounds of mortal perception to limit their enjoyment and success during a hunt. Instead, the Iuchi long ago learned to craft what are known only as “hunting helms” — helms of any size that enhance the wearer’s perception and reflexes just enough to give them an edge on their prey. These helms tend to be easy to identify as they are usually made in a way to resemble some notable game such as boars, deer, and birds. Though these helms usually are not exceptionally large or heavy, owing to the Unicorn’s preference for light armor, some exceptionally skilled or well-known hunters have taken to having large and elaborate hunting helms made for them specifically. Some Unicorn have gone as far as to incorporate the animal image into their personal mons, making the helms seem less like an unusual item and more “normal”.

A *hunting helm* allows the wearer a +2 enhancement bonus to tracking rolls and a +1 enhancement bonus to attack rolls against unintelligent, non-magical beasts.

Caster level: 7th

Prerequisites: Craft Magic Arms and Armor

Market Price: +2 bonus

A hunting helm allows the wearer a Free Raise on all rolls involved in tracking a non-magical, unintelligent beast. Furthermore, the wearer adds his Insight Rank to all attack rolls to bring down such prey.

STEEL SADDLE

Few forces are as feared on the battlefield as a full contingent of armed and mounted Unicorn samurai. Their ferocity can equal that of the Crab, and their unpredictable ways can perplex even the canniest Lion generals. When the Unicorn returned to Rokugan, the other armies of the Empire took great pains to study ways to counter the newcomer’s tactics, as it was obvious they would never truly match Unicorn cavalry with their own mounted forces. It was several generations before such research bore any potent fruit — generations of Unicorn involvement in an armed conflict almost certainly spelling defeat to their enemies. Unsurprisingly, it was the Lion who first began to reveal and exploit the weaknesses in the Unicorn’s tactics. While a great many Unicorn bushi were invincible as a strike force, they were lightly armored and certainly not provisioned for long engagements. Heavy archer fire and weapons designed specifically to punish foes with light or no armor were brought to bear against the Unicorn, resulting in disaster for the first Shinjo commander to face such tactics.

Though it was obvious how the Lion had defeated him, Shinjo Juntai nor any of his peers and superiors had the first idea of how to compensate for such tactics. The Unicorn armies had long ingrained these “weaknesses” into every tactic and maneuver they knew, and to have to effectively begin anew was a step that could only lead to more trouble for their armies. Instead, it was an Iuchi who offered a solution — magic. Continuing a tradition that had been established when the Unicorn returned to the Empire, the Iuchi lent their strength to their cousins in the battlefield and engineered a way that the earth kami would infuse the rider of enchanted saddles. Such protection was weightless and invisible, overcoming many obstacles the Lion now presented to them. These items were given the nickname “steel saddle”, though they were made of leather like the rest of the Unicorn’s more mundane saddles. Though such items could not realistically be mass produced, enough were made for Shinjo Juntai’s army to confound his rivals in the Lion and return the Unicorn to their position of military power in the Empire.

A *steel saddle* may be used to cast *barkskin* twice a day on the rider. This ability will only function when the wearer is mounted and sitting in the saddle, and dispels itself if the rider is removed from the saddle. The spell is treated as if cast by a 20th level druid and makes no visible change to the target.

Caster level: 7th

Prerequisites: Craft Magic Arms and Armor, *spell resistance*

Market Price: +2 bonus

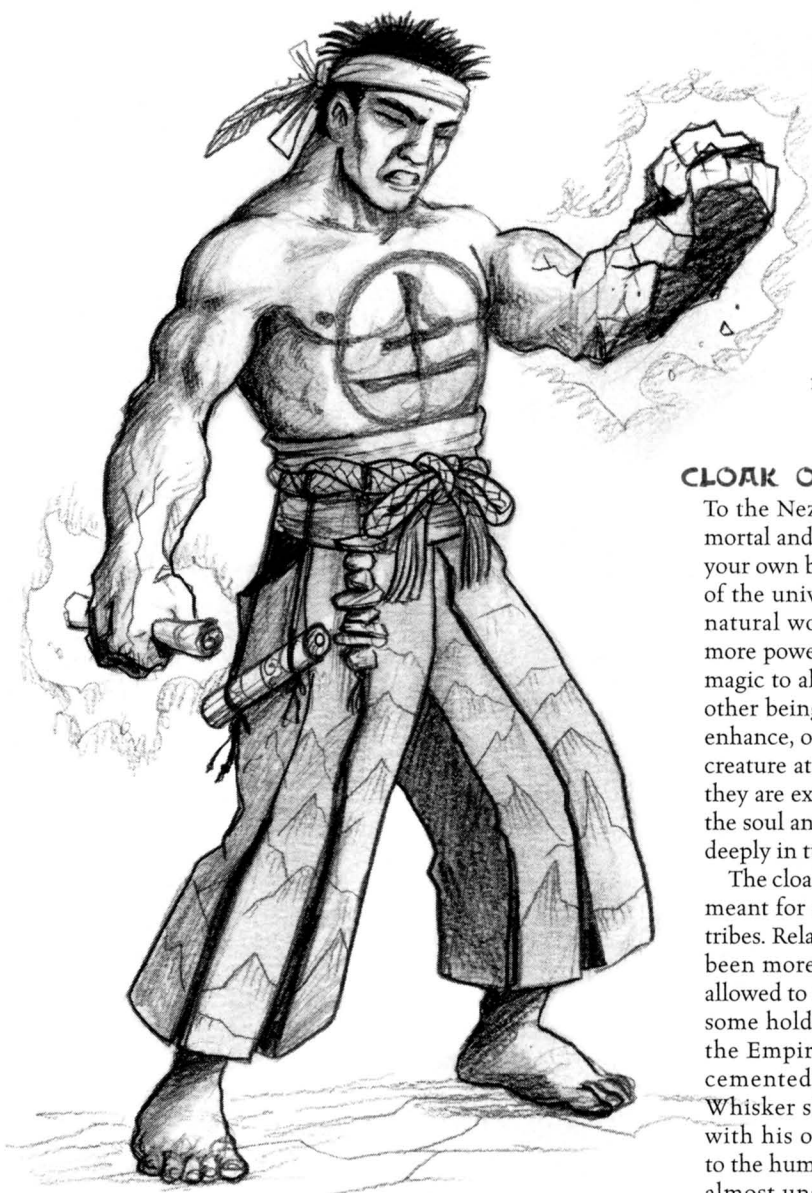
A steel saddle may be mentally commanded to cast *Armor of Earth* on the rider twice per day. This ability will only function when the wearer is mounted and sitting in the saddle, and dispels itself if the rider is removed from the saddle. This effect makes no visible change to the target.

RATLING

Items infused with magic are rare among the Nezumi. This stems from both the fact that sorcerers among the race are relatively rare, and few things the ratlings possess are of the correct quality to receive such enhancement. Though Name magic is not so selective about the item’s perfection, many such items tend to be the personal property of Nezumi shamans and few are willing to risk a Nametaker’s wrath for even the most impressive sticks.

SHARP-SHARP STICK

Nezumi tribes constantly skirmish for territory and find themselves hunted by humans who do not understand them, but they always consider one threat their true enemy — the Shadowlands. When Fu Leng fell from the Heavens, his impact destroyed the civilization the Nezumi had created and plunged them into an age of darkness they have yet to recover from. Many ratling tribes still live in the deepest parts of the Shadowlands, forcing them to contend with the most depraved beasts Jigoku has spawned into the mortal realm. Because of all this, the most commonly crafted magic item among the Nezumi shamans is what the ratlings refer to only as “the sharp-sharp stick”. What the Nezumi lack for in jade they have covered with their powerful Name magic and an absolute hatred for the things that have stolen their homelands.



These sharp-sharp sticks are practically indistinguishable from any other form of ratling "pointy stick" weapon at first glance. A close inspection reveals the markings on the stick to be in an obvious pattern, but those who have a sharp-sharp stick brandished at them hardly have the time for a more detailed look. These weapons are designed with a single purpose in mind, to drive the Tainted beasts from what was once the Nezumi's homeland and they do their job well. Tales abound, among those within and outside the Shadowlands, of a single wild ratling bushi bringing a mammoth oni to its knees with a single defiant strike from a sharp-sharp stick. Because of their unremarkable appearance, the beasts of the Shadowlands take habitually shying away from ordinary jagged sticks in the hands of Nezumi.

A sharp-sharp stick can be made of any crude low quality wooden weapon (such as a spear or arrow). Weapons enhanced in this manner have their critical threat range doubled and their critical damage modifier increase by one when attacking any creature with the Shadowlands Taint.

Caster level: 5th

Prerequisites: Craft Magic Arms and Armor, protection from evil

Market Price: +2 bonus

A sharp-sharp stick can be made of any crude low quality wooden weapon (such as a spear or arrow). Weapons enhanced in this manner roll and keep an additional die of damage when attacking a target with the Shadowlands Taint. In addition, damage die that roll 8 or 9 are considered to have resulted in a roll of 10 (and rerolled appropriately).

CLOAK OF NAME

To the Nezumi, Name is the most powerful concept in the mortal and spiritual realms. It is a thing that defines not only your own being, but how your soul fits into the grand pattern of the universe. Everything and everyone connected to the natural world has a Name, though some have greater and more powerful Name than others. Ratling shamans use their magic to alter and manipulate the Name of objects and even other beings to create effects. Skilled shamans can suppress, enhance, or even completely strip away the Name of another creature at a whim. Because of the way ratling magic works, they are exceptionally adept at strengthening and weakening the soul and body of others, especially other Nezumi who are deeply in tune with their own Name.

The cloak of name is a result of applying this magic to items meant for ambassadors to the human Empire from Nezumi tribes. Relations between the ratlings and humans have never been more cordial, as a Nezumi ambassador has even been allowed to stand in the Emperor's own court recently. Though some holdouts remain that refuse to maintain contact with the Empire, many Nezumi are eager to see such alliances cemented and furthered. To this end, one of the Third Whisker shamans created a great fur cloak that he infused with his own name and gifted to Zin'tch, the ambassador to the human courts. The effect made those with lesser Name almost unable to ignore or even show hostility to Zin'tch. Though the Nezumi ambassador has yet to report this to the tribes, the cloak has shown him that a great many of the people in this Emperor's Court seem to have exceptionally weak Name.

A cloak of name grants its user several benefits. First, it raises the wearer's Charisma by 2 points, or 4 if the cloak is made specifically for him. Secondly, any time another creature wishes to take a hostile action against the wearer, the attacker must make a Will save at a DC of 15 + the wearer's Charisma bonus. Failure indicates the attacker does not roll for initiative and instead acts last out of everyone involved in the ensuing melee. This effect may only affect a creature once each day. It is important to note the cloak must be made of fur and skin, and thus anyone but a Nezumi wearing it would likely be thrown out of any civilized Rokugani event.

Caster level: 9th

Prerequisites: Craft Wondrous Item, eagle's splendor

Market Price: 16,000

Weight: 2 lb.

A cloak of name grants its user several benefits. First, the wearer gains a Free Raise to all Awareness rolls while wearing the cloak. Secondly, any time another creature wishes to take a hostile action against the wearer, the attacker must make a contested Awareness roll against the wearer. Failure indicates the attacker does not roll for initiative and instead acts last out of everyone involved in the ensuing melee. This effect may only affect a creature once each day. It is important to note the cloak must be made of fur and skin, and thus anyone but a Nezumi wearing it would likely be thrown out of any civilized Rokugani event.

NAGA

A race that is structured even more rigidly than the society of Rokugan, the Naga approach the matter of magically enhanced items as another issue to be organized and executed according to a plan. Nemuranai among the Naga is not uncommon, though any sort of variation in their ability or strength is exceedingly rare. In short, the Jakla sorcerers of the race find what works best and adhere to it.

NAGA CRYSTAL

One of the first things Rokugan learned from the Naga, when they awakened during the Clan War, was their intense hatred for the Shadowlands. The Naga called their enemy the Foul, and they knew it from a time before Fu Leng came to rule Jigoku. The threat of oni, goblins, and other Tainted beasts existed long before the fall of the Kami, when the Naga ruled the lands that would become Rokugan. Though they were less powerful and numerous, they were contained by no Kaiu Wall, and ran where they pleased when they were able to force their way into the Realm of Mortals. Because of this, every Naga knew of their enemy and was prepared to fight them. The Naga learned that crystal and jade held special strength against the creatures of the darkness but they favored crystal by far due to its ability to be easily carved into weapons. Combined with the magic of their Jakla sorcerers, Naga crystal weapons became as light and as strong as steel but were much more effective at striking down Tainted enemies than mere metal.

Among the Naga, Naga crystal weapons were exceptionally common. Each able-bodied warrior carried at least one spear or blade made of the material, every Jakla had a personal dagger of Naga crystal, and many non-combatant Naga carried such a weapon just in case. Since the fall of the Naga civilization, their frequency had naturally diminished, though newly discovered Naga ruins create a new influx of these weapons into the Empire. Of course, the Crab are more than a little interested in obtaining these artifacts when they can, but the Empire's treaty with the Naga forces them to barter with the Naga over the weapons instead of outright taking them from the ruins. With so few Naga still awake after the Battle of Oblivion's Gate, contacting the Naga to arrange such a deal is a daunting task. The treaty with the Naga mentions nothing of claiming Naga blades found outside such ruins, however, and the Crab have stockpiled a considerable amount of Naga crystal weapons taken (for study by the Kuni, of course) from bandits and the like.

Any slashing or piercing weapon can be made of *Naga crystal*. Weapons made of this substance are considered jade or crystal for purposes over overcoming DR against Shadowlands Tainted creatures (whichever is most favorable). In addition, they possess the keen enhancement when attacking such opponents.

Caster level: 9th

Prerequisites: Craft Magic Arms and Armor, *protection from evil*, must be Naga

Market Price: +2 bonus

Naga crystal weapons affect Shadowlands creatures as if they were both jade and crystal, whichever is most favorable.

SERPENT BOW

Many Naga pride themselves on their martial skills, but few such talents are as respected among the race as skill with the bow. The Naga were not overly active hunters, but their war tactics centered on using their great body length to a reach advantage. Archery accented these strategies a great deal, as a unit of armed spearmen could assault an enemy from as far as 20 feet away with their weapons, then fade back as archer fire decimated the enemy further. Combining such attacks at once was a dazzling, if dangerous, display of military prowess and discipline. Only the most elite units of archers were allowed to make such an attack, though not a single Naga casualty has occurred due to friendly Naga fire in the race's entire history.

The greatest gift a master of Naga archery could receive was the "serpent's bow", a mix of the highest craftsmanship and magic abilities of the race. To hold such a bow was exceptionally rare, and to earn one was to be guaranteed the bow would return to your side each time you were reborn in the Akasha. Upon the owner's death, they were held by the Jakla until that soul was reborn and the sorcerers of the race ensured this gift came back to its rightful owner when he was old enough to draw a bowstring. These bows attuned themselves to the recipient they were intended for, and thus had no power in someone else's hands. Woe to the enemy who faced a Naga with such a bow, however, as these weapons struck with the speed and elusiveness of their namesake. Other archers were confounded by the bows enchantment, unable to make a single arrow hit the Naga while he fired perfect shots with uncanny speed.

Bows with this enhancement allow the wearer to immediately, as a free action, make a ranged attack at a target that attempted a ranged attack upon them and missed. Doing so causes the wearer to spend an Akasha (Void point). In addition, the bow grants a +4 deflection bonus to Armor Class against ranged attacks. These properties only function while the bow is held.

Caster level: 7th

Prerequisites: Craft Magic Arms and Armor, *spell resistance*

Market Price: +2 bonus

The serpent's bow enhances the bearer's ability to evade enemy fire while held, increasing his TN to be hit by 5 against ranged attacks.



SHADOWLANDS

OBSIDIAN TEA

The Empire has seen more heated, more frequent, and more intense conflicts with the Shadowlands in the last 50 years than at any other point in history. Culminating in Iuchiban's recent Rain of Blood and its resulting increase in maho use, countless noble samurai have had their fortunes ruined due to contracting the Taint. In the past, Taint was often avoided or lessened through the bearing of jade, and those who contracted the Taint could treat it through drinking Jade Petal Tea.

With the Empire's stockpiles of jade precariously low, otherwise minor injuries are Tainted, and the current demand for Jade Petal Tea far outstrips the abilities of the Crane to produce it. For most samurai and shugenja, alternatives to a slow degradation to the Taint are available, in the form of seppuku, retirement, or perhaps joining the Crab "Damned" units. For most courtiers, these are not appropriate solutions, as many are owed favors from other individuals that are not easily transferred to a successor. Many of the afflicted spend a great deal of time and energy searching for a solution, and nearly all find their efforts in vain.

The Bloodspeakers, who accrue Taint as a result of frequent maho use, have several solutions, many of which they are willing to share. By far the most popular, and successful, "treatment" that they offer is Obsidian Tea. Like Jade Petal Tea, Obsidian Tea is produced through the cultivation of special plants, in this case, in conjunction with maho during their growth cycle. Visually indistinguishable from conventional or Jade Petal Tea, except to a trained observer, Obsidian Tea has many of the same effects as Jade Petal Tea when consumed by a Tainted individual. Users of Obsidian Tea find that their physical symptoms go into remission, and mental aberrations abate, for the duration of its effects. In effects, Obsidian Tea is essentially the same as Jade Petal Tea.

However, the mechanism by which Obsidian Tea operates is far different from Jade Petal Tea. While Jade Petal Tea combats the Taint within an individual directly, Obsidian Tea internalizes the Taint, preventing it from manifesting by driving it deeper into the user's body, which has the effect of actually accelerating the rate at which the Taint spreads within the drinker. As the Bloodspeakers often distribute Obsidian Tea to the Empire at large as "Jade Petal Tea" through black market sources, this leaves the victim with no recourse but to purchase more if he is to continue in his duties, further accelerating his degeneration.

Obsidian Tea suppresses symptoms and signs of the Shadowlands Taint, at the cost of increasing the rate at which the user acquires more Taint. Tea needs to be imbibed once every 2 weeks in order to suppress Taint symptoms, much like the Jade Petal Tea it was designed to emulate. An individual being treated by Obsidian Tea has moderate Taint symptoms reduced to minor ones, and minor ones go into remission for the duration (Severe symptoms are beyond the ability of Obsidian Tea to hide). Additionally, the user's Taint is treated as one full Rank lower for spells and abilities that check Taint, including being detected as Tainted. However, the price is significant—anybody drinking a dose of Obsidian Tea who has even 1 point of Taint immediately gains an additional point of Taint (those with no Taint will not gain a point as a result). Multiple doses within a 2 week period provide no additional benefits, although the Taint penalty is incurred with every dose.

Caster Level: 11th

Prerequisites: Brew Potion, *heal*, the *caress of fu leng* (maho-tsukai spell)

Market Price: 1,650 GP

Cost to Create: 825 GP + 66 XP

Weight: 1 lb. per dose



Obsidian Tea suppresses symptoms and signs of the Shadowlands Taint, at the cost of increasing the rate at which the user acquires more Taint. Tea needs to be imbibed once every 2 weeks in order to suppress Taint symptoms, much like the Jade Petal Tea it was designed to emulate. An individual being treated by Obsidian Tea has moderate Taint symptoms reduced to minor ones, and minor ones go into remission for the duration (Severe symptoms are beyond the ability of Obsidian Tea to hide). Additionally, the user's Taint is treated as one full Rank lower for spells and abilities that check Taint, including being detected as Tainted. However, the price is significant—anybody drinking a dose of Obsidian Tea who has even 1 point of Taint immediately gains an additional point of Taint (those with no Taint will not gain a point as a result). Multiple doses within a 2 week period provide no additional benefits, although the Taint penalty is incurred with every dose.

HUNGRY BLADES

Every honorable samurai wants to serve his lord to the best of his ability, through honorable deeds, glorious actions, and success in all things. Even though success is not always feasible, possible, or worth its cost, no samurai wants to present his lord with failure. Iuchiban and his vassal Yajinden understood this well, and forged the original Bloodswords — Ambition, Judgment, Passion, and Revenge — in order to turn the virtues of samurai against them, and lead their wielders to ruin. After the defeat of the two, derivative Bloodswords, less powerful than the original four but no less insidious, were created by other tsukai and Bloodspeakers. Over the years, the forces of the Empire have learned to recognize symptoms of bloodsword influence, making the blades far less useful at corrupting and subverting samurai. With the return of both Iuchiban and Yajinden to power, blades are beginning to surface, with different effects but the same malign intent.

Hungry Blades, forged as wakizashi in mockery of the role a wakizashi has in discharging a samurai's final duty, feed their wearer's desire to bring glory to his lord, while feeding on his virtue and nobility. A samurai who bears a Hungry Blade will find that his emotions are clearer, his mind more focused, and be better able to handle the demands of the court while in combat, Hungry Blades strike as swiftly and cleanly as any katana. In all cases, the samurai finds that by embracing rather than denying his emotions, the sword lends him strength and confidence.

Under prolonged influence, wielders of Hungry Blades find their objectivity and self-control erodes. While their motives remain as pure as they were before acquiring a Blade, their ability to restrain themselves and react appropriately dissipates. More than one courtier has destroyed his own career after receiving one as a "gift", and capable generals have been lost charging into battle when a withdrawal was in order.

Any time someone carrying a Hungry Blade feels an all-consuming need to succeed at a task where being emotionally focused upon a goal would be an asset (DM judgment call), the Blade provides a +2 circumstance bonus to the appropriate skill or attribute. If the Blade is wielded in combat under similar emotional conditions, this bonus applies to both the to hit and damage rolls. Keep track of how many times a character receives this bonus. After five occurrences, have the character make a DC 5 Will save. If the save is failed, the character has fallen under the influence of the Blade, and loses the ability to distance himself from his emotions, acting impulsively and recklessly. If the save succeeds, have the character make another save every five times the sword's bonus is invoked, with the DC increasing by an additional 5 each time. Note that the character does not need to command the sword to provide assistance—the sword reacts automatically to emotional needs.

Caster Level: 12th

Prerequisites: Craft Magic Arms and Armor, *sinful dreams* (maho-tsukai spell)

Market Price: +2 bonus

Weight: 3 lbs.

Anytime someone carrying a Hungry Blade feels an all-consuming need to succeed at a task where being emotionally focused upon a goal would be an asset (DM judgment call), the Blade provides Free Raise to the appropriate skill or attribute check. If the Blade is wielded in combat under similar emotional conditions, this bonus becomes a Free Raise on an attack roll that must be used for additional damage. Keep track of how many times a character receives this bonus. After five occurrences, have the character make a Willpower save of TN 5. If the save is failed, the character has fallen under the influence of the Blade, and loses the ability to distance himself from his emotions, acting impulsively and recklessly. If the save succeeds, have the character make another save every five times the sword's bonus is invoked, with the TN increasing by an additional 5 each time. Note that the character does not need to command the sword to provide assistance — the sword reacts automatically to emotional needs.



GENERAL

SIN

Not all awakened items are caused by heroic deeds or glorious destinies. Just as the souls of steel can be corrupted by the impurities of Jigoku and the sin of mortal hearts, steel is likewise vulnerable to the dark touch of kansen and darkness. Fear, desperation, and failure draw the attention of corrupted spirits into weapons, and such cursed items have a habit of taking the doom of their previous owner and repeating it upon the unwary who inherit them. The most common name for these weapons are “blades of sin” (or armor of sin, etc.), and they are universally shunned once they are identified. Unfortunately, they are not so easily seen for what they are, as the items are created by a failing of a great hero falling to one of the Three Sins — fear, desire, or regret. Often, these items are received as an inheritance or reward for valorous service due to a previous owner being widely recognized as a hero for one reason or another. What is not known is that such a glorious owner fell from grace privately before his death and the new owner has inherited the weak spirit of the previous owner.

Because these items are made from the failure of a hero, they initially seem like a powerful or at least somewhat beneficial ancestral item. If the previous owner was known for his great strength, the new bearer seems to feel stronger and more robust while he carries the item. Likewise, the item will accentuate any ability or skill the heroic owner was known for... but eventually attempts to betray the new owner into the previous one's dark fate. It will either fail at a critical moment, or bring ruin upon the bearer through its use. Where the item may have made its new owner strong, it would fail him when only his strength could carry him through some dramatic, and possibly very public, confrontation. Of course, the item is hardly considered the source of blame, as many in Rokugan are more than willing to heap shame and dishonor upon the name of such a failure. Likewise, a weapon could bring ruin to generation after generation of a family, always being careful not to become associated with the unlucky fate of its owners.

Sin items can be of any sort of weapon or armor. DMs may create any amount of enhancements up to a total of +5 bonus appropriate to the history of the item and apply them. These bonuses will either fade at a particular moment to bring the most ruin possible to an owner, or disappear whenever the owner fails a saving throw (such as attempting to avoid a fear effect and running from his duty) associated with the history of the weapon.

Caster level: 7th

Prerequisites: Craft Magic Arms and Armor, *spell resistance*

Market Price: +2 bonus

GMs choose how a Sin item is enhanced, appropriate to the history of the weapon. For example, the sword of a man with legendary strength may give the bearer a Free Raise on all Strength rolls. These benefits will either fade at a particular moment to bring the most ruin possible to an owner, or disappear whenever the owner fails a roll (such as attempting to avoid a fear effect and running from his duty) associated with the history of the weapon.

GRANDFATHER

The most common type of nemuranai are weapons awakened by generations of dedicated and similar use. Items such as katana and armor that pass from the hands of one generation to the next in noble service almost always become awakened if all of their owners are strong of spirit. These items become home to kami who have grown attached to the family that passes down the item, and these spirits wish to lend their aid to the bloodline of their first owner. In Rokugan, it is common to refer to these things as “my grandfather's sword” or “armor of my grandfather”, though they pass equally down from the male and female heirs. These items only awaken to those who pursue the goals of the family and clan, and carry no impure desires and dishonor in their spirit. A blade in the Lion Clan may pass down from generation to generation, each owner serving and carrying rank in the Imperial Legions, and eventually that blade would grow to shield its owner from dishonorable opponents or bring him luck in battle against enemies of the Empire. Whatever the purpose, these items will only function for the heirs of the weapon, or his close family.

Though such items are constantly evoked in both the history and fiction of the Empire, they are far more common than many would believe. At the most basic level of becoming awakened, these items serve only one function — to protect their master from harm and crush the enemies of the family. These ancestral items are only the most basic form of nemuranai, but they are still powerful in their own right. To carry the sword of your grandfather or to wear your grandfather's armor into battle is the honor of every samurai in the Empire and a great point of pride for those who can trace their inheritance back many generations.

An item of *my Grandfather* can be applied to any weapon or armor. The item either grants the bearer a +1 deflection armor bonus and +1 enhancement bonus to damage against dishonorable opponents, or the same against honorable opponents. DMs should feel free to have these bonuses activate against particular enemies of the character's family or clan.

Caster level: 7th

Prerequisites: Craft Magic Arms and Armor

Market Price: +1 bonus

A Grandfather's item can be any weapon or armor. The item raises the bearers TN to be hit by 1 and adds 1 to all his attack rolls when facing an opponent with a particular rank of personal honor — either 0, or 4 or higher. GMs should feel free to have these bonuses activate against particular enemies of the character's family or clan.

CHAPTER FIVE:

GAJIN WEAPONS

THE SERPET

"What is it?" Shiba Kiku asked, looking curiously at the weapon Yoma bore.

"It is called a mace," Shiba Yoma replied, hefting the flanged chunk of bronze easily between his hands. "It is a weapon wielded in the Senpet Empire, a land far beyond the Burning Sands."

"Where did you find it?" Kiku asked, eyeing the cobra designs on the weapon with interest.

"This is the time for training, not stories," Yoma replied, moving easily around the dojo floor as he circled Kiku.

"It seems such a crude weapon," Kiku said, drawing her boken. "It reminds me of a Crab's tetsubo."

"Not crude, clever," Yoma corrected, flipping the mace in the air and catching it by the haft. "Come at me."

Kiku nodded and charged toward Yoma, shouting a fierce kiai cry as she swung the boken at his midsection. Yoma held the mace in two hands, one at each end, blocking Kiku's blow with the weapon's shaft. He spun the mace in both hands, throwing the sword off-balance, then brought it up in one hand and, with a perfect downward stroke, shattered the weapon at its center.

Kiku stumbled backward, thrown off balance by the force of the blow. Yoma extended one hand and gripped her shoulder to steady her, then hefted the mace with a smile.

"Impressive," she said. "I underestimated that weapon."

"Once you have closed your mind to all options, Kiku, you are defeated," Yoma replied.

WEAPONS OF THE SERPET EMPIRE

The Senpet Empire is a vast territory located somewhere far north of Rokugan, beyond the Burning Sands and the ancient city of Medinaat-al-Salaam. The Empire has existed relatively unchanged for thousands of years. The Senpet are a society of holy warriors, worshiping a pantheon of hundreds of gods and conquering all they encounter in their most holy names. Many nations and cultures have fallen to the simple yet effective weapons wielded by the hordes of zealous Senpet warriors. Senpet weapons are rarely used outside their empire due to their simplistic nature, but there are a few who have adopted their unique fighting style. A handful of these weapons can be found in Rokugan, brought back by the Scorpion following their enslavement by the Senpet during a brief period of exile several decades ago.

SERPET LONGBOW

The bow and arrow have dominated Senpet ranged weaponry for centuries, and it is unlikely this will change in the foreseeable future. Senpet archers are well known both for the range of their bows and the accuracy of their arrows. A common tactic among Senpet commanders is to soften enemies with an endless barrage of long-range combat from highly skilled archers, then shattering the front lines with a rapid strike from chariot squadrons.

The Senpet craft their bows from yew wood, allowing enormous flexibility and tensile strength. Unlike Rokugani archery techniques, the Senpet recognize the value of aiming their ranged strikes, and are adept. The average Senpet archer can fire an arrow substantially farther than the average Rokugani archer, and with accuracy that only the most skilled samurai can match.

Senpet longbows are crafted from extremely flexible wood, and have a range increment of 125 rather than the standard 100.

A Senpet bow has a strength of 3, which is added to the standard arrow's DR (treat as ya arrows with a 2k2 damage rating). The accurate range of these bows is approximately 250 feet.

SENPET DAGGER

The Senpet relied heavily on daggers for much of their early history. Most of these were made from bronze, the most readily available metal in the region where the Empire was born. While suitable for daggers, the bronze was too brittle to make much larger weapons without compromising their integrity. Early military training among Senpet legions focused heavily upon the dagger, as larger blades frequently broke, forcing soldiers to be highly skilled in close-quarters combat.

Senpet daggers are more fragile and brittle than normal daggers. Any critical failure or success on an attack roll requires an immediate weapon save (DC 20) or the dagger shatters and becomes unusable.

The Senpet dagger is a 1k1 weapon. If any damage die ever rolls higher than a 15 on a single damage roll, the dagger breaks.

SENPET MACE

The simplest weapons in any army's arsenal can also be the most effective. Blunt weapons, including both the mace and club, have been a part of Senpet weaponry since before their civilization began keeping records of history. The earliest versions were nothing more complex than a simple length of wood, sometimes with a large stone attached to the top. Although the weapons used by the modern Senpet have changed in appearance, their function is very much the same.

The maces preferred by Senpet infantry are long wooden handles with a metal cone attached to the top, wide end pointing outward. The design of the mace head allows the entire force from the blow to be focused on the narrow metal edge, imparting tremendous power to the target. A well-placed blow from such a weapon can kill a man in an instant or crack even the most resistant armor.

The Senpet mace focuses the entire force of its blow on a small area. This weapon reduces the DR of its target by 1 (to a minimum of 1) if the user has the feat Weapon Focus (mace).

The maces that see common use in the Senpet armies are 1k2 weapons. A successful strike against an armored opponent allows the wielder to make a Strength roll (TN 20 for light armor, 25 for heavy). Success lowers the TN bonus of the armor by 1 until the armor can be tended to (10 minutes per point lost)

TABLE 5-1: SENPET WEAPONS, D20

SIMPLE WEAPONS—MELEE

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
Light							
Dagger	2 koku	1d3	1d4	19-20/x2	10 ft.	1 lb.	Piercing and Slashing
One-handed							
Mace	15 koku	1d6	1d8	x2	—	8 lb.	Bludgeoning

MARTIAL WEAPONS—MELEE

One-handed							
Scimitar	315 koku	1d4	1d6	18-20/x2	—	3 lbs.	Slashing
Shamsir	200 koku	1d4	1d6	x2	—	2 lbs.	Slashing
Sword	10 koku	1d4	1d6	19-20/x2	—	6 lbs.	Piercing
Two-handed							
Khopesh	75 koku	1d4	2d4	18-20/x2	—	16 lbs.	Slashing

MARTIAL WEAPONS—RANGED

Long bow	75 koku	1d6	1d8	x3	125 ft.	3 lbs.	Piercing
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EXOTIC WEAPONS—RANGED

Throwing Stone	10 koku	1d4	1d6	x3	20 ft.	8 lbs.	Bludgeoning
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TABLE 5-1: SENPET WEAPONS, L5R RPG 2E

Weapon	DR	Notes
Long Bow	5k2	Damage with standard arrow, maximum accurate range of 250 feet
Dagger	1k1	Will shatter under certain circumstances, see below
Khopesh	3k2	Attack bonuses based on opponent armor, see below
Mace	1k2	Affects armor differently, see below
Scimitar	2k2	Initiative bonus based on attack skills
Shamsir	2k2	Initiative bonus while mounted against unmounted opponents
Sword	1k2	No special qualities
Throwing Stone	1k1	Will shatter under certain circumstances, see below

SENPET SHORT SWORD

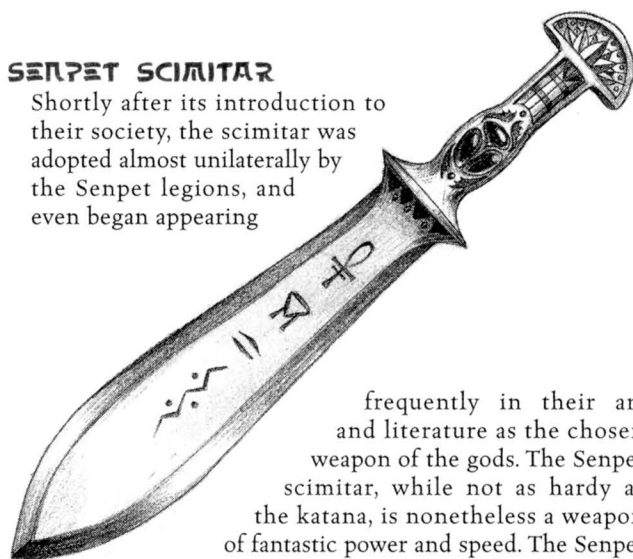
It was not until the Senpet began to conquer other civilizations that they learned more advanced means of metallurgy. Eventually, ironworking made it possible for the Senpet to forge swords, which quickly became the mainstay of their armies. Daggers and axes were also widespread, although not to the same extent as the sword. This practice persisted for centuries until the Senpet encountered and defeated another nation, one whose soldiers used the scimitar. This weapon was eagerly embraced by the Senpet people and soon became their signature weapon, replacing the standard short sword.

Senpet short swords are identical to the short swords described in *Core Rulebook I*.

The Senpet short sword is a 1k2 weapon with no special abilities.

SENPET SCIMITAR

Shortly after its introduction to their society, the scimitar was adopted almost unilaterally by the Senpet legions, and even began appearing



frequently in their art and literature as the chosen weapon of the gods. The Senpet scimitar, while not as hardy as the katana, is nonetheless a weapon of fantastic power and speed. The Senpet weaponsmiths have learned the secrets of steel, and in the past few decades have likewise begun to understand the process and benefit of folding steel to achieve a stronger weapon. This may be a result of examining the katana while the Scorpion were enslaved years ago. This has only increased the effectiveness of the Senpet forces and their weaponry.

Senpet scimitars are considered masterwork scimitars.

The Senpet scimitar is a 2k2 weapon. It grants a +1 bonus to all Initiative rolls to those who are possess at least two ranks in the Scimitar skill.

SENPET KHOPESH

The weapon called the khopesh is presumably a blade incorporated into the Senpet arsenal after being encountered in the hands of a defeated enemy. It has some similarities to the scimitar, hence the average Senpet soldier's ready acceptance of it, but has a more distinctive appearance and fighting style. The blade is thicker, making it a somewhat heavier weapon meant to be used against foes too heavily armored to fall prey to scimitar techniques. The Senpet's heaviest infantry forces are typically equipped with khopesh.

GAIJIN WEAPONS

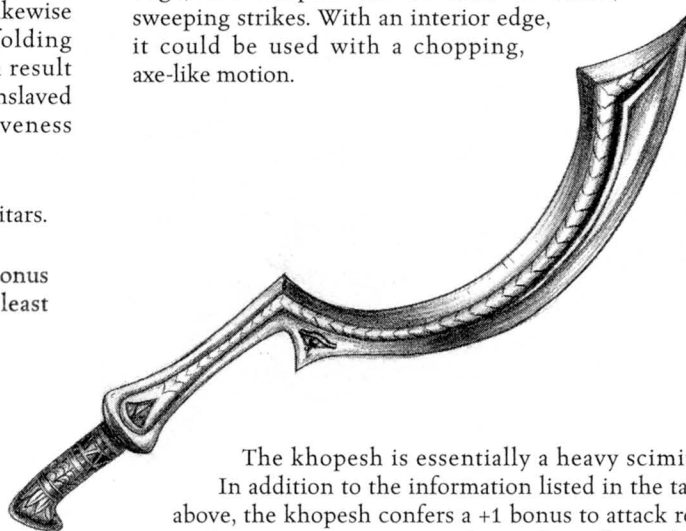
Gaijin weaponry is extremely rare in Rokugan. Only the Unicorn, Mantis, and Scorpion clans possess any significant number of these weapons, and then they tend to be used sparingly. Most clans accept that the Unicorn and Mantis will occasionally use these weapons, particularly in combat, but the Scorpion prefer to keep such advantages hidden from their enemies. Still, it is possible for members of these clans to carry such weapons.

GAIJIN GEAR — REVISED ADVANTAGE (VARIES)

You possess a weapon not of Rokugani design. This weapon may have been passed down from your ancestors who received it, or perhaps it was a gift from your lord. Perhaps you even defeated a gaijin foe and claimed his weapon for your own. In any event, you possess the weapon, but may or may not possess the skill necessary to wield it. The cost of this advantage varies depending upon the weapon's nation of origin and your clan.

Nation of Origin	Mantis	Scorpion	Unicorn
Ivory Kingdoms	4 points	8 points	6 points
Senpet	8 points	4 points	6 points
Merenae	4 points	6 points	8 points
Yobanjin	6 points	8 points	4 points
Yodatai	6 points	8 points	4 points

The khopesh has a sickle-like blade that is attached to a standard sword hilt. The blade can be edged on either side depending upon the preferences of individuals smiths or wielders. When crafted with an exterior edge, the weapon can be used in broad, sweeping strikes. With an interior edge, it could be used with a chopping, axe-like motion.



The khopesh is essentially a heavy scimitar. In addition to the information listed in the table above, the khopesh confers a +1 bonus to attack rolls made against opponents who are benefiting from a total armor bonus of +6 or higher.

Characters wielding a khopesh gain a +1 bonus on all attack rolls versus an opponent in light armor, and a +3 bonus against all opponents in heavy armor.

INHERITANCE

Inheritance is a powerful tradition in Rokugan. The most sacred thing in a samurai's life is the approval of his ancestors. It is in their name that he serves his lord, and the disgrace is theirs if he should falter in his duty. To be given a gift that once belonged to one's ancestors is the greatest honor, and every young samurai dreams of being the one to carry his grandfather's katana into battle.

While katana are obviously the most precious weapons, no samurai would even conceive of turning aside any weapon that his honorable ancestors bore into battle. The Crab often make gifts of other weapons to their family members, just as the Ikoma family of the Lion particularly value the tessen. Regardless of its type, such a weapon is a prized and valued possession that is protected with exquisite care.

D20 MECHANICS

The inheritance tradition is best exemplified through the samurai class ability Ancestral Daisho. Feats and spells exist to allow this benefit to be transferred to a weapon of another type, although at the GM's discretion this may be done without need of a feat or other special ability.

LSR RPG 2E MECHANICS

INHERITANCE — REVISED ADVANTAGE (VARIES)

Upon reaching your gempukku, you were honored by your family with a gift once possessed by your revered ancestors. This weapon is sacred to you, and you will die before you allow dishonor to come to it. This advantage costs a number of points based on the individual weapon's abilities. (Inheritance can obviously encompass any number of things, but this particular point cost table is based on weapons alone.)

Base Cost: Peasant Weapons 1, Polearms 2, Bladed Weapons 3

Quality: Average 0, Fine (required for minor magical abilities) 1, Excellent (required for significant magical abilities) 4

Minor magical abilities: (glowing like a torch, unbreakable, adds one rolled die on a non-combat skill, etc.): 1-3 points

Significant magical abilities: (additional dice on combat skills, free Raises, additional damaging abilities, etc.): 4-6 points.

SENPET SHAMSIR

Similar to the khopesh, the shamsir is an adaptation of the basic scimitar in which all Senpet soldiers are trained. Unlike the khopesh, which is a heavier weapon, the shamsir is a lighter, faster version of the scimitar. The shamsir is a unique Senpet weapon, devised for lightly armored infantry and chariot forces to wield against larger, slower opponents. The Moto have historical records detailing occasional skirmishes with Senpet forces, and the toll their shamsir-wielding, chariot-equipped forces took on the unprepared Moto nomads were considerable.

The shamsir confers a +1 initiative bonus to wielders who possess the high ground (mounted or otherwise) versus opponents on lower ground (or who are not mounted).

The shamsir grants a +2 bonus to all initiative rolls when used while mounted versus opponents on foot.

SENPET THROWING STONES

Another weapon unique to the Senpet forces, throwing stones herald back to the earliest day of their empire. It is believed that these strange ranged weapons first originated as a means of sport among early Senpet society, as it is highly unlikely any such weapon could ever have proved an efficient hunting tool. Among the athletic, however, it was eventually discovered that the stones could be used effectively against larger, slower targets... particularly armored enemy soldiers.

The throwing stones used in combat by specially trained Senpet troops are essentially large stone discs roughly a foot in diameter and an inch in thickness. A small hole is usually cut in the center to reduce the overall weight. Soldiers trained in their use require tremendous upper body strength and can hurl the stones a surprising distance. While accuracy can be a problem, when the stones fly true they can inflict enormous damage. Even targets that are sufficiently armored can easily be knocked prone by the sheer force of impact, which is equally devastating in a combat situation. Throwing stones frequently break when used, or in the ensuing chaos, and so troops trained in their use are also taught to carve their own. Craftsmanship is a matter of great pride among those men and women who employ these strange weapons.

Throwing stones are ranged weapons with a range increment of 20 feet. The stone can be recovered after a failed attack, but a successful attack destroys the stone. Crafting a throwing stone requires stone, the proper tools, and three hours time (this is a variation of the normal crafting rules).

Throwing stones have a maximum accurate range of approximately 20 feet. Successful attacks typically destroy the stone, although failed attacks may allow the stone to be retrieved at the GM's discretion. Use of this weapon requires at least 1 rank in the Throwing Stone skill.

THE IVORY KINGDOMS

The Ivory Kingdoms are situated southwest of the Empire, on the opposite side of the Shadowlands. Though these lands share the same continent with Rokugan, it is far more likely that someone traveling through Rokugan would reach the Ivory Kingdoms by sea, as travel through the Shadowlands is virtually impossible and a voyage across the Burning Sands is only slightly less hazardous.

The Ivory Kingdoms is in actuality an association of several small nations united under the rule of a single Maharaja. Ivory Kingdoms society is strictly caste oriented. In many ways their government resembles Rokugan's, with a Maharaja taking the place of the Emperor and noble families of Kshatriya assuming the roles of samurai. This, however, is where the similarity ends. The Ivory Kingdom's division of social classes even more complex and strictly regimented than Rokugan's. Individuals never marry outside their caste, and are discouraged from associating with those outside of their caste except when necessary, lest one become defiled.

The Ivory Kingdoms do not share Rokugan's xenophobic view. Ambassadors from these nations frequently visit other parts of the world to establish trade or build good relations with foreign lands. The Ivory Kingdoms maintain a strong presence in the city of Medinaat-al-Salaam and have even managed to place one of their ambassadors in the Imperial Capital of Toshi Ranbo (a feat no other gaijin nation can currently claim). The Ivory Kingdoms are currently in good standing with the Crane Clan, and have maintained extremely good relations with the Mantis until recently.

The people of these nations tend to embrace the arts and sciences, and as a result they have advanced far beyond Rokugan in the sciences of mathematics and medicine. The people of the Ivory Kingdoms tend to fear and distrust magic, seeing it as the exclusive domain of the gods and demons. Those who embrace the mystic arts are viewed either as brave scholars, madmen, or both. Though the general philosophy of the Ivory Kingdoms regards open warfare as 'the last resort of a defeated man' this is not to say they are unskilled in the ways of war. Some members of the Kshatriya have engaged foes in seven different nations, and are masters of several different forms of combat. Some of their more notable weapons are as follows:

TABLE 5-2: IVORY KINGDOMS WEAPONS, D20

SIMPLE WEAPONS—MELEE

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
Light							
Jambiya	2gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Piercing and Slashing

MARTIAL WEAPONS—MELEE

Light							
Katar	2 gp	1d3	1d4	x3	—	1 lb.	Piercing

EXOTIC WEAPONS—MELEE

Light							
Bagh-nakh	10 gp	1d3	1d4	x3	—	1 lb.	Slashing
Jambiya*	2 gp	1d4	1d6	x2	—	1 lb.	Slashing
Jambiya*	2 gp	1d3	1d4	18-20/x2	—	1 lb.	Piercing
Kukri*	8 gp	1d3	1d4	18-20/x2	—	2 lb.	Slashing
One-Handed							
Tulwar_	15 gp	1d4	1d6	19-20/x2	—	4 lb.	Slashing
Two-Handed Melee Weapons							
Ankus*	10 gp	1d8	1d10	x3	—	8 lb.	Bludgeoning

EXOTIC WEAPONS—RANGE

Chakram_	6 gp	1d4	1d6	19-20/x2	20 ft.	2 lb.	Slashing
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* The wielder may choose which version of the jambiya's stats he wishes to use with each attack if he possesses the proper Exotic Weapon Proficiency.

* These weapons count as martial weapons for Ivory Kingdoms characters.

* This weapon gains additional abilities if the Exotic Weapon Proficiency feat is taken.

TABLE 5-2: IVORY KINGDOMS WEAPONS, L5R RPG 2E

Weapon	DR	Notes
Ankus	2k2	Ignores TN bonus from armor, reduces Carapace by 5.
Bagh-nakh	0k2	No damage against well armored opponent; Free Raise vs. unsuspecting opponent.
Chakram	1k2	
Jambiya	1k1	Specialized user can choose to deal 0k2 damage instead.
Katar	1k2	2k3 damage if two katars are wielded simultaneously.
Kukri	2k1	Specialized user can choose to deal 1k2 damage instead.
Tulwar	2k2	3k2 damage when wielded from horseback.

ANKUS

Though it would be seen as a strange and fearsome beast in Rokugan, elephants are common creatures in the Ivory Kingdoms. The people of those nations use elephants for travel, labor, and even warfare. The sight of an elephant bearing a large howdah full of Kshatriya warriors is a regal sight — if not exactly unusual. As elephants are large and thick-skinned animals, extraordinary means are sometimes required to gain their attention during training — and this is the origin of the ankus. The ankus consists of a stout wooden pole, two to three feet long, capped by a heavy hooked metal head. The ankus is used as a tool to discipline elephants during training, and later as a goad to steer the animal on a proper course. Many elephant riders quickly realized that their training tool was also quite a deadly weapon when properly used. Elephant cavalymen frequently carry ankus designed for combat — to be used not only to guide their mount but to defend themselves should someone else climb aboard or tip them from their howdah.

A character wielding a ankus gains a +2 circumstance bonus on all Handle Animal checks for elephants or other large animals. This is the default bonus, and can be further increased with a masterwork quality ankus. A character riding an elephant cannot gain this bonus on the same round in which he wields the ankus as a weapon. The ankus counts as a martial weapon for Ivory Kingdoms characters.

The ankus can be wielded with the Subojutsu skill (it is very similar in function and design to the tetsubo). A wielder must have a Strength of 3 to wield the ankus as a weapon. The ankus ignores all TN bonuses to armor in the same manner as a Tetsubo, and reduces the Carapace rating of any target creature by 5. When riding an elephant (a skill that requires a specialized Elephant Handling skill otherwise mechanically identical to Horsemanship) and holding an ankus the rider may add his Ankus or Subojutsu skill (whichever is higher) to his Elephant Handling skill roll.

BAGH-NAKH

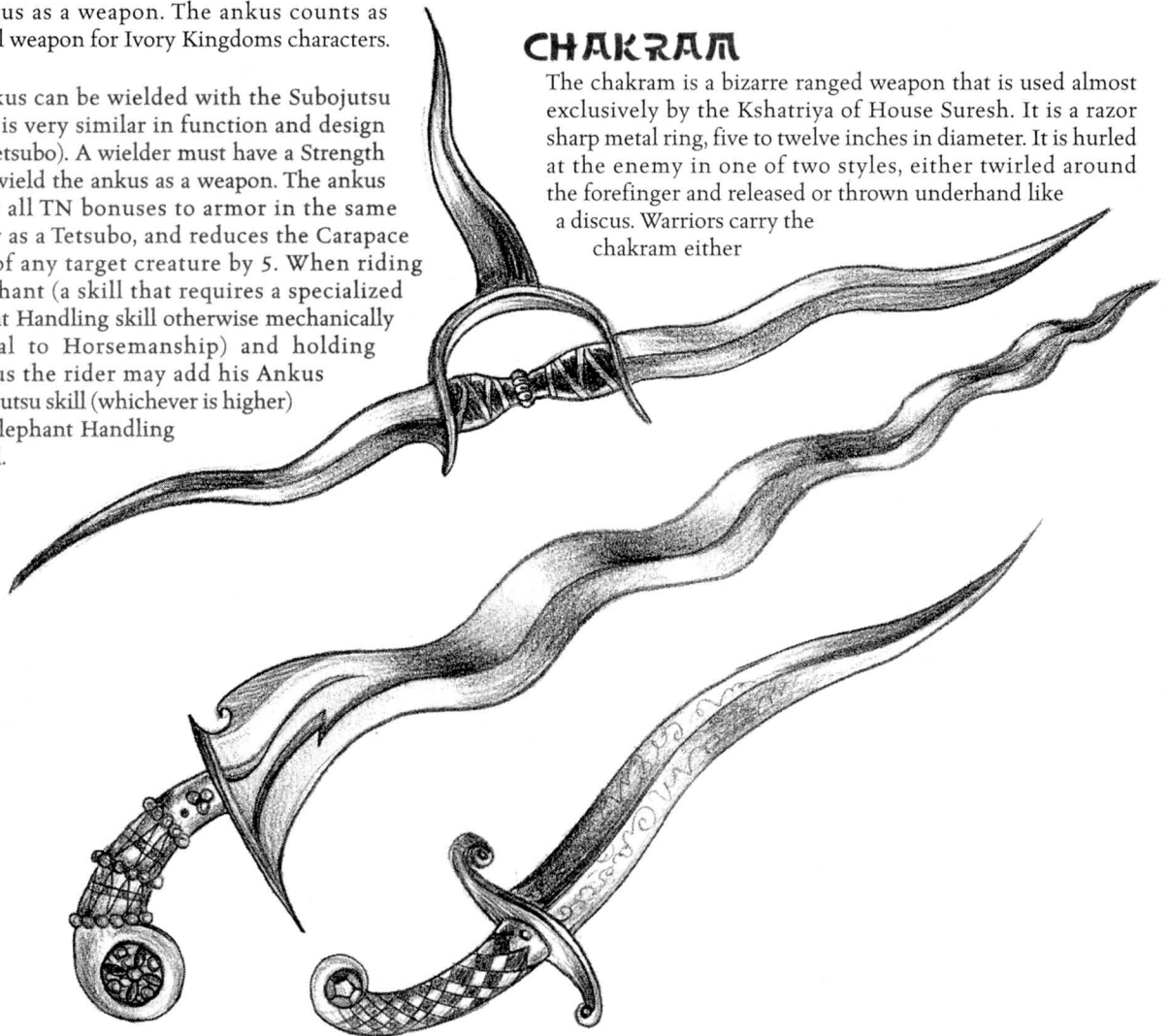
First introduced to the Ivory Kingdoms by the mysterious Qolat, the bagh-nakh is a cruel weapon based on the design of a tiger's claws. It consists of a pair of rings, worn over the forefinger and pinky finger, between which lie razor-sharp claws, which are hidden in the palm until moment of the strike. A bagh-nakh can deliver fearsome raking wounds to an unsuspecting opponent, but is virtually useless against an enemy wearing any sort of armor.

The bagh-nakh deals no damage to a creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. If hidden in the palms, the claws can be extended as a free action (and possibly strike a flat-footed opponent before they can properly defend themselves).

The bagh-nakh deals no damage to an opponent with a +5 or better TN bonus from armor, or with a Carapace of 5 or higher. The claws of the bagh-nakh can be extended and wielded in a single attack, gaining a Free Raise against an unsuspecting opponent. The bagh-nakh can be wielded using any Hand-to-Hand skill with a +5 TN penalty, or they can be wielded with the Bagh-nakh specialized weapon skill.

CHAKRAM

The chakram is a bizarre ranged weapon that is used almost exclusively by the Kshatriya of House Suresh. It is a razor sharp metal ring, five to twelve inches in diameter. It is hurled at the enemy in one of two styles, either twirled around the forefinger and released or thrown underhand like a discus. Warriors carry the chakram either



tied at their belt or worn atop a stiffened turban. A skilled wielder can hurl one of these blades up to sixty meters with deadly accuracy

The chakram counts as a martial weapon for Ivory Kingdoms characters.

The chakram can be wielded with the Chakram specialized weapon skill (attack rolls use Agility/Chakram as this weapon is best used with careful aim). It is a thrown weapon with a range of 100 feet, that takes advantage of the wielder's Strength for damage as if it were a melee weapon.

JAMBIYA

A short, curved dagger with no hilt and a blade sharpened on both edges. This weapon migrated to the Ivory Kingdoms from Medinaat-al-Salaam, and has become extremely popular. It is another trademark weapon of the Kshatriya, who always carry a jambiya at their right hip for both self defense and use as a tool. In recent generations this weapon has developed an unfortunate notoriety, for it is also the weapon of choice for the Cult of the Destroyer — a murderous band of cultists comparable to Rokugan's Bloodspeakers. The Destroyers favored this weapon due to its wicked sharp blade and ease of concealment. By the edict of the Maharaja, all jambiya must be worn openly at all times. Any person caught concealing one upon their person is guilty of conspiring against the Cult of the Destroyer and may be arrested and executed for the offense. In Rokugan, this is one of the less exotic gaijin weapons and may even pass for a strangely designed aiguchi if not closely examined.

The jambiya may be wielded as a simple weapon, with the same statistics as a dagger or aiguchi. By taking the Exotic Weapon Proficiency (jambiya) feat, a wielder may take advantage of the blade's double edge to wield it with normal dagger statistics or either set of the statistics listed on Table 5-2. The wielder may choose the statistics of the weapon each time he strikes with it, but must decide before the attack roll is made.

The jambiya can be concealed in a manner similar to an aiguchi (see the Player's Guide, page 176). It can be wielded with the Tantojutsu weapon skill at no penalty. If the wielder has at least one rank in the Jambiya specialized weapon skill he may choose to keep roll one less die of damage to keep an extra die.

KATAR

Also known as a 'punch-dagger', this weapon consists of a horizontal grip and a long, triangular blade that extends above the knuckles. On some katars, two rods extend from the hilt along the forearm, used for blocking. The weapon is wielded with a sharp, thrusting motion and can be quite deadly in close quarters. Skilled wielders utilize two katars at once, using the twin weapons to devastating effect.

This weapon may be wielded as a martial weapon at no penalty (or as a simple weapon for Ivory Kingdoms characters). However, if the wielder selects the Exotic Weapon Proficiency (katar) feat, he gains a +1 attack bonus when wielding two katars at once (naturally the Two-Weapon Fighting feat will also be required to offset the normal penalties for doing this).

A katar can be wielded with the Tantojutsu skill at a +5 TN penalty. A wielder with at least five ranks in the Katar specialized weapon skill may wield two of these weapons simultaneously. While this grants no additional attacks, this causes the weapon to roll and keep an extra die of damage while both katar are held. This bonus also applies if the wielder has a Technique or other ability that otherwise allows him to attack with two weapons — if this ability grants an attack with each weapon, he gains the damage bonus on both katars.

KUKRI

The kukri is an exotic knife with a broad, heavy curved blade. The kukri is an extremely powerful weapon for its size, designed so that a downward swing can strike an opponent with enough force to cleave a helmet or a skull. This weapon is often carried as a companion to the tulwar, as it is an excellent close range weapon when the tulwar would be too unwieldy.

This weapon is described in the Player's Handbook, but is presented here for the sake of completeness. While this is an exotic weapon to Rokugani characters, Ivory Kingdoms characters treat it as a martial weapon.

The kukri can be wielded with the Tantojutsu skill at no penalty. If the wielder has at least one rank in the Kukri specialized weapon skill, he may choose to roll one less die of damage to keep one extra die.

TULWAR

The tulwar is a slender, curved sword with a recessed or no hilt. It is designed for chopping strikes from horseback, though it is also as swift, deadly fencing weapon. The average tulwar is thirty-three inches long with a twenty-nine inch blade. While this blade is the trademark weapon of the Kshatriya, it is by no means exclusive to that group as the katana is to the samurai. Many noble houses mass produce these blades so that they might outfit city guards and militia, though of course the Kshatriya who lead these forces invariably have tulwar of much finer quality. While cheap tulwar are frequently made from low quality steel (including the hilt), a Kshatriya's weapon is a work of art — covered from the grip to blade with detailed engraving.

The tulwar gains a +2 damage bonus when wielded charging on horseback. This weapon counts as a martial weapon for Ivory Kingdoms characters.

The tulwar is similar enough to the katana that it can be wielded with the Kenjutsu skill, albeit with a +5 TN penalty. It can also be wielded with the Tulwar specialized weapon skill. The tulwar rolls an extra die for damage when charging on horseback.

THE YODATAI

Very little is known of the Yodatai civilization, as it is quite distant from Rokugan. Like the Senpet, the Yodatai are conquerors that have defeated and absorbed countless other small nations and peoples, adding them to their own. As a result, their culture has a large number of wildly varying customs and traditions that are remnants of other cultures absorbed throughout history.

The Yodatai have a widespread reputation as terrible foes on the battlefield. Their armed forces are highly trained and employ lightning fast tactics that are both precise and ruthless. No historical records have any record of the Yodatai meeting defeat on the battlefield, although they have halted otherwise successful military campaigns in the past when they reach a large body of water, something that their legends or religion has taught them to fear.

YODATAI SHIELD

Unknown in Rokugan save for those employed by the Unicorn Clan, the shield has served the Yodatai armies very well indeed over the centuries. Yodatai soldiers, often called centurions, are taught to fight defensively, choosing their strikes carefully in order to preserve their energy and power to engage multiple foes. This strategy has enabled the centurions to defeat forces that drastically outnumbered them on many occasions.

The shield is the key to the average centurion's fighting style. The centurion advances upon his foes, using the shield to turn aside their initial attacks. The purpose for the first vital few seconds of combat is to cautiously probe the enemy for weaknesses while allowing their strikes to be absorbed by the shield. Once the enemy's initial enthusiasm is dampened and their fighting style assessed, the centurion can move in with more purposeful attacks and, presumably, penetrate their defenses quickly and easily. While this is obviously not as simply as it appears, the basic tactic is both effective and easy to master. As an added edge, Yodatai shields tend to be highly reflective and can be used to blind an opponent if the opportunity arises.

The Yodatai shield confers a +3 armor bonus to AC. A character equipped with a Yodatai shield may make a standard ranged attack against any single opponent within Close range (25 feet). If successful, the target must make a Reflex save (DC 20) or be blinded for one round. This attack may only be used against an opponent once per combat.

The Yodatai shield adds a +5 bonus to the user's TN to be hit. This requires one hand, however, and makes it impossible to wield certain two-handed weapons (such as the katana for all styles other than the Mirumoto). A character wielding a Yodatai shield may make a ranged attack (using the Defense skill) against any opponent within 25 feet. If successful, the opponent must make a Reflexes roll (TN 20) or be blinded and incapable of action for one round. This attack may only be used against an opponent once per skirmish.

TABLE 5-3: YODATAI WEAPONS, D20

SIMPLE WEAPONS—MELEE

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
Light							
Pugio	2 koku	1d3	1d4	19-20/x2	10 ft.	2 lbs.	Piercing

MARTIAL WEAPONS—MELEE

One-handed							
Gladius	10 koku	1d4	1d6	19-20/x2	—	6 lbs.	Piercing
Sword	15 koku	1d6	1d8	19-20/x2	—	4 lbs.	Piercing
Two-handed							
Spatha	95 koku	1d4	2d4	18-20/x2	—	14 lbs.	Slashing

MARTIAL WEAPONS—RANGED

Pilum	10 koku	1d4	1d6	x2	20 ft.	6 lbs.	Piercing
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EXOTIC WEAPONS—RANGED

Plumbata	3 koku	1d4	1d6	x2	20 ft.	2 lbs.	Piercing
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TABLE 5-3: YODATAI WEAPONS, L5R RPG 2E

Weapon	DR	Notes
Gladius	1k2	Adds +2 to attack rolls versus armored opponents
Pilum	1k2	Entangles opponent without successful Strength roll, see below
Plumbata	2k2	Ranged weapon, does not add user's Strength
Pugio	1k2	No special qualities
Spatha	2k2	+5 initiative against opponents when mounted
Yodatai Shield	—	+5 to TN, ranged attack to blind opponents
Yodatai Sword	2k2	No special qualities

YODATAI SWORD

The most basic sword employed by Yodatai forces is a clumsy, cumbersome weapon when compared to other blades such as the Rokugani katana or the Senpet scimitar. The earliest forms of this weapon were made from base metals such as bronze or iron, although the Yodatai quickly recognized the benefits of blended alloys and changed to more durable materials as soon as their civilization reached a point where such science was available. The swords have a very characteristic look, with typical hilt and sword guard that are frequently decorated with designs that mark the blade as the product of a particular smith. The blade extends outward from the hilt, widening noticeably as far as three quarters of its full length, then narrowing again to a point. Both edges are sharpened, allowing the blade to cut both on the initial strike and on the back strike as well. The blade is substantially heavier than most comparable weapons, again including the katana and scimitar. Although primarily a slashing weapon, the sheer weight from these blades can render them an effective bludgeoning tool should the edge dull or the flat of the blade be turned toward the target. In time, these blades were replaced by more effective variants taken from conquered enemies, such as the gladius and the spatha.

The Yodatai sword is identical to the typical longsword described in *Core Rulebook I*.

The Yodatai sword is a 2k2 weapon. It may be wielded one handed.

GLADIUS

A shorter version of a basic Yodatai blade, the gladius does not share the characteristic wide blade that typifies other blades. A gladius does not have any appreciable sword guard, but rather a lengthy blade that is typically the same width almost the entire length, cutting sharply into a point only within the last few inches. The gladius is primarily a thrusting weapon, intended to be used at close quarters and capable of penetrating many forms of armor without great difficulty. Particularly powerful warriors can utilize the gladius to penetrate even heavy plate, making the blade particularly valuable when facing heavily armored foes on the battlefield.

The gladius is considered a short sword. Opponents struck with a gladius reduce their total armor bonus to AC by 1 to determine if the attack is successful or not.

The gladius is a 1k2 weapon. Any character wielding a gladius adds +2 to all attack rolls against armored opponents.

SPATHA

A longer version of a typical Yodatai blade, the spatha has been adapted to be an ideal weapon for use by mounted troops. Again, the blade does not widen in the same fashion as a traditional Yodatai blade, and it curves slightly on the end. The slimmer blade allows the spatha greater speed, which is precisely how it is intended to work. It is believed this blade is based on one taken from a conquered civilization, although historical records are inconclusive. Some scholars have pointed out the similarity between the Senpet scimitar and the spatha, but no link between the two has yet to be established.

In addition to the qualities listed in the table above, the spatha is considered a polearm when used from horseback.

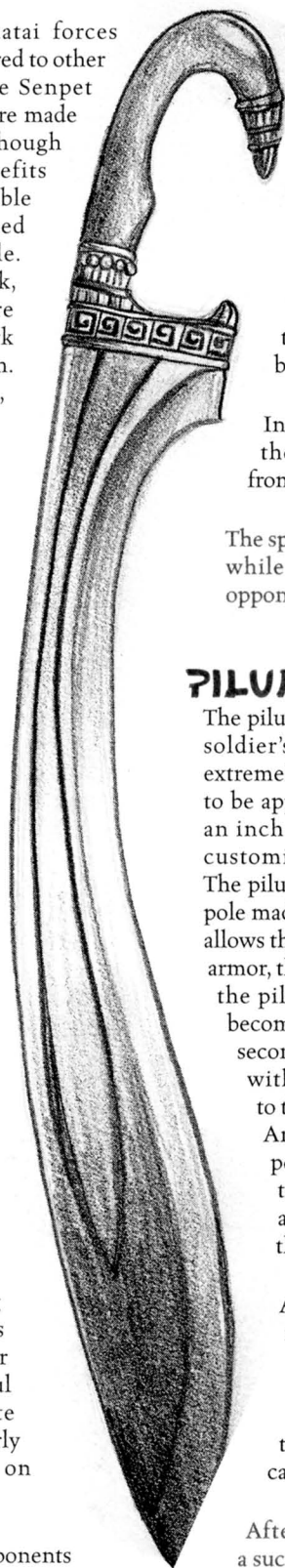
The spatha is a 2k2 weapon. A character wielding a spatha while mounted receives a +5 initiative bonus against opponents on foot.

PILUM

The pilum is a devious weapon designed to cripple an enemy soldier's defenses and mobility, and it achieves that end extremely well. In essence, the pilum is a javelin. They tend to be approximately six to eight feet in length and roughly an inch in diameter, although individual warriors often customized their exact dimensions to suit their needs. The pilum has a heavy metal head and a lightweight, flexible pole made from soft metals. This is an intentional design, as it allows the pilum to penetrate the outer layers of an opponent's armor, the impact warping the pole in the process. This makes the pilum difficult to remove from one's armor without becoming entangled, which can cost an opponent precious seconds on the battlefield. More skilled warriors use pilum with lead weights attached, making it more difficult to throw but far more effective in crippling an opponent. An especially difficult tactic using the pilum is to penetrate an opponent's shield and lodge the javelin's tip in their armor, pinning the two together and rendering them essentially helpless before the Yodatai infantry's assault.

After a successful hit with the pilum, the opponent must make a successful Strength or Dexterity check with a DC equal to the damage roll (this is considered a full-round action). If this roll is failed, the opponent suffers a -2 penalties to all attacks and physical actions until the pilum can be removed.

After a successful attack, an opponent must make a successful Strength roll versus a TN equal to attacker's attack roll. If this roll is failed, the opponent reduces all attack skills by 2 until the pilum can be dislodged from their armor or person (a non-combat action requiring two full rounds).



PLUMBATA

These odd weapons are unique to the Yodatai culture, although their origin remains a mystery. Plumbata are large, hand held, lead-weighted darts meant to be thrown at approaching enemy forces. The unique combination of their small size with heavier mass due to the weights give them a longer range than any other hand-thrown weapon utilized by the Yodatai, including the traditional spear and the specialized pilum. Most Yodatai infantrymen carry two or three of these strange weapons, which they hurl at approaching troops before raising their shield and preparing to receive or perform a charge. The primary purpose of these darts is to place an enemy on the defensive, preventing them from executing a proper offense. The plumbata tip is barbed, however, so anyone struck with one cannot extract it without acquiring an extremely painful wound prone to excessive bleeding. In a successful defense, the Yodatai's opponents are first pelted with archery fire, then plumbata, and finally spears and pilum before they finally reach a well prepared and defended Yodatai front line. This tactic has made it a commonly accepted notion that attacking the Yodatai is a futile and masochistic effort.

Plumbata are identical to the darts described in *Core Rulebook I* save for the increased weight and damage.

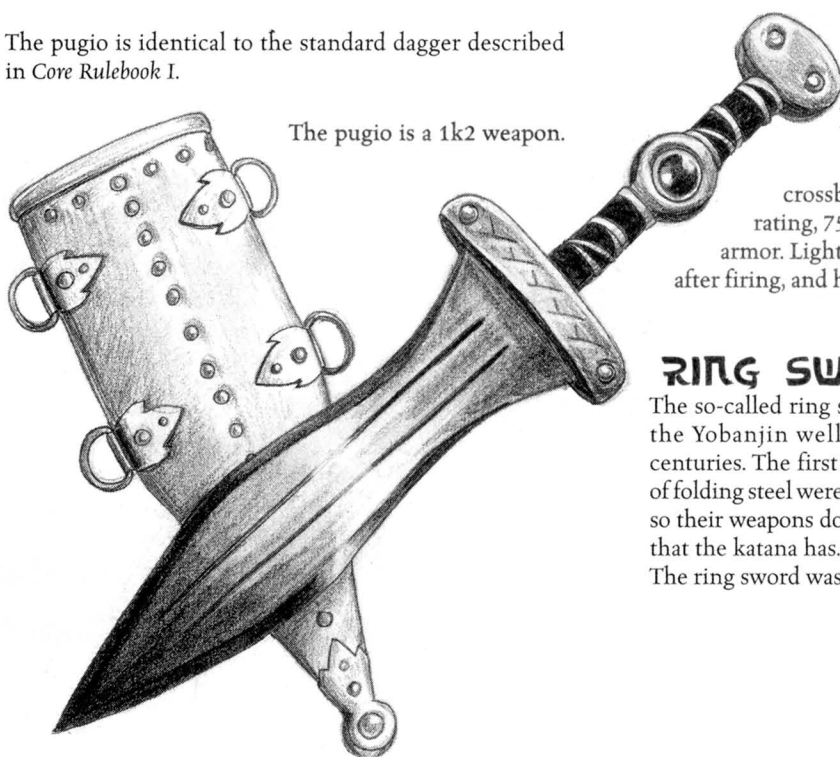
Plumbata are hand-thrown darts with a maximum accurate range of approximately 50 feet. The user does not add Strength to the damage roll for this weapon.

PUGIO

The pugio is the standard dagger used as a secondary weapon by Yodatai forces. It is relatively long for a dagger, typically just under a foot in length. It closely resembles the standard sword, with a wide blade that flares out before tapering to a point. Yodatai infantrymen use the pugio as a general-purpose tool as well as a weapon, and employ it for every conceivable task, from fashioning impromptu wooden weapons to using the flat blade edge for frying food over a campfire.

The pugio is identical to the standard dagger described in *Core Rulebook I*.

The pugio is a 1k2 weapon.



THE YOBANJIN

The Yobanjin tribes that live in Rokugan's northern mountains are the gaijin that most in the Empire are most familiar with. They resemble Rokugani in appearance, for the most part, although their customs are considerably different and, by the standards of many, are quite primitive. There are historians who theorize that the Yobanjin are remnants of men and women who fled Rokugan when the Kami fell from Tengoku. Imperial historians consider this theory blasphemous and have stricken it from most respected historical records.

CROSSBOW/ HEAVY CROSSBOW

Although most Yobanjin tribes utilize bows and arrows very similar to those their neighbors to the south as their primary ranged weapons, the crossbow still sees wide use. The circumstances surrounding the development of this weapon are unknown, but it is perhaps the most advanced technology the Yobanjin appear to possess given their semi-nomadic lifestyle.

Crossbows are preferable to the Yobanjin particularly in the region where their tribal territories meet Rokugan's borders. This region is particularly difficult and mountainous, so much so that rapid movement through the rocks can be hindered by a large bow. Crossbows, conversely, are smaller and less awkward to carry, although they are admittedly heavier. They have a reduced range, but in such close quarters that rarely proves to be a disadvantage. Finally, crossbows have more power than an arrow, and can penetrate armor at close range.

The heavy crossbow is a larger, heavier version of the regular crossbow. It has more power, but takes more time to reload as well.

The Yobanjin light and heavy crossbows are identical to the weapons of the same name in *Core Rulebook I*.

The Yobanjin light crossbow is a 2k2 weapon with a range increment of 50 feet. Attackers do not add their Strength to the number of dice rolled for this weapon.

The light crossbow ignores all non-magical light armor. The heavy crossbow is identical, but with a 3k2 damage rating, 75 foot range, and ignores all non-magical armor. Light crossbows require a full round to reload after firing, and heavy crossbows require two full rounds.

RING SWORD

The so-called ring sword is a unique creation that has served the Yobanjin well in countless inter-tribal struggles for centuries. The first Yobanjin fled Rokugan before the secrets of folding steel were developed by the Kami and their followers, so their weapons do not have the incredible strength and edge that the katana has. As a result, their blades can and do break. The ring sword was developed to exploit this weakness.

TABLE 5-4: YOBANJIN WEAPONS, D20

EXOTIC WEAPONS—MELEE

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
One-handed							
Ring Sword	105 koku	1d4	1d6	2d4	18-20/x2	—	13 lb. Slashing

EXOTIC WEAPONS—RANGED

Crossbow	65 koku	1d6	1d8	19-20/x2	80 ft.	6lb.	Piercing
Heavy Crossbow	90 koku	1d8	1d10	19-20/x2	120 ft.	10 lb.	Piercing

TABLE 5-4: YOBANJIN WEAPONS, L5R RPG 2E

Weapon	DR	Notes
Crossbow	2k2	Ignores non-magical light armor, reduces Carapace by 1
Heavy Crossbow	3k2	Ignores non-magical armor, reduces Carapace by 2
Ring Sword	1k2	May break opponent's weapon, see description below

The typical ring sword is a long, curved blade that is wider at the tip than at the base. The bottom edge is sharpened while the opposite edge is much wider and covered with a series of steel rings. When the blade is used to parry or otherwise shield from an opponent's strike, the other blade can be caught between the rings. If this happens, the first combatant can, with sufficient strength and leverage, break the opponent's blade using the rings. The pattern of rings and a particular blade's dimensions are considered to be characteristic of whatever smith crafted the blade, and Yobanjin warriors enjoy comparing the relative strengths of their weapons.

In addition to the qualities listed above, a character wielding a ring sword may fight defensively in an attempt to catch an opponent's blade. If the opponent misses an attack roll against the character by more than 10, the ring sword's wielder may make a second damage roll against the opponent's weapon.

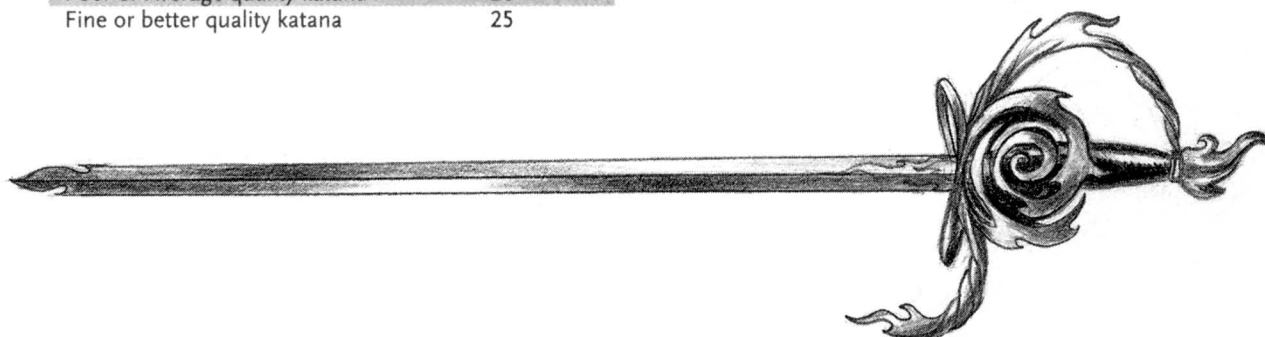
A Yobanjin ring sword is a 1k2 weapon. When the wielder is on Full Defense and an opponent misses him by five or more on their attack roll, the wielder may catch their weapon on the sword's rings. A contested Strength roll is necessary to break the opponent's weapons. The degree by which the wielder's Strength roll must exceed his opponent's varies according to the weapon in question:

Trapped Weapon	Must Exceed Opponent's Roll By
Wooden weapons	5
Steel peasant weapons	10
Poor or Average quality katana	20
Fine or better quality katana	25

MERENAE

Located on another continent far across the seas, the land of Merenae has rarely had any interaction with Rokugan. When such interaction occurs, however, it is always dramatic. Over seven centuries ago, the Moto family made their first contact with the Merenae. Their initial contact was peaceful and, seeking a stronger alliance, the Merenae dispatched ambassadors to Rokugan. Unfortunately, the Merenae ships encountered difficulty in their travels, and were forced to put into port in a series of islands off the coast of their sister nation, Thrane. A Thrane pirate by the name of Garen Hawthorne agreed to aid the Merenae, intrigued by the prospect of travel to a foreign land.

Unfortunately for the Merenae, Hawthorne was a treacherous and ambitious individual, scheming to make allegiances with the Rokugani people in order to curry favor and cleanse his criminal record back home, and dispose of the Merenae ambassadors along the way. It was one of Garen's own crew, Teodoro Cornejo, who felt remorse for his captain's plans and exposed him. Forming a secret alliance with the Mantis, Cornejo arranged for Hawthorne's murderous past to be revealed to the Imperial Court while Cornejo's ships, carrying the Merenae ambassadors, quietly sailed away. The resulting chaos led to the Battle of White Stag, an event which many Rokugani remember as a reason not to trust the word of gaijin.



After leaving Rokugan the Merenae had little reason to return. Torn between internal conflicts and ongoing disputes with neighboring nations (including Thrane), they had little time for exploration. Two centuries ago, a visiting delegation of Senpet unwittingly released a devastating plague upon the Merenae continent. The nation of Thrane was almost completely wiped out. Merenae was one of the few nations to survive intact — a mere shadow of what it once was. The nation now houses the huddled survivors of a dozen different countries, an odd mix of cultures living together under one roof, ruled by a single king. After two centuries, Merenae has found some measure of stability once more, and has begun to explore the seas. Whether their sailors will find their way to Rokugan again is a question yet to be answered.

The Merenae have incorporated a number of different weapon and armor styles, creating a strange patchwork culture that is uniquely their own. Descriptions of a few of the more notable weapons and armor follow.

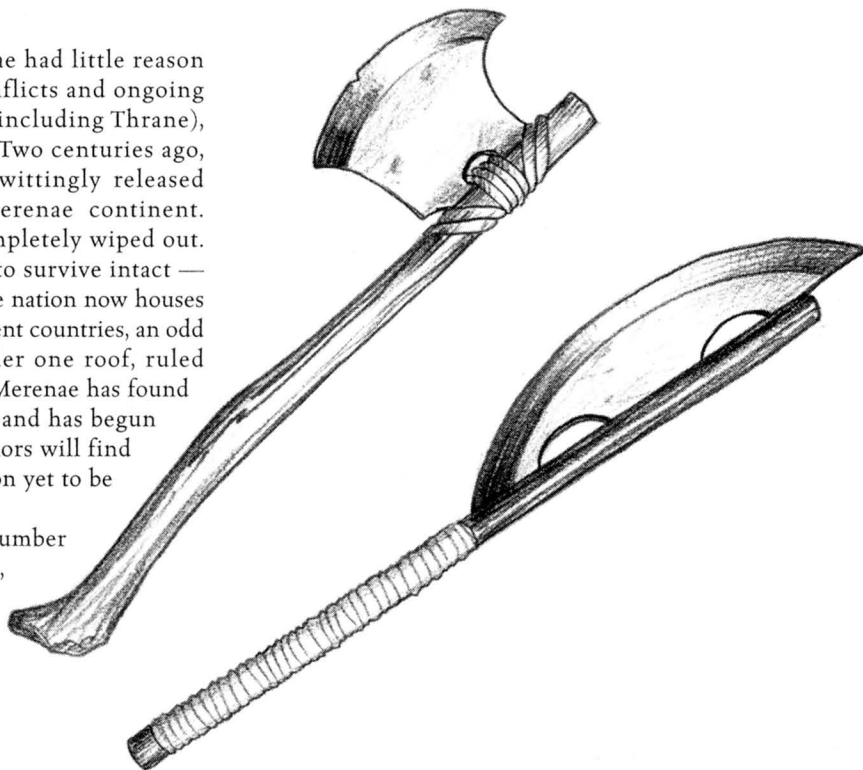


TABLE 5-5: MERENAE WEAPONS, D20

SIMPLE WEAPONS—MELEE

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
Light Melee Weapons							
Stiletto	4 gp	1d2	1d3	19-20/x2	10 ft.	— lb.	Slashing

MARTIAL WEAPONS—MELEE

Two-Handed Melee Weapons							
Maul	5 gp	2d4	2d6	x3	—	15 lb.	Bludgeoning

EXOTIC WEAPONS—MELEE

One-Handed							
Cutlass	15 gp	2d3	2d4	x3	—	7 lb.	Slashing
Rapier	20 gp	1d4	1d6	18-20/x2	—	2 lb.	Piercing

EXOTIC WEAPONS—RANGED

Flintlock Pistol	250 gp	2d4	2d5	x3	50 ft.	3 lb.	Piercing
Flintlock Rifle	500 gp	2d6	2d8	x3	100 ft.	10 lb.	Piercing
Bullets (10)	3 gp	—	—	—	—	2 lb.	—

TABLE 5-5: MERENAE WEAPONS, L5R RPG 2E

Weapon	DR	Notes
Cutlass	2k2	May reroll one damage die less resulting in less than Strength once per round.
Flintlock Pistol	4k2	Ignores all armor and carapace.
Flintlock Rifle	5k3	Ignores all armor and carapace.
Maul	0k4	Reduces armor TN bonus by 5, reduces Carapace by 3, must have 3 Strength
Rapier	2k1	Wielder may use Reflexes on all attack/damage rolls.
Stiletto	0k1	Can be easily concealed like an aiguchi. +5 TN to detect.

CUTLASS

The cutlass is a broad, curved sword, often with a large basket hilt that covers the wielder's hand. Its weight and design leave little room for finesse, though that is not to say that those who choose the cutlass have no skill. It is a powerful chopping weapon, sturdy enough to be used to repel the attacks of others with ease.

The cutlass originated in the nation of Thrane and immediately became quite popular with sailors. Many view the blade as the signature weapon of pirates, and some choose to carry a cutlass merely due to this intimidating reputation. Similarly, many avoid the weapon due to the stigma related to it.

The cutlass is a martial weapon for any character from Merenae.

The cutlass can be wielded with the Kenjutsu skill at a +5 TN penalty. Once per round, the cutlass allows its wielder to reroll any one damage die that rolled less than the wielder's Strength.

FLINTLOCK WEAPONS

The most notorious of all Merenae weapons, muskets rely upon 'gaijin pepper' (what the Merenae simply call 'gunpowder') to explosively propel metal projectiles at an enemy. Though not as swift or accurate as a bow, muskets are extraordinarily powerful and render any armor they encounter essentially useless.

Gunpowder has quite a strange history that would surprise most Rokugani. Espada Cornejo, the inventor of the first musket, was inspired by tubes of unusual chemicals, designed to release colorful, controlled explosions when released. He had obtained these from an Ivory Kingdoms trader, who had in turn acquired them in distant Medinaat-al-Salaam. This Mekhem trader had acquired them from a band of Yobanjin thieves, who stole them from a caravan of Agasha shugenja traveling to Togashi Mountain to perform a display of *hanabi* for the Dragon Champion. Cornejo's scientific mind immediately saw the flaws in the crude Rokugani explosives which he quickly corrected.

King Diego of Merenae was so impressed by the resulting weapons that he declared Cornejo's work sacrosanct, a national treasure. Sadly, this greatly interfered with the family's later attempts to perfect their ancestor's work. Any attempt to modify the original matchlock design of Cornejo's first muskets is met with suspicion and outrage by the Merenae nobility.

During the great plagues that ravaged the continent, the king allowed the incorporation of flintlock triggers, an advancement which increased the effectiveness of Merenae weapons greatly and allowed the nation

to survive while others crumbled. Though subsequent generations of Cornejos have suggested more advancements, the royal family of Merenae forbids any further alterations on King Diego's 'perfect weapon.'

Note that as flintlocks are the chosen weapon of the nobility, it is rare that a pistol or rifle is ever found that is not at least Fine Quality. The Merenae regard their guns with nearly the same respect and awe as the samurai regard their katana.

A flintlock weapon (pistol or rifle) requires three move actions to reload. Thus in one round a character could attack, use his move action to reload, use two move actions to reload in the next round, and fire again in the third round. Alternately, a character could fire, use a move action to reload, move and continue to reload in the second round, and then finish reloading and fire in the third round, or any other combination so long as three move actions are spent reloading before the weapon is used to attack again. Flintlock weapons ignore all armor and natural armor bonuses. These weapons count as martial weapons to any Merenae character.

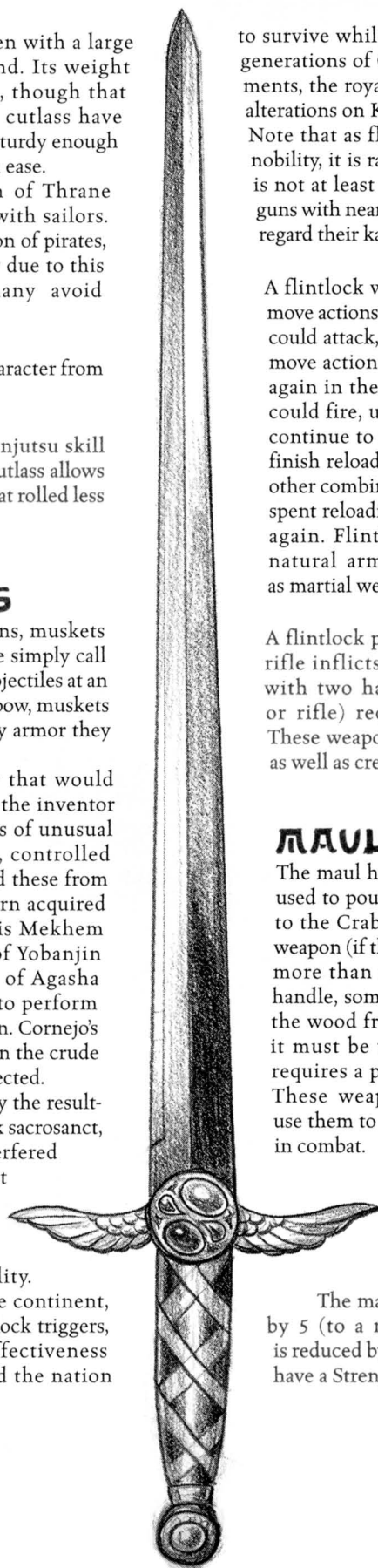
A flintlock pistol inflicts 4k2 damage. A flintlock rifle inflicts 5k3 damage, and can only be fired with two hands. Any flintlock weapon (pistol or rifle) requires two rounds to fully reload. These weapons ignore all TN bonuses from armor as well as creature Carapace.

MAUL

The maul has its origins as a farming tool, originally used to pound spikes into the ground. While similar to the Crab's *dai tsuchi*, the maul is a less refined weapon (if that can be believed). Many mauls are little more than a block of wood on the end of a large handle, sometimes bound in metal bands to prevent the wood from splintering. A maul is so enormous it must be wielded with two hands, and even so requires a powerful warrior to be used effectively. These weapons are popular with infantry, who use them to knock horses out from under their riders in combat.

The maul is similar enough to a *dai tsuchi* that it counts as a martial weapon for Rokugani characters.

The maul reduces all TN bonuses from armor by 5 (to a minimum of 0). Creature Carapace is reduced by 3 vs. a maul's attacks. A character must have a Strength of 3 to wield a maul.



RAPIER

A thin, elegant fencing sword quite common in the nation of Merenae. It is a duelist's weapon, designed to embrace the Merenae style of quick parries and agile ripostes. It is also frequently a symbol of the nobility, as only members of noble families generally have the time to learn to use the blade properly.

The rapier's statistics and abilities are the same as the version seen in the *Player's Handbook*, except that it counts as an exotic weapon for Rokugani characters. It is a martial weapon for any character from Merenae.

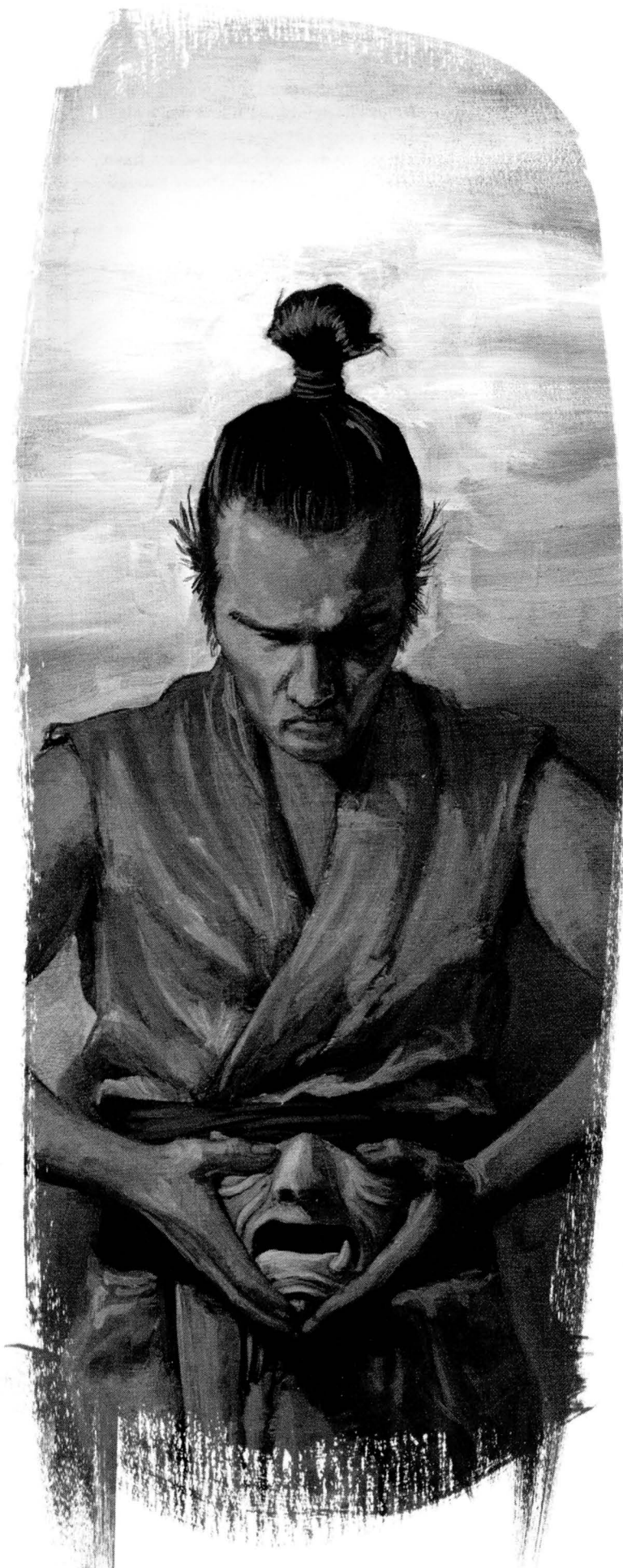
The rapier can be wielded using Kenjutsu, but at +10 TN penalty as the dueling style for which the rapier is designed is quite unlike fighting with a katana. (Merenae duelists have similar difficulty learning to wield Rokugani swords.) However, the wielder may use his Reflexes instead of Agility on attack rolls, and may substitute his Reflexes for his Strength on damage rolls.

STILETTO

A thin steel dagger, often forged from a single piece of metal. The blade is designed to be extraordinarily easy to conceal, and is thus a trademark weapon of spies and assassins. Many noble ladies also carry these weapons concealed upon their person for self defense. While not a particularly powerful weapon, the sudden appearance in an enemies hands can be a lethal surprise.

A stiletto grants a +4 bonus to all Sleight of Hand checks to conceal the weapon on your person.

A stiletto inflicts 0k1 damage and can be wielded with the Tantojutsu skill. A stiletto may be concealed in the same manner as an aiguchi (see page 176, *Player's Guide*) except that all TN's to discover the blade are increased by 5.



CHAPTER SIX:

NONHUMANS

The ronin peered cautiously over the log. There, in the distance, was the creature that he sought. It sat hunched by the side of the river, dabbing its wounded paw into a stream, causing the waters to run red. It whimpered as it drew the arrow out of its forearm and cast the shaft aside.

The ronin nodded with satisfaction. The creature had overwhelmed two of his brethren earlier using nothing more than a rusty katana. He had fired one shot at the thing before it fled into the Shinomen. Now he knew that his arrow had struck true — this beast could wield its weapon no more. He settled down behind the log, content to let the creature bleed a while longer. The weaker it was when he finally faced it, the better. One knee pressed against a fallen twig, causing a soft snap to resound.

His quarry looked up instantly. Its rat ears flared out, searching for any sound. Its whiskered nose sniffed the air intently. A long pink tail flicked from side to side, showing the creature's obvious tension. The ronin had never seen a Nezumi this close before. Its fur was sleek, glossy brown with a streak of white across its forehead. The beast's pelt would make a fine decoration once properly cleaned.

"Samurai!" it shouted. Its voice was surprisingly human, though it quavered slightly from pain. "Why hunt-hunt for me?"

The ronin said nothing, only slowly drew his final arrow and nocked it across his bow.

"Because I kill your packmates?" it called out. It rose slowly to its feet, clutching its limp right arm to its side.

The ronin stood and fired his arrow. The Nezumi looked up just as he appeared and leapt aside with impossible speed. The missile vanished harmlessly into the forest. The ronin scowled in disappointment and drew his katana. Holding the weapon in both hands, he advanced toward the Nezumi.

"Did not want to attack packmates!" the Nezumi cried, glancing to either side, looking for the quickest avenue of escape. The creature stumbled, obviously exhausted from the sudden effort of leaping away from the arrow. "Packmates attack Tch'rikch first! Meant no harm to them! Did nothing to them! Stole nothing! Only want-want to survive!"

"That's all any of us want to do," the ronin replied coldly. "The local magistrate is not fond of your kind, creature. Once you're gone I can wipe out your nest and return to him for his bounty."

The Nezumi's head suddenly snapped forward. It turned its full attention to the ronin. In the fading light, its black eyes glinted red. "Nest?" it replied. "Tch'rikch is the only warrior that remains to guard nest. Others have gone to fight-fight the Stained Paw. Only pups and old ones remain."

The ronin said nothing.

A low growl emanated from the Nezumi. It suddenly stood a bit taller. Its tail lashed from side to side. The ronin wondered, for a moment, if he had made a mistake. No, this creature was wounded, and from what he had heard, Ratlings were cowardly and pathetic creatures. This one could not even wield a sword. He would pose no challenge to a samurai.

"Walk-walk away, pink-skin," the Nezumi growled. "Tch'rikch would leap into Tomorrow's mouth and drag you along to protect the children and old ones. Is your bounty worth so much?"

Strange, the ronin thought, the Nezumi no longer seemed afraid now. Still, it was unarmed. He took another step forward, hoping to intimidate it.

The Nezumi lunged forward with a savage growl, long with teeth bared in fury. He slashed with his katana but the beast ducked aside and seized his wrist in its good paw and bit down hard on his shoulder. Pain surged through his body as the smaller

creature forced him back onto the earth. It kicked him repeatedly in the stomach with strong hind legs, continuing to gnaw at his shoulder as it held his right arm pinned. The ronin scowled and reached for the knife on his belt with his left hand, prepared to stab the creature in the back.

Something cold brushed across the ronin's throat, then his chest felt strangely warm. He looked up with dazed curiosity, surprised to see the long knife strapped to the Nezumi's tail. Blood dripped from the blade's tip. The ronin wondered, vaguely, whose blood it was as the pain spread through his throat.

"For the tribe!" the Nezumi hissed.

Then everything faded to black.

THE ASHALAN

CRYSTEEL

"Sand can kill you, whether it is a blade of glass or an ocean of unbroken heat."

— Maymun the Sandsmith

Crysteel is a form of hardened crystal used extensively by the Ashalan people in weapons, art, and tools. Those who work with crysteel are known as sandsmiths. Crysteel is a beautiful substance, with a bluish tint and crystal-like translucence. Often, wisps of smoke can be seen inside the crysteel; this is technically an imperfection that is simply ignored, as it is aesthetically pleasing to the Ashalan palate.

Crysteel can be made directly from sand and fire in a process the Ashalan are loathe to share with anyone, even their Scorpion allies. It can also be created from normal crystals, using a different (but still highly secret) process, to end up with the same material.

It is readily available to Ashalan, as all of the race are ancient (three have been born in the last thousand years) and have had more than sufficient time to acquire crysteel items if desired. For Rokugani, only Scorpion have access to the substance, and only rarely. It is a difficult substance to come by, and GMs should exercise discretion in allowing players access.

Crysteel has all the properties of crystal, in addition to its own.

Crysteel can be shaped into virtually anything. Weapons made of crysteel possess an innate +1 enhancement bonus (though enchantment can increase this bonus). Crysteel possesses a Hardness of 15 and 20 hit points per inch of thickness, though only a rare few unique items are thicker than an inch of crysteel. Crysteel is also immune to any effects that would shatter the item.

If a player wants a crysteel item, the market price is 1,800 koku plus the price of the item.

Crysteel can be shaped into virtually anything. All crysteel items are automatically of Fine quality, though they can be even better. Crysteel lives up to its name; it is as strong as steel, though not as malleable, nor does it shatter like crystal. Weapons made with crysteel roll at least one extra die for attack and damage rolls.

Scorpion characters may purchase a crysteel katana as a 5 point Inheritance.

A note on Ashalan crafting: Ashalan do not have what would elsewhere be considered 'normal quality' weapons. Even those weapons not made out of crysteel is considered masterwork, as no Ashalan smith of any kind will make anything less. After all, the Ashalan live for millennia; there is always plenty of time to get a job done right. This is already factored into the price of the weapon.

COMMONLY USED WEAPONS: D20 MECHANICS

ADIVA

The adiva is a short weapon with a wicked blade-inside curve. A petite weapon, it is generally not used in combat. It is an assassin's tool, and seen as a grim reminder of the thankless task of the assassin. Like many uniquely Ashalan weapons, it is named for the first wielder, a woman who used her unique blade and exceptional stealth in the ages-old war with the Ashalan's ancient enemies, the Naga. Initially, it had the ability to reach around a Naga's tail and either capture or kill its victim. Like all Ashalan weapons, an adiva used in combat grants a +1 to all attack rolls with it.

BAHIYA

The most famous bahiya is the Star of Laramun, which entered Rokugan several centuries ago. Bahiya appear to be translucent cerulean crystal eggs with a brilliant glowing light inside. In fact, they are not crystal at all. They are innately magical objects, though they are definitely considered weapons. An ensouled Ashalan — and *only* an ensouled Ashalan — can use one. By concentrating, and focusing one's ka (in Rokugani, *chi*) through the star, the bahiya can (as a standard action) launch solid yet wispy tendrils of smoke at a target. These tendrils dissipate like any other smoke upon impact, and leave behind a slash wound similar to that of a scimitar.

Bahiya have another function, one that even a human can use. Merely possessing one grants a +10 enhancement bonus to Concentration skill checks. Bahiya are martial focuses of mental discipline, so they also provide a similar (if originally unintended) bonus to Iaijutsu Focus skill checks.

FALCHION, ASHALAN

The falchion is a popular weapon among the Ashalan, and is one of the heftiest weapons the race uses. It is essentially a thicker, weightier scimitar, usually used with two hands. It is considered crude but effective to use a falchion, as much of the damage the weapon deals is based on impact and less on the skill of the wielder. Ashalan falchions benefit from the great skill of the Ashalan smiths, and even those not forged with crysteel or another of the Ashalan's mystical materials grant the user a +1 to attack rolls.

KHADJA

Few khadja exist, as it is considered a regal weapon. Traditionally, only the ruling Council of Twelve use khadja. Like many uniquely Ashalan weapons, the khadja is named for the first wielder. Khadja was the leader of the Council of Twelve on the ancient Day of Wrath (an apocalyptic event that the Ashalan believe created the desert of the Burning Sands), and crafted the first khadja from the sand that was originally scorched by the sun's wrath.



Khadja are the size of a bo staff, with a flat curved blade at each end. It is a double weapon (see the *Player's Handbook*, pp. 124-5) and is often made of crysteel. Like other Ashalan weapons, even a 'normal' khadja is well-crafted, providing its user with a +1 to all attack rolls. The wielder of a khadja also gets a +2 to his opposed attack roll when attempting to disarm an opponent, including the opposed attack roll to avoid being disarmed himself if he fails.

NAJYA

One of the newest Ashalan weapons, the najya was designed since the Ashalan entrance to Rokugan. Modeled after the katana, it is lighter and slightly longer, with jagged edges designed to catch and trap a swung blade. Because of its novelty and how difficult it is to construct one (it must be made of crysteel else it will break when it catches a blade — this is reflected in the price), few najya exist, though if the Ashalan remain in Rokugan, it will become more popular as an anti-samurai weapon.

A wielder of a najya with the appropriate Exotic Weapon proficiency may target an opponent at the beginning of each combat round. The target receives a -4 circumstance penalty to attack the najya-wielder with bladed weapons until a new target is selected.

SCIMITAR, ASHALAN

The most common weapon used by the Ashalan race, the scimitar is a thin blade with a curve. The cutting edge is on the outside of the curve. Among the Ashalan, the scimitar is often the first weapon children are taught to use (though, as there have only been three Ashalan births in the past thousand years, 'often' is a relative term). It is a child's weapon, but it is also widely considered one of the most elegant weapons and there is no stigma in adult-use. The Ashalan Blood-Sworn, an order devoted to the defense of the Ashalan race, favor the scimitar. Like Ashalan falchions, even 'normal' Ashalan scimitars benefit from the skill of the great Ashalan smiths, and grant their user a +1 to all attack rolls.

SCYTHE, ASHALAN

Ashalan rarely use single-sided polearms, as they are generally considered impractical. However, the scythe is still in favor, and while it is an eccentricity to use a scythe, it is not considered ineffective. Ashalan scythes are different from other scythes, in that they have a slashing edge on the outer curve of the weapon head. Thus, the weapon may be used in either of two modes: as a piercing weapons, dealing 2d4 damage, quadrupling on a critical hit, or slashing for 1d10 damage, with a critical threat range of 19-20 and a double damage critical hit. In either mode, the Ashalan scythe grants the wielder +1 to all attack rolls.

TABLE 6-1: ASHALAN WEAPONS, D20

EXOTIC WEAPONS—MELEE

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
Light							
Adiva	310 koku	1d3	2d4	×2	—	1 lb.	Piercing and Slashing
Onr-handed							
Najya	2200 koku	1d8+1	1d10+1	19-20/×2	—	4 lbs.	Slashing
Scimitar, Ashalan	315 koku	1d4	1d6	18-20/×2	—	3 lbs.	Slashing
Two-handed							
Falchion, Ashalan	375 koku	2d3	2d4	18-20/×2	—	12 lbs.	Slashing
Khadja*	400 koku	1d6/1d6	1d8/1d8	19-20/×3	—	11 lbs.	Slashing
Scythe, Ashalan**	430 koku	2d3/1d8	2d4/1d10	19-20/×2	—	9 lbs.	Piercing and Slashing

EXOTIC WEAPONS—RANGED

Light							
Bahiya*	Special	3d3	3d4	19-20/×2	40 ft.	1/10 lbs.	Slashing

* See the weapon's description for special rules.

** Ashalan scythes are not double weapons. Rather, they have two modes of use. See the weapon's description for special rules.

NEW LSR RPG 2E SKILLS

KHADJA (Agility; Bugei Skill; Ashalan only)

This is the skill of using a khadja, the Ashalan noble's weapon, in combat. The fighting style of the khadja involves sweeps and spinning, and is elegant in execution. Khadja, when wielded properly, can be used to attack in any direction.

NAJYA (Agility; Bugei Skill; Ashalan only)

This is the skill of using a najya, the Ashalan's sword-catching weapon. Najya is considered part of the Kenjutsu skill group for Ashalan, as the weapon is so similar to the katana.

COMMONLY USED WEAPONS: LSR RPG 2E MECHANICS

ADIVA — 2K1

The adiva is a short weapon with a wicked blade-inside curve. As such a small weapon, it is generally not used in combat. It is an assassin's tool, and seen as a grim reminder of the thankless task of the assassin. Like many Ashalan weapons, it is named for the first wielder, a woman who used her unique blade and exceptional stealth ability in the age-old war with the Ashalan's ancient enemies, the Naga. Initially, it had the ability to reach around a Naga's tail and either capture or kill its victim. Like all Ashalan weapons, an adiva used in combat grants a +1k0 to all attack rolls with it.

BAHIYA — SPECIAL, SEE TEXT

The most famous bahiya is the Star of Laramun, which entered Rokugan several centuries ago. Bahiya appear to be translucent cerulean crystal eggs with a brilliant glowing light inside. In fact, they are not crystal at all, nor are they crysteel (though they are treated as such). They are innately magical objects, though they are definitely considered weapons. An ensouled Ashalan — and *only* an ensouled Ashalan — can use one. By concentrating, and focusing one's ka (in Rokugani, chi) through the star, the bahiya can (as a standard action) launch solid yet wispy tendrils of smoke at a target. These tendrils dissipate like any other smoke upon impact, and leave behind a slash wound similar to that of a scimitar. The damage for these attacks is (Awareness) k (Awareness)

Bahiya have another function, one that even a human can use. Merely possessing one allows the owner to roll two extra dice on Meditation, Iaijutsu, and any skill roll that similarly requires a high degree of mental focus.

FALCHION, ASHALAN — 3K3

The falchion is a popular weapon among the Ashalan, and is one of the heftiest weapons the race uses. It is essentially a thicker, weightier scimitar, usually used with two hands. It is considered crude but effective to use a falchion, as much of the damage the weapon deals is based on impact and less on the skill of the wielder. Ashalan falchions benefit from the great skill of the Ashalan smiths, and even those not forged with crysteel grant the user a +1k0 to attack rolls.

KHADJA — 1K3

Few khadja exist, as it is considered a regal weapon. Traditionally, only the ruling Council of Twelve use khadja. Like many uniquely Ashalan weapons, the khadja is named for the first wielder. Khadja was the leader of the Council of Twelve on the ancient Day of Wrath (an apocalyptic event that the Ashalan believe created the desert of the Burning Sands), and crafted the first khadja from the sand that was originally scorched by the sun's wrath.

Khadja are the size of a bo staff, with a flat curved blade at each end. It is a double weapon (see the *Player's Handbook*, pp. 124-5) and is often made of crysteel. Like other Ashalan weapons, even a 'normal' khadja is well-crafted, providing its user with a +1k0 to all attack rolls.

NAJYA

One of the newest Ashalan weapons, the najya was designed since the Ashalan entrance to Rokugan. Modeled after the katana, it is lighter and slightly longer, with jagged edges designed to catch and trap a swung blade. Because of its novelty and how difficult it is to make one (it must be made of crysteel else it will break when it catches a blade. This is reflected in the price), few najya exist, though if the Ashalan remain in Rokugan, it will become popular as an anti-samurai weapon.

A wielder of a najya with the appropriate Exotic Weapon proficiency may target an opponent at the beginning of each combat round. The target receives a -4 circumstance penalty to attack the najya-wielder with bladed weapons until a new target is selected. Also, the wielder of a najya gets a +1k0 bonus on attack rolls, as per the norm for Ashalan weaponry.

SCIMITAR, ASHALAN — 3K2

The most common weapon used by the Ashalan race, the scimitar is a thin blade with a curve. The cutting edge is on the outside of the curve. Among the Ashalan, the scimitar is often the first weapon that is taught to children (though, as there have only been three Ashalan births in the past thousand years, 'often' is a relative term). It is a child's weapon, but it is also widely considered one of the most elegant weapons and there is no stigma in their use by adults. The Ashalan Blood-Sworn, an order devoted to the defense of the Ashalan race, favor the scimitar. Like Ashalan falchions, even 'normal' Ashalan scimitars benefit from the skill of the great Ashalan smiths, and grant their user a +1k0 to all attack rolls.

SCYTHE, ASHALAN — 2K4

Ashalan rarely use single-sided polearms, as they are generally considered impractical. However, the scythe is still in favor, and while it is an eccentricity to use a scythe, it is not considered ineffective. Ashalan scythes are versatile; they have a slashing edge on the outer curve of the blade as well as the inside, in addition to the razor-sharp tip.

Like all Ashalan weapons, the scythe grants its wielder a +1k0 bonus to attack rolls, and it also provides the standard polearm initiative benefit.

THE NEZUMI

Nezumi are noted for their cunning resourcefulness, and perhaps nowhere is this more evident than in their selection of weapons. Though Nezumi crafters can be quite skilled, many Nezumi weapons appear crude and primitive. This is generally due to the lack of quality resources at hand or the rough conditions in which most Nezumi tribes live. Even the finest quality weapons and armor might appear grimy and ill-kept after spending the winter buried in a Nezumi warren. If a Nezumi's weapons are of poor quality, it is more due to desperation than any negligence on the owner's part. Nezumi are practical creatures, and must use whatever is at hand to survive. A wise Nezumi will maintain his possessions as well as he is able, given the technological limitations of their tribal society.

As Nezumi tend to be nomadic, they have little time to mine the metals needed to make the high quality weapons that are the standard in Rokugan. Instead, Nezumi usually use wood, stone, bone, hide, and other easily obtained natural resources. What few metal weapons they do carry are often scavenged and customized by their new owner.

A naturally inquisitive and inventive people, a handful of Nezumi naturally gravitated toward Rokugan's weapon-smithing arts. With the Crab as their allies, a few have found willing Kaiu teachers and dabbled in smithing. Though some Nezumi smiths showed great promise and extraordinary endurance for working the forge, ultimately modern weapon-smithing was a craft too impractical for their way of life. A smith's tools cannot be easily carried, and often a wooden spear kills the enemy just as well.

Most Nezumi tribes live in a state of constant danger if not open warfare. Thus, it is unusual for a Nezumi to be completely unarmed. Some will resort to claws and teeth if they must defend the tribe. Their pragmatic nature and tendency to collect whatever can be easily carried away inevitably allows even the smallest tribe to collect a handful of useful items that can be used as or modified into weapons.

As Nezumi have little true sense of property beyond the ownership of the tribe, the best weapons are given to those members of the tribe who can put them to the best use in defense of the tribe. Thus, it is the tribe's warriors who generally carry the highest quality weapons. Remember — individuals who serve as both historians and sages — are rarely risked in open combat, and are assigned several such warriors as bodyguards while the Remember himself is rarely armed. Shamans, on the other hand, frequently carry a staff or spear decorated in symbols and fetishes strong in Name, the most central of Ratling beliefs. In contrast to Rokugani shugenja, shamans rarely have yojimbo. Shamans are so respected and feared that few Nezumi would dare to attack a shaman (even a member of an enemy tribe), and their powerful magic generally keeps them safe without unnecessary reliance on warriors.

Nezumi chieftains are frequently powerful warriors as well. As such, they usually carry relatively impressive weapons. A Nezumi chief might carry a spear enchanted by a powerful shaman, or even a scavenged Rokugani katana (usually of Average or Poor quality). Such weapons are often customized, decorated with colorful beads or feathers to impress friend and foe alike.

NEZUMI WEAPONS

CHRCHR

The chrchr (literally 'stick-stick') is a special weapon designed by the Grasping Paw Nezumi, a tribe known for being underhanded and resourceful even among Nezumi. It appears to be an ordinary staff of toughened wood, capped on one end by a small ceramic pot. This pot contains an extraordinarily sticky tree resin. Before combat, a Nezumi will shatter the pot and spread the resin along the shaft (usually using a leaf or cloth that the Nezumi glues to the stick), leaving only small areas dry so that he can hold the weapon. In battle, the weapon is used to parry, at which time it sticks to the enemy's weapon. The Nezumi then abandons the chrchr and draws another weapon, using that to finish off their opponent while they wrestle to retrieve the weapon now awkwardly

TABLE 6-2: NESUMI WEAPONS, D20

MARTIAL WEAPONS—MELEE

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
Two Handed							
Chrchr	5 koku	1d4/1d4	1d6/1d6	×2	—	4 lb.	Bludgeoning

EXOTIC WEAPONS—MELEE

Light							
Green-Green-White Axe	10 koku	1d4/1d4	1d6/1d6	×4	20 ft.	4 lb.	Slashing
Tail Claw*	2 koku	1d3	1d4	×2	—	1 lb.	Bludgeoning and Slashing

* This weapon requires specific nonhuman anatomy to wield. See the description.

TABLE 6-2: NESUMI WEAPONS, L5R RPG 2E

Weapon	DR	Notes
Chrchr	0k2	+5 TN penalty to strike armored opponents Target may become adhered to weapon
Green-Green-White Axe	2k2	May be hurled 60 feet, usually Fine Quality
Tail Claw	3k2	Can attack only when above enemy, provides climbing bonuses

glued to a useless stick. Nezumi will also sometimes strike an enemy and leave the stick attached to their legs to slow them, or simply use the chrchr to strike a small valuable item so they can easily abscond with it.

The resin that covers a chrchr remains sticky for one hour, after which time it dries to a cement-like consistency. While extremely tenacious, chrchr resin is easily removed — alcohol will dissolve chrchr resin, and any flame will instantly melt it. If all else fails the resin becomes dry and cakey after a week, crumbling into dust.

A chrchr is made of unusually strong wood, with 7 hardness and 10 hit points. The wielder of a chrchr may spend a standard action smashing the glue pot and spreading the adhesive resin over the shaft. For one hour afterward, anything that touches the chrchr becomes glued to it. If the Nezumi is taking the total defense action or using the Expertise feat an enemy fails to strike him in combat (but would have hit him were he not on total defense or using Expertise) the Nezumi may attempt to entangle their weapon. This requires an opposed attack roll (using the target's original attack as the DC). If this is successful, the attacker may immediately make a damage roll with his weapon against the chrchr. If the chrchr strikes the opponent's weapon and is not destroyed, it becomes adhered. All attack rolls with a weapon glued to a chrchr suffer a -4 circumstance penalty and an additional -4 circumstance penalty to any rolls to confirm critical threats. The Weapon Finesse feat may not be used with a weapon so entangled. A weapon may be pried free from a chrchr with a successful Strength check vs. DC 18 (though anyone attempting to do should be careful what part of the chrchr they choose to touch).

Alternately, the Nezumi may simply strike an enemy with the glue covered stick and leave it attached to them. This requires a touch attack. If this succeeds, the chrchr is glued to the target. A target with a chrchr glued to its legs has its speed reduced by five feet, to a minimum of five feet. Multiple chrchrs do not decrease speed further. A target that attempts to run with a chrchr attached to its legs must make an Reflex save (DC 10) or trip and fall. This TN is increased by +2 for each additional chrchr glued to the same target.

The chrchr has the same statistics as a bo. The wielder may spend one round smashing the glue pot and spreading the adhesive resin over the shaft. For one hour afterward, anything that touches the chrchr winds up glued to it. If the Nezumi is on Full Defense and an enemy fails to strike him in combat (but would have hit him were he not on Full Defense) the Nezumi may attempt to entangle their weapon. This requires an immediate attack roll on the Nezumi's part vs. a TN equal to the attack roll made by the opponent. If this is successful, the attacker may immediately make a damage roll with his weapon — if he does greater than 30 wounds the chrchr is simply shattered. If the chrchr strikes the opponent's weapon and is not destroyed, it becomes adhered. All attack rolls with a weapon glued to a chrchr suffer +10TN penalty and no more than two tens may be re-rolled on any attack roll with a chrchr

attached. A weapon may be pried free from a chrchr with a successful Strength roll vs. TN 20 (though anyone attempting to do should be careful what part of the chrchr they choose to touch).

Alternately, the Nezumi may simply strike an enemy with the glue covered stick and leave it attached to them. For one round, the wielder may leave the weapon glued to a target's legs, reducing their Water by 1 for the purposes of running until the stick is removed (or broken into manageable pieces). A target that attempts to run with a chrchr attached to its legs must make an Agility check vs. TN 20 every round or trip and fall. This TN is increased by +5 for each additional chrchr glued to the same target.

GREEN-GREEN-WHITE AXE

Reclusive and xenophobic even for Nezumi, the Green-Green-White tribe make their home in the far northern forests of the Phoenix Clan. Their warriors wield a trademark stone throwing axe that, while crude in appearance, is finely honed to a razor's edge and deadly accurate in skilled hands. The Green-Green-White Nezumi are quite proud of these weapons and will always endeavor to recover them from the field of battle. It is very rare indeed that the tribe ever bestows one of these weapons as a gift. Such an act is a sign of deepest respect.

Green-Green-White Axes are masterwork weapons, gaining a +1 enhancement bonus to attack rolls.

Wielding one of these axes requires a Throwing Axe specialized weapon skill. Green-Green-White axes can be thrown with great accuracy up to sixty feet. All Green-Green-White Axes are Fine Quality weapons, adding one to their wielder's weapon skill when used.

TAIL-CLAW

A select few Nezumi become adept at using their tail as an extra limb, and a handful are even able to use it to wield specialized weapons such as the tail-claw. The tail claw is little more than a hooked shank of metal, sometimes with a sharp edge, attached to a Nezumi's tail one third of its length from the body so as not to throw off the wielder's balance. It is used more as a tool than a weapon, allowing the Nezumi to grip and drag objects with its tail, or to assist in climbing. When pressed, however, a tail-claw can deliver a nasty (and often unexpected) blow to an opponent).

A Ratling equipped with a tail-claw gains a +2 circumstance bonus to Climbing and Balance checks (this is the same sort of bonus generally granted by masterwork tools). By making a Strength check (DC 10) the Nezumi can hook the tail around an immobile object and hang upside down for a number of rounds equal to his Constitution modifier. After this time, he must make another Strength check with a cumulative +2 DC penalty for each additional roll. If he fails the roll, he may make a Climb check (without the use of the tail claw) vs. DC 5 to pull himself back up onto the object from which he is hanging. If he fails, he falls. A Ratling who is above his target or performs a Mochatchikkan Leap-Over Attack



(see Way of Martial Arts) can attack with the tail-claw using the weapon statistics on Table 6–2, applying the wielder's Strength modifier to damage as if it were an off-hand weapon. The tail claw counts as a martial weapon for Nezumi. Obviously it cannot be used by species that do not possess a tail.

A Ratling equipped with a tail-claw rolls two extra (unkept) dice for any Climbing roll or Agility rolls to maintain balance. By making a Strength roll vs. TN 15 the Nezumi can hook the tail around an immobile object and hang upside down for a number of rounds equal to his Stamina. After this time, he must make another Strength roll with a cumulative +2 TN penalty for each additional roll. If he fails the roll, he may make an Athletics roll (without the use of the tail claw) vs. TN 10 to pull himself back up onto the object from which he is hanging. If he fails, he falls. A Ratling who is above his target or performs a Mochatchikkan Leap-Over Attack (see Way of the Ratling or Way of Martial Arts) can attack with the tail claw, gaining no bonus damage die for Strength.

THE NAGA

NAGA WEAPONS

Though the Naga race existed for hundreds of years before the fall of the Kami and the advent of the human Empire, they crafted weapons and armor that compare easily to that of Rokugan. The race favored three weapons above all — the spear, the sword, and the bow, though there were numerous other tools of warfare and death at the disposal of Naga warriors. Knives and staves that are beyond compare in the Empire were also the result of Naga ingenuity; exotic blades that are fascinating to behold. These weapons favor the height and reach of the Naga warriors who were capable of lashing out and striking enemies as much as twenty feet away (or more, with a spear). Their weight and design do not mesh well with humans, who are both shorter and lacking a tail to move upon.

NAGA BLADE

The myth that Naga employ the weapons and armor like that of Rokugan can be traced back to the traditional Naga blade — the isthyr. These blades are remarkably similar to katana upon a first glance, carrying a curved, single blade that is obviously designed for precision fighting. A closer inspection reveals the curve of the blade actually emerges after a short straight length, giving the sword an appearance vaguely like a huge hand sickle. The blade also gains thickness and weight toward the end, making conventional Rokugani swordplay

nearly impossible. Finally, the handle of the weapon is built to be easily gripped by two hands — one wrapped around the handle and one balled in a fist around the butt. The sword is usually gripped with both hands wrapped around the handle, but the complex overhead strikes demand the Naga grip the end of the weapon in their off hand and pivot it around their other.

Unlike the katana, the isthyr are made to take significant impact if necessary. A Naga blade could easily carve through a katana and most armor due to its weight, but requires intricate circular motions and strikes to build up the necessary momentum to do so. A secondary advantage of the isthyr's weight is that it is balanced well enough to be thrown (should the bearer have the strength to launch such a heavy weapon). Tales exist among the Naga race of warriors and slayers that excelled in ranged combat with isthyrs, bringing an oni down with a single hurled blade when a thousand arrows could never pierce the beast's hide. More commonly, the tactic of throwing the Naga blade came into play as a surprise tactic. In many cases, the last thing an enemy would expect from a Naga carrying such a gigantic blade would be for the creature to actually hurl the weapon with amazing speed. As the Naga have no spiritual connection to their swords (like Rokugani have with their katana), such attacks mean nothing to the race but have baffled more than one samurai.

In the hands of a Naga, a Naga blade has reach. When not used by a Naga, or when used by a Naga carrying it in one hand, the weapon is considered to be an Exotic weapon.

In the hands of a Naga, a Naga blade gains bonuses on the first round of combat as if it was a yari, and thereafter is treated as a normal melee weapon. A Naga blade has a DR of 2k3.

NAGA SPEAR

Like the isthyr, a Naga spear is the same as a yari in basic design but varies on several important levels. Because the Naga employ their weapons in ways to take advantage of their long tails and impressive reach, Naga spears have blades that are somewhat curved much like a naginata. Unlike a Rokugani blade, the edge of the weapon is actually on the *inside* of the curve due to the height from which the Naga strike with these weapons. The purpose of this is to cause a downward-angled strike to travel through the body and guide it on a path back toward the Naga, causing a clean and massive wound with a single strike. Those who have been killed by Naga spears appear to have been split nearly in half from the inside — a gruesome fate that usually causes a victim to suffer painfully until he finally dies of shock or blood loss. The Naga generally use such stunning attacks to completely disable an opponent with pain, and then quickly finish them off with a strike to the head. However, the Naga are infamous for letting those who are particularly hated by the race, such as Shadowlands creatures, die slowly without such mercies.

TABLE 6–3: NAGA WEAPONS, D20

Weapon	Cost	Damage	Crit	Range	Weight	Type
Naga Blade	100	1d10	×3	—	8 lb.	Slashing
Naga Bow	100	1d8	19-20/×2	70ft	3 lb.	Piercing
Naga Spear	100	1d10	×3	—	6 lb.	Piercing
Katar	100	1d6	19-20/×2	—	2 lb.	Piercing
Pearl Staff	100	1d6	×3	—	2 lb.	Bludgeoning

The end of a Naga spear is much heavier than that of a normal yari, again to take advantage of the long reach a Naga is capable of. Momentum for fierce strikes is built up in the same manner as a Naga sword, by gripping the end of the polearm and swinging it in complex circular motions. As the spear has a much more impressive reach than an isthyr, a competent Naga can easily become a deadly whirlwind with a calm and untouched center in the violence. Many Naga prefer to fight exclusively in melee with the spear, choosing to abandon the weapon in close quarters and fight with their bare hands and tail once using a polearm becomes impractical. Debate between Naga about the effectiveness of a spear versus that of an isthyr has continued since the race began, and may well continue until the end. Some Naga who are particularly unfriendly towards humans point out that using a Naga sword makes them feel too much like lesser warriors — Rokugani.

A Naga spear has reach and is considered an Exotic Weapon when not in the hands of a Naga.

A Naga spear gains the initiative bonus for being a polearm. A Naga spear has a DR of 0k3.



NAGA BOW

The art of the bow is universally respected among the Naga race. As the Naga are much closer to nature than humans, the concept of hunting and stealth developed naturally from their bond to the forests. Nearly every Naga is capable with a bow, even those who do not normally study the martial arts. Those who master combat with the bow are known as heroes, and are often told to teach the next generation of Naga. In a caste system as rigid as that of Naga society, to become a teacher when it was not previously considered your role is a great honor, and a rare occurrence. Because marksmanship is so highly regarded, many young Naga bushi study constantly with the weapon and become surprisingly skilled with it in a short matter of time. The most inexperienced Naga warriors may not be able to hold their own in melee but become surprisingly efficient killers with a bow in their hands.

The Naga craft their bows with the same care and skill as the Rokugani forge katana. Though the Naga do not have a bond with their bow on the same level as a samurai has with his blade, the importance of a bow to a Naga warrior is similar. Naga will never abandon their bows unless absolutely necessary and many bushi among the race take a personal pride in how well cared for the weapon is. Those who allow their bow to fall into disrepair are looked down upon, though not openly scorned. Bows specially crafted to recognize great deeds among the Naga are made from the wood of a particular grove sacred to the race. This grove lies near the heart of the Shinomen forest, and is guarded constantly by a large contingent of Jakla and bushi at all times.

Currently, it is one of the few places that a significant number of conscious Naga can be found together.

The bow string is also made from the body of either a particularly impressive kill (though never a Tainted creature), or sometimes from a material made with the Naga's own shed skin.

A Naga bow is considered an Exotic Weapon when not in the hands of a Naga.

A Naga bow has a fixed Strength of 3 for determining arrow damage. Non-Naga using the weapon raises all TNs to strike opponents by 10.

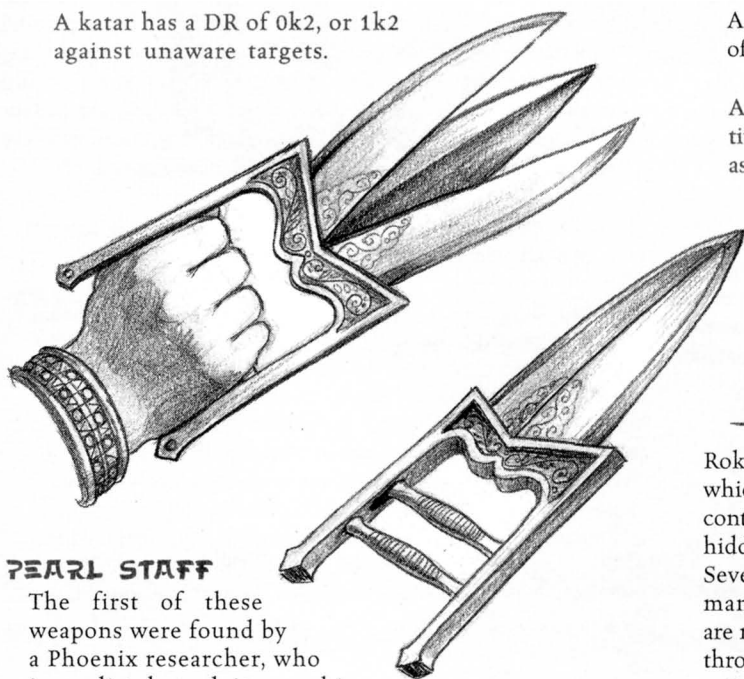
KATAR

The Naga "punching-dagger" is a great oddity to Rokugan. Though many samurai know the Naga do not understand or know the ways of ninja, the resemblance between the katar and a ninja weapon is uncanny. A katar blade is a wide, flat blade anywhere from one to two feet in length and six to nine inches wide at the base. The weapon is a straight blade that comes to a sharp point at the end and is meant for close quarters combat. The weapon is designed so that the blade points in the same direction as the fist that holds it, giving it the nickname of punching dagger. The obvious weight and thickness of the blade makes it effective at rendering an opponent's armor nearly useless, as a fierce strike from such a weapon could easily render even steel plates. Naga are also fond of using the weapon to pin opponents to the ground or nearby trees. It is also an ideal weapon to strike at a foe caught in the coils of a Naga's tail without the Naga risking accidentally striking himself.

Because of their design and intent, katar are not as popular among the Naga race as most weapons. Most Naga prefer to use a sword or spear in close combat, while others take special joy in destroying an enemy with their own hands once melee has been joined. The katar is meant primarily for guerilla hit-and-run tactics, or trapping opponents in a close-quarters ambush. Even the most skilled unarmed Naga combatants cannot match the effectiveness of a single, well-placed katar strike from a hidden position. Small units of Naga employing such tactics have been the death of much larger forces in the Shinomen forest time and again, leaving a silent field of dead samurai or bandits with single, perfect strikes. Naturally, such incursions only further the rumors of the Shinomen being haunted by all manner of dark creatures, even after the Empire was made aware of the Naga's reemergence.

A katar is an Exotic Weapon in the hands of a Naga, and deals 1 extra point of damage against flat-footed opponents.

A katar has a DR of 0k2, or 1k2 against unaware targets.



PEARL STAFF

The first of these weapons were found by a Phoenix researcher, who immediately took it on as his personal research project. The item was a long wooden staff heavy at one end and covered in countless, evenly spaced knobs. Time and weather had covered the protrusions, making it so it appeared that the wood had actually grown into such a shape. After closer inspection, it was revealed that the bumps along the staff were actually caused by pearls that had been worked into the wood. With great care, the Phoenix cleaned the weapon and was left with what resembled a strange, six foot long tetsubo. The pearls were worked into the wood at even intervals but stopped completely for one foot at the lighter end of the staff. Though it was obviously wider and heavier at the other end, it was not so remarkably unbalanced as to prevent someone from using it as a large staff. Naturally, the Phoenix overlooked the martial implications of the weapon and decided it was a tool of some sort of magical ritual. Surely this had been the possession of some great Naga magician or a similar sort who used the pearls to focus their power. The Phoenix finished his research and reported his findings to the Elemental Council, who kept the staff for hundreds of years before its true purpose was known.

The Phoenix would have been shocked indeed to realize the pearl staff was not a tool or even creation of magic. Just as the Crab discovered the effectiveness of a studded, steel-shod club against the denizens of the Shadowlands, the pearl staff was made by the Naga to combat heavily armored oni. The process of creating these staves was not aided by magic in any way, though they were by no means common. As valuable as pearls are to the Naga, these staves were made for the Slayers, an elite caste of Naga warriors whose sole purpose was to hunt down and destroy the foul beasts of Jigoku. Unlike a tetsubo, these weapons were made with Naga tactics in mind, making them lighter and more effective at a greater distance. Because of their value and how difficult they are to make, a pearl staff is entrusted only to those who are willing to give their lives to protect it. Shadowlands creatures who remember the Naga go out of their way to destroy such items, and more than one Naga has been shamed by his peers for losing his pearl staff to an enemy.

A pearl staff is an Exotic Weapon when not in the hands of a Naga and has reach.

A pearl staff ignores human armor and reduces the effectiveness of a Shadowlands creature's natural armor (such as Carapace) by 5. It has a DR of 0k3 and gains initiative bonus as if it were a polearm in the hands of a Naga.

OTHER NON-HUMANS

Rokugan is an ancient land, far older than the race of man which now dominates it. Many other races have existed and continue to exist alongside mankind, some openly and some hidden from prying eyes in the remotest parts of the world. Several are the last traces of civilizations that existed before mankind first walked upon the world, and as such there are many lost remnants of their lost people that can be found throughout Rokugan.

In the mind of most samurai, wielding a weapon crafted for non-human hands is a repulsive, dishonorable act. Although exceptions exist, it is exceedingly rare that any human warrior would consider wielding one of these weapons, or even possess one beyond the purposes of collecting them.

THE KENKU

By far the most enigmatic and least understood of all non-human races, the kenku are mysterious creatures who move easily between spirit realms. Virtually nothing is known of their society, or if they even possess a civilization as scholars understand the term. The raven-men are a solitary, reclusive race that live for centuries and who appear and disappear from the mortal realm seemingly without rhyme or reason.

Although samurai typically disdain weapons crafted by non-human hands, the kenku are excluded from this rule. Indeed, it is possible that the secret behind the creation of the katana lies with the raven-men, for they have trained many of history's greatest swordsmen and blacksmiths. The kenku themselves wield katana of such exquisite quality that the few times such blades have been given to mortals as gifts, they inevitably became the stuff of legend.

THE KENKU BLADE

A Kenku blade is essentially a katana, albeit one of exquisite craftsmanship and quality. The most famous katana in history are patterned after blades such as this, including the five legendary blades of Doji Yasurugi. Many believe that all Kenku blades are inherently magical, but this is not the case. The swordsmanship styles taught to those rare mortals that the Kenku take on as students are simply so advanced that the results often give the impression of bearing magical powers to the untrained eye.

Kenku blades are incredibly light and seemingly delicate, allowing their owner the benefit of using a much smaller and lighter weapon. A Kenku blade may be used as if it were a small weapon for the purposes of the Weapon Finesse feat, and it confers a +1 competence bonus to all Initiative checks.

Kenku blades are extremely light and come across also as delicate to the untrained eye. They are often said to be infused with air kami, although there is no basis for this statement. The blades grant a +5 bonus to all Initiative rolls, and add an additional rolled die to all Kenjutsu rolls that do not involve a direct attack against another living being.

THE NINGYO

Cousins to the Naga, Ningyo are water-bound, half-serpent men that were spotted by Rokugani sailors countless times since before the first Mantis sailors discovered the Islands of Silk and Spice. The Ningyo did not fall into slumber when

the Naga did, and their considerably smaller civilization has persisted throughout the centuries. The Ningyo have not endured the ravages of time well, however, and their empire is a fraction of its former size, with perhaps a half dozen cities at most dotting the ocean floor. The Ningyo are great enemies of the sea trolls, although those creatures have fallen on hard times as well. Since the Naga returned to sleep, the Ningyo have withdrawn even further from the world of men, although there was recently some contact between a Ningyo noble and a representative from the Dragon Clan.

The Ningyo are considerably more agile and maneuverable than their traditional enemies, the sea trolls. As a result, they tend to utilize weapons that keep an opponent at bay, preventing trolls from closing and using their devastating claws in close combat. Polearms are the rule among Ningyo warriors, and the trident is the most common of these.

THE NINGYO TRIDENT

The trident employed by most Ningyo is a simple tool, consisting of a long metal pole that splits into three parallel tips that end in a barbed point. The barbs have edged sides as well, allowing the trident be used either as a slashing or piercing weapon. Common Ningyo tactics pair the trident with a net to entangle opponents, rendering them helpless and defenseless from a finishing strike from the trident.

The Ningyo trident may, when used out of water, be thrown as a ranged weapon with a range increment of 10 feet.

The Ningyo trident may be thrown a distance up to 25 feet, inflicting 3k2 damage if successful.

TABLE 6-4: NON-HUMAN WEAPONS, D20

SIMPLE WEAPONS—MELEE

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
Light							
Zokujin Bludgeon	5 koku	1d6	1d8	×2	—	4 lb.	Bludgeoning
Two-handed							
Ogre Club	10 koku	1d10	2d10	×3	—	25 lb.	Bludgeoning

MARTIAL WEAPONS—MELEE

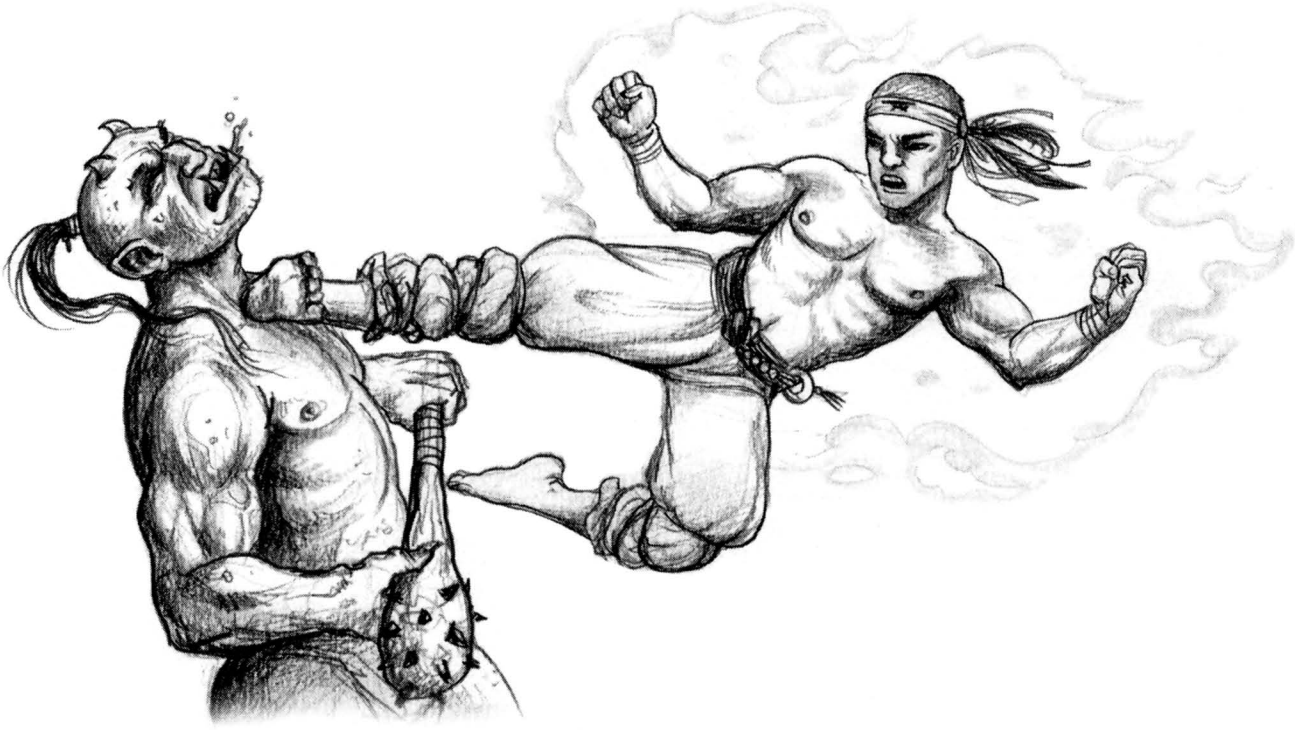
One-handed							
Kenku Blade	500 koku	2d4	2d6	18-20/×2	—	4 lb.	Slashing
Two-handed							
Ningyo Trident	30 koku	1d6	1d8	×2	10 ft.	4 lb.	Piercing
Tsuno Blade	70 koku	1d10	2d8	19-20/×2	—	8 lb.	Slashing

EXOTIC WEAPONS—MELEE

Light							
Troll Gauntlet	100 koku	1d4	1d6	×2	—	3 lb.	Slashing

TABLE 6-4: NON-HUMAN WEAPONS, L5R RPG 2E

Weapon	DR	Notes
Kenku Blade	3k2	Adds +5 to Initiative, one rolled die to Kenjutsu
Ningyo Trident	2k2	May be thrown up to 25 feet, inflicting 3k2 damage
Ogre Club	4k3	Minimum Strength 5 to wield, adds Earth Ring to damage
Troll Gauntlet	2k1	Increases unarmed damage, risk of Taint to those wounded
Tsuno Blade	3k3	Minimum Strength 5 to wield, ignores some armor
Zokujin Bludgeon	1k2	One Free Raise for damage against stone targets



THE OGRES

Fierce, powerful, and independent, the ogres are terrible opponents who have plagued the Crab Clan and their defense of the Empire for centuries. History suggests that the ogres are all but mindless creatures that exist in a terrible state of pain as a result of their bodies' massive, distorted state. It was not until recent years that the Kuni discovered that the ogres' rage and stupidity was a result of their mental subjugation by Fu Leng's will following his destruction of their Empire over a thousand years ago. The ogres' strong independence would not permit them to serve him mindlessly, and thus the Dark Lord crushed their will and intelligence to bend them to his own. This was undone by Daigotsu during the dawn of the Four Winds Era, making the ogres dangerously intelligent and far more threatening than ever before.

Ogre weapons are crude and primitive in the extreme, and have traditionally consisted of whatever implements the creatures could find at hand or salvage from a killed opponent. Now that they have been returned to their previous levels of intelligence, they have begun to employ more sophisticated, creative weapons... much to the chagrin of the Crab warriors who must face them on the battlefield.

OGRE CLUBS

Larger even than the Tsuno, ogres are the largest stable race found within the Shadowlands, outmatched in size and pure power only by the largest specimens of oni. Accordingly, their weapons are truly gigantic. The most common such weapon are clubs, sometimes little more than a tree trunk with the branches ripped off. Recently, more innovative weapons have seen use, including clubs adorned with various sharp instruments or studs to penetrate armor as well as those equipped with whistles or rattling beads to distract and disorient their opponents.

Ogre clubs are large, two-handed weapons. They require a minimum Strength of 18 to wield at all, although ogres who meet this requirement can wield them one-handed while still gaining the two-handed damage benefits. Ogre clubs are considered +1 weapons for the purposes of circumventing Damage Resistance.

Ogre clubs require a minimum Strength of 5 to wield effectively, and then require two hands. They add the wielder's Earth Ring to all damage totals. Ogre clubs ignore all light armor that is not of a magical nature and treat non-magical heavy armor as if it were light. Magical armor protects normally against this weapon. Carapace is considered two less for the purposes of calculating damage with an ogre club.

THE TROLLS

In the earliest days of Rokugan's history, the trolls still had a flourishing civilization deep within the Shadowlands. These wretched creatures are the only remnant of the major pre-historic societies that endured to the dawn of Rokugan. They came into early conflict with the nascent Crab Clan, led by Hida's son Osano-Wo. The great Osano-Wo pledged to destroy the trolls and led a campaign that was very nearly destroyed by the troll race and the Crab Clan. Faced with the truth that fulfilling his vow would destroy his people, the Crab Champion relented, permitting the trolls to survive in the ruins of their empire and allowing the Crab to retreat and rebuild.

Trolls are possessed of numerous natural weapons, including not only their deadly teeth and claws, but also their dangerous cunning. The centuries since their defeat has rendered them dull and stupid, and most regard them as little more than animals. Once, however, they were a powerful and intelligent race, and used weapons that enhanced their natural abilities.

TROLL GAUNTLET

These weapons are exceedingly rare, and most only exist as a note in history. Accounts from the so-called "Troll War" describe crude yet effective gauntlets worn by trolls that enhanced the power of their natural strikes. Most accounts describe jagged, sharpened pieces of obsidian worn over the trolls' claws and fastened in place with lengthy strips of leather that wrapped around the hands. Not only did these talons give the trolls' claws additional power that could aid them in cutting through Crab armor, but it also dramatically increased the chances of the wounds become infected and subjecting the victim to the Shadowlands Taint. Some theorize that these weapons were given to the trolls by other of Fu Leng's followers, insisting that the trolls are not intelligent enough to have devised such a tactic. This belief was largely crushed with the discovery of Volturum just before the onset of the War of Spirits.

Combatants using troll gauntlets are considered unarmed for the purposes of feats or class abilities that require the character to be unarmed. Any character whose normal unarmed damage is higher than that normally inflicted by the gauntlet may automatically use the higher of the two damage values. Anyone wounded by a troll gauntlet must immediately make a Fortitude save. This save is considered successful unless the die rolls a natural 1. If this is the case, the victim automatically gains 1 point of Shadowlands Taint (see *Rokugan* for more information on the Shadowlands Taint).

Troll gauntlets are considered natural weapons and may be used with any unarmed combat skill (Hand-to-Hand, Jujutsu, Kaze-do, Mizu-do, Wrestling, etc.). They add 2k1 to unarmed damage, and anyone who suffers at least one Wound Rank from this weapon must immediately make a Stamina roll versus TN 20 or immediately gain 1 point of Shadowlands Taint.

THE TSUNO

The wretched and reviled Tsuno are despised even more than their occasional allies the ogres, owing in no small part to their knowledge of samurai culture and their eagerness to defile and blaspheme it at every available opportunity. They were once Kitsune, a race of wise, powerful spirit creatures that were among the Five Races that aided in creating the mortal world. A portion of their number betrayed their lord and were cast into Toshigoku for their effrontery. The Realm of Slaughter's corrupting influence twisted them into the hideous mockeries they are today.

Tsuno use larger, more powerful weapons than humans, the result mostly of their superior size and physical power. They favor the sword, but have been known to use larger variants of many traditional human weapons, including the axe, mace, and spear. The Tsuno construct their weapons from metals found in other spirit realms, and as such they are virtually impossible to destroy and are superior to even the highest quality Kaiu steel blades.

THE TSUNO BLADE

Tsuno blades are massive, deadly weapons that can cut a fully armored samurai in half with ease. This is partially due to the Tsuno's incredible strength, but the blades are equally impressive. The few that have been captured were

carefully studied by Rokugan's finest smiths in hopes of learning more about their prey and their methods. Thus far, the information has been of little value. Tsuno blades are typically half again as long as a katana and slightly longer than the largest no-dachi. They are curved slightly more, with heavier tsuba and wider blades. Like a katana, they have only a single edge, with the blade thickening in the other end to facilitate parries, blocks, and other defensive techniques.

Tsuno blades are two-handed weapons that require a Strength of 18 or higher to wield successfully. The sheer thickness of a Tsuno blade and the strength of the materials from which it is constructed lend it incredible strength, granting the wielder a +2 competence bonus to any and all Sunder checks.

Tsuno blades require a Strength of 5 to wield effectively, and then the effort requires two hands. Tsuno blades ignore non-magical light armor and reduce the Carapace value of any target by 2. If attacking a foe that is utilizing the Full Defense combat action, the wielder of a Tsuno blade rolls damage even if they do not successfully hit their opponent. This roll has a TN of 20 + 5 per increment of item quality (+5 for average quality, +10 for fine quality, etc.). If the roll is successful, the opponent's weapon has been broken by the force of the blow.

THE ZOKUJIN

Of all the non-human races that have flourished in Rokugan's history, the Zokujin were perhaps the least advanced. They are a subterranean people, and have never possessed any significantly advanced arts or sciences. Several members of various Zokujin tribes that still exist in the modern era claim to have witnessed the heyday of Zokujin civilization firsthand, implying that they are an exceedingly long-lived race if this is true. Whatever the case, it appears as though the Zokujin civilization was relatively primitive even during its peak, and that the Zokujin are primarily a mystical people rather than an advanced warrior race like many other races.

In keeping with theories regarding the Zokujin race, what few weapons and tools that have been found by scholars are primitive stone tools, with very little metal-working evident in their construction. Some believe that this is a result of the race's apparent use of metal as a food source, but like many other elements regarding the Zokujin there is little fact and much supposition.

ZOKUJIN BLUDGEON

The crude stone tools currently used by Zokujin are the last remnants of what was once their race's weaponry of choice. They take a variety of forms, but can typically be described as stone hammers, maces, or simple clubs. The one remarkable feature these implements have is their incredibly durability. Zokujin are long-lived creatures, and construct their tools and weapons from the densest, most durable materials available in order to make them last for decades or even centuries.

Zokujin bludgeons are considered two-handed weapons for the purposes of determining damage when used against stone targets.

Zokujin bludgeons of all sorts gain a free Raise for damage when used against any stone target.

EXOTIC ARMS GUIDE MASTER WEAPONS TABLE, D20

SIMPLE WEAPONS—MELEE

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
Light							
Dagger	2 koku	1d3	1d4	19-20/x2	10 ft.	1 lb.	Piercing and Slashing
Jambiya	2gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Piercing and Slashing
Jitte	5 bu	1d3	1d4	x2	—	2 lbs.	Bludgeoning
Kama	3 bu	1d4	1d6	x2	—	2 lbs.	Slashing
Nunchaku	3 bu	1d4	1d6	x3	—	2 lbs.	Bludgeoning
Pugio	2 koku	1d3	1d4	19-20/x2	10 ft.	2 lbs.	Piercing
Sai	5 bu	1d3	1d4	x2	—	2 lbs.	Bludgeoning
Shobo	3 bu	*	*	*	—	1/2 lb.	Bludgeoning
Stiletto	4 gp	1d2	1d3	19-20/x2	10 ft.	—	Slashing
Tanto	3 bu	1d3	1d4	19-20/x2	—	1 lb.	Piercing
Zokujin Bludgeon	5 koku	1d6	1d8	x2	—	4 lb.	Bludgeoning
One-handed Melee Weapons							
Jo	—	1d4	1d6	x3	—	2 lbs.	Bludgeoning
Mace	15 koku	1d6	1d8	x2	—	8 lb.	Bludgeoning
Nage-yari	3 koku	1d4	1d6	x2	20 ft.	3 lb.	Piercing
Tonfa	5 bu	1d4	1d6	x2	—	2 lbs.	Bludgeoning
Two-handed							
Kumade	5 koku	1d4	1d6	x3	—	5 lb.	Piercing
Yari	5 koku	1d6	1d8	x3	—	5 lb.	Piercing
Bo	—	1d4/1d4	1d6/1d6	x2	—	4 lbs.	Bludgeoning

MARTIAL WEAPONS—MELEE

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
Light							
Adiva	310 koku	1d6	2d4	x2	—	1 lb.	Piercing and Slashing
Katar	2 gp	1d3	1d4	x3	—	1 lb.	Piercing
Parangu	10 bu	1d4	1d6	x2	—	2lb.	Slashing
One-handed							
Gladius	10 koku	1d4	1d6	19-20/x2	—	6 lbs.	Piercing
Kenku Blade	500 koku	2d4	2d6	18-20/x2	—	4 lb.	Slashing
Machi-kanshisha pipe	20 koku	1d4	1d6	x3	—	4 lbs.	Bludgeoning
Masakari	10 koku	2d3	2d4	x2	—	6 lb.	Slashing
Parangu	10 bu	1d4	1d6	x2	—	2lb.	Slashing
Scimitar, Senpet	315 koku	1d4	1d6	18-20/x2	—	3 lbs.	Slashing
Shamsir	200 koku	1d4	1d6	x2	—	2 lbs.	Slashing
Sword, Senpet	10 koku	1d4	1d6	19-20/x2	—	6 lbs.	Piercing
Sword, Yodatai	15 koku	1d6	1d8	19-20/x2	—	4 lbs.	Piercing
Tessen	12 koku	1d3	1d4	x3	—	2 lbs.	Bludgeoning
Two-handed							
Bisento	12 koku	1d10	1d12	19-20/x2	—	15 lb.	Slashing
Blood Blade	2400	1d8	1d10	19-20/x2	—	6 lb.	Slashing
Chrchr	5 koku	1d4/1d4	1d6/1d6	x2	—	4 lb.	Bludgeoning
Dai Tsuchi	10 koku	3d3	3d4	x3	—	15 lb.	Bludgeoning
Inquisitor's Strike	5200	1d4	1d6	19-20/x2	—	3 lb.	Slashing
Kaiu Blade	2400	1d8	1d10	19-20/x2	—	6 lb.	Slashing
Kakita Dueling Blade	2400	1d8	1d10	19-20/x2	—	6 lb.	Slashing
Khopesh	75 koku	1d4	2d4	18-20/x2	—	16 lbs.	Slashing
Maul	5 gp	2d4	2d6	x3	—	15 lb.	Bludgeoning
Nagamaki	8 koku	1d4	2d4	x3	—	10 lb.	Slashing
Naginata	10 koku	1d8	1d10	x3	—	15 lb.	Slashing
Ningyo Trident	30 koku	1d6	1d8	x2	10 ft.	4 lb.	Piercing
Ono	20 koku	3d3	3d4	x3	—	12 lb.	Slashing
Shosuro Blade	1400	1d8	1d10	19-20/x2	—	6 lb.	Slashing
Spatha	95 koku	1d4	2d4	18-20/x2	—	14 lbs.	Slashing
Tetsubo	25 koku	1d10	1d12	x3	—	15 lb.	Bludgeoning
Tsuno Blade	70 koku	1d10	2d8	19-20/x2	-----	8 lb.	Slashing
Twin Sister Blade, Katana	1600	1d8	1d10	19-20/x2	—	6 lb.	Slashing
Twin Sister Blade, Wakizashi	800	1d4	1d6	19-20/x2	—	3 lb.	Slashing
Utaku Saddle Cutter	2350	1d8	2d6	19-20/x2	—	12 lb.	Slashing

MARTIAL WEAPONS—RANGED

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
Medium							
Han-Kyu	30 koku	1d4	1d6	×3	60 ft.	2 lbs.	Piercing
Lezam	100 koku	1d6	1d8	×2	70 ft.	10 lbs.	Piercing
Pilum	10 koku	1d4	1d6	×2	20 ft.	6 lbs.	Piercing
Shigeto-Yumi	200 koku	1d6	1d8	×3	70 ft.	4 lbs.	Piercing
Yumi	75 koku	1d6	1d8	×3	70 ft.	3 lbs.	Piercing
Large							
Dai-kyu (composite bow)	100 koku	1d6	1d8	×2	110 ft.	3 lbs.	Piercing
Long bow, Senpet	75 koku	1d6	1d8	×3	125 ft.	3 lbs.	Piercing

EXOTIC WEAPONS—MELEE

Light							
Bagh-nakh	10 gp	1d3	1d4	×3	—	1 lb.	Slashing
Green-Green-White Axe	10 koku	1d4/1d4	1d6/1d6	×4	20 ft.	4 lb.	Slashing
Fluteknife	3 bu	1d3	1d4	×2	10 ft.	1 lb.	Piercing
Jambiya*	2 gp	1d4	1d6	×2	—	1 lb.	Slashing
Jambiya*	2 gp	1d3	1d4	18-20/×2	—	1 lb.	Piercing
Kukri*	8 gp	1d3	1d4	18-20/×2	—	2 lb.	Slashing
Naga Katar	100	1d4	1d6	19-20/×2	—	2 lb.	Piercing
Tail Claw*	2 koku	1d3	1d4	×2	—	1 lb.	Bludgeoning and Slashing
Troll Gauntlet	100 koku	1d4	1d6	×2	—	3 lb.	Slashing
Vajra	15 koku	1d4	1d6	×3	—	6 lbs.	Piercing
One-handed							
Cutlass	15 gp	2d3	2d4	×3	—	7 lb.	Slashing
Kusarigama	5 koku	1d4	1d6	×2	—	5 lb.	Bludgeoning and Slashing
Naga Blade	100	1d8	1d10	×3	—	8 lb.	Slashing
Najya	2200 koku	1d8+1	1d10+1	19-20/×2	—	4 lbs.	Slashing
Ninja-to	5 koku	1d4	1d6	19-20/×2	—	4 lb.	Slashing
Rapier	20 gp	1d4	1d6	18-20/×2	—	2 lb.	Piercing
Ring Sword	105 koku	1d4	1d6	18-20/×2	—	13 lb.	Slashing
Sang Kauw	10 koku	1d6/1d6	1d8/1d8	×2	—	10 lb.	Slashing
Scimitar, Ashalan	315 koku	1d4	1d6	18-20/×2	—	3 lbs.	Slashing
Tulwar*	15 gp	1d4	1d6	19-20/×2	—	4 lb.	Slashing
Whip	1 koku	1d2	1d4	×2	15 ft.	2 lbs.	Slashing
Two-handed							
Ankus*	10 gp	1d8	1d10	×3	—	8 lb.	Bludgeoning
Falchion, Ashalan	375 koku	2d3	2d4	18-20/×2	—	12 lbs.	Slashing
Kagi-nawa	9 bu	1d3	1d4	×2	—	2 lb.	Slashing
Kamayari	2 koku	1d8	1d10	×2	10 ft.	3 lb.	Piercing
Khadja*	400 koku	1d6/1d6	1d8/1d8	19-20/×3	—	11 lbs.	Slashing
Mai Chong	20 koku	1d8	1d10	×3	—	12 lb.	Slashing
Manrikikusari	6 koku	1d6	2d4	×2	—	6 lb.	Bludgeoning
Naga Spear	100	1d8	1d10	×3	—	6 lb.	Piercing
Ogre Club	10 koku	2d6	2d8	×3	—	25 lb.	Bludgeoning
Pearl Staff	100	1d4	1d6	×3	—	2 lb.	Bludgeoning
Sasumata	8 koku	1d3	1d4	×2	—	8 lb.	Slashing
Sodegarami	4 koku	1d3	1d4	×2	—	5 lb.	Slashing
Scythe, Ashalan*	430 koku	2d2/1d8	2d4/1d10	19-20/×2	—	9 lbs.	Piercing and Slashing
Shinobi-shuko/ Shinobi-ashiko	2 koku	1d4	1d6	×2	—	1 lb.	Slashing

EXOTIC WEAPONS—RANGED

Bahiya*	Special	3d3	3d4	19-20/×2	40 ft.	1/10th lbs	Slashing
Blowgun	8 bu	1	1	×2	10 ft.	1 lb.	Piercing
Chakram*	6 gp	1d4	1d6	19-20/×2	20 ft.	2 lb.	Slashing
Crossbow	65 koku	1d6	1d8	19-20/×2	80 ft.	6lb.	Piercing
Flintlock Pistol	250 gp	2d4	2d5	×3	50 ft.	3 lb.	Piercing
Flintlock Rifle	500 gp	2d6	2d8	×3	100 ft.	10 lb.	Piercing
Bullets (10)	3 gp	—	—	—	—	2 lb.	—
Heavy Crossbow	90 koku	1d8	1d10	19-20/×2	120 ft.	10 lb.	Piercing
Naga Bow	100 koku	1d8	1d10	19-20/×2	70ft	3 lb	Piercing
Plumbata	3 koku	1d4	1d6	×2	20 ft.	2 lbs.	Piercing
Shuriken	1 koku	1	1d2	×2	10 ft.	1/20 lb.	Piercing
Throwing Stone	10 koku	1d4	1d6	×3	20 ft.	8 lbs.	Bludgeoning

* See the weapon's description for special rules.

SIEGE WEAPONS

Weapon	Cost	Damage	Critical	Range Increment	Crew
Offensive					
Kaiu Trebuchet	1,400 koku	7d6	—	900 ft. (300 ft. minimum)	20
Kuruma Seiro	—	4d6	×3	—	—
Ohitsuji	2000 koku	4d6	×3	—	10
Oyumi	500 koku	3d6	×3	120 ft.	1
Oyumi, defensive	1500 koku	8d6	(19-20) ×4	2,500 ft. (1,000 ft. minimum)	10
Tsujikaze, small	700 koku	3d6	—	250 ft. (100 ft. minimum)	10
Tsujikaze, large	1,000 koku	5d6	—	500 ft. (150 ft. minimum)	15
Defensive					
Hekireki Kakyu	100 gp/rd.	Variable	×3	Per catapult used	—
Yahajiki	600 gp	4d6	×3	120 ft.	1
Kuruma Date	500 gp	—	—	—	5-10
Tosekiki	800 gp	Variable	—	200 ft. (100 minimum)	6-8
Kuruma Seiro	1000 gp	Variable	×3 (w/ ram)	—	10-12
Kikkosha	700 gp	—	—	—	12-24

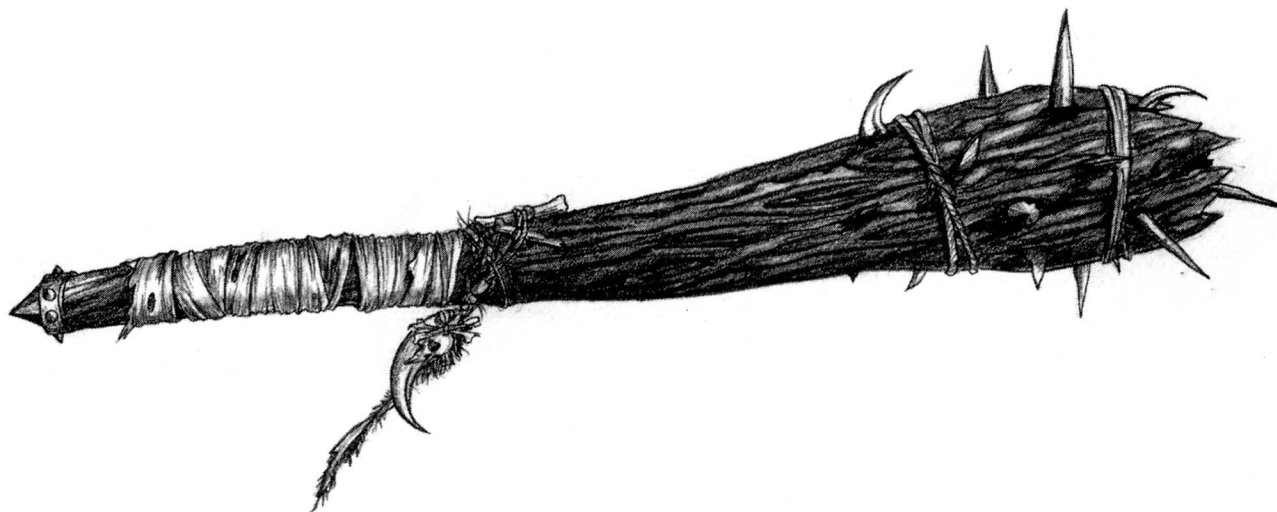
LIGHT ARMOR

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed			Weight
						(20 ft)	(30 ft)	(40ft)	
Ashigaru	25 koku	+3	+5	-1	15%	20 ft.	30 ft.	40 ft.	20 lb.
Light Hide	10 koku	+3	+6	-1	10%	20 ft.	30 ft.	40 ft.	20 lb.
Partial	50 koku	+4	+4	-3	25%	15 ft.	20 ft.	30 ft.	30 lb.
Riding	50 koku	+3	+6	-1	10%	0 ft.	30 ft.	40 ft.	20 lb.

GAIJIN ARMOR

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed			Weight
						(20 ft)	(30 ft)	(40ft)	
Light Armor									
Chain Shirt	100 koku	+4	+4	−2	20%	20 ft.	30 ft.	40 ft.	25 lbs.
Jazerant	80 koku	+3	+4	−2	20%	20 ft.	30 ft.	40 ft.	20 lbs.
Lorica Segmentata	20 koku	+2	+6	−1	10%	20 ft.	30 ft.	40 ft.	12 lbs.
Metal Cuirass	40 koku	+3	+4	−2	15%	20 ft.	30 ft.	40 ft.	20 lbs.
Medium Armor									
Brigandine	150 koku	+4	+3	−4	30%	15 ft.	20 ft.	30 ft.	30 lbs.
Chain Mail	170 koku	+5	+2	−5	30%	15 ft.	20 ft.	30 ft.	40 lbs.
Yobanjin Lamellar	80 koku	+4	+3	−3	30%	15 ft.	20 ft.	30 ft.	35 lbs.
Heavy Armor									
Half-plate	500 koku	+7	+0	−7	40%	15 ft.	20 ft.	30 ft.	50 lbs.
Shields									
Adaga	20 koku	+2	—	−2	15%	—	—	—	10 lbs.
Dhal	15 koku	+1	—	−1	5%	—	—	—	5 lbs.
Shield, Large, Steel	20 koku	+2	—	−2	15%	—	—	—	15 lbs.

Note: these costs reflect how much a Rokugani equivalent would cost to create. It is very hard to purchase gaijin armor in Rokugan; they might perhaps be on sale in black markets in the Unicorn or Mantis lands at heavily inflated prices.



L5R RPG 2E NEW WEAPONS

Weapon	DR	Notes
Ankus	2k2	Ignores TN bonus from armor, reduces Carapace by 5.
Bagh-nakh	0k2	No damage against well armored opponent; Free Raise vs. unsuspecting opponent.
Blood Blade	3k2	Chance of disease during healing
Bo	0k2	First round initiative bonus; ineffective against armor
Chakram	1k2	
Chrchr	0k2	+5 TN penalty to strike armored opponents Target may become adhered to weapon
Crossbow	2k2	No special qualities
Cutlass	2k2	May break opponent's weapon, see description below
Dai Tsuchi	1k3	Reduces TN bonus to armor and Carapace by 5
Flintlock Pistol	4k2	May reroll one damage die less resulting in less than Strength once per round.
Flintlock Rifle	5k3	Ignores all armor and carapace.
Gladius	1k2	Adds +2 to attack rolls versus armored opponents
Green-Green-White Axe	2k2	Target may become adhered to weapon
Heavy Crossbow	3k2	Ignores non-magical light armor, reduces Carapace by 1
Inquisitor's Strike	2k2	Counts as jade against Shadowlands, extra damage
Jambiya	1k1	Specialized user can choose to deal 0k2 damage instead.
Jitte	1k1	Disarm attacks require 2 Raises instead of 3
Jo	0k2	Ineffective against armor
Kaiu Blade	3k2	Unbreakable, reduces Carapace
Kakita Dueling Blade	3k2	Increases Iaijutsu skill and allows re-roll of damage dice
Kama	0k2	No special qualities
Katar	1k2	2k3 damage if two katars are wielded simultaneously.
Kenku Blade	3k2	Can attack only when above enemy, provides climbing bonuses
Kukri	2k1	Specialized user can choose to deal 1k2 damage instead.
Kumade	1k2	First round initiative bonus; free Raise on all climbing rolls
Machi-kanshisha pipe	1k1	May be used to deliver ranged attack, see below
Mai Chong	2k2	First round initiative bonus
Masakari	0k3	
Maul	0k4	Ignores all armor and carapace.
Nagamaki	1k2	First round initiative bonus
Nage-yari	0k2	First round initiative bonus; may be thrown up to a maximum of 50 feet
Naginata	1k3	First round initiative bonus
Ningyo Trident	2k2	Adds +5 to Initiative, one rolled die to Kenjutsu
Nunchaku	0k2	No special qualities
Ogre Club	4k3	May be thrown up to 25 feet, inflicting 3k2 damage
Ono	0k4	
Pilum	1k2	Entangles opponent without successful Strength roll, see below
Plumbata	2k2	
Pugio	1k2	Ranged weapon, does not add user's Strength
Rapier	2k1	Reduces armor TN bonus by 5, reduces Carapace by 3, must have 3 Strength
Ring Sword	1k2	Ignores non-magical armor, reduces Carapace by 2
Sai	1k1	Disarm attacks require 2 Raises instead of 3
Sang Kauw	1k2	Possible damage to opponents when on Full Defense
Sasumata	0k1	First round initiative bonus; may be used to entangle opponents
Shobo		Allows the wielder to roll one extra die on hand to hand attacks.
Shosuro Blade	3k2	Free Raise to all Poison rolls, poison harder to resist
Sodegarami	0k1	First round initiative bonus; may be used to entangle opponents
Spatha	2k2	No special qualities
Stiletto	0k1	Wielder may use Reflexes on all attack/damage rolls.
Tail Claw	3k2	May be hurled 60 feet, usually Fine Quality
Tetsubo	2k2	Ignores armor TN bonuses, reduces Carapace by 5
Tonfa	0k1	Adds +5 to the wielder's TN to be hit
Troll Gauntlet	2k1	Minimum Strength 5 to wield, adds Earth Ring to damage
Tsuno Blade	3k3	Increases unarmed damage, risk of Taint to those wounded
Tulwar	2k2	3k2 damage when wielded from horseback.
Twin Sister Blade, Katana	3k2	Increases TN when paired with wakizashi
Twin Sister Blade, Wakizashi	2k2	Increases TN when paired with katana
Utaku Saddle Cutter	4k2	Inflicts additional damage from horseback
Vajra	1k1	Disarm attacks require 2 Raises instead of 3
Whip	0k1	May be used to ensnare an opponent, see below
Yari	1k2	First round initiative bonus; DR 2k3 when used from horseback
Yodai Shield	—	+5 initiative against opponents when mounted
Yodai Sword	2k2	+5 to TN, ranged attack to blind opponents
Zokujin Bludgeon	1k2	Minimum Strength 5 to wield, ignores some armor One Free Raise for damage against stone targets

"CHOOSE YOUR WEAPONS WITH THE GREATEST CARE
- THE ART OF WAR IS NOT A FORGIVING MEDIUM"

- DOJI KUROHITO, CRANE CLAN CHAMPION

A samurai is defined by the daisho — katana and wakizashi, these weapons are the soul of a true warrior. Yet these are not the only weapons one will find in the Empire of Rokugan. A thousand years of cunning generals, expert warriors, and master weaponsmiths have brought about a vast arsenal, ready to be drawn upon by a clever samurai.

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This book is a dual-system supplement for the *Legend of the Five Rings Role-Playing Game, Second Edition*™ and *Rokugan*™ the d20 Companion for *Legend of the Five Rings*. Players and DMs may also find it useful as a source of interesting new feats and abilities for any *d20 System*™ campaign.

Game Masters running the Second Edition L5R RPG will need a copy of the *Legend of the Five Rings Game Master's Guide*™ and the *Player's Guide*™. Players need only the *Player's Guide*.

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