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Legends of the Samurai

THE MYSTIC ARTS



CHAPTER ONE: MYSTIC CLASSES



KENZA

The kenza is a master of the elements, a mystic who can use his knowledge of the magic arts to rain destruction down on his enemies. His Ki is so strong he can bend nature herself to his will. In a warrior culture, the kenza is both respected and feared.

Adventures: The kenza is a seeker after knowledge, and his adventures usually reflect that quest. Kenza also travel the land seeking mentors with whom to advance their knowledge of the mystic arts. Occasionally a kenza takes service with a daimyo and undertakes adventures at his lord's request.

Characteristics: The kenza is a master of destructive magic who can harness the power of nature to assault his foes. The kenza is also a skilled scholar, and many members of this class live in the wild, studying the sublime harmony of nature.

Honor: The kenza cares little about honor; he lives in a society of his own governed by unique rules. Living outside the rigid orderliness of society means

that kenza are found where they are least expected, from the court of the Emperor to the lowliest peasant village. Their motives are closely guarded, which makes their behavior inscrutable and unpredictable to those around them.

Religion: The power of the kenza is drawn from the natural world. Some kenza believe that the gods created this world and must be revered as the ultimate source of their power. Others believe the world came into being through an interplay of natural forces, and that the gods merely stumbled across it. Devout kenza can be found (in small numbers) in all the faiths common to medieval Japan, from Buddhism to Shinto to Christianity.

Background: Most kenza show a talent for their craft at a very young age and are apprenticed to a more experienced magician early in life. Kenza are always seeking to expand their numbers, and look upon the training of these apprentices as a solemn duty. This does not mean that life is easy for the fledgling mage—far from it. Before the kenza learns his first magic spell, he is introduced to a life of hard work and expected to demonstrate a thorough

understanding of the laws of nature.

Bloodline: Kenza are born, not made, and this innate talent manifests itself in people of all social classes. Most kenza care little for issues of birth and heredity; it's difficult to tell by their dress or mannerisms whether a magician comes from a noble background or is the basest of outcasts.

Other Classes: Kenza get along well with all other professions, though some samurai naturally distrust kenza for living outside the natural social order. On the other hand, kenza get along very well with ronin, ninja, and other "outcast" classes precisely because they all exist outside the accepted social structure.

Role: A kenza serves the part of the traditional mage very well, providing long-range attack spells to supplement any archers in the party. At low levels they need frontline fighters to keep their foes at bay while they work their magic; while they always benefit from such protection, this need lessens as the power of the kenza's spells grow.

GAME RULE INFORMATION

Kenza have the following game statistics.

Abilities: The most important ability for the kenza is determined by his first elemental mastery (see below). Because casting spells in armor is difficult, a high Dexterity is also a key ability for the kenza.

Honor: Kenza can come from virtually any walk of life; this class has no Honor requirements.

Hit Die: 1d6

CLASS SKILLS

The kenza's class skills (and the key ability for each skill) are: Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (arcana, astrology, calligraphy, Chinese classics, Chinese poetry, composition and rhetoric, divination,

LEGENDS OF THE SAMURAI: THE MYSTIC ARTS

Welcome to *Legends of the Samurai: the Mystic Handbook*, the second installment in the *Legends of the Samurai* series. For all of you who read the first book and hated it... well, you're probably not reading this. But for those of you who read the first book and loved it, but proclaimed, "What, no magic?!"—this book is for you.

Legends of the Samurai brings the mystical world of medieval Japan to life. This book details Japan's many exotic religions and varied forms of magic. New rules describe the means by which shokunin bring enchanted weapons to life, and the ways that wielders can tap into the full potential of those weapons. Also within these pages you'll find four new core classes for arcane and divine casters, a new magic system, many new feats, an even greater number of new spells, new priestly domains, and rules for magical weapons.

history, Japanese poetry, law, mathematics, medicine, nature, nobility and royalty, politics, tactics) (Int) Spellcraft (Int), and Survival.

Skill Points at 1st Level: (4 + Int modifier) x4.

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

CLASS FEATURES

All of the following are class features of the kenza.

Weapon and Armor Proficiency: Weapon Proficiency (Knives, Spears and Staves)

Arcane Spells: A kenza casts arcane spells drawn from one or more of the elemental spell lists (see the Elemental Mastery ability below for a description of this process).

To cast a spell, a kenza must have a minimum ability score equal to at least 10 + the spell's level (11 for a 1st-level spell to as high as 19 for a 9th-level spell). The ability required is determined by the element in question as detailed below; a kenza might need many high abilities to be a master of all the elements.

Like other spellcasters, the kenza has a limited number of replenishable spell points with which to cast spells, as detailed on Table 2-1: Spell Points. The first element selected by the kenza determines which ability modifies his spell points.

Elemental Mastery: At 1st, 4th, 8th, 12th, 16th, and 20th level the kenza gains the Elementary Mastery ability, and may pick one of the following elemental spell lists: Air, Cold, Earth, Fire or Water. The kenza may cast spells based on that element normally. The first element a kenza chooses determines the ability score from which he derives his bonus spell points: Air (Wisdom), Cold (Dexterity), Earth (Constitution), Fire (Charisma) or Water (Strength).

Each time a kenza acquires one of these five elemental lists, he gains the following ability, depending on the element selected:

- Air: add Spot and Listen to kenza class skill list

- Cold: add Balance and Tumble to kenza class skill list
- Earth: +2 bonus on all Fortitude saves
- Fire: add Bluff and Gather Information to kenza class skill list
- Water: add Climb and Swim to kenza class skill list

Once he has acquired multiple elemental spell lists in this manner, the kenza may also choose spell lists that combine two or more of his known elemental masteries: magma and weather.

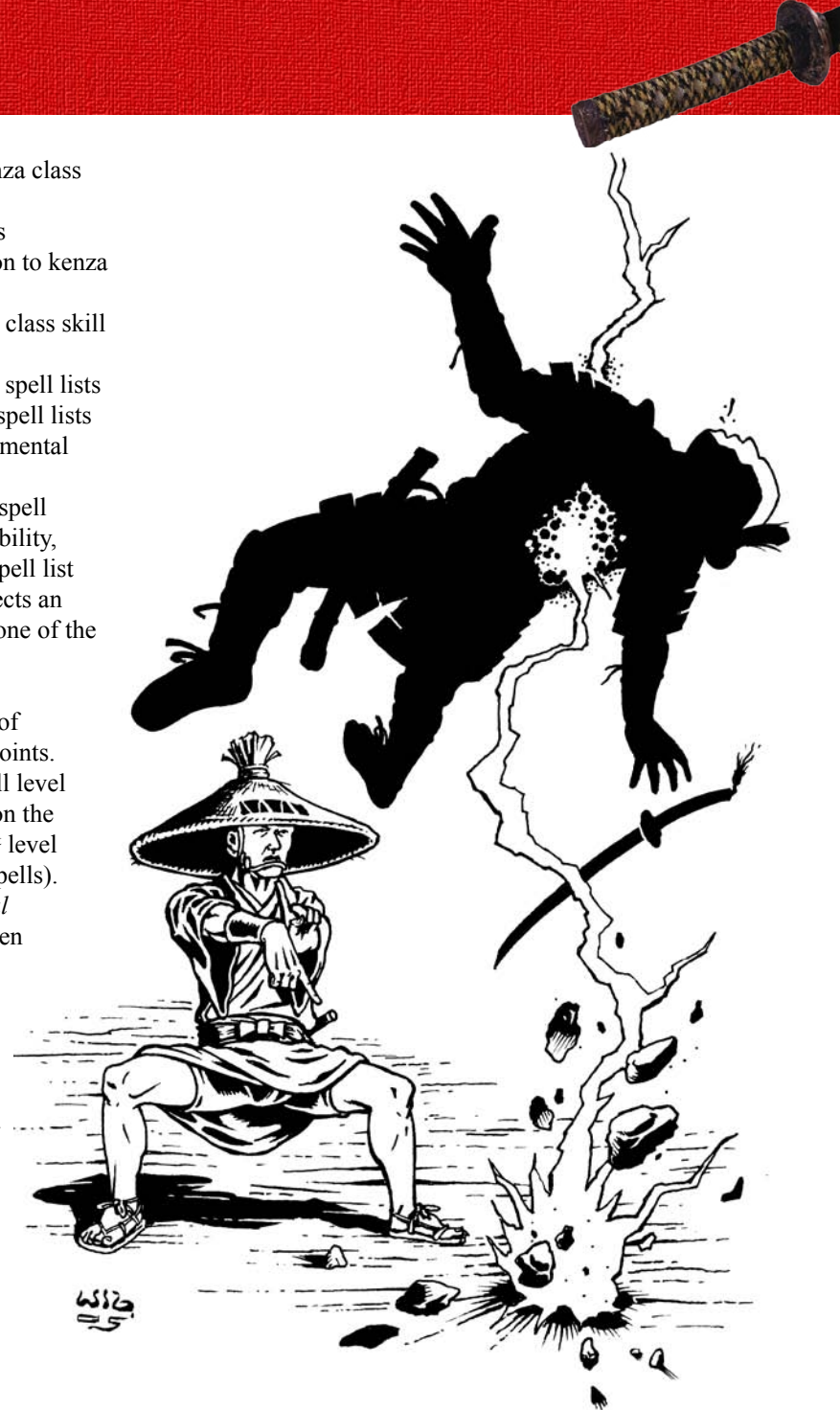
Alternatively, instead of selecting a new spell list when he gains the Elemental Mastery ability, the kenza may instead choose to master a spell list he already knows. Each time the kenza selects an already-acquired spell list, he may choose one of the following abilities to apply to it:

Elemental Ease (Prerequisite Elemental Mastery): The spell point cost of all spells of the chosen element is reduced by -2 spell points. The minimum spell point cost for each spell level is the lowest amount that can be achieved on the spell point table (0 spell points for 0 and 1st level spells, 1 spell point per level for all other spells).

Elemental Power (Prerequisite Elemental Mastery): The DC for all spells of the chosen element is increased by +2 spell points.

Elemental Resistance (Prerequisite Elemental Mastery): You gain 1 DR per spell level you can cast (i.e. without overcasting) against attacks of the chosen element (air, cold, earth, fire or water). You may choose this ability more than once. Its effects stack.

Elemental Ease, Improved (Prerequisite Elemental Ease): You may apply any of the following to spells of the chosen element: Enlarge Spell, Extend Spell, Silent Spell and Still Spell. You do not need the appropriate feat to apply these





effects to spells of the chosen element, and they do not increase the casting cost of the spell in question. You may only apply one of these effects to a given spell casting, but you may change which effect to apply from round to round.

Elemental Ease, Greater (Prerequisite Improved Elemental Ease): You may apply any of the following effects to spells of the chosen element: Empower Spell, Maximize Spell, Quicken Spell or Widen Spell. You do not need the appropriate feat to apply these effects to spells of the chosen element, and they do not increase the casting cost of the spell in question. You may only apply one of these effects to a given spell casting, but you may change which effect to apply from round to round.

Elemental Solace: When near a large quantity of an element he has mastered, the kenza finds it easier to meditate and recover his strength. His spell point recovery is increased by +1 per hour. This source might be a campfire for a fire kenza, a river or lake for a water kenza, a mountain for an earth kenza or a pure mountain breeze for an air kenza. At 14th level, this bonus increases to +2 spell points per hour.

Ki: Beginning at 5th level the kenza can tap the power of his Ki once per day. He can use his Ki to cast any spell of 0-3rd level without paying the spell point cost. This ability may not be used on spells marked with asterisk on the spell chart or on any spell that has a metamagic feat applied to it.

At 10th level the kenza can use his Ki twice per day and can cast spells of up to 5th level with this ability.

At 15th level the kenza can use his Ki three times per day and cast spells of up to 7th level with this ability.

At 20th level the kenza can use his Ki four times per day and cast spells of up to 9th level with this ability.

Bonus Feats: At the levels indicated on the class table, the kenza can choose a bonus feat from the following list: Aikijutsu, Analytical Combat, Bojutsu, Educated, Empower Spell, Enlarge Spell, Extend

TABLE 1-1: THE KENZA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Elemental Mastery
2 nd	+1	+0	+0	+3	
3 rd	+1	+1	+1	+3	Elemental Solace
4 th	+2	+1	+1	+4	Elemental Mastery
5 th	+2	+1	+1	+4	Ki 1/day (0-3 rd level spells)
6 th	+3	+2	+2	+5	Bonus Feat
7 th	+3	+2	+2	+5	
8 th	+4	+2	+2	+6	Elemental Mastery
9 th	+4	+3	+3	+6	Elemental Consort
10 th	+5	+3	+3	+7	Ki 2/day (4 th -5 th level spells)
11 th	+5	+3	+3	+7	
12 th	+6/+1	+4	+4	+8	Elemental Mastery; Bonus Feat
13 th	+6/+1	+4	+4	+8	
14 th	+7/+2	+4	+4	+9	Elemental Solace (Greater)
15 th	+7/+2	+5	+5	+9	Ki 3/day (6 th -7 th level spells)
16 th	+8/+3	+5	+5	+10	Elemental Mastery
17 th	+8/+3	+5	+5	+10	Elemental Consort, Greater
18 th	+9/+4	+6	+6	+11	Bonus Feat
19 th	+9/+4	+6	+6	+11	
20 th	+10/+5	+6	+6	+12	Elemental Mastery; Ki 4/day (8 th -9 th level spells)

Spell, Heighten Spell, Innate Spell, Jodo, Jojutsu, Low Profile, Maximize Spell, Metabolic Fuel, Poise, Power Surge, Quicken Spell, Renown, Silent Spell, Still Spell and Widen Spell.

Elemental Consort: At 9th level the kenza can summon elementals of any element for which he has taken Elemental Mastery (in other words, of any elemental spell type he can cast). The kenza can summon 1 large elemental, 1-2 medium elementals or 1-3 small elementals of the chosen type. This ability can be used once per day; elementals summoned in this fashion remain until they are slain or until the kenza dismisses them. They serve the kenza willingly as a kindred spirit.

At 17th level the kenza can summon 1 elder elemental, 1-2 greater elementals, 1-3 huge elementals, 1-4 large elementals, 1-6 medium elementals or 1-8 small elementals.



MAHOUTSUKAI

The mahoutsukai is a master of sorcery, or so-called “black” magic. He does not wield the power of the gods like the senkensha and the shukke, nor can he shape nature to his will like the kenza. Instead, the mahoutsukai relies on his ability to bend the minds of others, making them see his lies as reality. As his power grows, the mahoutsukai’s lies are potent enough to actually reshape reality in accordance with his will. Despite his power (or perhaps because of it), the mahoutsukai is considered a disreputable, dishonorable figure.

Adventures: The mahoutsukai is a wanderer by nature, because he is something of an outcast. The mahoutsukai is also an adventurer at heart and always desires new, exciting experiences. These tendencies



combine to make a mahoutsukai want to be “where the action is”—in other words, in the middle of trouble.

Characteristics: The mahoutsukai is a master of enchantments and illusions. He is a magical conman much like the mountebanks and gypsies of Europe.

Honor: Many consider the mahoutsukai the antithesis of honor. Where the samurai strives to be clear in his intentions (even when that intention is to kill his opponent), the mahoutsukai strives to deceive. The kenza is understood by honorable men and women, even though his tools are the elements rather than the sword. The mahoutsukai, however, uses deceit as his weapon and wears his dishonor as a badge.

Religion: Many mahoutsukai revere Uzume and regard her as the creator of their craft. Most mahoutsukai use religion the same way they use everything else: as a convenient tool for deception, to be discarded the moment it becomes cumbersome.

Background: Like most spellcasters, mahoutsukai show a talent for their art at a young age. A youth who demonstrates a predilection for the ways of the mahoutsukai is typically recruited by an older mahoutsukai, who desires to pass along the art and see it flourish in future generations.

Bloodline: Mahoutsukai come from all bloodlines, but the majority rise from the lower bloodlines which are more willing to cast aside traditional notions of honor and loyalty. A mahoutsukai from a noble or warrior family would be considered a “black sheep” unworthy of mention

(or worse, a stain on the family honor worthy only of death).

Other Classes: Since they are considered the antithesis of honor, many mahoutsukai consort with ninja, who are equally despised. Indeed, many ninja train in the ways of mahoutsukai—one source of the ninja’s reputation for hypnotic powers and the ability to bend the will of others.

Role: The mahoutsukai provides information and deception magic to his group, helping the party achieve their aims subtly.

GAME RULE INFORMATION

Mahoutsukai have the following game statistics.

Abilities: Charisma is the most important ability for the mahoutsukai, as it helps him cast his spells and weave his more mundane lies (through his many Charisma-based skills). Intelligence and Dexterity are also important, as the mahoutsukai must be quick of mind and body when his deceptions are inevitably discovered.

Honor: The mahoutsukai has no Honor requirements.

Hit Die: 1d6

CLASS SKILLS

The mahoutsukai’s class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge (divination) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis) and Use Rope (Dex).

Skill Points at 1st Level: (6 + Int. modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.



TABLE 1-2: THE MAHOUTSUKAI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Arcane Spells
2 nd	+1	+0	+0	+3	Silver Tongued +2
3 rd	+1	+1	+1	+3	Banter
4 th	+2	+1	+1	+4	Trickster +1
5 th	+2	+1	+1	+4	Ki 1/day
6 th	+3	+2	+2	+5	Silver Tongued +4
7 th	+3	+2	+2	+5	
8 th	+4	+2	+2	+6	Trickster +2
9 th	+4	+3	+3	+6	
10 th	+5	+3	+3	+7	Ki 2/day
11 th	+5	+3	+3	+7	
12 th	+6/+1	+4	+4	+8	Trickster +3
13 th	+6/+1	+4	+4	+8	Silver Tongued +6
14 th	+7/+2	+4	+4	+9	A Thousand Faces
15 th	+7/+2	+5	+5	+9	Ki 3/day
16 th	+8/+3	+5	+5	+10	Trickster +4
17 th	+8/+3	+5	+5	+10	
18 th	+9/+4	+6	+6	+11	Silver Tongued +8
19 th	+9/+4	+6	+6	+11	Timeless Body
20 th	+10/+5	+6	+6	+12	Ki 4/day; Trickster +5

CLASS FEATURES

All of the following are class features of the mahoutsukai.

Weapon and Armor Proficiency: Weapon Proficiency (Knives, Spears and Staves)

Arcane Spells: A mahoutsukai casts arcane spells drawn from the mahoutsukai spell list.

To cast a spell, a mahoutsukai must have a minimum Charisma ability score equal to at least 10 + the spell's level (11 for a 1st-level spell to as high as 19 for a 9th-level spell).

Like other spellcasters, the mahoutsukai has a limited number of replenishable spell points with which to cast spells, as detailed on Table 2-1: Spell Points. The mahoutsukai gains bonus spell points equal to his Charisma modifier.

Silver Tongued: Mahoutsukai are accomplished at deceiving others and gain the listed bonus on all Charisma and Dexterity class skills.

Banter: The mahoutsukai gains this feat as a bonus feat at 3rd level without needing to meet the prerequisite. If the mahoutsukai already has this feat, he may select a bonus feat of his choice.

Trickster: The mahoutsukai possesses deep knowledge of the human mind and eye and is skilled at tricking both. The saving throw DC to resist all enchantment and illusion spells cast by the mahoutsukai is increased by the amount listed on the class table.

Ki: Beginning at 5th level the mahoutsukai can tap the power of his Ki once per day. He can use his Ki to cast any illusion spell of 0-3rd level without paying the spell point cost.

At 10th level the mahoutsukai can use his Ki twice per day and can cast illusion spells of up to 5th level with this ability.

At 15th level the mahoutsukai can use his Ki three times per day and cast illusion spells of up to 7th level

with this ability.

At 20th level the mahoutsukai can use his Ki four times per day and cast illusion spells of up to 9th level with this ability.

A Thousand Faces: At 14th level, the mahoutsukai is such an accomplished liar that he can assume any appearance at will as if using the *alter self* spell.

Timeless Body: At 19th level the mahoutsukai no longer suffers penalties to his ability scores from age. Any age-induced penalties already incurred remain. The mahoutsukai continues to accrue age-related bonuses as he ages, and dies after exceeding the maximum age for his race.



SENKENSASHA

The senkensha is a divine seer who is able to pierce the veil of the future through spells and natural

ability. Senkensha are masters of predicting the future and are found in all the same faiths as the shukke. Possessed of less combat ability than the shukke, the senkensha is much better able to forecast future events.

Adventures: Like the shukke, the senkensha adventures on behalf of his temple or deity. The senkensha might also take up an adventure to prevent (or ensure) the occurrence of a future seen in one of his visions. Politically motivated senkensha tend to support the interests of men whose fate marks them as great leaders of the future.

Characteristics: The senkensha is a divine spellcaster with a specialization in divination magic, as well as class abilities that enhance his ability to see the future.

Honor: Senkensha have little desire to gain glory in battle. Most embrace a spartan, ascetic lifestyle that results in a high Honor score. This class does have a minor Honor requirement, but it is easily met so long as the senkensha lives a modest lifestyle and

is not terribly dishonest.

Religion: Senkensha are found in the ranks of every religion in Japan. Most senkensha revere one of the pagan Shinto gods or follow the more esoteric branches of Buddhism, but even the austere Zen school contains some who seek knowledge of the future (although the Zen teachings lead these students to accept what is coming rather than attempt to change it).

Background: As with many other spellcasters, senkensha generally display an aptitude for their art from a very young age. Some senkensha believe their ability to see the future is innate and unlearned (and only honed, not created, by their training); others believe that anyone can learn the art with time and dedication.

Bloodline: Senkensha can come from any bloodline, and members of this class are as often found in outcast as in noble bloodlines.

Other Classes: The senkensha gets along well with other classes, using his ability to see the future to allow the party to plan better and avoid ambushes. He is also highly valuable for providing the “big picture,” giving the party a look at future events.

Role: The senkensha is a divine spell caster who can be called on to fill the role of the party healer.

REQUIREMENTS

To qualify to become a senkensha, a character must meet the following criteria.

Allegiances: A senkensha must have an allegiance to the sect he worships (Shinto, Christianity, or one of the Buddhist sects). Should the character renounce this allegiance (or have it revoked), he cannot gain further levels in this class until he regains the proper allegiance.

Literate: A senkensha must be literate. (Note that many bloodlines do not grant automatic literacy; a character from one of these bloodlines must have spent 2 skill points in order to become literate.)

GAME RULE INFORMATION

Senkensha have the following game statistics.

Abilities: Intelligence is the senkensha’s most important ability, since it grants him bonus spell points and adds to his scholarly abilities by granting him additional skill points.

Honor: A character must have an Honor score of 40 points or more to take a level in this class. Once a character has taken his first level in this class, he may continue to do so as long as his Honor does not fall below 30 points.

If the senkensha takes the Ascetic Code allegiance, he gains a +5 bonus to his Honor score. If he later renounces this allegiance (or has it revoked), the senkensha loses 10 Honor.

Hit Die: 1d6

CLASS SKILLS

The senkensha’s class skills (and the key ability for each skill) are: Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana, astrology, calligraphy, Chinese classics, Chinese poetry, composition and rhetoric, divination, history, Japanese poetry, law, mathematics, medicine, nature, nobility and royalty, politics, tactics) (Int), Listen (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis) and Survival (Wis).

Skill Points at 1st Level: (4 + Int modifier) x4.

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

CLASS FEATURES

All of the following are class features of the senkensha.

Weapon and Armor Proficiency: Weapon Proficiency (Knives, Spears and Staves)

Divine Spells: A senkensha casts divine spells drawn from the senkensha/shukke spell list.

To cast a spell, a senkensha must have a minimum

Intelligence ability score equal to at least 10 + the spell’s level (11 for a 1st-level spell to as high as 19 for a 9th-level spell).





Like other spellcasters, the senkensha has a limited number of replenishable spell points with which to cast spells, as detailed on Table 2-1: Spell Points. The senkensha gains bonus spell points equal to his Intelligence modifier.

Domain Spells: The senkensha gains two domains appropriate to his deity (or religion) at first level. These domains grant the senkensha certain listed powers, as well as the ability to cast spells within his chosen domains more easily. The senkensha may cast one domain spell of each level he can cast normally (those not marked with an * on the spell chart) without paying the spell point cost each day. If the senkensha applies a metamagic feat to a domain spell, he cannot cast it for free with this ability.

Dream Reader: At 2nd level the senkensha begins to have prophetic dreams of the future. By ordering his thoughts prior to sleep, he can forecast the outcome of a specific event of his designation (although sometimes these dreams come unbidden, at the GM's discretion). This ability requires the senkensha to make a Knowledge (divination) skill check (which can fail, resulting in a muddled dream that provides little or even misleading information), but this check takes only 8 hours rather than the usual 24, allowing the senkensha to make checks while adventuring or performing other tasks. See the description of the Knowledge (divination) skill in the Mystic Skills section for more information on foretelling future events through divination.

Scribe Scroll: At 3rd level the senkensha gains this feat as a bonus feat. If the senkensha already possesses this feat, he receives a metamagic feat of his choice instead.

Erudition: The senkensha receives an extensive education just as the shukke does. Add the listed bonus to all Knowledge skill checks.

Ki: At 5th level the senkensha can tap the power of his Ki once per day. He can use his Ki to make a Knowledge (divination) or Knowledge (astrology)

TABLE 1-3: THE SENKENSHA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Divine Spells; Domain Spells
2 nd	+1	+0	+0	+3	Dream Reader
3 rd	+1	+1	+1	+3	Scribe Scroll
4 th	+2	+1	+1	+4	Erudition +2
5 th	+2	+1	+1	+4	Ki 1/day
6 th	+3	+2	+2	+5	Lesser Prophecy
7 th	+3	+2	+2	+5	Bonus Feat
8 th	+4	+2	+2	+6	Erudition +4
9 th	+4	+3	+3	+6	
10 th	+5	+3	+3	+7	Ki 2/day
11 th	+5	+3	+3	+7	Prophecy
12 th	+6/+1	+4	+4	+8	Erudition +6
13 th	+6/+1	+4	+4	+8	Bonus Feat
14 th	+7/+2	+4	+4	+9	
15 th	+7/+2	+5	+5	+9	Ki 3/day
16 th	+8/+3	+5	+5	+10	Greater Prophecy; Erudition +8
17 th	+8/+3	+5	+5	+10	Bonus Feat
18 th	+9/+4	+6	+6	+11	
19 th	+9/+4	+6	+6	+11	Bonus Feat
20 th	+10/+5	+6	+6	+12	Ultimate Prophecy; Ki 4/day; Erudition +10

skill check as a full-round action (this skill normally requires 24 hours).

He may also use his Ki to cast any divination spell of 0-3rd level from the senkensha/shukke spell list without paying the casting cost.

At 10th level the senkensha can use his Ki twice per day and may use his Ki to cast a divination spell of 4th to 5th level without paying the casting cost.

At 15th level the senkensha can use his Ki three times per day and may use his Ki to cast a divination spell of 6th to 7th level without paying the casting cost.

At 20th level the senkensha can use his Ki four times per day and may use his Ki to cast a divination spell of 8th to 9th level without paying the casting cost.

Lesser Prophecy: At 6th level, the senkensha's ability to forecast the future becomes stronger and he adds his senkensha level to all divination skill checks.

Prophecy: At 11th level the senkensha's ability to see the future grows, allowing him to forecast events

in less time. Subtract the senkensha's level (in hours) from the 24 hours required to make a Knowledge (divination) skill check. Regardless of the time it takes for the senkensha to make a skill check, the maximum number of visions he can receive each day is two (one while awake and one while asleep).

Greater Prophecy: At 16th level the senkensha's view of the future becomes sharp and clear. Any fate point gained as a result of his abilities adds an extra +1d6 to the modified die roll (for a maximum bonus of +6d6).

Ultimate Prophecy: At 20th level the future becomes an open book for the senkensha. Once per day he may ask the GM a yes or no question. The GM rolls a Knowledge (divination) skill check (DC 30) for the senkensha; if this check is successful the answer is truthful. If the roll fails, the GM may answer falsely or misleadingly. The senkensha cannot take 10 on this skill check.



Bonus Feats: At the levels indicated on the class table, the senkensha can choose a bonus feat from the following list: Analytical Combat, Educated, Empower Spell, Enlarge Spell, Extend Spell, Faith, Heighten Spell, Innate Spell, Low Profile, Maximize Spell, Meditation, Metabolic Fuel, Poise, Power Surge, Quicken Spell, Renown, Silent Spell, Still Spell and Widen Spell.

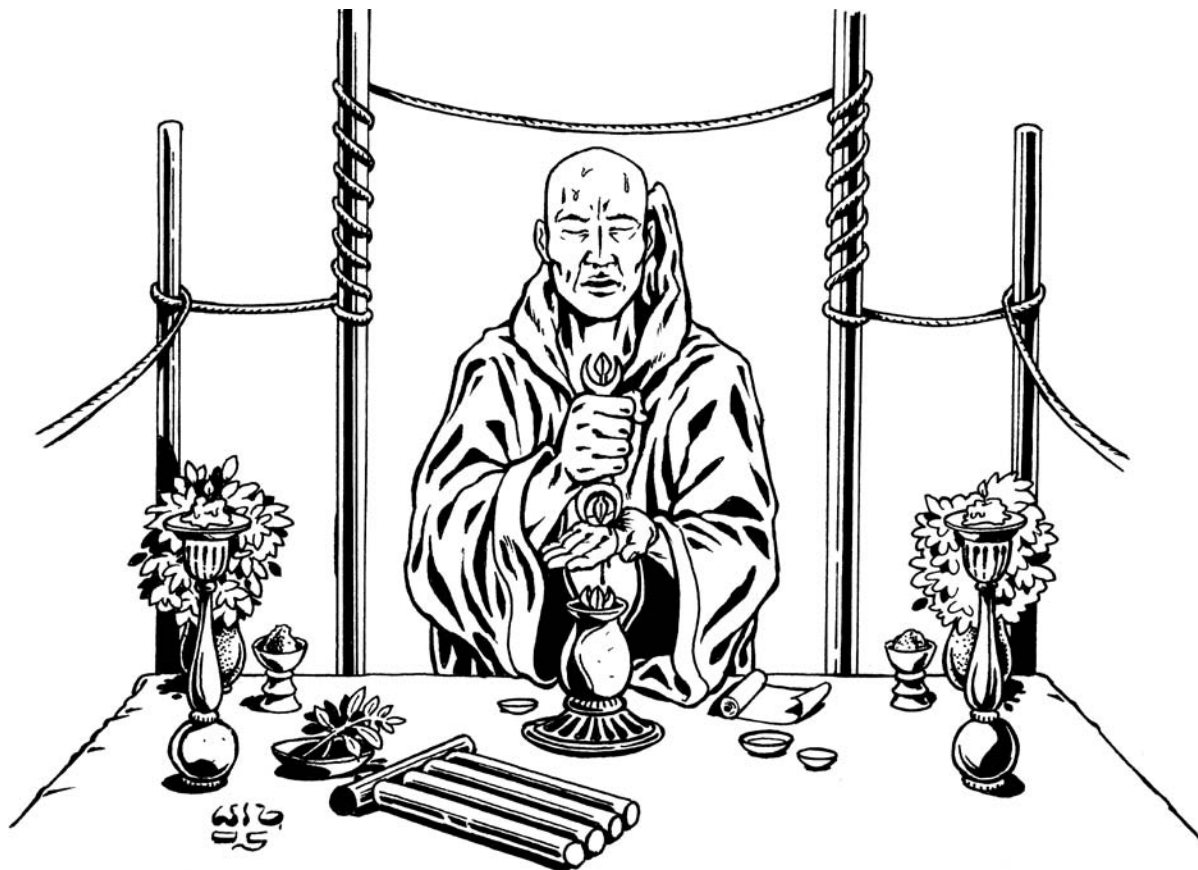
SHUKKE

The shukke is a priest of one of the many denominations native to medieval Japan. While the yamabushi are the “muscle” of the temples, the shukke are the “brains,” providing the scholarly knowledge and deep philosophical thought necessary for the understanding and advancement of Japan’s many esoteric religions.

Adventures: Shukke normally undertake adventures at the behest of their temple or order. At times, the shukke’s order may come into conflict with the dominant warrior class—typically when trying to unseat the warriors or lessen their control over the heimin. Of the many peasant rebellions that occur throughout Japan’s history, most are led or fomented by charismatic priests.

Characteristics: The shukke is a scholar who studies the esoteric nature of religion. While each shukke owes a primary allegiance to one faith, the common forms of Buddhism and Shinto are sufficiently intertwined historically and philosophically that the shukke becomes familiar with the intricacies of all these varying faiths as his scholarship grows.

Honor: The shukke seeks to master himself in all aspects of life, and his ascetic lifestyle usually results in a spotless character (and the resulting high Honor score). Most shukke abstain from meat and alcohol.



Religion: Shukke can be found serving all the faiths of medieval Japan, including Christianity (see the Gods and Religions section for descriptions of the religious affiliations available). The more esoteric branches of Buddhism are slightly more popular among the intellectual members of this class.

Background: Most shukke are admitted to their priestly orders at a very young age and spend their entire lives in service to the temple. Occasionally a warrior or daimyo retires to a temple (to which he has made handsome donations) to explore his spiritual side in his golden years.

Bloodline: Generally speaking, only members of the three prestigious bloodlines (monastic, noble and warrior) are eligible for priestly training. It is not unheard of for an exceptional peasant to rise to this rank if he is able to achieve the scholarly learning required of this profession.

Other Classes: Shukke get along best with the yamabushi; the two classes make a formidable team when working together. Although shukke work well with warriors and nobles, these classes are often at odds with the shukke’s political and religious ideals.



TABLE 1-4: THE SHUKKE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Divine Spells; Domain Spells
2 nd	+1	+0	+0	+3	Scribe Scroll
3 rd	+2	+1	+1	+3	Spiritual Solace; Temple Training
4 th	+3	+1	+1	+4	Erudition +2
5 th	+3	+1	+1	+4	Ki 1/day (Ancestral Kami)
6 th	+4	+2	+2	+5	Poise
7 th	+5	+2	+2	+5	
8 th	+6/+1	+2	+2	+6	Erudition +4
9 th	+6/+1	+3	+3	+6	+1 Armor Class
10 th	+7/+2	+3	+3	+7	Ki 2/day (Defending Kami)
11 th	+8/+3	+3	+3	+7	
12 th	+9/+4	+4	+4	+8	+1 Armor Class; Erudition +6
13 th	+9/+4	+4	+4	+8	
14 th	+10/+5	+4	+4	+9	Spiritual Solace (Greater)
15 th	+11/+6/+1	+5	+5	+9	+1 Armor Class; Ki 3/day (Angry Kami)
16 th	+12/+7/+2	+5	+5	+10	Erudition +8
17 th	+12/+7/+2	+5	+5	+10	
18 th	+13/+8/+3	+6	+6	+11	+1 Armor Class
19 th	+14/+9/+4	+6	+6	+11	
20 th	+15/+10/+5	+6	+6	+12	Ki 4/day (Supreme Kami); Erudition +10

Role: In a party, a shukke often serves as a healer—a role vital to the success of many adventures.

REQUIREMENTS

To qualify to become a shukke, a character must meet the following criteria.

Allegiances: A shukke must have an allegiance to the sect he worships (Shinto, Christianity, or one of the Buddhist sects). Should the character renounce this allegiance (or have it revoked), he cannot gain further levels in this class until he regains the proper allegiance.

Literate: A shukke must be literate. (Note that many bloodlines do not grant automatic literacy; a character from one of these bloodlines must have spent 2 skill points in order to become literate.)

GAME RULE INFORMATION

Shukke have the following game statistics.

Abilities: Intelligence is the shukke's most important ability since it grants him bonus spell points. It also adds to his scholarly abilities by granting him additional skill points.

Honor: A character must have an Honor score of 40 points or more to take a level in this class. Once a character has taken his first level in this class, he may continue to do so as long as his Honor does not fall below 30 points.

If the shukke takes the Ascetic Code allegiance, he gains a +5 bonus to his Honor score. If he later renounces this allegiance (or has it revoked), the shukke loses 10 Honor.

Hit Die: 1d8

CLASS SKILLS

The shukke's class skills (and the key ability for each skill) are: Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana, astrology, calligraphy, Chinese classics, Chinese poetry, composition and rhetoric, divination, history, Japanese poetry, law, mathematics, medicine, nature, nobility and royalty, politics, tactics) (Int), Listen (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis) and Survival (Wis).

Skill Points at 1st Level: (4 + Int modifier) x4.

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

CLASS FEATURES

All of the following are class features of the shukke.

Weapon and Armor Proficiency: Weapon Proficiency (Agricultural, Bows, Knives, Spears and Staves), Armor Proficiency (Light)

Divine Spells: A shukke casts divine spells drawn from the senkensha/shukke spell list.

To cast a spell, a shukke must have a minimum Intelligence ability score equal to at least 10 + the spell's level (11 for a 1st level spell to as high as 19 for a 9th level spell).

Like other spellcasters, the shukke has a limited number of replenishable spell points with which to cast spells, as detailed on Table 2-1: Spell Points. The shukke gains bonus spell points equal to his Intelligence modifier.

Domain Spells: The shukke gains two domains appropriate to his deity (or religion) at first level. These domains grant the shukke certain listed powers, as well as the ability to cast spells within his chosen domains more easily. The shukke may cast one domain spell of each level he can cast normally (those not marked with an * on the spell chart) without paying the spell point cost each day. If the shukke applies a metamagic feat to a domain spell, he cannot cast it for free with this ability.



Scribe Scroll: At 2nd level the shukke gains this feat as a bonus feat. If the shukke already possesses this feat he receives a metamagic feat of his choice instead.

Spiritual Solace: When on holy ground (a temple or other site designated holy by his faith), the shukke recovers his spiritual strength faster, regaining an additional +1 spell point per hour.

At 14th level this bonus increases to +2 per hour.

Temple Training: Although not nearly as well-trained as his more combative yamabushi brethren, the shukke does have access to the considerable martial arts training resources of monasteries loyal to his faith. At 3rd level, the shukke may select any martial arts style or maneuver feat of his choice as a bonus feat. The shukke must meet the prerequisites for any feat selected through this ability.

Erudition: In addition to combat training, shukke also have access to their temples' libraries and instructors, some of the finest in the land. The shukke gains the listed bonus to all Knowledge skill checks.

Ki: Beginning at 5th level the shukke can tap the power of his Ki once per day. Due to his superior state of enlightenment and knowledge of the spirit world, he can call a kami of one of his ancestors to grant him a bonus equal to his shukke level on any one skill check. This check must be one which can be performed in a single round or action, not one that takes a long time to perform (such as a Craft check).

At 10th level the shukke can use his Ki twice per day and can also summon a kami to defend him, granting him a dodge bonus to his Armor Class equal to one-half his shukke level for 1-4 rounds. The shukke is also immune to critical hits while under the protection of this kami.

At 15th level the shukke can use his Ki three times per day and can summon a kami to increase the power of his attacks, granting him a bonus to all melee damage rolls equal to one-half his shukke level for 1-4 rounds.

At 20th level the shukke can use his Ki four times per day and can summon a supreme kami to aid both his attack and defense. This function grants the bonuses of both the attacking and the defending kami.

Poise: At 6th level the shukke gains this feat without needing to meet the prerequisite, owing to the self-defense training available at his temple. At 9th, 12th, 15th, and 18th level, the Poise bonus to the shukke's Armor Class increases by an additional +1 (cumulative).



CHAPTER TWO: THE MYSTIC ARTS

Magic in *Legends of the Samurai* is handled slightly differently than in the standard D20 system, using the magic system that first appeared in *Legends of Excalibur*. Though many of the spells are the same, the sources of magical power and the way magical energies are recharged are all handled differently than you might be accustomed to.



Instead of gaining spells of various levels, spellcasters in *Legends of the Samurai* receive spell points as they advance in level. These spell points may be spent to cast spells of any level from

TABLE 2-1: SPELL POINTS

Caster Level	Spell Points
1 st	1
2 nd	2
3 rd	4
4 th	7
5 th	10
6 th	15
7 th	20
8 th	27
9 th	34
10 th	43
11 th	52
12 th	63
13 th	74
14 th	87
15 th	100
16 th	115
17 th	130
18 th	147
19 th	164
20 th	183

the caster's known spell lists, and can be recovered when the character is at rest. Depending on the situation, the spellcaster could cast many lower level spells or expend all of his energy to cast one powerful spell.

All spellcasting in this system is spontaneous; casters never need to prepare their spells in advance.

The number of spell points available to the caster depends on his level as shown on Table 2-1: Spell Points. This number is the maximum number of spell points a character may have; spent spell points can be recovered (see below), but cannot be raised above the maximum number of points for his level.

Note however that certain feats, class abilities, and ability modifiers can raise a character's spell point maximum.

Spellcasters also receive bonus spell points based on the primary statistic for their class.

Free Spells: Under this spell point system, some spells cost the spellcaster nothing to cast. This could happen because of the spellcaster's level, application of the Innate Spell feat, or the use of the Power Manipulation metamagic feat. A caster can cast a number of free spells each day equal to his caster level. After this number of spells is cast, each spell thereafter costs a minimum of one spell point per

TABLE 2-2: SPELL COSTS

Caster Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	1	2	12*	-	-	-	-	-	-	-
2 nd	1	1	8*	-	-	-	-	-	-	-
3 rd	1	1	4	15*	-	-	-	-	-	-
4 th	1	1	3	10*	-	-	-	-	-	-
5 th	0	1	2	5	18*	-	-	-	-	-
6 th	0	1	2	4	12*	-	-	-	-	-
7 th	0	1	2	3	6	21*	-	-	-	-
8 th	0	1	2	3	5	14*	-	-	-	-
9 th	0	1	2	3	4	7	24*	-	-	-
10 th	0	1	2	3	4	6	16*	-	-	-
11 th	0	1	2	3	4	5	8	27*	-	-
12 th	0	1	2	3	4	5	7	18*	-	-
13 th	0	1	2	3	4	5	6	9	30*	-
14 th	0	1	2	3	4	5	6	8	20*	-
15 th	0	1	2	3	4	5	6	7	10	33*
16 th	0	1	2	3	4	5	6	7	9	22*
17 th	0	1	2	3	4	5	6	7	8	11
18 th	0	0	2	3	4	5	6	7	8	10
19 th	0	0	2	3	4	5	6	7	8	9
20 th	0	0	2	3	4	5	6	7	8	9

* Spells marked with an asterisk can be cast by the character, but only with great difficulty. A character casting one of these spells is pushing his knowledge and ability to the absolute limit, and is fatigued until he rests for 1 hour. If the character is already fatigued, he is exhausted until he rests for 8 hours. Because these spells exist at the very edge of a character's ability to cast, they generally cannot have metamagic feats applied to them—see the descriptions of metamagic feats in the Mystic Feats section for more information.



casting.

The number of spell points required to cast a spell depends on both the spell's level and the caster level, as shown on Table 2-2: Spell Costs. Cross-reference the spell's level with the caster's level; the resulting number is the number of spell points that must be used to cast that spell.

RECOVERY OF SPELL POINTS

Spell points are recovered at an hourly rate. The character's activity level and his mental and physical condition affect the rate at which he regains his energy for spellcasting. The base rate of spell point recovery is listed on the table below.

Activity Level	Spell points per hour
Sleeping (8 hours or less)	4 per hour
Resting	1 per hour
Riding	0 per hour
Walking	-1 per hour
Adventuring/Fighting	None

Any result of 0 or less simply means that the character's spell points do not increase. Thus, walking does not actually cause a character to lose spell points, although it may reduce his spell point recovery rate to 0. Spell points can never be recovered while engaged in strenuous activities such as fighting, running, swimming, etc.

This rate can also be affected by certain feats and abilities. For instance, a character with the Meditation feat could recover one spell point per hour while riding, while he would need to have taken the Meditation feat three times to recover spell points while walking.

PHYSICAL CONDITION

The rate of recovery of spell points is further modified by the character's physical condition as noted on the following table.

Physical Condition	Modifier
Fatigued	-1
Exhausted	None

These modifiers are applied to the base recovery rate, along with any other modifiers from the character's feats or class abilities, to determine the final recovery rate.

For example, a kenza with the Elemental Mastery (Water) and Elemental Solace class abilities and the Meditation feat spends 2 hours walking beside a river and recovers 2 spell points (Base Recovery -1/hour, +1 for Elemental Solace, +1 for Meditation). He then decides to camp beside the same river and sleeps for 8 hours, recovering an additional 48 spell points (4/hour base, +1 for Meditation, +1 for Elemental Solace).

MULTICLASS SPELLCASTERS

Multiclass spellcasters have several benefits under the spell point system. The spell point system also allows a character to cast many more low level spells than he normally could. However, the character's caster level will determine how much those spells cost, whether or not the character is fatigued, and the maximum spell level a character can cast.

For example, a Kenza 2/Shukke 1 would use the Spell Costs table (caster level 2) for the spell point costs of his Kenza spells, and the same table (caster level 1) for the spell point costs of his Shukke spells.

Unlike the above spell casting attributes, the total number of spell points of a caster is based on his combined caster levels. For example, both a Kenza 3 and a Kenza 2/Shukke 1 would have a base of 4 spell points.

Multiclass spellcasters gain the benefits of both ability modifiers as bonus spells points. So the same Kenza (Fire) 2/Shukke 1 with an Intelligence of 13 and Charisma of 14 would have a total of 7 spell points.



MYSTIC SKILLS

CRAFT (ALCHEMY) (INT)

Trained Only

You are skilled in the art of yogen (alchemy), and can craft create alchemical unique items as detailed on the table below.

Name	Craft DC	Cost	Preparation Time
Blinking grenade	25	50 tn	1-4 hours
Kito-gan (ninja only)	25	10 tn	1 day*
Mild poison	20	25/50 tn	1-4 days
Lethal poison	30	100/200 tn	2-12 days
Magical potion (spellcaster only)	Special	Varies	Varies
Smoke grenade	20	25 tn	1 hour

Blinking Grenade: A blinking grenade consists of a virulent irritant carefully placed into a hollow egg shell. Hitting an opponent requires a ranged touch attack; if successful, the target must make a Fortitude save (DC 10 + the character's skill ranks in Craft [alchemy]) or be blinded for 1-6 rounds.

Kito-gan (ninja only): This exotic compound, typically taken in the form of a pill, is a closely-guarded secret of the ninja clans. Only ninja can make these pills, and then only at a ninja base camp or settlement. (Even if the ninja is respected enough to be told the formula for these pills, the materials need to be aged for three years, so even those who know the secret of these mysterious pills cannot make them except at a ninja stronghold.) The preparation time is the length of time it takes the ninja to form the raw materials into pill form. Taken daily, these pills grant a +4 bonus on all Fortitude saves to resist hunger and thirst. Once a character fails a save against hunger and thirst, he no longer benefits



from the pills until he recovers from his starvation/dehydration.

Lethal Poison: This poison inflicts 1d6 ability damage (the ability affected is determined by the types of materials used to make the poison, and is specified at the time of creation by the brewer). If the initial save is failed, an additional saving throw is required 1 minute later to avoid the loss of another 1d6 ability damage. If both the initial and secondary damage affect the same ability score, the monetary

cost of this poison is doubled. The DC of this saving throw is 10 + the character's skill ranks.

When this poison is concocted, the brewer must decide if it will be ingested or injected.

Making a lethal poison is a major cowardice transgression. Using one is a severe cowardice transgression. Other penalties may apply, depending on the target of the poison; for instance, poisoning one's lord would also be a severe disloyalty transgression, tricking someone into eating poisoned

food would be a severe dishonesty transgression, and so forth.

Magical Potion: A magical potion may only be brewed by a character that can cast spells. The cost and requirements to make these items are detailed in the Mystic Items section.

Mild Poison: This poison inflicts 1d4 ability damage (the ability affected depends on the types of materials used to make the poison, and is determined at the time of creation by the brewer). If the initial save is failed, an additional saving throw is required 10 minutes later to avoid the loss of another 1d4 ability damage. If both the initial and secondary damage affect the same ability score, the monetary cost of this poison is doubled. The DC of this saving throw is 10 + one-half the character's skill ranks in Craft (alchemy).

When this poison is concocted, the brewer must decide if it will be ingested or injected.

Making a mild poison is a moderate cowardice transgression. Using one is a major cowardice transgression. Other penalties may apply, depending on the target of the poison—for instance, poisoning one's lord would also be a major disloyalty transgression, tricking someone into eating poisoned food would be a major dishonesty transgression, and so forth.

Smoke Grenade: This item contains materials that emit a thick smoke when thrown onto the ground or (ideally) into a fire. If thrown onto the ground, it emits a brief puff of smoke, granting the ninja a +4 bonus to a Bluff check in order to create a diversion for a Hide check. If thrown into a fire (or set on fire by the ninja, which is a full-round action that provokes attacks of opportunity), it grants those within a 10-foot radius a 20% miss chance due to concealment.

Special: This skill is considered highly disreputable, and a character learning it loses 2 Honor





for each rank he gains in this skill. Also, using any of the items made from this skill (with the exception of kito-gan) is considered a moderate cowardice transgression. Using any of the poisons concocted with this skill is a major or severe cowardice transgression (see the poison descriptions for details).

CRAFT (JEWELRY) (INT)

Trained Only

This skill allows the creation of works of art from precious or semi-precious metals and stones. It is also used in the creation of magic jewelry. The ranks and processes required to use this skill to create magical jewelry are detailed in the Mystic Items section.

Skill Check	Materials Value
5 or less	-25%
6-20	---
21-25	+25%
26-30	+50%
31+	+75%

CRAFT (ROD) (IN)

Trained Only

This skill is used exclusively for crafting magical rods. The ranks and processes required to use this skill are detailed in the Mystic Items section.

CRAFT (STAFF) (INT)

Trained Only

This skill allows the creation of weapons made almost entirely of wood (clubs, bo and jo staves, bokken, etc.) but is primarily used for the creation of magical staves. The ranks and processes required to use this skill to create magical staves are detailed in the Mystic Items section.

CRAFT (WAND) (INT)

Trained Only

This skill is used exclusively for the creation of magical wands. The ranks and processes required to use this skill to create magical wands are detailed in the Mystic Items section.

KNOWLEDGE (CALLIGRAPHY) (INT)

Trained Only

You are skilled at writing the various forms of Japanese characters, including kanji and katakana. This skill can allow you to make a living in the court of a daimyo or even the Imperial Court writing the many missives that need to be sent by the great men of the land. This skill also allows spellcasters to create magical scrolls. The ranks and processes required to use this skill to create magical scrolls are detailed in the Mystic Items section.

KNOWLEDGE (IN~YO [DIVINATION]/TEMMON [ASTROLOGY]) (INT)

Trained Only

You are gifted, or cursed, with the ability to divine the future. Those who desire knowledge of the future seek to use you as a pawn—but even worse, your visions are often so shrouded in mystery as to be useless or lead you down the wrong paths. However, knowledge is power, and the power brought by knowledge of the future is an irresistible lure. Emperors and Shogun seek out seers who have reputations of accuracy for this very reason.

Check: To use this skill, a character first chooses a specific time or event in the future he wishes to see. A successful check grants a bonus to a single skill check or attack roll during the forecasted event, as if the character had spent a fate point. However, if a check to forecast a specific event fails, the GM gains

a bonus to an opponent's skill check or attack roll as if he had spent a destiny point (see the Fate and Destiny section). The further into the future events are forecast, the murkier the future becomes.

Event	DC
Forecast event less than 24 hours in the future	20
Forecast event 1-2 days in the future	25
Forecast event 3 days in the future	30
Forecast event 4 days in the future	35
Each additional day in the future	+5
Forecast the destiny of someone well known to you	25
Forecast the destiny of a newborn child	30
Forecast the destiny of someone you have just met	35
Each +1 Reputation of the target	+2

Note: Using this skill successfully (and gaining the equivalent of a free fate point) does not add a destiny point to the character's total in the normal fashion.

This skill also allows a character to know his destiny (see the Fate and Destiny section for more information).

Action: A Knowledge (divination) check takes 24 hours. This time must be spent in meditation or prayer.

Try Again: Varies. Knowledge (divination) checks to aid specific events may not be retried, as your vision is always correct. Only your interpretation of the vision is incorrect. Prophecies to detect someone's destiny may be retried.

Special: Senkensha have several class abilities that modify this skill.

Each 100 tn worth of incense burned during the 24-hour preparation period prior to making a prophecy skill check grants a +1 bonus to the final skill check (+5 maximum).

Synergy: Characters with 5 or more ranks in Concentration gain a +2 bonus on Knowledge (divination) skill checks, since they notice small details during their visions.



MYSTIC FEATS

A note about metamagic feats:

Since *Legends of the Samurai* uses the spell point system first seen in *Legends of Excalibur*, rules for metamagic feats are slightly different than in the standard d20 system. Spellcasters in *Legends of the Samurai* can cast spells much earlier than they could under the standard d20 rules (but at a substantially increased casting cost), with the spell point cost gradually decreasing as the caster grows in power. Furthermore, the lowest-level spells (0 and 1st level) can eventually be cast for 0 spell points. With spell costs varying so widely depending on spell level and caster level, a metamagic feat that altered the spell's effective level would cause the casting cost to swing even more drastically. Thus the metamagic feats have been altered to add a set increase to the spell's casting cost.

Metamagic feats and overcast spells: Spell point costs marked with an asterisk are spells the mage is *overcasting*. This means the spell is known to him, but just beyond his reach; he is exerting his power to the utmost to cast it. Overcast spells operate by several additional rules: first, overcast spells can

fatigue or exhaust the caster; second, the cost to cast them is substantially increased; and third, overcast spells may not have metamagic applied to them. The caster is straining the limits of his ability just to cast the spell in the first place; improving on the "basic" spell form is impossible at his present level of mastery.

ANCESTRAL WEAPONRY (GENERAL)

You can bond with a magical weapons and armor and will learn to harness their abilities over time. The Japanese considered a warrior's weapon an expression of his soul, and this feat reflects that belief.

Effect: A character with this feat may harness some or all the magical powers of a magic weapon and armor. The level of the enhancements he or she can harness is dependant on the level of the character (see table below).

The character must be bonded with a magic weapon or armor to gain the magical benefits. This requires a Shinto religious ceremony performed either by a priest or by the shokunin who forged the weaponry. This ceremony requires incense with a value of at least 100 tn.

After one character has bonded to a weapon or

armor, another character may not bond to it (even if he takes this feat). The bond can only be severed by the death of the person bonded to the weapon, at which time another character may perform the ritual, take this feat, and bond to the weapon.

A character can willingly relinquish his bond with a weapon (perhaps because he has found another one). This requires the bonding ritual to be repeated, at which time the character that owns the weapon must pass it on to someone else (he may not simply "free" the weapon once it is bonded). This ritual has the same monetary requirement as the original bonding ritual.

You may bond with a maximum of two melee weapon, one ranged weapon, and one suit of armor.

Character Level	Weapon Abilities
1-4	+1 Enhancement (or +18,000 tn if the value of the ability is strictly monetary, not a bonus)
5-8	+2 Enhancement (or +42,000 tn)
9-12	+3 Enhancement (or +66,000 tn)
13-16	+4 Enhancement
17-20	+5 Enhancement

Special: You may take this feat multiple times. Each time it applies to a different weapon or suit of armor.

Example: After a long and complicated quest, Hitori, a Samurai 3/Yamabushi 2, learns that his father's best friend, the man who raised him as a son, was also the man who killed his father in order to marry his mother. Returning to the land he knew as home when a boy, Hitori confronts the villain and slays him. He then takes the weapon that killed his father (a +3 Keen Katana of Speed) as his own, vowing to wield it as a constant reminder that anyone can betray him. After performing the appropriate rites, Hitori bonds with the weapon and takes the Ancestral Weapon feat. Since his character level is 5, all the abilities of the weapon with a +2 Enhancement or less are now open to him. In his hands it functions

TABLE 2-3: METAMAGIC FEATS

Feat Name	Point Cost	Benefit
Empower Spell	+4 spell points	Increased effectiveness of a spell
Enlarge Spell	+2 spell points	Double the range of a spell
Extend Spell	+2 spell points	Double the duration of a spell
Heighten Spell	None	Cast spell as if higher level
Innate Spell	-2 spell points	Decreased cost for one spell
Maximize spell	+6 spell points	Spell has maximum effect
Power Manipulation	Varies—see text	Reduce spell effectiveness for a decrease in casting cost
Quicken Spell	+8 spell points	Cast a spell as a free action
Silent Spell	+2 spell points	Cast a spell without a verbal component
Still Spell	+2 spell points	Cast a spell without a somatic component
Widen Spell	+6 spell points	Increase area of effect for a spell



as a Keen Katana +2. When Hitori reaches 9th character level, the weapon will come into its own and operate at its full potential, the enhancement bonus rising to +3 and the Speed ability working for him. Despite the fact that his character level will continue to climb, the weapon will not improve after 9th level, since Hitori has awakened all the abilities it possesses.

Much later, Hitori, now a Samurai 12/Yamabushi 3, retakes the last of his grandfather's lands, killing the powerful daimyo who had seized those lands for his own two generations ago. Hitori decides to take this daimyo's weapon (a +4 Keen Vorpal Katana) for his own. He picks his most trusted ally, Haru (a Ronin 5/Samurai 3) and offers him the sword that killed his father, as a sign that every man must eventually learn to trust again. In Haru's hands the +3 Keen Katana of Speed will function as a +2 Keen Katana until Haru reaches 9th level.

Hitori now bonds himself to the daimyo's sword, which will function as a +4 Keen Katana until Hitori reaches 17th character level, at which time he will be able to use the sword's Vorpal ability.

EMPOWER SPELL (METAMAGIC)

You can cast spells that have a greater than normal effect.

Effect: All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell's spell point cost is increased by +4 spell points.

ENLARGE SPELL (METAMAGIC)

You can cast spells that have a greater than normal range.

Effect: You can alter a spell with a range of close, medium or long to increase its range by 100%. An

enlarged spell's spell point cost is increased by +2 spell points.

EXTEND SPELL (METAMAGIC)

You can cast spells that have a greater than normal duration.

Effect: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous or permanent is not affected by this feat. An extended spell's spell point cost is increased by +2 spell points.

HEIGHTEN SPELL (METAMAGIC)

You can cast a spell as if it were of a higher level.

Effect: Unlike other metamagic feats, this feat's effects are unchanged. The spell it is applied to functions as a higher-level spell in all respects, including casting costs, and may fatigue the caster if the modified level is one the caster has difficulty casting. Note that even though metamagic feats normally are not applicable to spells that exhaust the caster, this is because those spells are at the limit of a caster's power. Since this spell merely allows the caster to put more "oomph" into a spell of a level he has already mastered, the caster may modify a spell into that range. This spell may not be applied to a spell *that already fatigues* the caster.

INNATE SPELL (METAMAGIC)

You are especially skilled at casting one spell.

Effect: One spell (chosen when this feat is taken) has its spell point cost reduced by -2 spell points.

Special: This feat may be taken multiple times and may be applied to the same spell or different spells. You cannot use this feat to reduce the cost of a spell below one spell point.

MAXIMIZE SPELL (METAMAGIC)

You can cast a spell that has maximum effect.

Effect: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell's spell point cost is increased by +6 spell points.

METABOLIC FUEL (GENERAL)

You can sacrifice your health to cast a spell when you really need one.

Prerequisite: Caster level 5th, Concentration 5 ranks.

Effect: You may take temporary ability damage to cast a spell rather than spending spell points. When you use this feat, you instantly gain a specified number of spell points, but at a high cost: for each spell point you gain in this fashion, you take 1 point of temporary ability damage to the ability of your choice.

MEDITATION (GENERAL)

Your inner calm allows your strength to return more quickly.

Prerequisite: Concentration 3 ranks.

Effect: Your spell point recovery rate is improved by +1 per hour.

Special: You may take this feat multiple times. Its effects stack.

POWER MANIPULATION (METAMAGIC)

You have a very fine degree of control over your spellcasting abilities, allowing you to conserve energy by reducing the efficiency of a spell.

Prerequisite: Caster level 8th, two metamagic feats.



Effect: You are able to utilize one of the following manipulations (chosen when the spell is cast) to reduce the power consumption of a spell. All modified spells have a minimum casting cost of one spell point.

Brief Spell: A brief spell lasts half as long as normal. Spells with a duration of concentration, instantaneous, or permanent are not affected by this ability. The spell's casting cost is reduced by 1 spell point.

Minimize Spell: All variable, numeric effects of the spell are minimized. The spell's casting cost is reduced by 3 spell points.

Reduce Spell: Spells with a range of close, medium, or long have their range reduced by 50%. The spell's casting cost is reduced by 1 spell point.

Weaken Spell: All variable numeric effects are reduced by one-half. The spell's casting cost is reduced by 2 spell points.

POWER SURGE (GENERAL)

You have gained extra magical power from a hidden source.

Effect: You gain +3 spell points.

Special: You may take this feat multiple times. Its effects stack.

QUICKEN (METAMAGIC)

You can cast a spell as a free action.

Effect: Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may only cast one quickened spell per round. A spell whose casting time is more than one round cannot be quickened. A quickened spell's spell point cost is increased by +8 spell points.

SILENT SPELL (METAMAGIC)

You can cast a spell without making a sound.

Effect: A silent spell is cast with no verbal component. Spells without verbal components are not affected. A silent spell's spell point cost is increased by +2 spell points.

STILL SPELL (METAMAGIC)

You can cast a spell without moving your hands.

Effect: A stilled spell is cast with no somatic component. Spells without somatic components are not affected. A stilled spell's spell point cost is increased by +2 spell points.

WIDEN SPELL (METAMAGIC)

You can cast spells with a wider area of effect.

Effect: You can alter a burst, emanation, line, or spread-shaped spell to increase its area of effect. Any numeric measurements of the spell's area increase by 100%. Spells that do not have an area of one of these four types are not affected by this feat. A widened spell's spell point cost is increased by +6 spell points.

GODS AND RELIGIONS OF MEDIEVAL JAPAN

BUDDHISM

Buddhism was introduced to Japan in the 6th century CE, but was not immediately embraced

by the populace. In the Nara period, however, it was officially adopted by the Imperial court when Emperor Shomu proclaimed Buddhism to be the “guardian of the state.” Emperor Shomu built the Todaiji (Great East Temple) and placed within it a sixteen-foot tall bronze Buddha called the Great Sun Buddha. He identified this Buddha with Amaterasu, the Shinto goddess of the Sun—the first of many attempts to intermix the two religions.

Although Emperor Shomu stopped short of making Buddhism the state religion, his daughter, the Empress Koken, brought many Buddhist priests to court and lavished important appointments and influence on them. After the Fujiwara revolt, Empress Koken (now called Empress Shotoku) printed one million prayer charms—some of the earliest printed works in the world—to placate the Buddhist clergy. Fears that she planned to make her Buddhist advisor Doku Emperor led to Shotoku's removal from power and to a subsequent ban on women holding the title of Empress. Buddhist monks were also removed from court and barred from holding court positions.

Despite this setback, Buddhism continued to spread throughout Japan and grew to comprise two major sects, the Tendai (Heavenly Terrace) and Shingon (True Word). The Tendai sect was based on Chinese Mahayana Buddhism and its most important work, the Lotus Sutra. Shingon was an indigenous sect much closer ideologically to the original Indian and Tibetan practice of Buddhism. The Shingon sect was founded by a priest named Kukai, who was famous not only for his wisdom and knowledge of Buddhism but also for his poetry, calligraphy, painting and sculpture.

During the confusion and turmoil of the Kamakura period (1185-1333), Buddhism underwent its next great stage of development. During this period, two new sects of Buddhism emerged: Jodo (Pure Land) and Zen. Whereas the previous Buddhist sects appealed to the intellectual elite at court and to the



serious monks of the Mount Hiei monastery, these new sects caused Buddhism to gain popularity with the warrior class and the common man. The Jodo sect, stressing unconditional devotion and constant prayer to Amida Buddha, held particular appeal for the masses. Meanwhile, the samurai adopted Zen, with its emphasis on the rejection of the temporal and scriptural and its stress on a strong individual moral character. Soon, samurai were regularly seeking the council of Zen masters, who they regarded as living embodiments of truth.

Zen Buddhism gave the samurai qualities to strive for—diligence, honesty, honor, and others—that embraced but went beyond simple loyalty to one's superior. While pursuing these ideals, the samurai considered faithful service to his lord more important than his own safety. Thus Zen Buddhism contributed greatly to the development of Bushido.

Domains of Influence: Ancestor, Honor

CHRISTIANITY

When Portuguese traders arrived in Japan, they brought with them much more than tobacco and gunpowder—Christianity was among the imports introduced by European merchants and missionaries. Jesuit Saint Francis Xavier arrived in Kyushu in 1549, and began to spread the Christian faith to commoners and daimyo alike (the latter sought better trade relations with the outsiders and thus an advantage over their rivals through the new religion). In 1560 a major conversion effort was launched in Kyoto, and by 1568 the new port of Nagasaki was founded by a Christian daimyo who promptly turned control of the port over to the Jesuits. By 1582, two percent of the Japanese population—approximately 150,000 people—were Christian, with over 200 Christian churches of various denominations throughout Japan.

As the chaos and civil war lessened, however, the leaders emerging over a reunified Japan began to take

a dim view toward this new religion. Trade began to be closely regulated (though still encouraged), and Christianity itself was prohibited in 1587. Within ten years this prohibition turned to outright persecution, and those who continued to practice Christianity were sought out and killed. By 1640 prohibition of Christianity was a national policy—one that would last until Japan's defeat by the West in 1945.

SHINTO

Japan's native pagan religion, centered on natural and ancestral kami (spirits), flourished during Japan's early history (before approximately 500 CE). However, because it had no formal scripture and few prayers, it was almost completely absorbed into Buddhism, and was little more than an afterthought from the 6th through the 14th century.

In 1339, inspired by the role of kamikaze in the defeat of the Mongol invaders, Kitabatake Chikafusa wrote the Jinno Shoto-ki (Chronicle of the Descent of the Divine Sovereign). This work stressed the importance of maintaining an unbroken line of Imperial descent from Amaterasu, and provided a Shinto view of the history of Japan, giving Japan divine preeminence over China and India (and all other nations).

This monumental work caused a gradual shift of the primary religion away from Buddhism back toward Shinto; later priests developed a distinctly Shinto philosophy and scripture. This reversed some of the inroads Buddhism had made into the masses. The elite intellectuals and the learned monks always favored Buddhism over Shinto, and after the 14th century Buddhism was largely the province of those classes. The samurai also maintained their preference for the austerity and simplicity of Zen Buddhism.

AMATERASU

Amaterasu is the ruler of the Plain of Heaven and the ancestor of Jimmu, the first Emperor and the source

of the Imperial Family's divine right of rule. The eldest daughter of Izanagi, Amaterasu was sent up the celestial ladder into heaven because of her brilliant radiance, and she has ruled there ever since.

One of the central myths regarding Amaterasu is her retreat from the world due to a conflict with her brother, Susanowo the storm god. Susanowo ravaged the earth with his terrifying storms, which frightened Amaterasu into retreating to a cave and shutting herself inside with a boulder. Darkness descended on the land and demons ruled the earth. Her fellow gods tried coaxing and tricking Amaterasu out, to no avail.

Finally Uzume began to perform a series of humorous, erotic dances for the other gods. Their mirth and laughter caused Amaterasu to peek from the cave, emitting a ray of light—the first dawn. At first, all she could see was a brilliant light, which further enticed her from the cave until she realized she was looking at her own reflection in a mirror. Before she could retreat to the cave, the other gods dragged her out and returned her to her position in the sky.

Amaterasu is also known as a friend to mankind, teaching them to harness nature in order to survive. She created the first rice paddies and the loom, showing the people how to cultivate wheat and the silkworm and to weave.

Amaterasu's main shrine on the island of Honshu is torn down every 20 years and rebuilt. Her symbol is the mirror. She is also called Omikami or "illustrious goddess."

Domains of Influence: Sun, Plant

AME-NO-OSHIDO-MIMI

An earth god and the son of Amaterasu, Ame-no-Oshido-Mimi was once offered rulership over the whole Earth, but refused.

Domains of Influence: Earth, Strength



HACHIMAN

God of war and protector of the Japanese people. Especially revered by peasants as a god of agriculture who uses doves as his messengers. He is also known as Yawata, the god of the eight banderoles. Many Shinto practitioners consider this god to be the deified Emperor Ojin Tenno, who ruled in the 3rd century BCE, while Buddhists associate him with the great bodhisattva Daibosatsu.

Domains of Influence: War, Plant

HODERI

Brother of Hoori and son of Ninigi and Konohana. His name means “fire shine;” he became a fisherman while his brother became a hunter.

Domains of Influence: Animal, Water

HOORI

Brother of Hoderi and son of Ninigi and Konohana. His name means “fire fade;” he became a hunter while his brother became a fisherman. During a dispute with his brother over a lost fishhook, Hoori descended to the ocean floor, where he met Otohime, the sea god’s daughter. The two fell in love, and Otohime’s father summoned all the fish of the ocean to find the fishhook.

Domains of Influence: Animal, Travel

IZANAGI

Japanese mythology holds that Izanagi and his sister-wife Izanami created the world. Standing on the floating bridge of the heavens, they thrust a jewel-encrusted spear into the ocean. The water that dripped from this spear created the Japanese islands. When Izanami died in childbirth, Izanagi went to the underworld to retrieve her. When his wife refused to leave the underworld, Izanagi returned, and while performing a ritual cleaning created Amaterasu the sun (washed from his left eye), Tsuki-Yumi the moon

(washed from his right eye), and Susanowo the storm (washed from his nose).

Domains of Influence: Honor, Water

IZANAMI

Izanami is the personification of the earth and darkness. Together with her brother-husband Izanagi, Izanami created the world. After dying while giving birth to the fire god Kagutsuchi, Izanami descended to rule over the underworld.

Domains of Influence: Ancestor, Earth

JIMMU

Jimmu is the descendant of Amaterasu and the first Emperor of Japan. It is to him that the Imperial throne traces its divine right to rule the island.

Domains of Influence: Protection, Strength

KONOHANA

The wife of Ninigi, Konohana is also known as the Blossom Princess and the Child Flower. She makes the flowers bloom and is the symbol of delicate life. Konohana is the daughter of the mountain god Ohoyama and the mother of Hoderi, Hoori and Jimmu. Due to her husband’s extreme jealousy, she retired to a hut secluded in the woods and eventually committed suicide.

Domains of Influence: Ancestor, Plant

NINIGI

Ninigi is the grandson of Amaterasu and father of Jimmu, the first Emperor of Japan. He is the god of rice, sent to Earth by Amaterasu to watch after the politics of the land. Ninigi lived on the Earth for many years and led the people of Japan in many battles against both barbarian hordes and monsters (which were much more common in the ancient past).

Domains of Influence: Ancestor, War

OHUYAMA

Ohoyama is the god of the great mountains and the father of Konohana.

Domains of Influence: Earth, Strength

SUSANOWO

The brother of Amaterasu, Susanowo is the god of the winds, storms, seas and serpents. Susanowo is an evil, destructive god who ravages the land with his storms. His impetuous nature always gets the better of him, despite his great power. In his many conflicts with his sister (and consort) Amaterasu, Susanowo loses his beard, his fingernails, and all his possessions, and is eventually banished. During his banishment he wanders the Earth, undertaking many adventures, including slaying an eight-headed serpent, wiping out a plague, and conquering Korea.

Domains of Influence: Destruction, Weather

TSUKI-YUMI

The god of the moon and brother of Amaterasu. As soon as this god was born he climbed to the night sky, where he has remained ever since, ruling the sky with his sister.

Domains of Influence: Knowledge, Protection

UZUME

Uzume is the goddess of joy and happiness, as well as the goddess of dancing. Her name itself means “whirling;” her dances, along with the clean water of her streams, bring the people of Japan good health. Uzume’s dances are found in folk rites involving the planting of seeds and the waking of the dead.

Domains of Influence: Trickery, Water



FATE AND DESTINY

Characters in Japanese legends have destinies that, try as they might, they cannot escape. These destinies can lead them to glory, fame, renown, power, and love. Just as often, these great men are fated to die at the hand of a trusted friend, and such dark fates are no less powerful than the ones that lifted them to the heights.

Legends of the Samurai models the sort of epic destiny through the use of fate points and destiny points. During character creation and with the GM's permission, any player may pick a *fate* for his character. A character with a fate also has a secret *destiny* (chosen by the GM) which goes hand in hand with that fate.

During the course of his adventures, a player may invoke his character's fate, spending fate points. When spent, fate points modify the next die roll to perform a special action or bring the character closer to his goal. However, every time a character spends a fate point, the GM receives a destiny point. The GM may spend destiny points to modify die rolls or to perform special actions in order to make the character's destiny that much harder to resist. The higher a character's level, the more both fate and destiny points modify die rolls, as shown on the table below. The rolls a character can modify and the special actions he can take depend upon the fate (or destiny) the character has chosen.

Number of Fate and Destiny Points: Each level, a character may spend fate points equal to his character level. Unspent fate points are wasted. When a character gains a level, his current number of fate points becomes his level, regardless of how many are left unspent from the previous level. The number of destiny points at the GM's disposal is equal to the total number of fate points a character has spent,

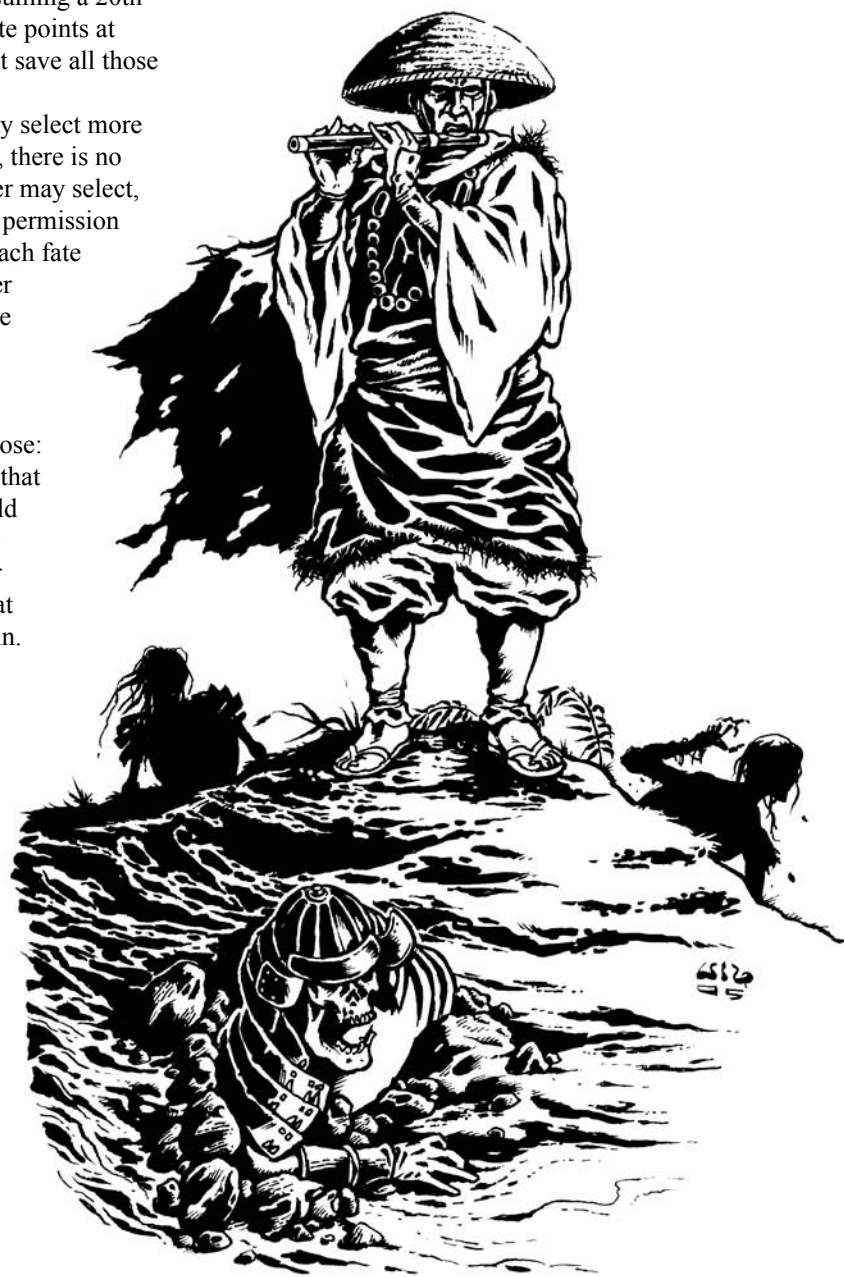
which has a practical limit of 210, assuming a 20th level character who spent all of his fate points at every level (hopefully the GM doesn't save all those destiny points for one encounter!).

More than One Fate: A player may select more than one fate for his character. In fact, there is no limit to the number of fates a character may select, except that he must receive the GM's permission for each fate selected. However, for each fate a character selects, he receives another destiny, and having more than one fate does not increase the number of Fate points a character receives.

Finite vs. Infinite Fates: There are two types of fates a character can choose: finite or infinite. Finite fates are fates that represent an attainable goal. This could be a short-term goal (such as winning an important tournament or battle), or it could be a longer-term goal, one that requires a series of adventures to attain. Examples of an infinite fate would be to make a long dangerous sea-voyage to discover an unknown land, or the legendary vow of the 47 Ronin to avenge their fallen daimyo.

Infinite fates dominate the character's entire life and some can never truly be fulfilled. Examples might include being the finest swordsman to ever live, or to unite all of Japan under the rule of a single Shogun.

Fate and Destiny Intertwined: Regardless of the magnitude of a character's fate, his destiny should be tied in an ironic way to the fate he chooses. For example, a character that chooses the fate to be the "greatest samurai in history"





might end up facing his long-lost brother in a battle to advance the cause of his Shogun. Whether he won or lost, this would cause the character a great deal of anxiety—he might very well end up killing his brother in that battle or taking his own life as a result of his “accomplishment.”

Evolving Fate: A character that chooses a finite event (such as winning a single battle) as his fate can, upon the completion of that task, take a new fate for his character. However, all destiny points accrued thus far remain, and a character that exchanges one fate for another must face the possibility that his destiny will become more severe. A character should only be allowed to change his fate when the GM feels he has accomplished the task or goal set for his character, not at a time convenient for the player. However, he may still add new fates with the GM’s permission.

Level	Modifier
1-4	+1d6
5-8	+2d6
9-12	+3d6
13-16	+4d6
17-20	+5d6

Note that the player uses the sum of these dice, not the highest die.

USES OF FATE AND DESTINY POINTS

Fate and destiny points may be spent to modify attack rolls, saving throws, and skill checks at any time, as long as the action is strongly related to the character’s fate. The amount by which fate and destiny points modify these rolls depends on the character’s level, as shown on the accompanying table. Any use of fate points requires the GM’s approval (but the GM should remember that if characters aren’t permitted to spend fate points, the GM doesn’t accrue destiny points, so it all balances out).

Once per game session, a player character may spend a fate point for any reason, using even the loosest rationale to tie the action to his fate. However, the character accrues two destiny points for doing so.

If a fated or destined event involves a character’s death, then fate and destiny points may be spent to modify damage rolls as well. It is strongly recommended that player characters not have destined deaths, unless the GM and the player talk about this before the campaign begins.



Kenza (Air): Prerequisite Elemental Mastery (Air)

- 1st: Levitate
- 2nd: Gust of Wind, Whispering Wind, Wisdom of the Kami*
- 3rd: Fly
- 4th: Scrying
- 5th: Overland Flight
- 6th: Legend Lore
- 7th: Slayer’s Knives*
- 8th: Moment of Prescience
- 9th: Whirlwind

Kenza (Cold): Prerequisite Elemental Mastery (Cold)

- 1st: Cold Snap*
- 2nd: Ice Spike*
- 3rd: Ice Shards*
- 4th: Ice Storm, Wall of Ice
- 5th: Cone of Cold
- 6th: Freezing Sphere
- 7th: Deep Freeze*
- 8th: Polar Ray
- 9th: Blizzard*

Kenza (Earth): Prerequisite Elemental Mastery (Earth)

- 1st: Earthen Barrier*
- 2nd: Tremor*
- 3rd: Immortal Steel*
- 4th: Stoneskin, Stone Shape
- 5th: Wall of Stone
- 6th: Transformation
- 7th: Earthquake
- 8th: Essence of Earth*
- 9th: Essence of Earth II*

Kenza (Fire): Prerequisite Elemental Mastery (Fire)

- 1st: Burning Hands
- 2nd: Scorching Ray
- 3rd: Fireball
- 4th: Fire Shield (heat only), Wall of Fire
- 5th: Waves of Fatigue
- 6th: Waves of Exhaustion
- 7th: Delayed Blast Fireball
- 8th: Sunburst
- 9th: Meteor Swarm

Kenza (Magma): Prerequisite Elemental Mastery (Earth) and Elemental Mastery (Fire)

- 1st: Magma Touch*
- 2nd: Heat Metal
- 3rd: Stinking Cloud
- 4th: Magma Bolt*
- 5th: Cloudkill
- 6th: Acid Fog
- 7th: Magma Rain*
- 8th: Incendiary Cloud
- 9th: Fumarole*

Kenza (Water): Prerequisite Elemental Mastery (Water)

- 1st: Wisdom and Clarity*
- 2nd: Water Breathing



3rd: Water Walk, Quench
 4th: Control Water, Rusting Grasp
 5th: Transmute Rock to Mud, Transmute Mud to Rock
 6th: Sinkhole
 7th: Water Spout*
 8th: Horrid Wilting
 9th: Tsunami*

Kenza (Weather): Prerequisite Elemental Mastery (Air) and Elemental Mastery (Water)

1st: Obscuring Mist
 2nd: Fog Cloud
 3rd: Lightning Bolt
 4th: Downpour*
 5th: Chain Lightning
 6th: Control Weather
 7th: Deluge*
 8th: Storm of Vengeance
 9th: Kamikaze*

MAHOUTSUKAI SPELLS

0-LEVEL SPELLS

Abjur
Resistance: Subject gains +1 on saving throws.
 Div
Detect Poison: Detects poison in one creature or small object.
Detect Magic: Detects spells and magic items within 60 ft.
Read Magic: Read scrolls and spellbooks.
 Ench
Daze: Humanoid creature of 4 HD or less loses next action.
 Evoc
Dancing Lights: Creates torches or other lights.
Flare: Dazzles one creature (–1 on attack rolls).
Light: Object shines like a torch.
 Illus
Ghost Sound: Figment sounds.

Necro
Disrupt Undead: Deals 1d6 damage to one undead.
Touch of Fatigue: Touch attack fatigues target.
 Trans
Mage Hand: 5-pound telekinesis.
Mending: Makes minor repairs on an object.
Message: Whispered conversation at distance.
Open/Close: Opens or closes small or light things.
 Univ
Arcane Mark: Inscribe a personal rune (visible or invisible).
Prestidigitation: Performs minor tricks.

1ST-LEVEL SPELLS

Abjur
Alarm: Wards an area for 2 hours/level.
Endure Elements: Exist comfortably in hot or cold environments.
Hold Portal: Holds door shut.
Shield: Invisible disc gives +4 to AC, blocks *magic missiles*.
 Conj
Grease: Makes 10-ft. square or one object slippery.
Mage Armor: Gives subject +4 armor bonus.
Mount: Summons riding horse for 2 hours/level.
Obscuring Mist: Fog surrounds you.
Unseen Servant: Invisible force obeys your commands.
 Div
Comprehend Languages: You understand all spoken and written languages.
Detect Secret Doors: Reveals hidden doors within 60 ft.
Detect Undead: Reveals undead within 60 ft.
Identify ^M: Determines properties of magic item.
True Strike: +20 on your next attack roll.
 Ench
Charm Person: Makes one person your friend.
Hypnotism: Fascinates 2d4 HD of creatures.
Sleep: Puts 4 HD of creatures into magical slumber.

Evoc
Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.
 Illus
Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.
Disguise Self: Changes your appearance.
Magic Aura: Alters object's magic aura.
Silent Image: Creates minor illusion of your design.
Ventriloquism: Throws voice for 1 min./level.
 Necro
Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.
 Trans
Animate Rope: Makes a rope move at your command.
Enlarge Person: Humanoid creature doubles in size.
Erase: Mundane or magical writing vanishes.
Expeditious Retreat: Your speed increases by 30 ft.
Feather Fall: Objects or creatures fall slowly.
Jump: Subject gets bonus on Jump checks.
Magic Weapon: Weapon gains +1 bonus.
Reduce Person: Humanoid creature halves in size.

2ND-LEVEL SPELLS

Abjur
Arcane Lock ^M: Magically locks a portal or chest.
Obscure Object: Masks object against scrying.
Protection from Arrows: Subject immune to most ranged attacks.
Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.
 Conj
Fog Cloud: Fog obscures vision.
Glitterdust: Blinds creatures, outlines invisible creatures.
Summon Swarm: Summons swarm of bats, rats, or spiders.



Web: Fills 20-ft.-radius spread with sticky spiderwebs.

Div

Detect Thoughts: Allows “listening” to surface thoughts.

Locate Object: Senses direction toward object (specific or type).

See Invisibility: Reveals invisible creatures or objects.

Ench

Daze Monster: Living creature of 6 HD or less loses next action.

Hideous Laughter: Subject loses actions for 1 round/level.

Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.

Evoc

Continual Flame ^M: Makes a permanent, heatless torch.

Darkness: 20-ft. radius of supernatural shadow.

Gust of Wind: Blows away or knocks down smaller creatures.

Shatter: Sonic vibration damages objects or crystalline creatures.

Illus

Blur: Attacks miss subject 20% of the time.

Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Magic Mouth ^M: Speaks once when triggered.

Minor Image: As *silent image*, plus some sound.

Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

Misdirection: Misleads divinations for one creature or object.

Phantom Trap ^M: Makes item seem trapped.

Necro

Blindness/Deafness: Makes subject blinded or deafened.

False Life: Gain 1d10 temporary hp +1/level (max +10).

Scare: Panics creatures of less than 6 HD.

Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.

Trans

Alter Self: Assume form of a similar creature.

Bear’s Endurance: Subject gains +4 to Con for 1 min./level.

Bull’s Strength: Subject gains +4 to Str for 1 min./level.

Cat’s Grace: Subject gains +4 to Dex for 1 min./level.

Darkvision: See 60 ft. in total darkness.

Eagle’s Splendor: Subject gains +4 to Cha for 1 min./level.

Fox’s Cunning: Subject gains +4 Int for 1 min./level.

Knock: Opens locked or magically sealed door.

Levitate: Subject moves up and down at your direction.

Owl’s Wisdom: Subject gains +4 to Wis for 1 min./level.

Pyrotechnics: Turns fire into blinding light or choking smoke.

Rope Trick: As many as eight creatures hide in extradimensional space.

Spider Climb: Grants ability to walk on walls and ceilings.

Whispering Wind: Sends a short message 1 mile/level.

3RD-LEVEL SPELLS

Abjur

Dispel Magic: Cancels magical spells and effects.

Explosive Runes: Deals 6d6 damage when read.

Nondetection ^M: Hides subject from divination, scrying.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Conj

Phantom Steed: Magic horse appears for 1 hour/level.

Sepia Snake Sigil ^M: Creates text symbol that immobilizes reader.

Stinking Cloud: Nauseating vapors, 1 round/level.

Div

Arcane Sight: Magical auras become visible to you.

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Tongues: Speak any language.

Ench

Deep Slumber: Puts 10 HD of creatures to sleep.

Heroism: Gives +2 bonus on attack rolls, saves, skill checks.

Hold Person: Paralyzes one humanoid for 1 round/level.

Rage: Subjects gains +2 to Str and Con, +1 on Will saves, –2 to AC.

Suggestion: Compels subject to follow stated course of action.

Evoc

Daylight: 60-ft. radius of bright light.

Tiny Hut: Creates shelter for ten creatures.

Wind Wall: Deflects arrows, smaller creatures, and gases.

Illus

Displacement: Attacks miss subject 50%.

Illusory Script ^M: Only intended reader can decipher.

Invisibility Sphere: Makes everyone within 10 ft. invisible.

Major Image: As *silent image*, plus sound, smell and thermal effects.

Necro

Ray of Exhaustion: Ray makes subject exhausted.

Trans

Blink: You randomly vanish and reappear for 1 round/level.

Flame Arrow: Arrows deal +1d6 fire damage.

Fly: Subject flies at speed of 60 ft.

Gaseous Form: Subject becomes insubstantial and



can fly slowly.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Keen Edge: Doubles normal weapon's threat range.

Magic Weapon, Greater: +1/four levels (max +5).

Secret Page: Changes one page to hide its real content.

Shrink Item: Object shrinks to one-sixteenth size.

Slow: One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.

Water Breathing: Subjects can breathe underwater.

4TH-LEVEL SPELLS

Abjur

Fire Trap ^M: Opened object deals 1d4 damage +1/level.

Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.

Remove Curse: Frees object or person from curse.

Stoneskin ^M: Ignore 10 points of damage per attack. Conj

Black Tentacles: Tentacles grapple all within 15 ft. spread.

Dimension Door: Teleports you short distance.

Minor Creation: Creates one cloth or wood object.

Secure Shelter: Creates sturdy cottage.

Solid Fog: Blocks vision and slows movement. Div

Arcane Eye: Invisible floating eye moves 30 ft./round.

Detect Scrying: Alerts you of magical eavesdropping.

Locate Creature: Indicates direction to familiar creature.

Scrying ^F: Spies on subject from a distance. Ench

Charm Monster: Makes monster believe it is your ally.

Confusion: Subjects behave oddly for 1 round/level.

Crushing Despair: Subjects take -2 on attack rolls,

damage rolls, saves, and checks.

Geas, Lesser: Commands subject of 7 HD or less. Evoc

Resilient Sphere: Force globe protects but traps one subject.

Shout: Deafens all within cone and deals 5d6 sonic damage. Illus

Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).

Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.

Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.

Rainbow Pattern: Lights fascinate 24 HD of creatures.

Shadow Conjunction: Mimics conjunction below 4th level, but only 20% real. Necro

Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Fear: Subjects within cone flee for 1 round/level. Trans

Enlarge Person, Mass: Enlarges several creatures.

Mnemonic Enhancer ^F: Prepares extra spells or retains one just cast.

Polymorph: Gives one willing subject a new form.

Reduce Person, Mass: Reduces several creatures.

Stone Shape: Sculpts stone into any shape.

5TH-LEVEL SPELLS

Abjur

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours. Conj

Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.

Mage's Faithful Hound: Phantom dog can guard, attack.

Major Creation: As *minor creation*, plus stone and metal.

Teleport: Instantly transports you as far as 100 miles/level.

Wall of Stone: Creates a stone wall that can be shaped. Div

Prying Eyes: 1d4 +1/level floating eyes scout for you.

Telepathic Bond: Link lets allies communicate. Ench

Dominate Person: Controls humanoid telepathically.

Feeblemind: Subject's Int and Cha drop to 1.

Hold Monster: As *hold person*, but any creature.

Mind Fog: Subjects in fog get -10 to Wis and Will checks.

Symbol of Sleep ^M: Triggered rune puts nearby creatures into catatonic slumber. Evoc

Sending: Delivers short message anywhere, instantly.

Wall of Force: Wall is immune to damage. Illus

Dream: Sends message to anyone sleeping.

False Vision ^M: Fools scrying with an illusion.

Mirage Arcana: As *hallucinatory terrain*, plus structures.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Persistent Image: As *major image*, but no concentration required.

Seeming: Changes appearance of one person per two levels.

Shadow Evocation: Mimics evocation below 5th level, but only 20% real. Necro

Magic Jar ^F: Enables possession of another creature.



Symbol of Pain ^M: Triggered rune wracks nearby creatures with pain.

Waves of Fatigue: Several targets become fatigued.
Trans

Animal Growth: One animal/two levels doubles in size.

Baleful Polymorph: Transforms subject into harmless animal.

Fabricate: Transforms raw materials into finished items.

Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.

Passwall: Creates passage through wood or stone wall.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

Univ

Permanency ^X: Makes certain spells permanent.

6TH-LEVEL SPELLS

Abjur

Antimagic Field: Negates magic within 10 ft.

Dispel Magic, Greater: As *dispel magic*, but +20 on check.

Globe of Invulnerability: As *lesser globe of invulnerability*, plus 4th-level spell effects.

Guards and Wards: Array of magic effects protect area.

Repulsion: Creatures can't approach you.

Conj

Wall of Iron ^M: 30 hp/four levels; can topple onto foes.

Div

Analyze Dweomer ^F: Reveals magical aspects of subject.

Legend Lore ^M^F: Lets you learn tales about a person,

place, or thing.

True Seeing ^M: Lets you see all things as they really are.

Ench

Geas/Quest: As *lesser geas*, plus it affects any creature.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Suggestion, Mass: As *suggestion*, plus one subject/level.

Symbol of Persuasion ^M: Triggered rune charms nearby creatures.

Evoc

Contingency ^F: Sets trigger condition for another spell.

Illus

Mislead: Turns you invisible and creates illusory double.

Permanent Image: Includes sight, sound, and smell.

Programmed Image ^M: As *major image*, plus triggered by event.

Shadow Walk: Step into shadow to travel rapidly.

Veil: Changes appearance of group of creatures.

Necro

Eyebite: Target becomes panicked, sickened, and comatose.

Symbol of Fear ^M: Triggered rune panics nearby creatures.

Trans

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.

Bull's Strength, Mass: As *bull's strength*, affects one subject/level.

Cat's Grace, Mass: As *cat's grace*, affects one subject/level.

Control Water: Raises or lowers bodies of water.

Disintegrate: Makes one creature or object vanish.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

Flesh to Stone: Turns subject creature into statue.

Fox's Cunning, Mass: As *fox's cunning*, affects one subject/level.

Mage's Lucubration: Recalls spell of 5th level or lower.

Move Earth: Digs trenches and build hills.

Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.

Stone to Flesh: Restores petrified creature.

Transformation ^M: You gain combat bonuses.

7TH-LEVEL SPELLS

Abjur

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

Conj

Instant Summons ^M: Prepared object appears in your hand.

Mage's Magnificent Mansion ^F: Door leads to extradimensional mansion.

Phase Door: Creates an invisible passage through wood or stone.

Teleport, Greater: As *teleport*, but no range limit and no off-target arrival.

Teleport Object: As *teleport*, but affects a touched object.

Div

Arcane Sight, Greater: As *arcane sight*, but also reveals magic effects on creatures and objects.

Scrying, Greater: As *scrying*, but faster and longer.

Vision ^M^X: As *legend lore*, but quicker and strenuous.

Ench

Hold Person, Mass: As *hold person*, but all within 30 ft.

Insanity: Subject suffers continuous *confusion*.

Power Word Blind: Blinds creature with 200 hp or less.

Symbol of Stunning ^M: Triggered rune stuns nearby creatures.



Evoc

Forcecage ^M: Cube or cage of force imprisons all inside.

Prismatic Spray: Rays hit subjects with variety of effects.

Illus

Invisibility, Mass: As *invisibility*, but affects all in range.

Project Image: Illusory double can talk and cast spells.

Shadow Conjunction, Greater: As *shadow conjunction*, but up to 6th level and 60% real.

Simulacrum ^{MX}: Creates partially real double of a creature.

Necro

Symbol of Weakness ^M: Triggered rune weakens nearby creatures.

Waves of Exhaustion: Several targets become exhausted.

Trans

Control Weather: Changes weather in local area.

Reverse Gravity: Objects and creatures fall upward.

Statue: Subject can become a statue at will.

Univ

Limited Wish ^X: Alters reality—within spell limits.

8TH-LEVEL SPELLS

Abjur

Mind Blank: Subject is immune to mental/emotional magic and scrying.

Prismatic Wall: Wall's colors have array of effects.

Protection from Spells ^{MF}: Confers +8 resistance bonus.

Conj

Maze: Traps subject in extradimensional maze.

Trap the Soul ^{MF}: Imprisons subject within gem.

Div

Discern Location: Reveals exact location of creature or object.

Moment of Prescience: You gain insight bonus on

single attack roll, check, or save.

Prying Eyes, Greater: As *prying eyes*, but eyes have *true seeing*.

Ench

Antipathy: Object or location affected by spell repels certain creatures.

Charm Monster, Mass: As *charm monster*, but all within 30 ft.

Demand: As *sending*, plus you can send *suggestion*.

Irresistible Dance: Forces subject to dance.

Power Word Stun: Stuns creature with 150 hp or less.

Symbol of Insanity ^M: Triggered rune renders nearby creatures insane.

Sympathy ^F: Object or location attracts certain creatures.

Evoc

Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Illus

Scintillating Pattern: Twisting colors *confuse*, *stun*, or render unconscious.

Screen: Illusion hides area from vision, scrying.

Shadow Evocation, Greater: As *shadow evocation*, but up to 7th level and 60% real.

Telekinetic Sphere: As *resilient sphere*, but you move sphere telekinetically.

Necro

Clone ^{MF}: Duplicate awakens when original dies.

Symbol of Death ^M: Triggered rune slays nearby creatures.

Trans

Iron Body: Your body becomes living iron.

Polymorph Any Object: Changes any subject into anything else.

Temporal Stasis ^M: Puts subject into suspended animation.

9TH-LEVEL SPELLS

Abjur

Freedom: Releases creature from *imprisonment*.

Imprisonment: Entombs subject beneath the earth.

Mage's Disjunction: Dispels magic, disenchant magic items.

Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.

Conj

Refuge ^M: Alters item to transport its possessor to you.

Teleportation Circle ^M: Circle teleports any creature inside to designated spot.

Div

Foresight: "Sixth sense" warns of impending danger.

Ench

Dominate Monster: As *dominate person*, but any creature.

Hold Monster, Mass: As *hold monster*, but all within 30 ft.

Power Word Kill: Kills one creature with 100 hp or less.

Illus

Shades: As *shadow conjunction*, but up to 8th level and 80% real.

Weird: As *phantasmal killer*, but affects all within 30 ft.

Necro

Soul Bind ^F: Traps newly dead soul to prevent *resurrection*.

Trans

Shapechange ^F: Transforms you into any creature, and change forms once per round.

Time Stop: You act freely for 1d4+1 rounds.

Univ

Wish ^X: As *limited wish*, but with fewer limits.



SENKENSU/SHUKRE SPELLS

0-LEVEL SPELLS

Be the Mountain: Damage resistance as long as you don't move.

Create Water: Creates 2 gallons/level of pure water.

Cure Minor Wounds: Cures 1 point of damage.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or object.

Guidance: +1 on one attack roll, saving throw, or skill check.

Infect Minor Wounds: Touch attack, 1 point of damage.

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Virtue: Subject gains 1 temporary hp.

1ST-LEVEL SPELLS

Arrow's Flight: Doubles range of missile weapons.

Awaken Spirit: Kami inside object grants skill bonuses.

Bane: Enemies take -1 on attack rolls and saves against fear.

Bless: Allies gain +1 on attack rolls and saves against fear.

Bless Water ^M: Makes holy water.

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Command: One subject obeys selected command for 1 round.

Comprehend Languages: You understand all spoken and written languages.

Cure Light Wounds: Cures 1d8 damage +1/level

(max +5).

Curse Water ^M: Makes unholy water.

Deathwatch: Reveals how near death subjects within 30 ft. are.

Detect Undead: Reveals undead within 60 ft.

Dishonor Shield: +2 AC and saves against honorable attacker.

Divine Favor: You gain +1 per three levels on attack and damage rolls.

Doom: One subject takes -2 on attack rolls, damage rolls, saves, and checks.

Endure Elements: Exist comfortably in hot or cold environments.

Entropic Shield: Ranged attacks against you have 20% miss chance.

Hide from Undead: Undead can't perceive one subject/level.

Honor Shield: +2 AC and saves against dishonorable attacker.

Infect Light Wounds: Touch deals 1d8 damage +1/level (max +5).

Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.

Magic Weapon: Weapon gains +1 bonus.

Obscuring Mist: Fog surrounds you.

Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Sanctuary: Opponents can't attack you, and you can't attack.

Shield of Faith: Aura grants +2 or higher deflection bonus.

2ND-LEVEL SPELLS

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Augury ^{M/F}: Learns whether an action will be good or bad.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./

level.

Calm Emotions: Calms creatures, negating emotion effects.

Consecrate ^M: Fills area with positive energy, making undead weaker.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Darkness: 20-ft. radius of supernatural shadow.

Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Desecrate ^M: Fills area with negative energy, making undead stronger.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Earthen Barrier: Creates a wall of dirt.

Enthrall: Captivates all within 100 ft. + 10 ft./level.

Find Traps: Notice traps as a rogue does.

Gentle Repose: Preserves one corpse.

Hold Person: Paralyzes one humanoid for 1 round/level.

Infect Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).

Make Whole: Repairs an object.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Shatter: Sonic vibration damages objects or crystalline creatures.

Shield Other ^F: You take half of subject's damage.

Silence: Negates sound in 20-ft. radius.

Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.

Spiritual Weapon: Magic weapon attacks on its



own.

Status: Monitors condition, position of allies.

Wisdom and Clarity: You gain a photographic memory.

Zone of Truth: Subjects within range cannot lie.

3RD-LEVEL SPELLS

Animate Dead ^M: Creates undead skeletons and zombies.

Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Blindness/Deafness: Makes subject blinded or deafened.

Contagion: Infects subject with chosen disease.

Continual Flame ^M: Makes a permanent, heatless torch.

Create Food and Water: Feeds three humans (or one horse)/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Daylight: 60-ft. radius of bright light.

Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.

Dishonor Ward: All within 10 feet gain +2 AC and saves against honorable opponents.

Dispel Magic: Cancels spells and magical effects.

Glyph of Warding ^M: Inscription harms those who pass it.

Helping Hand: Ghostly hand leads subject to you.

Honor Ward: All within 10 feet gain +2 AC and saves against dishonorable opponents.

Honorable Armor: Target armor gains 1 DR (dishonorable) per 20 honor of wearer.

Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).

Invisibility Purge: Dispels invisibility within 5 ft./level.

Locate Object: Senses direction toward object (specific or type).

Magic Vestment: Armor or shield gains +1 enhancement per four levels.

Meld into Stone: You and your gear merge with stone.

Obscure Object: Masks object against scrying.

Prayer: Allies +1 bonus on most rolls, enemies -1 penalty.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Remove Blindness/Deafness: Cures normal or magical conditions.

Remove Curse: Frees object or person from curse.

Remove Disease: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8/two levels damage, more against undead.

Speak with Dead: Corpse answers one question/two levels.

Stone Shape: Sculpts stone into any shape.

Tremor: All within a 100 foot area are knocked prone.

Water Breathing: Subjects can breathe underwater.

Water Walk: Subject treads on water as if solid.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4TH-LEVEL SPELLS

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Blood Oath: You vow to accomplish an objective and tie it to your fate.

Control Water: Raises or lowers bodies of water.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to death spells and negative energy effects.

Discern Lies: Reveals deliberate falsehoods.

Divination ^M: Provides useful advice for specific proposed actions.

Divine Power: You gain attack bonus, +6 to Str, and

1 hp/level.

Freedom of Movement: Subject moves normally despite impediments.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Honorable Mantle: Target armor gains 1 DR (dishonorable) per 10 Honor of wearer.

Imbue with Spell Ability: Transfer spells to subject.

Immortal Steel: Weapon is transformed into a masterwork weapon.

Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).

Magic Weapon, Greater: +1 bonus/four levels (max +5).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Poison: Touch deals 1d10 Con damage, repeats in 1 min.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Restoration ^M: Restores level and ability score drains.

Sending: Delivers short message anywhere, instantly.

Spell Immunity: Subject is immune to one spell per four levels.

Tongues: Speak any language.

Wisdom of the Kami: You gain a +10 bonus to one skill.

5TH-LEVEL SPELLS

Atonement ^{F X}: Removes burden of misdeeds from subject.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Command, Greater: As *command*, but affects one subject/level.

Commune ^X: Deity answers one yes-or-no question/level.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.



Dance of the Kami: Target must dance.

Disrupting Weapon: Melee weapon destroys undead.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Hallow ^M: Designates location as holy.

Inflict Light Wounds, Mass: Deals 1d8 damage +1/level to many creatures.

Insect Plague: Locust swarms attack creatures.

Mark of Justice: Designates action that will trigger *curse* on subject.

Raise Dead ^M: Restores life to subject who died as long as one day/level ago.

Righteous Might: Your size increases, and you gain combat bonuses.

Scrying ^F: Spies on subject from a distance.

Slay Living: Touch attack kills subject.

Spell Resistance: Subject gains SR 12 + level.

Symbol of Pain ^M: Triggered rune wracks nearby creatures with pain.

Symbol of Sleep ^M: Triggered rune puts nearby creatures into catatonic slumber.

True Seeing ^M: Lets you see all things as they really are.

Unhallow ^M: Designates location as unholy.

Wall of Stone: Creates a stone wall that can be shaped.

6TH-LEVEL SPELLS

Animate Objects: Objects attack your foes.

Antilife Shell: 10-ft. field hedges out living creatures.

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.

Blade Barrier: Wall of blades deals 1d6/level damage.

Bull's Strength, Mass: As *bull's strength*, affects one subject/level.

Create Undead: Create ghouls, ghosts, mummies, or mohrgs.

Cure Moderate Wounds, Mass: Cures 2d8 damage

+1/level for many creatures.

Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

Facing Your Devils: Target switches highest and lowest ability scores.

Find the Path: Shows most direct way to a location.

Geas/Quest: As *lesser geas*, plus it affects any creature.

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

Harm: Deals 10 points/level damage to target.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Heroes' Feast: Food for one creature/level cures and grants combat bonuses.

Inflict Moderate Wounds, Mass: Deals 2d8 damage +1/level to many creatures.

Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.

Symbol of Fear ^M: Triggered rune panics nearby creatures.

Symbol of Persuasion ^M: Triggered rune charms nearby creatures.

Undeath to Death ^M: Destroys 1d4 HD/level undead (max 20d4).

Wind Walk: You and your allies turn vaporous and travel fast.

Word of Recall: Teleports you back to designated place.

7TH-LEVEL SPELLS

Control Weather: Changes weather in local area.

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.

Destruction ^F: Kills subject and destroys remains.

Inflict Serious Wounds, Mass: Deals 3d8 damage +1/level to many creatures.

Refuge ^M: Alters item to transport its possessor to

you.

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Repulsion: Creatures can't approach you.

Restoration, Greater ^X: As *restoration*, plus restores all levels and ability scores.

Resurrection ^M: Fully restore dead subject.

Scrying, Greater: As *scrying*, but faster and longer.

Symbol of Stunning ^M: Triggered rune stuns nearby creatures.

Symbol of Weakness ^M: Triggered rune weakens nearby creatures.

8TH-LEVEL SPELLS

Antimagic Field: Negates magic within 10 ft.

Create Greater Undead ^M: Create shadows, wraiths, spectres, or devourers.

Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.

Denouncement: Subject is killed, paralyzed, slowed or deafened based on honor.

Discern Location: Reveals exact location of creature or object.

Earthquake: Intense tremor shakes 80-ft.-radius.

Endless Deluge: A mighty storm floods a large area.

Fire Storm: Deals 1d6/level fire damage.

Inflict Critical Wounds, Mass: Deals 4d8 damage +1/level to many creatures.

Slayer's Knives: A mighty blast of wind inflicts 12d6 damage and knocks target prone.

Spell Immunity, Greater: As *spell immunity*, but up to 8th-level spells.

Symbol of Death ^M: Triggered rune slays nearby creatures.

Symbol of Insanity ^M: Triggered rune renders nearby creatures insane.

9TH-LEVEL SPELLS

Dishonorable Shield, Greater: +4 AC and saves, 25 SR against honorable opponent.



Energy Drain: Subject gains 2d4 negative levels.

Essence of Earth: You gain 25/+1 DR and immunity to spells 3rd level or lower but are slowed by one-third.

Gate ^X: Connects two planes for travel or summoning.

Heal, Mass: As *heal*, but with several subjects.

Honor Shield, Greater: +4 AC and saves, 25 SR against dishonorable opponent.

Implosion: Kills one creature/round.

Kamikaze: A great windstorm flings opponents, buildings and ships high into the air.

Kharmic Vengeance: Target suffers 4d4 Wisdom and Charisma damage and is stunned for 2d8 rounds.

Miracle ^X: Requests a deity's intercession.

Peace of the Kami: Attacks are impossible in a 300 foot area.

Soul Bind ^F: Traps newly dead soul to prevent *resurrection*.

Storm of Vengeance: Storm rains acid, lightning, and hail.

True Resurrection ^M: As *resurrection*, plus remains aren't needed.

NEW DOMAINS

ANCESTOR DOMAIN

Granted Power: You can rebuke or command spirits in the same way that an evil cleric rebukes or commands undead. You can use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Ancestor Domain Spells

1st level: Consecrate

2nd level: Augury

3rd level: Bestow Curse

4th level: Divination

5th level: Commune

6th level: Undeath to Death

7th level: Scrying, Greater

8th level: Discern Location

9th level: Miracle

HONOR DOMAIN

Granted Power: Once per day, you may make an *honor strike*. If the target of this attack has an Honor score lower than your own, you gain a bonus to your attack roll equal to your Charisma modifier and inflict additional damage equal to your shukke level if you hit.

Honor Domain Spells

1st level: Honor Shield*

2nd level: Honorable Weapon*

3rd level: Honorable Armor*

4th level: Blood Oath*

5th level: Atonement*

6th level: Blade Barrier

7th level: Denouncement*

8th level: Honor Shield, Greater*

9th level: Storm of Vengeance

WEATHER DOMAIN

Granted Power: You receive a +1 bonus per shukke level to all saving throws vs. natural environmental damage (heat, cold, starvation, etc.). Any skill checks to detect incoming weather, survive in the wild, or avoid the effects of natural dangers (including the Balance checks required by many kenza spells) also receive this bonus.

Weather Domain Spells

1st level: Obscuring Mist

2nd level: Sound Burst

3rd level: Wind Wall

4th level: Ice Storm

5th level: Control Winds

6th level: Wall of Ice

7th level: Control Weather

8th level: Whirlwind

9th level: Kamikaze*



NEW SPELLS

ARROW'S FLIGHT

Transmutation

Level: Shukke 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

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

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

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

ATONEMENT (ALTERED SPELL)

Abjuration

Level: Honor 5, Shukke 5

Components: V, S, M, F, DF, XP

Casting Time: 1 hour

Range: Touch

Area: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell removes the burden of dishonorable acts from the subject. The creature seeking atonement must be truly repentant and genuinely desire to set right its misdeeds. If the atoning creature committed



dishonorable acts unknowingly or under some form of compulsion (not including the orders of a superior), atonement operates normally at no XP cost to the caster. However, in the case of a creature atoning for deliberate misdeeds (including following a dishonorable order), the caster must intercede with his ancestors or god (requiring the expenditure of 500 XP) in order to expunge the subject's burden.

Atonement may be cast for several purposes:

Restore class: A former samurai, yojimbo, kensai or other character removed from his class for violating an allegiance or defying a superior must have this spell cast on him before he can be reinstated to his former profession. A character removed from a class by the order of a superior must also have the consent of that superior to receive this atonement.

Restore shukke powers or spells: A shukke who has lost his spells by angering his deity or a superior in his temple may have his spells restored by seeking atonement from a shukke of the same religious order (i.e., the same Buddhist sect or any Shinto priest). If the character lost his spells by displeasing a superior (rather than his deity), that superior must also have forgiven the character for this spell to be effective.

Restore honor: The shukke may allow a character to atone for past misdeeds, restoring 1 point of Honor per shukke level. A character's Honor may not be raised above the starting amount for his bloodline in this manner.

AWAKEN THE SPIRIT

Transmutation (Air)

Level: Shukke 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Item touched

Duration: 1 hour

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You temporarily awaken the spirit within an item for a specific purpose. When you cast this spell, you name a skill (whether or not it is a skill that you possess). Any individual holding or wearing the item gains an enhancement bonus of 6 + 2 per caster level (total maximum +20) to checks with that skill. This bonus does not allow the target to perform skills that cannot be performed unskilled.

BE THE MOUNTAIN

Transmutation

Level: Shukke 0

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes (D) (See text)

This spell allows you to take on some of the enduring qualities of the mighty peaks of Japan. However, like those peaks, you must remain firmly rooted in place to mimic their virtue.

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

BLIZZARD

Evocation (Cold)

Level: Kenza (Cold) 9

Components: V, S, M

Casting Time: 1 standard action

Range: 0

Area: 50 foot radius per level, centered on you

Duration: 1 round per level

Saving Throw: No

Spell Resistance: Yes

This spell summons up a heavy snowstorm coupled with extremely high winds. The following effects

occur throughout the area of effect and apply to all creatures within that area except for the caster (who is immune to the effects of his own *blizzard*):

The driving snow blocks all sight (even darkvision).

Icy conditions make movement within the spell's area increasingly treacherous. Each creature moving through the area must make a Balance skill check (DC 15) or be unable to move that round. Creatures that fail this check by 5 or more fall prone and must succeed at a Balance check to stand. Each round of the spell's duration the DC of this Balance check increases by +2.

The driving winds make missile attacks impossible.

The extreme cold makes all Fire spells function at ½ strength.

Finally, the caster may attack one target per round with an *ice spike* (see that spell for more information) as a free action.

Arcane Material Component: Crushed Diamond Powder (worth a minimum of 500 tn).

BLOOD OATH

Enchantment (Compulsion) [Mind-Affecting]

Level: Honor 4, Shukke 4

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Area: One living creature

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes (harmless)

When casting *blood oath*, the shukke swears before his ancestors to accomplish some task or takes such an oath from a third party. The caster (or the person taking the oath) adds the task to his fate and is able to spend fate points to accomplish the new task he has set for himself. However, the character also gains a new destiny, and though the specifics may vary,



this new destiny always involves the death of the oath-taker as a result of the accomplishment of his task. In other words, the character will be allowed to complete whatever task he sets for his blood oath, but then destiny will begin to turn against him.

For more details on fates and destinies, see the Fate and Destiny section.

COLD SNAP

Evocation [Cold]

Level: Kenza (Cold) 1

Components: V, S

Casting Time: 1 standard action

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

Area: 10 ft. burst radius

Duration: Instantaneous

Saving Throw: See below

Spell Resistance: Yes

A burst of cold affects the target area, inflicting 2d4 points of cold damage to all creatures therein. In addition, all creatures in the area suffer 1d4 points of Strength ability damage unless they succeed at a Fortitude saving throw. The maximum Strength that can be lost by repeated applications of this spell is the maximum that could be lost on a single application (4 points).

DANCE OF THE KAMI

Enchantment [Mind-affecting]

Level: Shukke 5

Components: V, S, DF

Casting Time: 1 action

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

Area: 1 creature

Duration: 24 hours

Saving Throw: Will negates

Spell Resistance: Yes

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

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

DEEP FREEZE

Evocation (Cold)

Level: Kenza (Cold) 7

Components: V, S

Casting Time: 1 standard action

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

Area: 10 ft. burst-radius

Duration: Instantaneous (see below)

Saving Throw: Reflex half

Spell Resistance: Yes

The target and all within the area of effect take 10d6 points of damage. Any target not immune to cold in the area of effect is also subject to the effects of a *slow* spell that lasts for 1 round/caster level. There is no save against the *slow* effect, but creatures immune to cold damage are unaffected.

DENOUNCEMENT

Evocation [Sonic]

Level: Shukke 8, Honor 7

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Creatures in a 40 ft. radius centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

All creatures (friend and foe) within the area of the *denouncement* suffer the following ill effects.

Honor 1 to 10 points below caster: Deafened

Honor 11 to 20 points below caster: Slowed, deafened

Honor 21 to 30 points below caster: Paralyzed, slowed, deafened

Honor 31 to 40 points below caster: Killed, paralyzed, slowed, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1-4 rounds.

Slowed: The creature is slowed for 2d4 rounds as by the *slow* spell.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: The creature is killed.

DOWNPOUR

Conjuration

Level: Kenza (Weather) 4

Components: V, S

Casting Time: 1 standard action

Range: 0

Area: 1 square mile radius

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes



The caster summons a brief but very powerful rainstorm, completely soaking the target area and all within it.

This spell has the following effects on all within the area except the caster:

All ground movement within the area of effect is reduced by half. Movement of carts and wagons is impossible for the next 48 hours except on paved roads.

The range increment of all arrows within the affected area is reduced to 10 ft. unless those arrows were stored in a completely watertight container, are indoors, or are allowed to dry for 1 hour.

All creatures in the area of effect without the water subtype suffer a -4 morale penalty on all attack and damage rolls, skill checks and saving throws until they have a chance to dry out (requires 1 hour).

EARTHEN BARRIER

Conjuration (Creation)

Level: Kenza (Earth) 1, Shukke 2

Components: V, S, DF

Casting Time: 1 action

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

Effect: Earthen wall, 5 ft. by 5 ft. by 10 ft.

Duration: 1 minute

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

ENDLESS DELUGE

Conjuration

Level: Kenza (Weather) 7, Shukke 8

Components: V, S, DF

Casting Time: 10 minutes (see text)

Range: 1 mile

Area: 3 mile radius centered on target point

Duration: 8d12 hours

Saving Throw: None

Spell Resistance: No

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

ESSENCE OF EARTH

Enchantment (Earth)

Level: Kenza (Earth) 8, Shukke 9

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 5 minutes/level

Saving Throw: None

Spell Resistance: No

This spell turns the caster into a walking incarnation of the earth kami. His features become sharper and more angular, and his skin and hair take on a gray-brown tone. While this spell is in effect, the caster gains a 25/+1 DR and is immune to damage from spells of 3rd level or lower. The caster's movement rate is also reduced by one-third (rounded down), and he cannot be affected by a *haste* spell.

ESSENCE OF EARTH II

Enchantment (Earth)

Level: Kenza (Earth) 9

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell functions as *essence of earth*, except the caster gains 50/+2 DR, and is immune to damage from 5th-level spells or lower.

FACING YOUR DEVILS

Transmutation

Level: Shukke 6

Components: V, S, DF

Casting Time: 1 action

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

Target: One creature

Duration: 10 minutes/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

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

FUMAROLE

Evocation (Fire and Earth)

Level: Kenza (Magma) 9

Components: V, S, M

Casting Time: 1 standard action

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

Area: 100-foot radius

Duration: 1 round per level



Saving Throw: No
Spell Resistance: Yes

The caster creates a miniature volcano that rises up at a location of his choice within the spell's range. While this volcano is quite small (the size of a small hill), it spews noxious smoke and shakes the earth within the area of effect. The caster can also cause the miniature volcano to spew lava in the area of effect.

All within the spell's area of effect except the caster are subject to the following effects:

The entire radius of the spell is filled by the effects of the *stinking cloud* and *incendiary cloud* spells.

Each round, the area is subjected to powerful tremors, forcing all within the area to make a Balance check (DC 25) or be unable to move for that round. Those who fail this check by 5 or more are knocked prone and must make a Balance check to rise again.

Each round of the spell's duration, the caster may target one creature in the area of effect with a *magma bolt* spell as a free action.

Arcane Material Component: As *magma rain*, but the workmanship of the volcanic glass must be even greater, costing 10,000 tn. This component is not consumed by the spell and may be reused.

HONORABLE ARMOR

Abjuration
Level: Honor 3, Shukke 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Area: One suit of armor
Duration: 1 round per level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Honorable armor grants 1 DR per 20 points of Honor the wearer possesses. Dishonorable weapons bypass this protection.

HONORABLE MANTLE

Abjuration
Level: Honor 4, Shukke 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Area: One suit of armor
Duration: 1 minute per level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions as *honorable armor* except it provides 1 DR per 10 points of Honor, and the duration is much longer. Dishonorable weapons bypass this protection.

HONORABLE/ DISHONORABLE WEAPON

Transmutation
Level: Honor 2, Shukke 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Area: Weapon touched (one weapon, or up to 50 projectiles which must be in contact with each other at the time of casting)
Duration: 1 minute per level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

An honorable weapon inflicts +1d6 extra damage when it strikes a target with an Honor score lower than the attacker. A dishonorable weapon inflicts +1d6 extra damage when it strikes a target with an Honor score higher than the attacker. In either case this extra damage is not multiplied on a critical hit. This spell has no effect on a weapon that is already honorable or dishonorable. Casting *dishonorable weapon* is a moderate cowardice transgression.

HONOR/ DISHONOR SHIELD

Abjuration
Level: Honor 1, Shukke 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Area: One person
Duration: 1 minute per level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell helps aid the subject in his battles against the unworthy. When fighting against characters with an Honor score of 10 or more points below his own, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus to saving throws.

Dishonor shield grants this bonus against attackers with an Honor score of 10 points or more higher than yours. Casting *dishonor shield* is a minor cowardice transgression.

Both of these spells also block any mental influence on the part of those affected by the spell (the worthy or the unworthy, respectively).

HONOR/ DISHONOR SHIELD, GREATER

Abjuration
Level: Honor 8, Shukke 9
Components: V, S, DF
Casting Time: 1 standard action
Range: 20 ft.
Area: One creature/level in a 20 ft. radius centered on you
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: Yes (harmless)



A brilliant radiance of honor surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by dishonorable creatures, and causing dishonorable creatures to become blinded when they strike the subjects. This abjuration has four effects:

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus to saving throws. This bonus protects against all attacks, not just those by dishonorable characters (unlike *honor shield*).

Second, each warded creature gains spell resistance 25 against spells cast by anyone whose Honor score is 10 or more points lower than their own.

Third, the abjuration blocks possession and mental influence just as *honor shield* does.

Finally if a dishonorable creature succeeds on a melee attack against a warded creature, the attacker is blinded (as per the *blindness* spell). A Fortitude save negates this blindness effect.

HONOR/DISHONOR WARD

Abjuration

Level: Shukke 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Area: 10' radius centered on person touched

Duration: 1 minute per level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions as *honor shield*, except with a 10-foot radius. Casting *dishonor ward* is a moderate cowardice transgression.

ICE SHARDS

Evocation (Cold)

Level: Kenza (Cold) 3

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One or more shards

Duration: 1 round/level (see below)

Saving Throw: None

Spell Resistance: Yes

This spell functions like the *ice spike* spell except that the caster creates one spike, plus an additional spike for each 4 levels. He may fire as many of these spikes per round as he wishes, but may not fire more than one spike at the same target within a round (the caster can fire one spike per round at the same target over a number of rounds, however). At the end of the spell's duration, any remaining spikes are wasted. This spell requires a vial of exceptionally pure water as its material component; either holy water or water drawn from an exceptionally pristine stream will suffice.

ICE SPIKE

Evocation [Cold]

Level: Kenza (Cold) 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level (see below)

Saving Throw: No

Spell Resistance: Yes

The caster creates a razor-sharp ice spike out of a small amount of fresh water (the spell's component). He may retain this spike for one round/caster level and may fire it at a single target as a ranged touch attack at any point during this time. If this ranged touch attack succeeds, the target suffers 3d6 points of normal damage and 1d4 points of Dexterity ability damage. The maximum Dexterity that may be lost through repeated applications of this spell is the maximum that could be lost on a single application (4 points).

IMMORTAL STEEL

Enchantment (Earth)

Level: Kenza (Earth) 3, Shukke 4

Components: V, S, DF, XP

Casting Time: 1 hour

Range: Touch

Target: One bladed weapon

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A weapon targeted by this spell immediately becomes a masterwork weapon. This spell has no effect upon weapons that are already masterwork.

XP Cost: 10 + 1 per 10 tn in the base cost of the weapon.

IMPORTUNE KAMI I

Conjuration (Summoning)

Level: Kenza (All) 1

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Kami within Fine object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

This spell calls upon the elemental spirit dwelling within a Fine object to cast a spell for the caster. This kami must pertain to the caster's primary elemental focus (the Elemental Mastery chosen at 1st level), and this spell counts as a spell of that element. A caster with an element focus in Fire, for example, may only cast this as a Fire spell, and may only target an item made mostly of fire.

The spirit within the target item immediately demands a favor from the caster. If the caster agrees to this favor, the spirit casts a 1st-level spell of the caster's choice. This spell need not be a spell the



caster knows, but it must be of the same element as the kami. The caster level of this spell is equal to one-half the caster's level (minimum caster level one) and the save DC, if applicable, is 11.

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

XP Cost: 1 XP.

IMPORTUNE KAMI II

Conjuration (Summoning)

Level: Kenza (All) 2

Target: Kami within Diminutive object

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

XP Cost: 8 XP.

IMPORTUNE KAMI III

Conjuration (Summoning)

Level: Kenza (All) 3

Target: Kami within Tiny object

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

XP Cost: 18 XP.

IMPORTUNE KAMI IV

Conjuration (Summoning)

Level: Kenza (All) 4

Target: Kami within Small object

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

XP Cost: 32 XP.

IMPORTUNE KAMI V

Conjuration (Summoning)

Level: Kenza (All) 5

Target: Kami within Medium object

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

XP Cost: 50 XP.

IMPORTUNE KAMI VI

Conjuration (Summoning)

Level: Kenza (All) 6

Target: Kami within Large object

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

XP Cost: 72 XP.

IMPORTUNE KAMI VII

Conjuration (Summoning)

Level: Kenza (All) 7

Target: Kami within Huge object

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

XP Cost: 98 XP.

IMPORTUNE KAMI VIII

Conjuration (Summoning)

Level: Kenza (All) 8

Target: Kami within Gargantuan object

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

XP Cost: 128 XP.

IMPORTUNE KAMI IX

Conjuration (Summoning)

Level: Kenza (All) 9

Target: Kami within Colossal object

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

XP Cost: 162 XP.

KAMIKAZE (DIVINE WIND)

Evocation (Air)

Level: Weather 9, Shukke 9, Kenza (Weather) 9

Components: V, S, 5,000 XP

Casting Time: 1 standard action

Range: 0

Area: 50 ft. radius per level, centered on you

Duration: 1 round per level

Saving Throw: See text

Spell Resistance: Yes

This spell is only to be used in the direst of circumstances to protect the land of the gods (Japan) or the children of the gods (the royal family of the Imperial line). Using this spell for a "trivial" matter (such as preserving the caster's life) causes him to



acquire a destiny of a vicious death and 5 destiny points (see the Fate and Destiny section for more information). The exact nature of the character's death will be unknown to him, but will usually involve his pride leading to a downfall.

The caster stands at the eye of a great storm and only he is immune to its effects. All others within the area of effect suffer the following conditions:

Driving winds make missile combat impossible.

Flying debris inflicts 5d6 damage each round (a Reflex saving throw reduces this damage by half).

All characters must make a Strength check (DC 25) each round or be knocked prone. If the creature attempts to move or attack, the DC of this check is increased by +5.

Each round, the caster may direct the full force of the storm against one target, which may be as small as one creature or as large as a sailing ship or small house. This target must make a Fortitude save (DC 30) or be swept into the air by the force of the storm. The target rises 50 feet per round until the spell ends, at which time he falls. A target already knocked prone by the winds receives no saving throw against being swept into the air, neither does a vehicle or structure receive a saving throw against this effect (sentient creatures inside a vehicle or structure may jump free after the first 50-foot climb).

KHARMIC VENGEANCE

Enchantment [Mind-Affecting]

Level: Shukke 9

Components: V, S, DF

Casting Time: 1 action

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

Target: 1 creature

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

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

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

MAGMA BOLT

Evocation (Fire and Earth)

Level: Kenza (Magma) 4

Components: V, S, M

Casting Time: 1 standard action

Range: 50 feet

Area: 1 living creature

Duration: 1 round per level

Saving Throw: No

Spell Resistance: Yes

The caster summons a bolt of magma that he may hurl at any one target within range. The caster must hit the target of this spell with a ranged touch attack. If successfully struck, the target of this spell suffers 1d8+1 damage each round for one round per caster level (maximum of 20 rounds).

A target may only be affected by one *magma bolt* spell at a time.

Arcane Material Component: A lump of volcanic glass that has been highly polished and worked (the craftsmanship to polish the glass costs 100 tn). This component is not consumed by the spell and may be reused.

MAGMA RAIN

Evocation (Fire and Earth)

Level: Kenza (Magma) 7

Components: V, S, M

Casting Time: 1 standard action

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

Area: 30-foot radius

Duration: 1 round per level

Saving Throw: No

Spell Resistance: Yes

All creatures within the spell's radius are subjected to a *magma bolt* spell. The caster does not need to make touch attacks against these creatures; all within the area (friend and foe alike) are automatically subject to the spell's effect.

A target may only be affected by one *magma rain* spell at a time.

Arcane Material Component: A lump of volcanic glass that has been highly polished by a master jeweler (the craftsmanship to polish the glass costs 1,000 tn). This component is not consumed by the spell and may be reused.

MAGMA TOUCH

Evocation (Fire and Earth)

Level: Kenza (Magma) 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Area: Object or creature touched

Duration: 1 round per level (maximum of 5 rounds)

Saving Throw: None or Will negates (see below)

Spell Resistance: Yes

The caster's hand turns to molten magma which sticks to one creature or object touched with a successful touch attack. A creature affected by this spell suffers 1d6 damage per round. An object successfully touched by the caster is affected as if by the *heat metal* spell (note that this spell only affects one touched object and has a maximum duration of 5 rounds). A magical object or an object in the possession of another is entitled to a saving throw as described under the *heat metal* spell.



A target may only be affected by one *magma touch* spell at a time.

Arcane Material Component: A lump of volcanic glass (may be purchased for 1 tn, but could be easily found by any character with ranks in the Knowledge [Nature] skill). This component is not consumed by the spell and may be reused.

PEACE OF THE KAMI

Abjuration

Level: Shukke 9

Components: V, S, DF

Casting Time: 1 full round

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

Effect: One 300-ft. radius area

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

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

In addition to these properties, the area affected by this spell is considered a temple of the shukke's faith for purposes of the Spiritual Solace class ability.

SINKHOLE

Transmutation (Water)

Level: Kenza (Water) 6

Components: V, S

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

Area: 10 ft. radius

Duration: 1 round

Saving Throw: Reflex negates

Spell Resistance: Yes

By removing all the water from the ground underneath a target the caster creates a sinkhole underneath the target. A target unable to fly must make a Reflex saving throw or fall into this deep chasm in the ground. At the end of the spell's duration the sinkhole closes and anyone inside it is killed.

SLAYER'S KNIVES

Transmutation (Air)

Level: Kenza (Air) 7, Shukke 8

Components: V, S, DF

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

Area: Cone

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell summons forth a tremendous blast of wind that fills the area of effect, slashing mercilessly at all caught within the area and hurling them backwards. *Slayer's Knives* inflicts 12d6 damage to all creatures within the area of the spell, and all affected creatures suffer a bull rush attack. The Strength of this bull rush is equal to the caster's level +20. Creatures which lose the opposed Strength check are pushed outward, away from you, to a maximum distance of the edge of the area of effect. The wind also damages inanimate objects and douses any non-magical flames in the area of effect.

TREMOR

Evocation (Earth)

Level: Kenza (Earth) 2, Shukke 3

Components: V, S, DF

Casting Time: 1 action

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

Target: 100 ft. radius area

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: No

The movement of the earth kami is slow and sure. However, their ordinarily ponderous nature can be upset by this spell, causing the very ground to shake for a moment with great violence—enough to knock people flat on their backs, throw riders from their horses, and collapse small structures. Everyone caught within the area of effect (except the caster) must make a Reflex save or be knocked prone. Mounted characters must make a Ride check at a –5 penalty or be thrown from their mount, taking 2d6 subdual damage from impact with the ground. Staying atop a horse that is knocked to the ground incurs the same penalties as failing the Reflex saving throw.

TSUNAMI

Evocation (Water)

Level: Kenza (Water) 9

Components: V, S, DF

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

Area: Quarter circle with up to 100 ft. radius, emanating from a body of water in range

Duration: Instantaneous

This spell causes a nearby body of water to suddenly swell up in a great wave that demolishes everything in its path. All creatures, structures, and unattended objects unfortunate enough to be in the area when the *tsunami* strikes take 20d8 points of impact damage. Creatures vulnerable to water attacks take double damage. In addition, all targets not securely attached to the ground must make opposed Strength checks (the wave's Strength is equal to 20 + the caster level)



or be washed away with the wave when it returns to the body of water from whence it came. Such targets are deposited fifty feet away from shore, or half the radius of the wave, whichever is shorter. These targets are instantly submerged and must make Swim checks or begin to drown. The *tsunami* also soaks everything and douses all open flames in the area of effect.

The radius of the *tsunami* cannot be greater than half the radius of the body of water from which it emerges. Though the *tsunami* returns whence it came after it is used, use of this spell effectively reduces the volume of the body of water by thirty percent for 24 hours (except in the case of the ocean, although even in that case there is still a noticeable change in the water level).

WATER SPOUT

Evocation (Water)

Level: Kenza (Water) 7

Components: V, S

Casting Time: 1 standard action

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

Area: Water spout 10-ft. wide at base, 30-ft. wide at top, 30-ft. tall

Duration: 1 round per level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

This spell creates a cyclone much like that created by the *whirlwind* spell. This spell may only be cast over water. Once created, the cyclone functions as described in the *whirlwind* spell, except that it may only be moved over land for a maximum of 3 rounds. If the cyclone is not over water on the fourth round, the spell ends. In all other respects, this spell functions like *whirlwind*.

WISDOM AND CLARITY

Divination (Water)

Level: Kenza (Water) 1, Shukke 2

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

This spell blesses you with the ability to process and recall large amounts of information. While under the effects of this spell, you recall everything you see, hear, and read in perfect detail. Furthermore, you may read up to five hundred words (roughly 2 pages or scrolls of text) per minute. This spell does not grant any additional ability to understand anything you see or read; for example, reading the scroll of a spell you cannot cast does not grant the ability to cast the spell any more than a caster reading a book written in a foreign language gains the ability to speak that language. Only raw data may be stored and recalled with this spell. When the spell ends, you can no longer recall any detailed information learned while under its effects unless you cast it again.

WISDOM OF THE KAMI

Divination (Air)

Level: Kenza (Air) 2, Shukke 4

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

This spell causes the air kami to rearrange your memories, temporarily granting knowledge in areas otherwise unknown to you. This spell grants a +10 enhancement bonus to one skill of your choice. This bonus is halved if applied to a cross-class skill, and may not be applied to exclusive skills barred to the

caster class.

Although you may use this skill to gain a bonus to an obscure Knowledge skill, you are still considered unskilled and face whatever penalties to DC that the DM deems appropriate.



This section details the qualities that can be given to items by Shokunin and the spellcasters presented in this book. This process differs from that used in the standard d20 rules for creating items. Item creation feats are not used, replaced with skill and honor requirements.

Creating a magic item first requires the creation of a mundane version of that item of exquisite quality. This work cannot be farmed out but must be performed by the character actually enchanting the item. This means that arcane or divine power is not enough. A character wishing to create magic items must be a skilled craftsman. The creation of this item follows the standard rules for creating masterwork or high quality items.

After creating the mundane (though high quality) item, the character can begin to enchant the item. This process takes at least one week per 1,000 tn of the item's value (weapons and armor are an exception to this, their creation is detailed in the Bushido Handbook).

This means that magic item creation requires a significant expense in terms of time, time to learn the craftsmanship necessary to make the basic item and increased time to make the item itself. For this reason there are no XP costs for crafting items in Legends of the Samurai.

Similarly Item Creation feats are not used in Legends of the Samurai.



ARMOR

Acid Resistance: The armor absorbs the first 10 points of acid damage per attack that the wearer would normally take.

Faint abjuration; Shokunin level 4th; Craft (armorsmithing) 5 ranks, Honor 30+; Price +18,000 tn

Acid Resistance, Improved: As acid resistance, except it absorbs the first 20 points of acid damage per attack.

Moderate abjuration; Shokunin level 8th; Craft (armorsmithing) 8 ranks, Honor 40+; Price +42,000 tn

Acid Resistance, Greater: As acid resistance, except it absorbs the first 30 points of acid damage per attack.

Moderate abjuration; Shokunin level 12th; Craft (armorsmithing) 10 ranks, Honor 50+; Price +66,000 tn

Cold Resistance: A suit of armor or a shield with this property normally has a bluish, icy hue or is adorned with furs and shaggy pelts. The armor absorbs the first 10 points of cold damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; Shokunin level 4th; Craft (armorsmithing) 5 ranks, Honor 30+; Price +18,000 tn.

Cold Resistance, Improved: As cold resistance, except it absorbs the first 20 points of cold damage per attack.

Moderate abjuration; Shokunin level 8th; Craft (armorsmithing) 8 ranks, Honor 40+; Price +42,000 tn.

Cold Resistance, Greater: As cold resistance, except it absorbs the first 30 points of cold damage per attack.

Moderate abjuration; Shokunin level 12th; Craft (armorsmithing) 10 ranks, Honor 50+; Price +66,000 tn.

Dishonorable: This armor grants the wearer 5 DR (honorable) when fighting an opponent with an Honor score 10 or more points higher than his own.

Moderate abjuration; Shokunin level 8th; Craft (armorsmithing) 8 ranks, Honor 20 or less; Price +2 bonus

Electricity Resistance: A suit of armor or a shield with this property normally has a bluish hue and often bears a storm or lightning motif. The armor absorbs the first 10 points of electricity damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; Shokunin level 4th; Craft (armorsmithing) 5 ranks, Honor 30+; Price +18,000 tn.

Electricity Resistance, Improved: As electricity resistance, except it absorbs the first 20 points of electricity damage per attack.

Moderate abjuration; Shokunin level 8th; Craft (armorsmithing) 8 ranks, Honor 40+; Price +42,000 tn.

Electricity Resistance, Greater: As electricity resistance, except it absorbs the first 30 points of electricity damage per attack.

Moderate abjuration; Shokunin level 12th; Craft (armorsmithing) 10 ranks, Honor 50+; Price +66,000 tn.

Fire Resistance: A suit of armor with this ability normally has a reddish hue and often is decorated with a draconic motif. The armor absorbs the first 10 points of fire damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; Shokunin level 4th; Craft (armorsmithing) 5 ranks, Honor 30+; Price +18,000 tn.

Fire Resistance, Improved: As fire resistance, except it absorbs the first 20 points of fire damage per attack.

Moderate abjuration; Shokunin level 8th; Craft (armorsmithing) 8 ranks, Honor 40+; Price +42,000

tn.

Fire Resistance, Greater: As fire resistance, except it absorbs the first 30 points of fire damage per attack.

Moderate abjuration; Shokunin level 12th; Craft (armorsmithing) 10 ranks, Honor 50+; Price +66,000 tn.

Fortification: This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Fortification Type	Chance for Normal Damage	Base Price Modifier
Light	25%	+1 bonus
Moderate	75%	+3 bonus
Heavy	100%	+5 bonus

Strong abjuration; Shokunin level 16th; Craft (armorsmithing) 15 ranks, Great Fortitude, Honor 60+; Price varies (see above).

Glamered: A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered. Only a *true seeing* spell or similar magic reveals the true nature of the armor when disguised.

Moderate illusion; Shokunin level 4th; Craft (armorsmithing) 5 ranks, Disguise 3 ranks, Honor 40 or less; Price +2,700 tn.

Honorable: This suit of armor grants the wearer 1 DR (dishonorable) per 20 points of Honor he possesses.

Moderate Abjuration; Shokunin level 4th; Craft (armorsmithing) 5 ranks, Allegiance (Code of Bushido), Honor 40+; Price +1 bonus

Invulnerability: This suit of armor grants the wearer damage reduction of 5/magic.



Strong abjuration; Shokunin level 16th; Craft (armorsmithing) 15 ranks, Toughness, Honor 50+; Price +3 bonus.

Ninja's Mantle: This suit of armor grants the wearer 10 DR (honorable) when fighting an opponent with an Honor score 10 or more points higher than his own.

Strong Abjuration; Shokunin level 16th; Craft (armorsmithing) 15 ranks, Ninjutsu, Honor 10 or less; Price +4 bonus

Samurai's Mantle: This suit of armor grants the wearer 1 DR (dishonorable) per 10 points of Honor he possesses.

Strong Abjuration; Shokunin level 12th; Craft (weaponsmithing) 10 ranks, Allegiance (Code of Bushido), Honor 60+; Price +3 bonus

Shadow: This armor is jet black and blurs the wearer whenever she tries to hide, granting a +5 competence bonus on Hide checks. (The armor's armor check penalty still applies normally.)

Faint illusion; Shokunin level 4th; Craft (armorsmithing) 5 ranks, Hide 3 ranks, Honor 30 or less; Price +3,750 tn.

Shadow, Improved: As shadow, except it grants a +10 competence bonus on Hide checks.

Moderate illusion; Shokunin level 8th; Craft (armorsmithing) 8 ranks, Hide 5 ranks, Honor 20 or less; Price +15,000 tn.

Shadow, Greater: As shadow, except it grants a +15 competence bonus on Hide checks.

Moderate illusion; Shokunin level 12th; Craft (armorsmithing) 10 ranks, Hide 8 ranks, Ninjutsu, Honor 10 or less; Price +33,750 tn.

Silent Moves: This armor is well oiled and magically constructed so that it not only makes little sound, but it dampens sound around it. It provides a +5 competence bonus on its wearer's Move Silently checks. (The armor's armor check penalty still applies normally.)

Faint illusion; Shokunin level 4th; Craft

(armorsmithing) 5 ranks, Move Silently 3 ranks, Honor 30 or less; Price +3,750 tn.

Silent Moves, Improved: As silent moves, except it grants a +10 competence bonus on Move Silently checks.

Moderate illusion; Shokunin level 8th; Craft (armorsmithing) 8 ranks, Move Silently 5 ranks, Honor 20 or less; Price +15,000 tn.

Silent Moves, Greater: As silent moves, except it grants a +15 competence bonus on Move Silently checks.

Moderate illusion; Shokunin level 12th; Craft (armorsmithing) 10 ranks, Move Silently 8 ranks, Ninjutsu, Honor 10 or less; Price +33,750 tn.

Slick: Slick armor seems coated at all times with a slightly greasy oil. It provides a +5 competence bonus on its wearer's Escape Artist checks. (The armor's armor check penalty still applies normally.)

Faint conjuration; Shokunin level 4th; Craft (armorsmithing) 5 ranks, Escape Artist 3 ranks; Price +3,750 tn.

Slick, Improved: As slick, except it grants a +10 competence bonus on Escape Artist checks.

Moderate conjuration; Shokunin level 8th; Craft (armorsmithing) 8 ranks, Escape Artist 5 ranks; Price +15,000 tn.

Slick, Greater: As slick, except it grants a +15 competence bonus on Escape Artist checks.

Moderate conjuration; Shokunin level 12th; Craft (armorsmithing) 10 ranks, Escape Artist 8 ranks, Jujutsu; Price +33,750 tn.

Sonic Resistance: A suit of armor or a shield with this property normally has a glistening appearance. The armor absorbs the first 10 points of sonic damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; Shokunin level 4th; Craft (armorsmithing) 5 ranks, Honor 30+; Price +18,000 tn.

Sonic Resistance, Improved: As sonic resistance,

except it absorbs the first 20 points of sonic damage per attack.

Moderate abjuration; Shokunin level 8th; Craft (armorsmithing) 8 ranks, Honor 40+; Price +42,000 tn.

Sonic Resistance, Greater: As sonic resistance, except it absorbs the first 30 points of sonic damage per attack.

Moderate abjuration; Shokunin level 12th; Craft (armorsmithing) 10 ranks, Honor 50+; Price +66,000 tn.

Spell Resistance: This property grants the armor's wearer spell resistance while the armor is worn. The spell resistance can be 13, 15, 17, or 19, depending on the armor.

Strong abjuration; Shokunin level 16th; Craft (armorsmithing) 15 ranks, Honor 60+; Price +2 bonus (SR 13), +3 bonus (SR 15), +4 bonus (SR 17), or +5 bonus (SR 19).

POTIONS AND OILS

Crafting Potions and Oils: Potions and oils can be made for any spell of 3rd level or less that has a casting time of less than one minute.

A caster can only make a potion of a spell he can cast normally. A spell marked with an asterisk on the Spell Point Cost Table is one the caster can barely cast; he does not have the expertise to fashion a potion from it.

In addition to the ability to cast the spell, the caster must possess a certain level of alchemical expertise and enough money to acquire the requisite exotic materials. These requirements are summarized on the table below.

Spell Level	Cost	Craft (alchemy) ranks
0	12 tn	3
1	25 tn	4
2	150 tn	6
3	375 tn	8



RINGS

Blinking: On command, this ring makes the wearer blink, as with the *blink* spell.

Moderate transmutation; CL 7th; Craft (jewelry) 10 ranks, *blink*; Price 27,000 tn.

Chameleon Power: As a free action, the wearer of this ring can gain the ability to magically blend in with the surroundings. This provides a +10 competence bonus on her Hide checks. As a standard action, she can also command the ring to utilize the spell *disguise self* as often as she wants.

Faint illusion; CL 3rd; Craft (jewelry) 6 ranks, *disguise self*, *invisibility*; Price 12,700 tn.

Climbing: This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a +5 competence bonus on Climb checks.

Faint transmutation; CL 5th; Craft (jewelry) 8 ranks, creator must have 5 ranks in the Climb skill; Price 2,500 tn.

Climbing, Improved: As climbing, except it grants a +10 competence bonus on its wearer's Climb checks.

Faint transmutation; CL 5th; Craft (jewelry) 8 ranks, creator must have 10 ranks in the Climb skill; Price 10,000 tn.

Counterspells: This ring might seem to be a *ring of spell storing* upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

Moderate evocation; CL 11th; Craft (jewelry) 14 ranks, *imbue with spell ability*; Price 4,000 tn.

Elemental Command: All four kinds of *elemental command* rings are very powerful. Each appears to be nothing more than a lesser magic ring until

fully activated (by meeting a special condition, such as single-handedly slaying an elemental of the appropriate type or exposure to a sacred material of the appropriate element), but each has certain other powers as well as the following common properties.

Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (as *charm monster*, Will DC 17 negates). If the *charm* attempt fails, however, absolute protection is lost and no further attempt at *charming* can be made.

Creatures from the plane to which the ring is attuned who attack the wearer take a –1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a *ring of elemental command* takes a saving throw penalty as follows:

Element	Saving Throw Penalty
Air	–2 against earth-based effects
Earth	–2 against air- or electricity-based effects
Fire	–2 against water- or cold-based effects
Water	–2 against fire-based effects

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its kind.

Ring of Elemental Command (Air)

- *Feather fall* (unlimited use, wearer only)
- *Resist energy (electricity)* (unlimited use, wearer only)
- *Gust of wind* (twice per day)
- *Wind wall* (unlimited use)
- *Air walk* (once per day, wearer only)
- *Chain lightning* (once per week)

The ring appears to be a *ring of feather falling* until a certain condition is met to activate its full potential. It must be reactivated each time a new wearer acquires it.

Ring of Elemental Command (Earth)

- *Meld into stone* (unlimited use, wearer only)
- *Soften earth or stone* (unlimited use)
- *Stone shape* (twice per day)
- *Stoneskin* (once per week, wearer only)
- *Passwall* (twice per week)
- *Wall of stone* (once per day)

The ring appears to be a *ring of meld into stone* until the established condition is met.

Ring of Elemental Command (Fire)

- *Resist energy (fire)* (as a *major ring of energy resistance [fire]*)
- *Burning hands* (unlimited use)
- *Flaming sphere* (twice per day)
- *Pyrotechnics* (twice per day)
- *Wall of fire* (once per day)
- *Flame strike* (twice per week)

The ring appears to be a *major ring of energy resistance (fire)* until the established condition is met.

Ring of Elemental Command (Water)

- *Water walk* (unlimited use)
- *Create water* (unlimited use)
- *Water breathing* (unlimited use)
- *Wall of ice* (once per day)
- *Ice storm* (twice per week)



- **Control water** (twice per week)

The ring appears to be a *ring of water walking* until the established condition is met.

Strong conjuration; CL 15th; Craft (jewelry) 18 ranks, Greater Elemental Consort class ability, all appropriate spells; Price 200,000 tn.

Energy Resistance: This reddish iron ring continually protects the wearer from damage from one type of energy—acid, cold, electricity, fire, or sonic (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt.

A *minor ring of energy resistance* grants 10 points of resistance. A *major ring of energy resistance* grants 20 points of resistance. A *greater ring of energy resistance* grants 30 points of resistance.

Faint (minor or major) or moderate (greater) abjuration; CL 3rd, Craft (jewelry) 6 ranks (minor), 7th, Craft (jewelry) 10 ranks (major), or 11th, Craft (jewelry) 14 ranks (greater); *resist energy*; Price 12,000 tn (minor), 28,000 tn (major), 44,000 tn (greater).

Evasion: This ring continually grants the wearer the ability to avoid damage as if she had evasion. Whenever she makes a Reflex saving throw to determine whether she takes half damage, a successful save results in no damage.

Moderate transmutation; CL 7th; Craft (jewelry) 10 ranks, *jump*; Price 25,000 tn.

Feather Falling: This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

Faint transmutation; CL 1st; Craft (jewelry) 4 ranks, *feather fall*; Price 2,200 tn.

Freedom of Movement: This gold ring allows the wearer to act as if continually under the effect of a *freedom of movement* spell.

Moderate abjuration; CL 7th; Craft (jewelry) 10 ranks, *freedom of movement*; Price 40,000 tn.

Friend Shield: These curious rings always come in pairs. A *friend shield* ring without its mate is useless. Either wearer of one of a pair of the rings can, at any time, command his or her ring to cast a *shield other* spell with the wearer of the mated ring as the recipient. This effect has no range limitation.

Moderate abjuration; CL 10th; Craft (jewelry) 13 ranks, *shield other*; Price 50,000 tn (for a pair).

Invisibility: By activating this simple silver ring, the wearer can benefit from *invisibility*, as the spell.

Faint illusion; CL 3rd; Craft (jewelry) 6 ranks, *invisibility*; Price 20,000 tn.

Jumping: This ring continually allows the wearer to leap about, providing a +5 competence bonus on all his Jump checks.

Faint transmutation; CL 2nd; Craft (jewelry) 5 ranks, creator must have 5 ranks in the Jump skill; Price 2,500 tn.

Jumping, Improved: As jumping, except it grants a +10 competence bonus on its wearer's Jump check.

Moderate transmutation; CL 7th; Craft (jewelry) 10 ranks, creator must have 10 ranks in the Jump skill; Price 10,000 tn.

Mind Shielding: This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to *detect thoughts*, *discern lies*, and any attempt to magically discern her alignment.

Faint abjuration; CL 3rd; Craft (ranks) 6 ranks, *nondetection*; Price 8,000 tn.

Protection: This ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

Faint abjuration; CL 5th; Craft (jewelry) 8 ranks + 2 ranks per bonus of the ring, *shield of faith*, caster must be of a level at least three times greater than the bonus of the ring; Price 2,000 tn (*ring +1*); 8,000 tn (*ring +2*); 18,000 tn (*ring +3*); 32,000 tn (*ring +4*);

50,000 tn (*ring +5*).

Ram: The *ring of the ram* is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device.

The wearer can command the ring to give forth a ramlike force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance.

The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring-wearer. (The ram has Strength 25 and is Large.) The ram gains a +1 bonus on the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.

In addition to its attack mode, the *ring of the ram* also has the power to open doors as if it were a character with Strength 25. If 2 charges are expended, the effect is equivalent to a character with Strength 27. If 3 charges are expended, the effect is that of a character with Strength 29.

A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Moderate transmutation; CL 9th; Craft (jewelry) 12 ranks, *bull's strength*, *telekinesis*; Price 8,600 tn.

Regeneration: This white gold ring continually allows a living wearer to heal 1 point of damage per level every hour rather than every day. (This ability cannot be aided by the Heal skill.) Nonlethal damage heals at a rate of 1 point of damage per level every 5 minutes. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring *regenerates* it as the spell. In either case, only damage taken while wearing the ring is regenerated.

Strong conjuration; CL 15th; Craft (jewelry) 18



ranks, *regenerate*; Price 90,000 tn.

Spell Storing, Minor: A *minor ring of spell storing* contains up to three levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor (because the ring wearer need not gesture). The activation time for the ring is same as the casting time for the relevant spell, with a minimum of 1 standard action.

For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. If you roll a spell that would put the ring over the three-level limit, ignore that roll; the ring has no more spells in it. (Not every newly discovered ring need be fully charged.)

A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than three.

The ring magically imparts to the wearer the names of all spells currently stored within it.

Faint evocation; CL 5th; Craft (jewelry) 8 ranks, *imbue with spell ability*; Price 18,000 tn.

Spell Storing: As the *minor ring of spell storing*, except it holds up to five levels of spells.

Moderate evocation; CL 9th; Craft (jewelry) 12 ranks, *imbue with spell ability*; Price 50,000 tn.

Spell Storing, Major: As the *minor ring of spell storing*, except it holds up to ten levels of spells.

Strong evocation; CL 17th; Craft (jewelry) 20 ranks, *imbue with spell ability*; Price 200,000 tn.

Spell Turning: Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer, exactly as if *spell turning* had been cast upon the wearer.

Strong abjuration; CL 13th; Craft (jewelry) 16 ranks, *spell turning*; Price 98,280 tn.

Sustenance: This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.

Faint conjuration; CL 5th; Craft (jewelry) 8 ranks, *create food and water*; Price 2,500 tn.

Swimming: This silver ring has a wave pattern etched into the band. It continually grants the wearer a +5 competence bonus on Swim checks.

Faint transmutation; CL 2nd; Craft (jewelry) 5 ranks, creator must have 5 ranks in the Swim skill; Price 2,500 tn.

Swimming, Improved: As swimming, except it grants a +10 competence bonus on its wearer's Swim checks.

Moderate transmutation; CL 7th; Craft (jewelry) 10 ranks, creator must have 10 ranks in the Swim skill; Price 10,000 tn.

Telekinesis: This ring allows the caster to use the spell *telekinesis* on command.

Moderate transmutation; CL 9th; Craft (jewelry) 12 ranks, *telekinesis*; Price 75,000 tn.

Three Wishes: This ring is set with three rubies. Each ruby stores a *wish* spell, activated by the ring. When a *wish* is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the *wishes* are used, the ring becomes a nonmagical item.

Strong evocation (if *miracle* is used); CL 20th; Craft (jewelry) 23 ranks, *wish* or *miracle*; Price 97,950 tn; Cost 11,475 tn + 15,918 XP.

Water Walking: This ring, set with an opal, allows the wearer to continually utilize the effects of the spell *water walk*.

Moderate transmutation; CL 9th; Craft (jewelry) 12 ranks, *water walk*; Price 15,000 tn.

X-Ray Vision: On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision.

Using the ring is physically exhausting, causing the wearer 1 point of Constitution damage per minute after the first 10 minutes of use in a single day.

Moderate divination; CL 6th; Craft (jewelry) 9 ranks, *true seeing*; Price 25,000 tn.

RODS

Absorption: This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or her gear. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of her own. She can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept. The wielder of the rod can use captured spell energy to cast any spell she has prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting. For casters such as bards or sorcerers who do not prepare spells, the rod's energy can be used to cast any spell of the appropriate level or levels that they know.

A *rod of absorption* absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be



recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by 2. Then roll d% again: On a result of 71–100, half the levels already absorbed by the rod are still stored within.

Strong abjuration; CL 15th; Craft (rod) 18 ranks, *spell turning*; Price 50,000 tn.

Alertness: This rod is indistinguishable from a +1 *light mace*. It has eight flanges on its macelike head. The rod bestows a +1 insight bonus on initiative checks. If grasped firmly, the rod enables the holder to use *detect evil*, *detect good*, *detect chaos*, *detect law*, *detect magic*, *discern lies*, *light*, or *see invisibility*. Each different use is a standard action.

If the head of a *rod of alertness* is planted in the ground, and the possessor wills it to alertness (a standard action), the rod senses any creature within 120 feet who intends to harm the possessor. At the same time, the rod creates the effect of a *prayer* spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120-foot radius. These effects last for 10 minutes, and the rod can perform this function once per day. Last, the rod can be used to simulate the casting of an *animate objects* spell, utilizing any eleven (or fewer) Small objects located roughly around the perimeter of a 5-foot-radius circle centered on the rod when planted in the ground. Objects remain animated for 11 rounds.

The rod can perform this function once per day.

Moderate abjuration, divination, enchantment, and evocation; CL 11th; Craft (rod) 14 ranks, *alarm*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *discern lies*, *light*, *see invisibility*, *prayer*, *animate objects*; Price 85,000 tn.

Enemy Detection: This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first). These creatures can be invisible, ethereal, hidden, disguised, or in plain sight. Detection range is 60 feet. If the bearer of the rod concentrates for a full round, the rod pinpoints the location of the nearest enemy and indicates how many enemies are within range. The rod can be used three times each day, each use lasting up to 10 minutes. Activating the rod is a standard action.

Moderate divination; CL 10th; Craft (rod) 13 ranks, *true seeing*; Price 23,500 tn.

Flailing: Upon the command of its possessor, the rod activates, changing from a normal-seeming rod to a +3 *dire flail*. The dire flail is a double weapon, which means that each of the weapon's heads can be used to attack. The wielder can gain an extra attack (with the second head) at the cost of making all attacks at a –2 penalty (as if she had the Two-Weapon Fighting feat).

Once per day the wielder can use a free action to cause the rod to grant her a +4 deflection bonus to Armor Class and a +4 resistance bonus on saving throws for 10 minutes. The rod need not be in weapon form to grant this benefit.

Transforming it into a weapon or back into a rod is a move action.

Moderate enchantment; CL 9th; Craft (rod) 12 ranks, Craft (weaponsmithing) 12 ranks, *bless*; Price 50,000 tn.

Flame Extinguishing: This rod can extinguish Medium or smaller nonmagical fires with simply a touch (a standard action). For the rod to be effective against other sorts of fires, the wielder must expend 1 or more of the rod's charges.

Extinguishing a Large or larger nonmagical fire, or a magic fire of Medium or smaller (such as that of a flaming weapon or a *burning hands* spell), expends 1 charge. Continual magic flames, such as those of a

weapon or a fire creature, are suppressed for 6 rounds and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must have used a ready action, effectively countering the entire spell.

When applied to Large or larger magic fires, such as those caused by *fireball*, *flame strike*, or *wall of fire*, extinguishing the flames expends 2 charges from the rod.

If the device is used upon a fire creature (a melee touch attack), it deals 6d6 points of damage to the creature. This use requires 3 charges.

A *rod of flame extinguishing* has 10 charges when found. Spent charges are renewed every day, so that a wielder can expend up to 10 charges in any 24-hour period.

Strong transmutation; CL 12th; Craft (rod) 15 ranks, *pyrotechnics*; Price 15,000 tn.

Immovable Rod: This rod is a flat iron bar with a small button on one end. When the button is pushed (a move action), the rod does not move from where it is, even if staying in place defies gravity. Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go. Several *immovable rods* can even make a ladder when used together (although only two are needed). An *immovable rod* can support up to 8,000 pounds before falling to the ground. If a creature pushes against an *immovable rod*, it must make a DC 30 Strength check to move the rod up to 10 feet in a single round.

Moderate transmutation; CL 10th; Craft (rod) 13 ranks, *levitate*; Price 5,000 tn.

Metal and Mineral Detection: This rod pulses in the wielder's hand and points to the largest mass of metal within 30 feet. However, the wielder can concentrate on a specific metal or mineral. If the specific mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within



range, the rod points to the largest cache first. Each operation requires a full-round action.

Moderate divination; CL 9th; Craft (rod) 12 ranks, *locate object*; Price 10,500 tn.

Metamagic Rods: Metamagic rods hold the essence of a metamagic feat but do not change the spell point cost of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell point cost of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses.

Lesser and Greater Metamagic Rods: Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Metamagic, Empower: The wielder can cast up to three spells per day that are empowered as though using the Empower Spell feat.

Strong (no school); CL 17th; Craft (rod) 20 ranks, Empower Spell; Price 9,000 tn (lesser), 32,500 tn (normal), 73,000 tn (greater).

Metamagic, Enlarge: The wielder can cast up to three spells per day that are enlarged as though using the Enlarge Spell feat.

Strong (no school); CL 17th; Craft (rod) 20 ranks, Enlarge Spell; Price 3,000 tn (lesser), 11,000 tn (normal), 24,500 tn (greater).

Metamagic, Extend: The wielder can cast up to three spells per day that are extended as though using the Extend Spell feat.

Strong (no school); CL 17th; Craft (rod) 20 ranks, Extend Spell; Price 3,000 tn (lesser), 11,000 tn (normal), 24,500 tn (greater).

Metamagic, Maximize: The wielder can cast up to three spells per day that are maximized as though using the Maximize Spell feat.

Strong (no school); CL 17th; Craft (rod) 20 ranks, Maximize Spell feat; Price 14,000 tn (lesser), 54,000 tn (normal), 121,500 tn (greater).

Metamagic, Quicken: The wielder can cast up to three spells per day that are quickened as though using the Quicken Spell feat.

Strong (no school); CL 17th; Craft (rod) 20 ranks, Quicken Spell; Price 35,000 tn (lesser), 75,500 tn (normal), 170,000 tn (greater).

Metamagic, Silent: The wielder can cast up to three spells per day without verbal components as though using the Silent Spell feat.

Strong (no school); CL 17th; Craft (rod) 20 ranks, Silent Spell; Price 3,000 tn (lesser), 11,000 tn (normal), 24,500 tn (greater).

Negation: This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack). The ray functions as a *greater dispel magic* spell, except it only affects magic items. To negate instantaneous effects from an item, the rod wielder needs to have used a ready action. The dispel check uses the rod's caster level (15th). The target item gets no saving throw, although the rod can't negate artifacts (even minor artifacts). The rod can function three times per day.

Strong varied; CL 15th; Craft (rod) 18 ranks, *dispel magic*, and *limited wish* or *miracle*; Price 37,000 tn.

Python: This rod is longer than normal rods. It is about 4 feet long and weighs 10 pounds. It strikes as a *+1/+1 quarterstaff*. If the user throws the rod to the ground (a standard action), it grows to become a

giant constrictor snake by the end of the round. The python obeys all commands of the owner. (In animal form, it retains the +1 enhancement bonus on attacks and damage possessed by the rod form.) The serpent returns to rod form (a full-round action) whenever the wielder desires, or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to rod form and cannot be activated again for three days. A *python rod* only functions if the possessor is good.

Moderate transmutation; CL 10th; Craft (rod) 13 ranks, Craft (weaponsmithing) 13 ranks, *baleful polymorph*, Honor 50+; Price 13,000 tn.

Rulership: This rod looks like a royal scepter worth at least 5,000 tn in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when she activates the device (a standard action). Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to a DC 16 Will save to negate the effect. Ruled creatures obey the wielder as if she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 500 total minutes before crumbling to dust. This duration need not be continuous.

Strong enchantment; CL 20th; Craft (rod) 23 ranks, *mass charm monster*; Price 60,000 tn; Cost 27,500 tn + 2,200 XP.

Security: This item creates a nondimensional space, a pocket paradise. There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures affected. All fractions are rounded down.

In this pocket paradise, creatures don't age, and natural healing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all



creatures involved.

Activating the rod (a standard action) causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod. Unwilling creatures get a DC 17 Will save to negate the effect. If such a creature succeeds on its save, other creatures beyond that point in a chain can still be affected by the rod.

When the rod's effect expires or is dispelled, all the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for reentry. The rod's possessor can dismiss the effect whenever he wishes before the maximum time period expires, but the rod can only be activated once per week.

Strong conjuration; CL 20th; Craft (rod) 23 ranks, *gate*; Price 61,000 tn.

Thunder and Lightning: Constructed of iron set with silver rivets, this rod has the properties of a +2 *light mace*. Its other magical powers are as follows.

- **Thunder:** Once per day, the rod can strike as a +3 *light mace*, and the opponent struck is stunned from the noise of the rod's impact (Fortitude DC 16 negates). Activating this power counts as a free action, and it works if the wielder strikes an opponent within 1 round.

- **Lightning:** Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a +2 *light mace* (1d6+2) and an extra 2d6 points of electricity damage. Even when the rod might not score a normal hit in combat, if the roll was good enough to count as a successful melee touch attack hit, then the 2d6 points of electricity damage

still applies. The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.

- **Thunderclap:** Once per day as a standard action, the wielder can cause the rod to give out a deafening noise, just as a *shout* spell (Fortitude DC 16 partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).

- **Lightning Stroke:** Once per day as a standard action, the wielder can cause the rod to shoot out a 5-foot-wide lightning bolt (9d6 points of electricity damage, Reflex DC 16 half) to a range of 200 feet.

- **Thunder and Lightning:** Once per week as a standard action, the wielder of the rod can combine the *thunderclap* described above with a lightning bolt, as in the *lightning stroke*. The *thunderclap* affects all within 10 feet of the bolt. The *lightning stroke* deals 9d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the *thunderclap* deals 2d6 points of sonic damage. A single DC 16 Reflex save applies for both effects.

Moderate evocation; CL 9th; Craft (rod) 12 ranks, Craft (weaponsmithing) 12 ranks, *lightning bolt*, *shout*; Price 33,000 tn.

Viper: This rod strikes as a +2 *heavy mace*. Once per day, upon command, the head of the rod becomes that of an actual serpent for 10 minutes. During this period, any successful strike with the rod deals its usual damage and also poisons the creature hit. The poison deals 1d10 points of Constitution damage immediately (Fortitude DC 14 negates) and another 1d10 points of Constitution damage 1 minute later (Fortitude DC 14 negates). The rod only functions if its possessor is evil.

Moderate necromancy; CL 10th; Craft (rod) 13 ranks, Craft (weaponsmithing) 13 ranks, *poison*, Honor 20 or less; Price 19,000 tn.

Withering: A *rod of withering* acts as a +1 *light mace* that deals no hit point damage. Instead, the wielder deals 1d4 points of Strength damage and

1d4 points of Constitution damage to any creature she touches with the rod (by making a melee touch attack). If she scores a critical hit, the damage from that hit is permanent ability drain. In either case, the defender negates the effect with a DC 17 Fortitude save.

Strong necromancy; CL 13th; Craft (rod) 16 ranks, Craft (weaponsmithing) 16 ranks, *contagion*; Price 25,000 tn.

SCROLLS

Crafting Scrolls: In order to scribe a scroll with a spell, the spell must be one the character can cast normally (any spell marked with an asterisk on the character's spell cost table is beyond his ability to scribe onto a scroll). A character also needs fresh, unused writing implements and must prepare the spell to be scribed as if he were going to cast it (including paying the cost for any material components and paying any XP costs). Scribing a scroll also requires a certain number of ranks in the Knowledge (calligraphy) skill.

Spell Level	Ranks Calligraphy	Shukke/Senkensha	Mahoutsukai	Kenza
0	3	8 tn	10 tn	12 tn
1	5	12 tn	15 tn	18 tn
2	6	75 tn	95 tn	115 tn
3	8	188 tn	235 tn	235 tn
4	10	350 tn	440 tn	525 tn
5	12	575 tn	725 tn	860 tn
6	14	850 tn	1,075 tn	1,275 tn
7	16	1,150 tn	1,450 tn	1,725 tn
8	18	1,500 tn	1,875 tn	2,250 tn
9	20	2,000 tn	2,500 tn	3,000 tn

STAVES

Charming: Made of twisting wood ornately shaped and carved, this staff allows use of the following spells:

- *Charm person* (1 charge)



- **Charm monster** (2 charges)

Moderate enchantment; CL 8th; Craft (staff) 11 ranks, *charm person, charm monster*; Price 16,500 tn.

Divination: Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells:

- *Detect secret doors* (1 charge)
- *Locate object* (1 charge)
- *Tongues* (1 charge)
- *Locate creature* (2 charges)
- *Prying eyes* (2 charges)
- *True seeing* (3 charges)

Strong divination; CL 13th; Craft (staff) 16 ranks, *detect secret doors, locate creature, locate object, prying eyes, tongues, true seeing*; Price 73,500 tn.

Earth and Stone: This staff is topped with a fist-sized emerald that gleams with smoldering power. It allows the use of the following spells:

- *Passwall* (1 charge)
- *Move earth* (1 charge)

Moderate transmutation; CL 11th; Craft (staff) 14 ranks, *move earth, passwall*; Price 80,500 tn.

Enchantment: Often made from applewood and topped with a clear crystal, this staff allows use of the following spells:

- *Sleep* (1 charge)
- *Hideous laughter* (1 charge)
- *Suggestion* (1 charge)
- *Crushing despair* (2 charges)
- *Mind fog* (2 charges)
- *Suggestion, mass* (3 charges)

Strong enchantment; CL 13th; Craft (staff) 16 ranks, *crushing despair, mass suggestion, mind fog, sleep, suggestion, hideous laughter*; Price 65,000 tn.

Fire: Crafted from bronzewood with brass bindings, this staff allows use of the following spells:

- *Burning hands* (1 charge)
- *Fireball* (1 charge)
- *Wall of fire* (2 charges)

Moderate evocation; CL 8th; Craft (staff) 11 ranks, *burning hands, fireball, wall of fire*; Price 17,750 tn.

Frost: Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following spells:

- *Ice storm* (1 charge)
- *Wall of ice* (1 charge)
- *Cone of cold* (2 charge)

Moderate evocation; CL 10th; Craft (staff) 13 ranks, *cone of cold, ice storm, wall of ice*; Price 56,250 tn.

Healing: This white ash staff, with inlaid silver runes, allows use of the following spells:

- *Lesser restoration* (1 charge)
- *Cure serious wounds* (1 charge)
- *Remove blindness/deafness* (2 charges)
- *Remove disease* (3 charges)

Moderate conjuration; CL 8th; Craft (staff) 11 ranks, *cure serious wounds, lesser restoration, remove blindness/deafness, remove disease*; Price 27,750 tn.

Illusion: This staff is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following spells:

- *Disguise self* (1 charge)
- *Mirror image* (1 charge)
- *Major image* (1 charge)
- *Rainbow pattern* (2 charges)
- *Persistent image* (2 charges)
- *Mislead* (3 charges)

Strong illusion; CL 13th; Craft (staff) 16 ranks, *disguise self, major image, mirror image, persistent image, project image, rainbow pattern*; Price 65,000 tn.

Illumination: This staff is usually sheathed in silver and decorated with sunbursts. It allows use of the following spells:

- *Dancing lights* (1 charge)
- *Flare* (1 charge)

- **Daylight** (2 charges)

- **Sunburst** (3 charges)

Strong evocation; CL 15th; Craft (staff) 18 ranks, *dancing lights, daylight, flare, sunburst*; Price 48,250 tn.

Life: Made of thick oak shod in gold, this staff allows use of the following spells:

- *Heal* (1 charge)
- *Raise dead* (5 charges)

Moderate conjuration; CL 11th; Craft (staff) 14 ranks, *heal, resurrection*; Price 155,750 tn.

Swarming Insects: Made of twisted dark wood with dark spots resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells:

- *Summon swarm* (1 charge)
- *Insect plague* (3 charges)

Moderate conjuration; CL 9th; Craft (staff) 12 ranks, *insect plague, summon swarm*; Price 24,750 tn.

Transmutation: This staff is generally carved from or decorated with petrified wood and allows use of the following spells:

- *Expeditious retreat* (1 charge)
- *Alter self* (1 charge)
- *Blink* (1 charge)
- *Polymorph* (2 charges)
- *Baleful polymorph* (2 charges)
- *Disintegrate* (3 charges)

Strong transmutation; CL 13th; Craft (staff) 16 ranks, *alter self, baleful polymorph, blink, disintegrate, expeditious retreat, polymorph*; Price 65,000 tn.

WANDS

Crafting Wands: In order to craft a wand, the spell to be imbued must be 4 or more levels or below what the creator of the wand can cast normally (spells marked on the spell chart by an asterisk are too difficult for the character to place into a wand). A character also needs material costs equal to the costs



of any material component required by the spell times 50 and must pay any XP cost required for the spell 50 times. Finally a character needs a certain number of ranks in the Craft (wand) skill.

Spell Level	Ranks Craft (wand)	Mahoutsukai	Shukke/Shukensha	Kenza
0	3	200 tn	250 tn	300 tn
1	4	375 tn	470 tn	565 tn
2	6	2,250 tn	2,815 tn	3,375 tn
3	8	5,500 tn	6,875 tn	8,250 tn
4	10	10,000 tn	12,500 tn	15,000 tn

WEAPONS

Brilliant Energy: A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor and shield bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Strong transmutation; Shokunin level 16th; Craft (weaponsmithing) 15 ranks, Iaijutsu, Improved Initiative, Honor 60+; Price +4 bonus.

Dancing: As a standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it takes up the same space as the activating character and can

attack adjacent foes (weapons with reach can attack opponents up to 10 feet away). The dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.

Strong transmutation; Shokunin level 16th; Craft (weaponsmithing) 15 ranks, Two-Weapon Fighting; Price +4 bonus.

Defending: A defending weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to AC lasts until his next turn.

Moderate abjuration; Shokunin level 8th; Craft (weaponsmithing) 8 ranks, Footwork; Price +1 bonus.

Dishonorable: This weapon inflicts +1d6 damage when it strikes an opponent whose Honor score is 10 or more points above your own.

Moderate evocation; Shokunin level 4th; Craft (weaponsmithing) 5 ranks, Honor 20 or less; Price +1 bonus

Distance: This property can only be placed on a ranged weapon. A weapon of distance has double the range increment of other weapons of its kind.

Moderate divination; Shokunin level 8th; Craft (weaponsmithing) 8 ranks, Kyujutsu; Price +1 bonus.

Flaming: Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d6 points of fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Moderate evocation; Shokunin level 4th; Craft

(weaponsmithing) 5 ranks, Honor 30+; Price +1 bonus.

Flaming Burst: A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the flaming ability (see above), a flaming burst weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of fire damage instead, and if the multiplier is x4, add an extra 3d10 points of fire damage. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

Strong evocation; Shokunin level 8th; Craft (weaponsmithing) 8 ranks, Honor 40+; Price +2 bonus.

Frost: Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Moderate evocation; Shokunin level 4th; Craft (weaponsmithing) 5 ranks, Honor 30+; Price +1 bonus.

Honorable: This weapon inflicts +1d6 damage when it strikes an opponent whose Honor score is 10 or more points below your own.

Moderate evocation; Shokunin level 4th; Craft (weaponsmithing) 5 ranks, Allegiance (Code of Bushido), Honor 40+; Price +1 bonus

Icy Burst: An icy burst weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit. The frost does not harm the wielder. In addition to the extra damage from



the frost ability, an icy burst weapon deals an extra 1d10 points of cold damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of cold damage instead, and if the multiplier is x4, add an extra 3d10 points. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Even if the frost ability is not active, the weapon still deals its extra cold damage on a successful critical hit.

Moderate evocation; Shokunin level 8th; Craft (weaponsmithing) 8 ranks, Honor 40+; Price +2 bonus.

Keen: This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be keen. (If you roll this property randomly for an inappropriate weapon, reroll.) This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell or the Improved Critical feat).

Moderate transmutation; Shokunin level 4th; Craft (weaponsmithing) 5 ranks, Honor 40+; Price +1 bonus.

Ki Focus: The magic weapon serves as a channel for the wielder's Ki, allowing her to use her Ki class ability to gain a +1d6 damage bonus per 5 full levels (+1d6 at 5th level, +2d6 at 10th level and so forth). Using Ki to activate this ability counts against the total number of times the character can focus their Ki each day.

Moderate transmutation; Shokunin level 12th; Craft (weaponsmithing) 10 ranks, Allegiance (Code of Bushido), Honor 50+; Price +3 bonus.

Merciful: The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.

Faint conjuration; Shokunin level 4th; Craft

(weaponsmithing) 5 ranks, Allegiance (Ascetic Code), Honor 40+; Price +1 bonus.

Mighty Cleaving: A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.

Moderate evocation; Shokunin level 8th; Craft (weaponsmithing) 8 ranks, Power Attack, Cleave; Price +1 bonus.

Returning: This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Moderate transmutation; Shokunin level 8th; Craft (weaponsmithing) 8 ranks, Shurikenjutsu; Price +1 bonus.

Seeking: Only ranged weapons can have the seeking ability. The weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. (The wielder still has to aim the weapon at the right square. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.)

Strong divination; Shokunin level 8th; Craft (weaponsmithing) 8 ranks, Spot 5 ranks; Price +1 bonus.

Shock: Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra 1d6 points of electricity damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.

Moderate evocation; Shokunin level 4th; Craft

(weaponsmithing) 5 ranks, Honor 30+; Price +1 bonus.

Shocking Burst: A shocking burst weapon functions as a shock weapon that also explodes with electricity upon striking a successful critical hit. The electricity does not harm the wielder. In addition to the extra electricity damage from the shock ability, a shocking burst weapon deals an extra 1d10 points of electricity damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of electricity damage instead, and if the multiplier is x4, add an extra 3d10 points. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.

Even if the shock ability is not active, the weapon still deals its extra electricity damage on a successful critical hit.

Moderate evocation; Shokunin level 8th; Craft (weaponsmithing) 8 ranks, Honor 40+; Price +2 bonus.

Speed: When making a full attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* spell.)

Moderate transmutation; Shokunin level 16th; Craft (weaponsmithing) 15 ranks, Iaijutsu, Improved Initiative, Honor 50+; Price +3 bonus.

Spell Storing: A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other



targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Strong evocation (plus aura of stored spell); Shokunin level 12th; Craft (weaponsmithing) 10 ranks, creator must be a caster of at least 12th level; Price +1 bonus.

Thundering: A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. A thundering weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d8 points of sonic damage instead, and if the multiplier is x4, add an extra 3d8 points of sonic damage. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.

Faint necromancy; Shokunin level 4th; Craft (weaponsmithing) 5 ranks, Honor 30+; Price +1

bonus.

Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Faint transmutation; Shokunin level 4th; Craft (weaponsmithing) 5 ranks, Shurikenjutsu; Price +1 bonus.

Vicious: When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons can be vicious.

Moderate necromancy; Shokunin level 8th; Craft (weaponsmithing) 8 ranks, Honor 20 or less; Price +1 bonus.

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the

loss of their heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing weapon. (If you roll this property randomly for an inappropriate weapon, reroll.)

Strong necromancy and transmutation; Shokunin level 20th; Craft (weaponsmithing) 20 ranks, Kyujutsu, Pear Splitter, Allegiance (Code of Bushido), Honor 70+; Price +5 bonus.

Wounding: A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon.

Moderate evocation; Shokunin level 12th; Craft (weaponsmithing) 10 ranks, Honor 20 or less; Price +2 bonus.

WONDROUS ITEMS

Creating a wondrous item requires the following components: the materials cost listed in the DMG, 1 rank in Craft (jewelry) per 10,000 tn materials cost (maximum 20 ranks), all spells listed in the item's creation in the DMG.





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