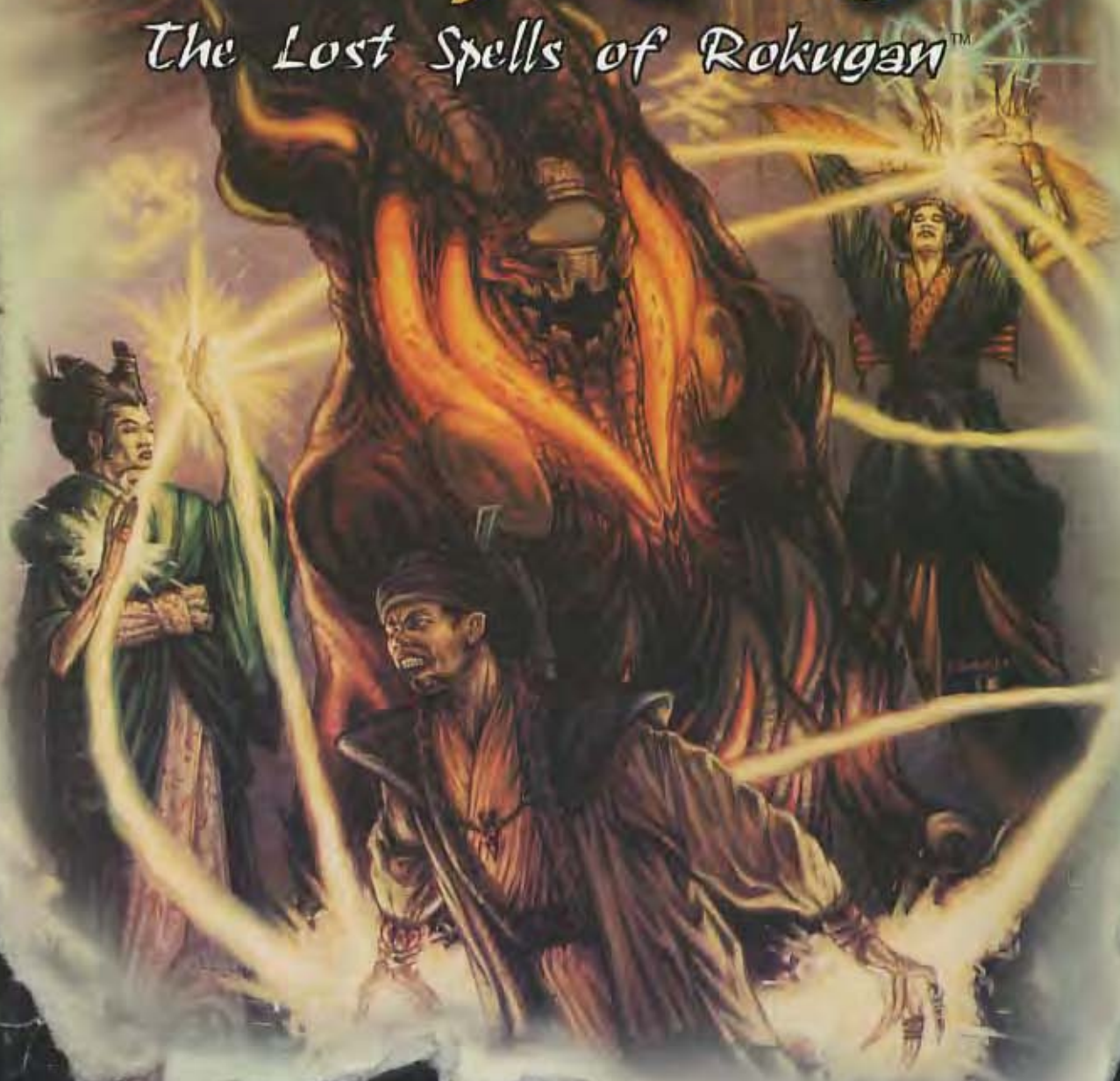




Legend of the Five Rings™

# Walking the Way™

The Lost Spells of Rokugan™



Written by Ross Isaacs and Rob Vaux



*Legend of the Five Rings*

# *Walking the Way*

*A Compilation of Spells and Adventures  
by Ross Isaacs and Rob Vaux*

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In addition to these fine folks, Ross would like to thank Ken Hite and James Estes for their advice and support, and to express thanks to Tom and Terry Clayton.

## DEDICATIONS

**Ross:** *Walking the Way* is dedicated to my wife, Alessandra Clayton Isaacs.

**Rob:** My part in this is dedicated to Maureen Yates, who performs her own beard of make-up, a leg and a hand, and if she didn't.



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# Introduction

by Rob Daux

Welcome to *Walking the Way*, a collection of spells and adventures for use with the *LSR RPG*. Within these pages, you will find a collection of over 50 new shugenja spells for your characters - and perhaps their enemies - to discover, learn and make use of. Each spell includes a short adventure based around it, giving the party a chance to learn first-hand how dangerous some of them can be. While nominally for players' use, this book is intended primarily for the GM, who can decide for himself when and where to dole out the magical knowledge contained herein. The adventures, of course, are not for players to read, and should be ignored by all who do not wish to incur the wrath of their Game Master.

*Walking the Way* has a different layout from most of the *LSR* sourcebooks. It reads like a western spellbook - a foreign concept in *Rokugan* - with a series of entries listing each spell and its effect in game terms. They are organized alphabetically and laid out according to the particular element each one calls upon. Following the spell entry is the adventure associated with it, describing ways to embroil your players in the often chaotic circumstances surrounding its use. They are intended as fairly quick one-shots, which can be inserted seamlessly into given campaign with minimal effort. Stats for monsters and prominent NPCs have been included in each for convenience's sake.

At the same time however, the GM should take care to adjust the particulars of each adventure to correspond to his or her own campaign. Many of the adventures are political in nature, and involve conflicts with enemies or potential enemies of the PCs. We've provided default characters for each one, to be used in a pinch or if the GM feels that they work well. It's preferable to insert an NPC for your own particular campaign - one already developed or more closely linked to your party. It makes for a more seamless adventure, and can help advance the GM's own plots and ideas far better than some instant enemy thrown in for one adventure.

Also, feel free to change an NPC's clan affiliation and school if it suits your campaign. For example, we might describe a Scorpion shugenja planning to betray the party with a nasty spell. If your party consists solely of Bayushi assassins, however, this isn't likely to work. A Scorpion wouldn't betray his own clansmen like that, not without some serious and no-doubt complicated reasons. A Crab, however, would be much more disposed towards taking them out, and could use the spell against them without needing any convoluted rationale. By making a quick change to our NPC's clan, the GM can save himself a great deal of work.

In short, take the specifics of your own campaign into account before running these adventures, and don't be afraid to tweak them with your own details. A little fine-tuning can go a long way toward making these truly memorable experiences for your party.

# Introduction

## On Spells and Power Balance

Shugenja spells are a profound source of power and wonder in Rokugan. Through them, the spirits bend to the casting shugenja's will and reality itself warps to match his or her desires. As holy men, shugenja are expected to understand the responsibility that such power entails and to use it only when they feel it is necessary. That's the theory, anyway. Reality is a little different, especially in a land as contentious as Rokugan. Wicked men seek to turn powerful spells to their own ends, and even the well-meaning can find its strengths distorted for the sake of politics or convenience. And while a shugenja's wisdom is admired among all Rokugani, the mystic energies she wields can leave some feeling quite unsettled. It's one thing to hear a Phoenix talk about the spirit world. It's quite another to see her call it forth and destroy her enemies in a sheet of blinding light. Because of this, shugenja are often treated with kid gloves, and sometimes even distrusted by those who fear their potential.

It's important to remember this if your party comes across one of these spells, learns it, and decided to start slinging it around like a child's marbles. Casual use of such power is bound to make others fear and mistrust them, which creates problems. Merchants may refuse to deal with them. Political allies may become unwilling to aid such "firebrands." If they go too far, they might even receive a visit from the Phoenix, who have decided that their reckless tactics merit the removal of the scroll from their libraries. (The party may be tough, but when Isawa Tadaka asks you to hand something over, you'd best do it.)

Keep in mind also that spell scrolls are very rare things in Rokugan. Some can only be found in the few distant monasteries, and a few have been thought lost forever. Those described in this book are not common knowledge, nor are they used by just any shugenja. Getting hold of one might take years of searching and a harsh and dangerous quest to prove one's worth. A shugenja caring for a scroll has taken on a sacred trust - responsibility to use the power within it wisely. If a PC wants to learn that spell, he had better demonstrate beyond the shadow of a doubt that he has the patience and insight to wield it responsibly. The GM should be careful not to hand out any of these spells until the party has earned it.

Spells are dangerous. They're unpredictable, chaotic, and can unleash forces that the casting shugenja is incapable of controlling. Many of the adventures in this book intentionally point that out, revealing how a spell cast with good intentions can turn into a complete disaster. Make sure the players understand that before turning them loose in this toy box.

So with those warnings in mind, take a deep breath and turn the page. The knowledge of a thousand years awaits.



# Call Beasts

## 風 Earth

**BASE TN: 15**

**CASTING TIME: 5 ACTIONS**

**DURATION: 10 ROUNDS**

**MASTERY: 3**

**CONCENTRATION: NONE**

**RAISES: CASTING TIME,**

**DURATION, NUMBER OF**

**CREATURES SUMMONED**

Similar to Heart of Nature, the shugenja calls upon the nearby earth spirits to summon any animals in the area to his aid. The species and numbers of animals are rolled randomly from the chart below and they must be native to the local environment. The shugenja can ask the animals to perform one action, which the earth spirits translate. They will obey to the best of their ability, although they will not put themselves in extreme danger or deliberately sacrifice themselves at the shugenja's behest. When the spell expires, the animals will cease their commanded actions and go about their business as they normally would. They will not attack the summoning shugenja. Raises can

increase the number of animals summoned as well as increasing the duration of the spell by one action per raise.

Consult the chart to determine the type and number of animals who appear.





# Call Beasts - Adventure

## TYPE AND NUMBER OF ANIMALS

Type	#
Badgers	1-5
Bats	2-20
Birds, Large	1-5
Birds, Small	3-15
Boars	1-2
Cats (civilized areas only)	1-10
Deer	1-4
Dogs (civilized areas only)	1-5
Foxes	1-5
Goats	1-3
Hares	1-10
Horses (civilized areas only)	1
Leopards	1
Lynxes	1-3
Monkeys	1-4
Rats	3-30
Snakes	1-10
Toads	2-20
Wolves	2-10

The characters are pursuing a renegade shugenja, who is wanted by the Phoenix for a variety of unspecified crimes (he practiced "forbidden" magic that, while not strictly *maho*, was deemed too dangerous to be released). The trail leads into a section of one of Rokugan's great forests (whichever is nearest and most convenient to your campaign; Shinomen is a good default), where the shugenja has apparently gone to ground. It seems a fairly easy prospect to go in and get him. However, he has been using Call Beasts in an effort to hinder the party's advance, and as they go deeper into the forest, it becomes apparent that he is quite skilled at it.

The animal incursions come frequently and vary according to which animals he has been able to call. Early on in the forest, they will consist of attempts to mislead or annoy the party: small animals build false trails away from the shugenja, birds swoop down and attempt to make off with small articles (food, or waterskins), rats gnaw at sandals and traveling boots while the party sleeps, etc. As they travel deeper into the forest and closer to their quarry, the incidents become more deadly: packs of wolves attempt to drive them off course, wild boars stand in their path, maybe a leopard will attack if the animal can strike and fade without being injured. As time goes on, the

party should feel increasingly boxed in, as the forest itself seems to have turned against them.

There are several ways to get around these "attacks." If a shugenja in the party has Call Beasts, he or she can attempt to usurp control of the animals harrying them, or at least break their enemy's hold over them when they show themselves. Clever PCs can summon their own animals, who can tell them where the shugenja is hiding and what surprises his controlled animals have in store for them. Even if they lack the spell, the summoned animals are not willing to risk their lives, and the characters may be able to dissuade them with old fashioned deterrents such as fire and threatening noises. Setting part of the forest alight will be difficult (it's all new wood), but definitely keeps the animals away, and aggressively brandishing torches or other forms of open flame will achieve much the same effect. If the PCs manage to kill one of the animals, none of the others approach within twenty feet.

When the PCs finally catch up to the shugenja, he pleads for clemency, claiming that he has done nothing wrong. The magic he was studying was an attempt at Void magic, which is neither evil nor dangerous. He claims the Phoenix have been jealously guarding it because they do not wish any others to make use of its power. He swears that if they let him go, that he will vanish from civilized lands and never risk the Isawaw's wrath again. He will honor that promise and remain in the forest, although the PCs may not believe him and/or take him back regardless. In any case, the animals will not hamper them as they leave the forest.

# Castle of Earth

## 風 Earth



**BASE TN: 10**

**CASTING TIME: 3 ACTIONS**

**DURATION: 1 HOUR**

**MASTERY: 6**

**CONCENTRATION: FOCUSED**

**RAISES: CASTING TIME,**

**DURATION, STRENGTH OF WALL**

Castle of Earth represents one of four variations on a common theme. It fulfills the same basic purpose as Castle of Water, albeit with more power and versatility. The spell creates a towering wall of earth, rock and stone, the exact composition of which depends on the area. In mountains and other rocky locales, for example, the wall will be of ancient granite, while in a city it would be composed of the stones that pave the nearby streets. The wall manifests itself during the 3 action casting time, and will knock those directly above off their feet (Check Agility + Athletics, TN 20 to remain standing). The wall is ten feet high and five feet wide; raises increase either of these by five feet. The radius of the wall equals the shugenja's Earth times 5' and can be increased an additional 10' per raise. It cannot be damaged with anything smaller than a siege engine. The spell lasts for an hour, plus half an hour per raise. When the spell expires, the wall collapses back into the earth.

# Embrace of Kenro-ji-jin

## 風 Earth

**BASE TN: 10**

**CASTING TIME: 5 ACTIONS**

**DURATION: CASTER'S EARTH IN HOURS**

**MASTERY: 4**

**CONCENTRATION: NONE**

**RAISES: CASTING TIME,**

**DURATION, NUMBER OF TARGETS**

The spell enables the shugenja to sink the body and possessions of a given target into the ground around him. If successful, the target merges into the ground and cannot be extracted until the spell effect expires. He remains aware of events occurring above him, and can "see" out of the rock and earth as easily as looking through water. He can also move at walking speed beneath the ground, remaining hidden while traversing as much distance as the spell's duration will allow. The effects last for the caster's Earth in hours.

When the spell ends, the target rises up above the ground wherever he was without harm. The target can also choose to end the spell voluntarily at any time, although once he has risen, he cannot sink again without recasting Embrace of Kenro-ji-jin. He is immune to injury while under the effects of the spell, and cannot harm or be harmed by ordinary weapons. Spells which seriously affect or destroy the earth surrounding the target, however, cause him to rise and return to a "normal" state, where he is once again vulnerable.





# Essence of Earth

## 風 Earth

**BASE TN: 10**

**CASTING TIME: 2 ACTIONS**

**DURATION: 1 TURN**

**MASTERY: 4**

**CONCENTRATION: FULL**

**RAISES: BONUS, CASTING TIME,**

**DURATION**

*Shugenja use this spell to increase the fortitude of the target, raising their connection to the ground beneath them beyond ordinary limits. The spirits of rock and stone fill the target with their power, and grant them the ability to resist even the most harmful conditions. With a successful casting, the spellcaster can raise the target's Earth Ring – thus increasing the attendant traits of Stamina and Willpower – by one. The effects last for one turn. Raises can be used to increase the Ring higher one point for each 10 TN Raise or to increase the length of the spell's effects an additional turn for each 5 TN Raise. The target's Earth Ring*

*can be raised a number of ranks equal to the caster's Void, and the target can never have an Earth score higher than 6.*

*Furthermore, the target always succeeds at any skill rolls involving Earth or the Stamina or Willpower traits. No raises can be made on such rolls as the target is imbued with the necessary energies. However, blatant abuse of the spirit's generosity is apt to make it upset, which will result in it withdrawing its favor and returning the target's Earth to normal, usually at the most inopportune moment: while the character is holding a dam up for example, or keeping a pile of rocks from crushing the party.*

*Essence of Earth only works so long as the target remains on the ground – in contact with the spirits who enable the spell. If she is lifted off the ground then her Earth ring will return to its normal score. Note that the spell will still function if the target is on a surface like a rug or the wooden floor of a building. Only a total separation of the target from the earth – with nothing save the open air between them – ends the enchantment permanently.*

# Fist of the Earth

## 風 Earth

**BASE TN: 25**

**CASTING TIME: 2 ACTIONS**

**DURATION: 10 ROUNDS**

**MASTERY: 7**

**CONCENTRATION: CASUAL**

**RAISES: CASTING TIME,**

**DURATION, LENGTH OF CHASM**

*Ritual. With the completion of this spell, the shugenja causes the ground to crack open, forming a bottomless chasm extending deep into the earth. The chasm is ten feet wide and stretches a number of feet equal to ten times the shugenja's Earth. Those on the edge of the rift must make an Agility + Athletics check (TN 15) to keep from falling in. For anyone directly over the rift when it opens, the check is at TN 25.*

*When the spell's duration expires, the chasm closes back up, as if it had never been. Raises can extend the duration of the rift, or seal it up before the standard interim expires.*

*No one is entirely sure where the chasm goes, or how far those who fall are taken. Some whisper it leads to a dark pit of Jigoku, where its victims are tortured endlessly with other damned souls. Others contend it merely extends for hundreds of feet, and breaks those who fall like anything else dropped from a great height. Whatever the reason, those who tumble into it are swallowed by the silent earth and never seen again.*

*Tales about of multiple shugenja wreaking terrible havoc through extended use of this spell. Legends of entire cities falling into the earth, or armies engulfed by a chasm many miles wide have surfaced throughout the years. Those who are familiar with Fist of the Earth laugh at such stories, claiming the difficulty of creating even a small chasm is too difficult for most shugenja to consider. Who on earth could be powerful enough to destroy a whole city with it? Despite the scoffing, the tales continue, and are favored by those who feel that shugenja are too powerful to be trusted.*

# Grounding Energy



## Earth

**BASE TN: 15**

**CASTING TIME: 2 ACTIONS**

**DURATION: (EARTH X 5) ROUNDS**

**MASTERY: 3**

**CONCENTRATION: NONE**

**RAISES: CASTING TIME,**

**DURATION, RADIUS**

*It requires a great deal of power and will to cast spells as shugenja do. The spirits they summon are fickle, and not all of them are willing to help those who call on them.*

*Grounding Energy was created to disrupt the connection between shugenja and spirit, nullifying the magical effects they attempt to create.*

*Essentially a more potent version of Counterspell, Grounding Energy creates an area of effect equal to the shugenja's Earth times 5 feet. Any other spell cast within that area, or targeting that area from another location, has a chance of failing. Every time a shugenja*

*attempts to cast such a spell, both shugenja make a Contested roll. The opposing shugenja rolls his appropriate Ring (Air for an Air spell, Water for a Water spell, etc.) against the caster's Earth Ring times 5, while the caster rolls his Earth against the opposing shugenja's spell Ring times 5. If the caster is successful, he effectively "grounds" the magical energy and disrupts the spell; the spell has been cast (and must be recast from the beginning) but its effects are completely nullified. If the opposing shugenja wins the contested roll, the spell goes off normally.*

*Particularly powerful practitioners of this spell have found it sometimes interferes with their search for enlightenment. By placing harmonic energies into conflict, they are shattering the balance of the five elements. The wise recognize the place of chaos in the cosmic order, and see that this spell has a place in the universe as all others do. But those unable to resolve the schism are often quite disturbed by the implications Grounding Energy raises. A few have even gone mad.*



# Oni Warding

## 風 Earth

**BASE TN: 30**

**CASTING TIME: VARIABLE**

**DURATION: INSTANTANEOUS**

**MASTERY: 7**

**CONCENTRATION: TOTAL**

**RAISES: FORCE REROLLS**

*Ritual.* This ritual enables a shugenja to revoke an oni's physical form, forcing it to leave the material world and return to Jigoku where it must wait until summoned again. It differs from the spell "Banish Oni" in that the shugenja need not have summoned the oni in the first place. Any oni may be warded; the only condition is that the caster be strong enough to match wills with it.

In order to cast the spell, the shugenja must have the oni in physical sight and keep it there

for the entirety of the ritual. When more than one shugenja is involved, they must surround the oni in order to keep it confined to the space between them. As the spell begins, it buffets the target with mystical energies - a blue-white storm that engulfs it and begins to peel its physical form away. The ritual is exceedingly painful for the oni involved: its flesh literally rends from its bones and the horrors of the Festering Pit come rushing back upon it like a hurricane. Every round the ritual continues, the oni must make a contested Willpower check against the combined Willpower of the shugenja involved. Each time it fails, it loses one rank in each Ring. When it reaches zero in any Ring, its link to the physical world is shattered and it vanishes in a blinding light. If it succeeds on more than three Willpower checks in a row, however, it has proven too strong and the spell ceases with no further effects. If the spell is broken for any reason, all of the oni's stats return to normal. Raises allow the shugenja to force rerolls; one reroll per raise. Knowing the name which binds it to the material world is helpful and lowers the spell's TN by 10. Many oni arising from the Shadowlands do not have true names and cannot be affected the way their summoned counterparts can. No record exists of an attempt to ward against one of the four Oni Lords (Akuma, Tsuburu, Kyoso and Shikibu), but it can be assumed that they are too powerful to be affected in such a manner. Certainly, no one who tried has lived long enough to report their findings to another. See the *LSR RPG* or *The Book of the Shadowlands* for more information on oni and how to destroy them.

Banished oni do not look kindly upon the being or beings who thwarted them, and often plan an elaborate and painful revenge upon their return to the physical plane. An oni the PCs use this spell against, which has returned and is looking to get even, can feature in a continuing campaign storyline.

# Rock Storm

## 風 Earth

**BASE TN: 20**

**CASTING TIME: 3 ACTIONS**

**DURATION: 1 ACTION**

**MASTERY: 5**

**CONCENTRATION: FULL**

**RAISES: CASTING TIME, DISTANCE,**

**EXTRA DICE, TARGETS**

*This spell calls upon spirits of the earth to hurl small pebbles, rocks and stones at a target within the range of the caster's Earth times 10 feet. This distance can be increased by 10 feet for each raise. The rocks fly forward faster than any normal human can throw; they have been known to shatter bones. A given swarm of stones does 3k3 Wounds and each raise increases the number of dice rolled, but not kept. The target can dodge the storm with an Agility + Defense roll at TN 20. Normally, only one target can be affected by Rock Storm, although the caster can make raises to*

*affect multiple targets – an additional target for each raise – if he so wishes. A bigger storm can also be created, increasing the TN to dodge the storm by 5 for each raise. Rock Storm has become synonymous with Isawa Tadaka, the Phoenix Clan's Master of Earth. Even at his relatively young age, he commands this spell with the power of the greatest shugenja.*

## Way of Earth

**BASE TN: 10**

**CASTING TIME: 4 ACTIONS**

**DURATION: CASTER'S EARTH X 5**

**MASTERY: 4**

**CONCENTRATION: NONE**

**RAISES: CASTING TIME, DURATION**

*With this spell, the shugenja summons an earth spirit to envelop and protect a target character. The spirit remains invisible, while the target's armor, clothing, or skin takes on a rough, stone-like countenance. The spell increases the target's armor ranking by the casting shugenja's Earth Ring, causing missiles and other weapons to bounce harmlessly off. Way of Earth does not penalize the target's TN for other actions, and the target's movement is unaffected. The effects*

*last for a number of actions equal to the caster's earth times five, plus two per raise. The Crab, naturally, have found the most use for this spell, and shugenja stationed along the Kaiu wall are often required to learn it.*

# Time's Deadly Hand

## 風 Earth

**BASE TN: 10**

**CASTING TIME: 2 ACTIONS**

**DURATION: PERMANENT**

**MASTERY: 4**

**CONCENTRATION: NONE**

**RAISES: NONE**

Initially designed to demonstrate the fleeting quality of material possessions, this spell has been modified to destroy such items. Upon casting, it causes a target object to rust and corrode until it is pitted and useless. Anything from steel to wood to paper can be affected, provided it is not larger than ten cubic feet. The item will be unable to function and will fall to pieces unless handled with utmost delicacy. Scrolls become illegible, pillars will bear no weight, and weapons become corroded junk.

This can be particularly nasty if the object in question has some family value. The GM may

allow certain ancestral family items to resist the process by forcing the caster to make a simple Willpower roll at TN 20. Failure means the item is spared the spell's effect. The results are permanent and cannot be undone by any normal means; once a sword has rusted through, very little can be done to help it. The spell *Fires From the Forge* will counter the effects of *Time's Deadly Hand*, and restore a corrupted item to pristine condition. *Nemuranai*, jade, and crystal weapons are immune to this spell, since they are imbued with spirits of their own to protect them.

Because of its destructive effects, some shugenja schools have denounced this spell as evil and refuse to have anything to do with it. They say it pollutes everything that touches it, and is one step away from blood magic and oni summoning. Others argue that it merely accentuates the cosmic cycle of destruction and rebirth, and praise it as a means of making those unpleasant truths clear. If time itself will eventually wreak the same destruction, then how can one condemn it as evil without also condemning the eternal and unchanging realities of time? In any case, the spell is quite controversial among the schools and libraries of Rokugan, and the debate has raged for centuries. PC shugenja using it can expect to find themselves drawn into the argument, or even condemned as *maho-tsukai* if the wrong parties learn of their "indiscretion."



# Whispers of the Land

## 風 Earth

**BASE TN: 20**

**CASTING TIME: 10 ACTIONS**

**DURATION: CASTER'S EARTH IN HOURS**

**MASTERY: 5**

**CONCENTRATION: FULL**

**RAISES: CASTING TIME,**

**DURATION**

The Kitsuki magistrates and others who search out the criminals of the Empire have found this spell invaluable in carrying out their duties. When cast, it causes the trail of its subject to glow with a soft light – allowing him or her to be tracked unerringly. Every footprint, every bent branch, every tiny piece of evidence marking the target's passage is lit up for the tracker to find. Hundreds of criminals who thought their escape routes concealed have found Emerald Magistrates closing the distance in a heartbeat. The spell functions in any terrain, and in adverse weather conditions as well; tracks that the rain may have washed

away still leaves a ghostly imprint for pursuers to follow.

Use of the spell requires a material connection to the target – a piece of clothing, a lock of hair, even a few drops of blood. With it, the summoned spirit can follow the target's passage across the earth, and note where he or she has passed. The effects last for several Rokugani hours, and the spell can be recast with the same component.

The Agasha family first developed *Whispers of the Land*, and scrolls containing the spell are still common in the northern half of the Empire. It is rumored the Emperor's personal shugenja holds the original scroll, and that efforts are being made to limit its use to Emerald Magistrates alone. Some say that the Hantei are uneasy with the Dragon magistrates having such power and that quiet petitions have been sent to the Kitsuki asking them to turn over their copies of the spell. Both sides deny the tales, and while the Kitsuki claim they would do anything that the Emperor or his family asked, they also claim that *Whispers of the Land* is an immeasurable help in the execution of their duties. The Hantei, of course, refuse to justify such tales by acknowledging them. As the Son of Heaven, the Emperor will do as he pleases; if he wanted the scroll turned over, they would be turned over. The fact that they haven't been means that he hasn't asked for them. Period.

# Wooden Prison

## 風 Earth

**BASE TN: 25**

**CASTING TIME: 4 ACTIONS**

**DURATION: PERMANENT**

**MASTERY: 6**

**CONCENTRATION: NONE**

**RAISES: CASTING TIME**

*This nasty spell transforms the target character: their skin becomes bark, leaves and branches sprout from their appendages, and roots spring from their feet to dig deep into the ground (even through floors and stone if the target is indoors). Armor, clothing, and weapons are transformed along with the victim. The result is a small and healthy tree, shaped uncannily like its target. Those enchanted by Wooden Prison are fully conscious of their surroundings. Their inability to move or talk is*

*quite frustrating, and those freed from the spell have commented on the near-madness the condition brings. Sometimes, it is possible to pick out an expression, frozen onto the "face" of the bark. Those who know what to look for can recognize such a tree for what it is, but others will*

*merely note its unusual shape.*

*The effects of the spell are permanent, although those who know Wooden Prison can reverse them by casting the spell at a TN 5 higher than the imprisoning shugenja cast it at. Only one character may be affected per casting.*

*The target may make a Willpower roll against the Shugenja's Earth times 5 to resist. Success indicates the victim has fought off the enchantment, and cannot be targeted again by the spell for at least one week. Subsequent castings on this particular target are at 5 TN higher.*



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# Breath of Mist

## 水 Water

**BASE TN: 15**

**CASTING TIME: 5 ACTIONS**

**DURATION: 2 HOURS PER**

**SHUGENJA**

**MASTERY: 6**

**CONCENTRATION: NONE**

**RAISES: AREA, CASTING TIME,**

**DEPTH**

*Ritual. A rudimentary Water ritual, Breath of Mist transforms solid earth into a viscous bog which slows the movements of man and beast alike. Even the sure footing of rock and stone becomes a quagmire, trapping any who cross it in a firm but fluid grip. The base spell affects a 10' by 10' area and descends 2' – deep enough to entrap most beings, but not deep enough to suffocate or drown them. Raises can be used to increase the area of effect – an extra 5' by 5' for each raise. The spell cannot cause the bog to grow significantly deeper. For instance, in order to increase the depth to 4 feet, you would need to make 4 raises; which can be done, but would take a great deal of*

*energy for a relatively minor effect. The same raises can be used to spread the bog for hundreds of feet, perhaps even covering an entire battlefield. The affected area is difficult to discern, requiring a Perception + Hunting roll at TN 20 to spot. This TN may be adjusted if darkness or other mitigating circumstances are involved. The spell lasts for a number of Rokugani hours equal to 2 times the number of shugenja involved.*

*Anyone who enters the area affected by Breath of Mist will be slowed to a crawl. The sludge sticks to boots and feet, rooting them to the ground and requiring a reasonable effort to shake free. All skill rolls based on movement (running, dodging, etc.) are reduced by 2 dice. Horses and other animals trapped in the mud have to be calmed by their owners (Awareness + Horsemanship, TN 20) or they panic and may injure themselves trying to escape. It takes at least eight rounds for a normal-sized human to walk across a 10' patch. Strength + Athletics (TN 15) rolls decrease the time by one round per roll; raises cut the time even further by one round per raise.*

*The Kuni magicians of the Crab lands are the strongest practitioners of Breath of Mist. They have slowed the advance of more than a few Shadowlands forces with its timely and judicious use. The find it particularly amusing to place a bog beneath a goblin lit with the "magic mud", as already frenzied creature becomes bogged down – right next to fifteen or twenty of his compatriots.*



# Cross the Veil of Sleep

## 水 Water

With a successful casting of this spell, the shugenja can communicate with someone through their dreams. The shugenja must know the person targeted by the spell, and must also be in a relatively quiet area; locations such as the a battle, or the midst of a parade are not conducive to the necessary kami. Other than that however, distance is irrelevant; the spell will find the target even if he lies on the other side of Rokugan. The target need not be asleep at the time of the casting; the shugenja's message will "wait" until he or she beds down before manifesting. The shugenja then appears within the dream – walking up to her in the midst of a goblin's court, for example, or rising out of the sea to meet her approaching ship – and talks to the target. Immediately upon awakening, he or she remembers the message quite clearly, and can then act on it as he or she sees fit. The message must be fairly simple: a single statement or sentence, such as "The Lion will attack at dawn," or "I'm being held prisoner by brigands in the Shinomen Forest." The GM should use discretion in deciding how long one sentence can be. Additional sentences can be added the rate of one sentence per Raise.

**BASE TN: 15**

**CASTING TIME: 2**

**DURATION: SINGLE MESSAGE**

**MASTERY: 3**

**CONCENTRATION: NONE**

**RAISES: CASTING TIME, MORE INFORMATION**



# Curse of the Jackal



## Water

**BASE TN: 15**

**CASTING TIME: 4 ACTIONS**

**DURATION: 1 HOUR**

**MASTERY: 5**

**CONCENTRATION: NONE**

**RAISES: CASTING TIME,**

**DURATION, RESISTANCE ROLL,**

**TARGETS**

*This vicious spell has its origins in the Unicorn Clan, who brought it with them from the burning wastes beyond the mountains. It affects the mind and countenance of its target, reducing him or her to an animal state. While the outer appearance remains unchanged, the internal psyche suffers complete degradation. The victim loses the ability to think or reason; he or she walks on all fours, sniffs the ground like an animal, and obeys basic fight-or-flight instincts in response to threats. The victim cannot conceive or express elaborate thoughts and can only communicate through a series of unintelligent grunts or barks. For all intents and purposes, they are an animal for the*

*duration of the spell. Needless to say, the civilized Rokugani find this spell utterly repugnant, and most shugenja refuse to learn it. It is usually only found among Unicorn shugenja, and even they rarely use it except in extreme circumstances.*

*In game terms, the spell's target must make a Simple Willpower roll at TN 20 to avoid succumbing. If they fail, their Awareness, Willpower and Intelligence are effectively reduced to zero and cannot be raised by any means. Furthermore, they will be unable to spend any Void points, or use any skills beyond the simplest and most rudimentary (Hunting, Stealth, certain instances of Athletics). The effects last for an hour. Raises can be used to lengthen the duration of the spell 10 rounds per raise, increase the TN of the resistance by 5 for each raise, or an additional target is affected per 10 TN raise. If the duration is raised six times the curse becomes permanent until removed by healing magic or the whim of the spellcaster.*

# Energy Reversal

## 水 Water

**BASE TN: 20**

**CASTING TIME: 4 ACTIONS**

**DURATION: 5 + WATER OF**

**CASTER**

**MASTERY: 6**

**CONCENTRATION: FULL**

**RAISES: CASTING TIME,**

**DURATION, DIFFICULTY OF**

**RESISTANCE ROLL**

The elements are constantly in motion throughout every living thing. It affects the choices they make in their lives and the way in which they deal with others. Someone enlightened enough to see them can temporarily rearrange the patterns between two people into a more beneficial configuration. When cast successfully, this spell switches the Rank in a Trait between two characters as chosen by the caster. Thus, a passive Phoenix diplomat could gain the high Agility of his Crane duelist companion, while the Crane becomes clumsy and butterfingereed for the duration of the spell. The Phoenix could then face an approaching iaijutsu duel with better odds - or alternately, the Crane could face the same situation without his normal Agility to call upon. The effects last

for five actions, plus an additional number equal to the casting shugenja's Water Ring. The Traits swapped must be the same for both target characters; the caster cannot switch one person's Willpower with another's Reflexes, for example. Void cannot be affected at all by the spell. If one of the targets is unwilling, he or she can make a simple Willpower roll versus the caster's Water Ring times five. The shugenja can take raises to make this roll more difficult. Each raise increases the TN of the resistance roll by 5. Success indicates that the spell has no effect, although the shugenja may try to cast it again if he or she wishes. Like any spell, Energy Reversal has certain social limits placed upon it, and the times and places in which it can be "acceptably" applied are somewhat limited. Casting it in the midst of a diplomatic meeting to increase a character's Perception, for example, or during a poetry contest to affect a contestant's Intelligence, is considered dishonorable and may result in a loss of face. Characters who insist on applying the spell to such situations should take care not to be caught.



# Inari's Blessing

## 水 Water

**BASE TN: 15**

**CASTING TIME: 1 ACTION**

**DURATION: PERMANENT**

**MASTERY: 3**

**CONCENTRATION: NONE**

**RAISES: TYPES OF FOOD**

**GENERATED**

*Inari is the lesser Fortune of Rice, responsible for blessing crops and ensuring that food is plentiful. By appealing to Inari and Inari's attendant spirits, the shugenja can create enough food for one person for one week for each point of the casting shugenja's Water Ring. The food must be basic: uncooked rice, vegetables, fish, or some other Rokugani staple.*

*A mixture of foodstuffs can be create with Raises, provided that the total amount does not exceed the limits of the spell. The spell cannot create prepared food or a magical banquet; the PCs still have to cook it themselves. It also cannot generate spices, not even salt. And as members of the samurai caste, most shugenja consider the production of food to be "peasant work." Still, on a forced march where scrounging is scarce, Inari's Blessing can certainly live up to its name.*



# Kharmic Vengeance

## 水 Water

For shugenja, this phrase has a fit meaning – a spell which conjures up the terrible deeds of a victim's past to haunt them in the present. The shugenja forces the target to relive a painful moment, causing crushing, gut-wrenching guilt. It might be a humiliating defeat at the hands of a rival, or a foolish comment made at the wrong time. Obviously, the particulars vary from target to target, but the target relives his worst memory with painful clarity, and suffers through it without mercy. Unless he succeeds at a simple Willpower roll against the shugenja's Water times five, the target curls up into a ball of self-recrimination, staring blankly into space, and may do nothing for a number of rounds equal to the caster's Water Ring.

While the spirits summoned to work Kharmic Vengeance know the nature of the memories they invoke, the caster does not. The shugenja cannot use the spell to bring any incriminating evidence to light, or force the target to reveal something against his or her will. Nevertheless, the spell is quite popular with Scorpion shugenja, who use it to remind their adversaries that they are not as pure as they would have some believe.

**BASE TN: 15**

**CASTING TIME: 2 ACTIONS**

**DURATION: CASTER'S WATER**

**MASTERY: 3**

**CONCENTRATION: FULL**

**RAISES: CASTING TIME,**

**DURATION**



# Master of the Rolling River

## 水 Water

**BASE TN: 15**

**CASTING TIME: 4 ACTIONS**

**DURATION: 1 ROUND**

**MASTERY: 5**

**CONCENTRATION: TOTAL**

**RAISES: CASTING TIME, RANGES,**

**TARGETS**

When this spell is successfully cast, the target is suddenly smashed by a magical tsunami, which springs from the air around them to fall with crushing weight. The target must be within the shugenja's Water Ring times ten feet. Those hit by the water must make a simple roll against the caster's Water times 5 to remain standing; the Damage Rating of the blow equals the shugenja's Water Ring. In any case, the target is soaked from head to foot, and must make an Awareness + Meditation roll at TN 15 to conduct further action that round. Spells, iaijutsu strikes, or other tasks requiring concentration are examples of actions that can

be interrupted with the use of this spell. Additional targets can be added at the rate of one new target per Raise. The range of the spell can also be increased by 10 feet for each Raise. Should the target be close to a river or other naturally-occurring body of water, the tsunami is even more powerful. The water comes rolling up from the source, and the spiritual energy that would otherwise be used to bring the liquid forth can now be spent in increasing its force and power. The DR now equals the shugenja's Water Ring plus 2 and the TN for the victim's roll to remain standing is increased by ten. Failure indicates that they have been swept off their feet and into the water; the current (if there is any) will rapidly carry them away. The most famous – and powerful – casting of this spell occurred three hundred years ago at the Battle of the Cresting Wave. There, Kuni Osaku spent the very essence of her being into a huge tsunami which made the Saigo River an impenetrable barrier, and kept the army of the Maw from entering Crab lands for over two months. The effort of harnessing so much energy ultimately killed her, and no one since then has tried to match her feat; there has never been cause.



# Open the Waves

## 水 Water

**BASE TN: 10**

**CASTING TIME: 3 ACTIONS**

**DURATION: CONCENTRATION**

**MASTERY: 4**

**CONCENTRATION: FULL**

**RAISES: CASTING TIME,**

**DURATION, DIMENSIONS**

*With this spell, the shugenja can cause a body of water to part before him, leaving an open and relatively dry path across it. The spell parts an opening ten feet wide, to a depth of ten feet times the caster's Water Ring, and extending for a length of fifty feet times the caster's Water Ring. One raise can increase either the distance spanned by the spell or the depth by ten feet; it takes two raises to increase the width of the path. The opening remains as long as the caster continues to concentrate – direct injury or some other form of distraction (GM's discretion) ends the spell immediately, causing the water to crash back*

*down into the opening. Woe be to anyone caught halfway across in such a situation. The spellcaster must be near the shore of the body of water in questions (within 100 feet or thereabouts) for Open the Waves to have any effect. River currents, tidal cycles and other naturally-occurring phenomenon are not affected by Open the Waves – they continue normally as if the spell's disruption did not exist. Fish and other aquatic creatures cannot pass through the opening, nor can boats, floating branches, etc.*

# Suitengu's Embrace

## 水 Water

**BASE TN: 20**

**CASTING TIME: 7 ACTIONS**

**DURATION: PERMANENT**

**MASTERY: 6**

**CONCENTRATION: NONE**

**RAISES: CASTING TIME**

Suitengu is a fortune of the sea who watches over the souls of drowned sailors. The spell which bears his name has a less protective purpose – it fills the lungs of a target character with seawater. Successfully cast, it causes the victim to begin drowning as if they were underwater. The climate and condition the target is in do not matter; the water appears spontaneously within them, with predictable results. The victim must be within a space of five feet times the casting shugenja's Water Ring when the spell is cast, or else the spell has no effect.

Drowning characters take Wounds equal to DR 1 on the first round, DR 2 on the second, DR 3 on the third, and so on. Applying traditional remedies (vigorous pounding on the back, suspension head-down, and so on) allows the victim to make a TN 15 Willpower roll each turn. A successful roll restarts the Wound clock at DR 1 as the victim coughs up a quantity of water; back-to-back successes expel all the water and end the spell.

Suitengu's Embrace is very rare and known only on the islands of the Mantis Clan. Like their bushi brethren, the shugenja there are somewhat mercenary and not averse to using their powers in a lethal manner if someone pays them enough. Many enemies of the Mantis – and the employers they served under – have been found drifting on the tides after succumbing to Suitengu's Embrace.

# Sukinjin's Gift

## 水 Water

**BASE TN: SPECIAL**

**CASTING TIME: 1 ACTION**

**DURATION: INSTANTANEOUS**

**MASTERY: 5**

**CONCENTRATION: NONE**

**RAISES: RANGE**

*Sukinjin's Gift is designed to protect the caster against other practitioners of the shugenja's art. It is named after a legendary Phoenix spellcaster whose rapport with the spirits was nothing short of remarkable. The kami he communed with remember his kindness and understanding, and impart their blessing to those shugenja who use the spell that bears his name. When successful, it will reflect a spell directed at a given target back to its own caster. The summoned spirits turn against their would-be controller when they hear the words of their ancient companion spoken once again. The target suffers no effects from the*

*spell directed at him or her, while the original spellcaster must endure whatever fiendish horrors he has unleashed. Sukinjin's Gift is a reactionary spell; while difficult to focus, it can be cast at a moment's notice – a necessity if it is to have any value.*

*The TN to successfully cast Sukinjin's Gift is equal to the TN of the spell it is reflecting, including its caster's raises, plus ten. The target of the spell – that is, the being who will be protected by Sukinjin's Gift – must be within a number of feet equal to the shugenja's Water Ring times five. Otherwise, Sukinjin's words will not reach the spirits. This range can be increased by five feet for each 5 TN raise made. The unfortunate spellcaster who finds his own power turned against him by Sukinjin's Gift is entitled to make any resistance rolls described under the original spell. If he fails, he suffers whatever damage or effects the target would have taken. Sukinjin's Gift can reflect only one spell per casting. Subsequent spells directed at the target will function as normal, unless blocked by another casting of Sukinjin's Gift. The number of consecutive times this spell can be cast is equal to the shugenja's Void. This does not overrule the usual rules about casting multiple spells from the same element.*



# Wall of Bamboo

## 水 Water

**BASE TN: 10**

**CASTING TIME: 1 ACTION**

**DURATION: 30 MINUTES**

**MASTERY: 4**

**CONCENTRATION: CASUAL**

**RAISES: DURATION, SIZE**

Based around the same concept as the 'Castle' spells, Wall of Bamboo is perhaps the least powerful. The spirits summoned are attuned to growth and plant life, and use their influence to approximate the effects of their rockier cousins. When cast, the shugenja creates a wall of dense bamboo, which magically springs up anywhere within a fifty foot radius. The bamboo is ten feet high and five feet wide, plus an additional five feet for each raise the shugenja makes. The wall's length is equal to the shugenja's Water times five feet, and can be increased an additional ten feet per 5 TN raise.

While not as strong as, for instance, Castle of Earth, the spell can be cast more quickly, and still requires an effort to hack through. It takes at least three rounds, succeeding at an Athletics + Weapon roll against a TN of 25, each round to break a man-sized hole through it. The bamboo will sprout anywhere, even through the stone floors of fortresses and other buildings. After the spell expires, the bamboo becomes brittle and can be broken down with a few solid hits.



# Wheel of Fortune

## 水 Water

**BASE TN: 20**

**CASTING TIME: 7 ACTIONS**

**DURATION: 10 ROUNDS +**

**CASTER'S WATER RING**

**MASTERY: 6**

**CONCENTRATION: CASUAL**

**RAISES: CASTING TIME,**

**DURATION**

*Wheel of Fortune is similar in some ways to Energy Reversal, although simultaneously more powerful and more chaotic. Successfully cast, the spell rearranges the target's Rings in a random order, such that their elemental harmonies resonate much differently. The target must make a simple Willpower roll against the shugenja's Water times five to resist. Failure indicates that his or her Rings have shifted. Roll a die. On a roll of 1-3, the target's Rings move clockwise one space (the target's Fire becomes Air, Air becomes Water and so on). On a 4-6, the Rings move counter-clockwise one space. On a 7-8, the*

*Rings move clockwise two spaces, and on a 9-10, the Rings move counter-clockwise two spaces. Even Void is affected in this matter, as the victim's sense of self becomes shaken and confused. All secondary Traits (such as Wound Ranks) should be recalculated to fit the new configuration. The effects last for ten rounds plus the caster's Water Ring.*

*Example: Togashi Mitsu (Fire 4 [Agility 5], Air 3, Water 3, Void 3, and Earth 4 [Stamina 5]) is affected by Wheel of Fortune. He fails the simple Willpower roll, and rolls a 3 on a ten-sided die. His Rings move clockwise one space; his new traits for the duration of the spell are Fire 4 (Agility 5), Air 4, Water 3, Void 3, and Earth 3 (Stamina 5).*

# Castle of Fire

## Fire

**BASE TN: 10**

**CASTING TIME: 2 ACTIONS**

**DURATION: 5 ROUNDS**

**MASTERY: 6**

**CONCENTRATION: FOCUSED**

**RAISES: CASTING TIME,**

**DURATION, SIZE**

*This spell creates a huge wall of blazing fire centered around the shugenja. The wall manifests itself as an ever-shifting circle of flames that dances and twists with blazing fury about the caster. The circular wall of flame is ten feet high and ten feet thick, and becomes thicker or taller by five feet for each raise. The radius of the wall equals the shugenja's Fire times 5' and can be increased by an additional 10' with each raise. It lasts for five rounds plus a number of rounds equal to the caster's Fire Ring. The casting shugenja (and anyone within the circle) feels no heat from the spell, but those outside the wall will be singed*

*if they get too close. The wall has a DR of 4 for anyone attempting to pass through it, and cannot be doused by any means. Flammable objects in the path of the flames will ignite, and the casting shugenja is not safe from their fire. Astute practitioners of the spell avoid casting it in dry fields, small villages, or anywhere else that may cause an inferno.*





# The Elements' Fury

## 火 Fire

**BASE TN: 25**

**CASTING TIME: 10 ACTIONS**

**DURATION: 1 ROUND**

**MASTERY: 7**

**CONCENTRATION: FULL**

**RAISES: CASTING TIME, TARGETS**

*battle where a large number of targets present themselves.*

*In game terms, the ritual creates a number of ranged attacks, which fly out and strike whatever target the shugenja choose. The missiles have a Damage Rating equal to the lowest Fire among the ritual participants, and the number created equals the number of shugenja involved in the ritual. Raises can be used to increase the number of targets, by one target per 5 TN.*

*Ritual. This nasty ritual draws upon the power of all five elements to create a whirlwind of ranged destruction. Gathering in a circle, the shugenja call upon mercurial spirits to lend them their power, then shoot it forth in a deadly array of bolts, beams and missiles. Lightning follows flying chunks of ice, which follow razored stones, which follow balls of living fire. The display is truly awesome, and those who survive it speak of the overwhelming beauty of the missiles sent at them. It is usually cast only during great*



# Essence of Fire

## Fire

**BASE TN: 10**

**CASTING TIME: 1 ACTION**

**DURATION: ONE STRIKE**

**MASTERY: 3**

**CONCENTRATION: NONE**

**RAISES: CASUAL**

Another dueling-related spell, *Essence of Fire* was created by the Crane clan to "even out" *iaijutsu* duels – eliminating specific techniques or other magics. The spell targets a particular duel, and the two participants in it. It negates the effects of any school techniques either character may have – even the *Jaijutsu*-specific *Kakita* school – and prevents the use of magic to influence the outcome, either from *nemuranai* or spells. In addition, any poisons coating a blade or ingested by the combatants are rendered null for the length of the duel. What's left are the raw skills: *Void*, *Agility*, and *Jaijutsu*, unfettered by gimmicks or

magical aid. The two duelists face each other as the *Fortunes* intended, and the outcome is as pure as it is final.

The spell is simple to invoke and can be cast at a moment's notice. The two targets seem to blaze with an unearthly fire during its effect, a display which often awes observers of the duel. They serve a signal that nothing has tainted the proceedings.

Many would think that such a spell hinders the Crane more than it helps them. After all, the *Jaijutsu* school is based almost exclusively around dueling abilities, and *Essence of Fire* denies them that edge. But the Crane have found it actually enhances their reputation as duelists, and their honor is impeccable in dueling situations. Most *Kakita* are skilled enough at *iaijutsu* that losing an advantage or two doesn't matter. And if sacrificing their techniques can neutralize a *Scorpion's* powers of distraction or a *Crab's* stamina – so much the better. In formal proceedings, the Crane will not invoke *Essence of Fire* unless both combatants agree to it. Most do. Those who protest its use are all but admitting their weakness, and may lose honor accordingly. In the courts of *Rokugan*, such an admission may be more perilous than the duel itself.

Nonmagical weapons which grant bonuses, such as *Kakita* dueling blades, are unaffected by this spell. The spirits involved in *Essence of Fire* can only counter magical effects, not the "natural" products of fine craftsmanship.

# Eyes of the Phoenix

## 火 Fire

**BASE TN: 20**

**CASTING TIME: 2 ACTIONS**

**DURATION: CASTER'S FIRE**

**MASTERY: 5**

**CONCENTRATION: CASUAL**

**RAISES: CASTING TIME, DURATION**

When successfully cast, this spell renders a target person or creature blind. His or her eyes become sheathed in magical fire, and they will be unable to see anything save a bright white glow. Any attacks or other actions dependent upon sight that the target wishes to make must be attempted at 20 TN higher. Failure may result in some harm coming to the target – from slipping and falling to injury caused by mishandling a weapon. GM's discretion applies to anything a blinded character wishes to attempt. The effects last for one Action for every level of the caster's Fire Ring, and can be increased by one Action per 5 TN Raise. The target may decrease the time by one Action if they wish to expend a Void point in the process.





# Fiery Wrath

## Fire

**BASE TN: 10**

**CASTING TIME: 3 ACTIONS**

**DURATION: INSTANTANEOUS**

**MASTERY: 4**

**CONCENTRATION: NONE**

**RAISES: CASTING TIME**

*This spell allows the shugenja to destroy a building or other structure using the excitable element of Fire located within it. The target becomes hotter and hotter until it bursts into flames, which can engulf a target area of up to 50 by 50 feet. Wood, paper, and other flammable objects within the area of effect catch fire immediately and burn unceasingly until they are nothing but ashes. An entire building such as a hut or tea house, can be affected this way; the spell will destroy it completely. The flames cannot be put out by non-magical means. Water and other retardants will simply have no effect, and the fire will*

*consume its target area unimpeded. Water-based spells, magically created water and counterspells will still work as usual.*

*Only one building (or 50 by 50 foot area if no building is targeted) will be affected. Adjoining structures – no matter how flammable they are – will not catch and the fire will never spread beyond its initial target. Living beings and objects normally immune to fire (such as stone or steel) are also unaffected by Fiery Wrath. Thus, fortresses and army units have little to fear from it; while clothes and other articles may be affected, the skin itself will not so much as singe. The spell was originally intended to clear brush for farming, or safely dispose of dilapidated buildings. It also makes an excellent diversion, and generals have occasionally used it to cut off enemy movements. In addition, spies have ensured vital papers are truly destroyed by judicious use of the spell.*

# The Light of Amaterasu



**BASE TN: 20**

**CASTING TIME: 4**

**DURATION: CASTER'S FIRE**

**MASTERY: 5**

**CONCENTRATION: NONE**

**RAISES: CASTING TIME,**

**DURATION**

*Similar to the Force of Will, The Light of Amaterasu allows the target to shrug off the effects of blows or other injuries. Upon casting, the subject begins to glow with the light of the sun (if the environment permits it, rays of sunlight will streak from the sky and bathe the character in light), which keeps him or her from feeling any inflicted wounds. The subject may ignore all wound penalties for a number of rounds equal to the spellcaster's Fire, plus one for each raise. This is not a "powering through" spell like Force of Will, which gives the target the mental strength to overcome the pain. This is a complete eradication of the pain,*

*such that the target does not even feel injuries. It is far more powerful, and as such more is difficult to cast. It is usually used on samurai who are facing a certain death or prepared to defend a doomed cause; with the help of the spell, they will not cry out in pain and thus dishonor their ancestors. It is favored by Crab shugenja, who cast it on their berserkers and wild men just before sending them out against the Shadowlands.*

# Osano-Wo's Blessing

## Fire

**BASE TN: 10**

**CASTING TIME: 3 ACTIONS**

**DURATION: CASTER'S FIRE x5 IN  
MINUTES**

**MASTERY: 5**

**CONCENTRATION: CASUAL**

**RAISES: CASTING TIME,**

**DURATION**

The god of wind and thunder is not solely limited to those blustery attributes. To his devout followers, he offers protection from storms, and ways to ensure that life could continue even in the worst weather conditions. *Osano-Wo's Blessing* is the product of just such a protection. When cast successfully, the spell causes a target fire to resist most attempts to put it out. The fire spirits in the flames become run rampant, and refuse to curtail their dance. Water will have no effect on the nature of the flame, no matter how much is used. Similarly, wind, sand and other extinguishers will do nothing to lessen the heat or brightness of the fire. It requires magic – a magical

water spell, magical wind or other such conjured spirit – to gain control of the gleeful flames, and even then, the spell must be directed specifically at the enchanted fire. If this is the case, the spirits will be calmed, and the fire will return to normal, but the spell in question will have no other effect. A *Castle of Water*, for example, cast upon the enchanted flames, will allow them to be doused but will not create a great moat as the spell effect describes – the spirits are too preoccupied placating their fiery brethren.

Once the duration of the spell has passed, the flames return to normal and may be doused by any mundane means. Normally, *Osano-Wo's Blessing* is only cast on contained fires – hearth flames, blacksmiths' coals, signal fires, etc. Occasionally, however, the spell has been cast on a wild fire, turning it into a destructive terror. Such fires can destroy acres of property in a brief amount of time, and only the eventual termination of the enchantment and the efforts of numerous *Water* and *Air* spells will prevent them from burning much more.



# The Purity of Shinsei

## 火 Fire

**BASE TN: VARIES, SEE TEXT**

**CASTING TIME: 1 ACTION**

**DURATION: INSTANTANEOUS**

**MASTERY: 2**

**CONCENTRATION: NONE**

**RAISES: NONE**

Counterspell is intended to affect another shugenja's spell while it is being cast. This spell, on the other hand, negates any spell effect or spell-like effect (GM's discretion) of a nonhuman creature. Monsters such as goblins and Nezumi practice a different sort of magic than human shugenja. Thus, a different form of spirit is required to negate them. The shugenja must cast it as the target creature is casting its own spell. The caster must beat a TN equal to the concentration level of the target spell. GM's should use discretion for determining the TN

for spell-like effects such as Oni or other powerful beings; but the TN should be no less than 25. If successful, the effect is canceled and the target must try again.



# The Wrath of Osano-Wo

## 火 Fire

**BASE TN: 15**

**CASTING TIME: 3 ACTIONS**

**DURATION: INSTANTANEOUS**

**MASTERY: 5**

**CONCENTRATION: NONE**

**RAISES: CASTING TIME, EXTRA**

**TARGET, RANGE**

The original Son of Storms was never one to be trifled with, and his fury could make the mountains themselves cringe with fear. This spell, like many which bear his name, reflects that temperament and the terrible destruction it could cause. It creates a magical flaming arrow that leaps from the shugenja's fingertips and flies to wherever he or she indicates. Upon striking its target, the arrow explodes with a Damage Rating equal to the shugenja's Fire. In addition to the normal damage, the target is now aflame and suffers Wounds equivalent to a DR of 1 each round until extinguished.

Wooden buildings and other such structures

catch fire immediately and quickly spread beyond the ability to be easily contained. The arrow can be dodged by living beings, but only by making an Agility + Defense roll at TN 20.

Success indicates that the arrow flies by, and ignites whatever is behind the target.

The range of the arrow equals fifty feet, plus ten feet per School Rank. Truly powerful shugenja have been known to extend it even farther than that. The Phoenix Master of Fire,

Isawa Tsuke, has displayed ranges of almost one thousand yards in the past.



# Arrow's Flight

## 風 Air

**BASE TN: 15**

**CASTING TIME: INSTANTANEOUS**

**DURATION: 1 ACTION**

**MASTERY: 5**

**CONCENTRATION: FULL**

**RAISES: NONE**

When Arrow's Flight is cast successfully, the shugenja commands a simple air spirit to guide a single arrow as it is being loosed. The spirit draws the missile to its intended target; it cannot miss under ordinary circumstances, although it travels no farther than normal.

The damage is automatic by the type of arrow used. If the target knows the arrow is coming, he can attempt to dodge it, but he must know that the arrow was aimed at him and must time his or her dodge so that it confuses the guiding spirit. A successful dodge requires a Reflexes + Defense roll at TN 25 to succeed.

Defensive magic, such as Osano Wo's Breath,

can also be effective. In order to counter such magic, the shugenja casting Arrow's Flight must make a simple Air roll against the target's Air times five. Failure means the arrow veers off course and hits the ground harmlessly. The arrow targeted by the spell must be within 10 feet times the Air of the caster, or else the spirit will not be able to reach it in time. The spell may be cast instantaneously; it can affect an arrow being loosed on the same action it is cast. However, the shugenja will be drained by the effort of controlling the spirit, and must rest

without moving for two actions following the casting. This spell may only be cast once a day (the spirits of air have better things to do than tail arrows around at the behest of some fleshling shugenja).





# Castle of Air



**BASE TN: 15**

**CASTING TIME: 3 ACTIONS**

**DURATION: 5 + AIR**

**MASTERY: 6**

**CONCENTRATION: FOCUSED**

**RAISES: CASTING TIME,**

**DURATION, DAMAGE, DIAMETER**

*Like Castle of Water, Castle of Air is designed as a general defense of an area near the shugenja's location. The caster creates a spinning vortex of wind, swirling at high speeds in a circle ten feet across and stretching indefinitely high. Raises increase the diameter of the vortex by five feet per raise. The shugenja can place this mini-tornado anywhere within fifty feet of his or her location, but most conjure it to their front to better protect themselves from harm. Outside the area of the vortex, the air is windy but essentially harmless. Anywhere inside, however, dirt and debris fly around at hurricane speeds; there is*

*no 'eye' in this storm. Advancing attackers must overcome the strength of the tornado in order to penetrate the barrier, by making a simple Strength roll against a TN of 25. Failure indicates they have been blown off their feet and knocked backwards by the force of the wind. All within the tempest, whether they successfully remain or not, take Wounds equal to DR 1 from flying objects in the whirlwind. In addition, shugenja will have a difficult time seeing their targets through the swirling debris, and all attempts to cast spells through the Castle of Air are made at 10 TN higher.*

*The effects of Castle of Air last for five actions plus one for each point of the caster's Air Ring.*

# Defender From Beyond



**BASE TN: 20/15 FOR KITSU**

**CASTING TIME: 4**

**DURATION: ONE DUEL**

**MASTERY: 6**

**CONCENTRATION: CASUAL**

**RAISES: STATS OF DUELIST**

The Kitsu magicians of the Lion Clan have long demonstrated a deep connection with the spirits of their ancestors. They created *Defender From Beyond* as an extension of this affinity and a message to the enemies of their clan: when you attack one Lion, you attack them all.

The spell summons a spirit from beyond the grave, who is granted limited physical form and the use of certain skills for the duration of its stay. It appears as a ghostly reflection of its former self – complete with armor and daisho. It has a single purpose on this plane: to represent the spellcaster (or any character the spellcaster wishes) in an *iai*jutsu duel, which it will do with all the zeal and fervor it can

muster.

Most Matsu and Akodo samurai never use this spell; they are perfectly capable of defending themselves. For the Ikoma historian or Kitsu shugenja, however, a spirit can be a handy proxy – especially when there are no other Lions about to stand in for you. The summoned apparition fights with a base Agility and *Iai*jutsu skill of 3 each. Its Awareness is 4, and its Reflexes are 3. Raises can be used to adjust these statistics, 5 TN per point raised. (A successful raise means the shugenja has contacted a more powerful spirit than he or she would otherwise.) These are the only stats it can use while on the physical plane; it causes 3k2 Wounds with each strike, equivalent to a normal katana. The spirit will remain on the material plane just long enough to complete the duel, then vanish back to where it came. Should the spirit win the duel (killing its opponent), the summoning shugenja gains any honor or glory rewards as if she had participated in the duel herself. Similarly, if the spirit loses the duel, the summoning shugenja must pay the price – suffering any honor loss incurred and forced to commit *seppuku* in response to the failure. There may be more humiliations to suffer in the afterlife as well; the summoned spirit may have quite a bit to say about the “incident” which cost the family so much honor.

Kitsu shugenja can cast the spell at a base TN 5 lower than other shugenja. Members of other clans may also cast it, but they do not have nearly the same success with it as their Kitsu brethren do. For the most part, it cannot be found anywhere outside of the Lion families. Strangely enough, the Lion consider this form of proxying quite honorable and even pragmatic in a certain way. Even if the duel is lost and the shugenja subsequently dishonored, their folly will not cost any additional Lion lives.

# Gift of the Wind

## 風 Air

**BASE TN: 10**

**CASTING TIME: 3 ACTIONS**

**DURATION: 10 + AIR RING**

**MASTERY: 3**

**CONCENTRATION: CASUAL**

**RAISES: DURATION, CASTING**

**TIME**

With the successful casting of this spell, the shugenja draws upon the spirits' intangible nature to make himself or another target invisible. The spell can affect both living beings and inanimate objects – provided the object in question is no bigger than a human being (a katana or tea set could be affected; a house or giant statue could not). The target cannot be seen for a period of ten actions plus one times the caster's Air Ring. This invisibility is total (it cannot be broken by splashing the target with mud, say), but only if the target remains unmoving. Significant movement, such as walking or attacking, creates a distorted blur

which is easier to see and strike. To successfully attack an invisible target, the attacker first make a simple Awareness roll against a TN of 25 and even if successfully cast cannot make called shots. The TN is lowered to 10 if the target is moving, or if the attacker spends a Void point.





# Glimpse the Soul's Shadow

## 風 Air

**BASE TN: 20**

**CASTING TIME: 3 ACTIONS**

**DURATION: 2 + CASTER'S AIR**

**MASTERY: 5**

**CONCENTRATION: CASUAL**

**RAISES: CASTING TIME,**

**DURATION**

Here, the shugenja incites the air spirits around a target person to move more and more quickly. Successfully cast, it doubles the speed and action of the target for a number of actions equal to the shugenja's Air plus two. Raises can be used to increase the duration. All of the usual abilities the target may engage in are now done twice as quickly; a samurai capable of one action per round can now take two actions, a shugenja casting a spell can do so in half the time, etc. To the target, everything around seems to be moving more slowly, while he or she can still function at normal speed.

The spell tends to exhaust the target after a time, requiring a simple Stamina check at TN 10 to continue functioning after it wears off. In any case, the target will need at least an hour's rest without movement following the end of any strenuous activity involving the spell.



# Howl of Isora

## 風 Air

A basic Air spell, Howl of Isora summons a short but intense blast of air which flies forth from the shugenja's fingertips. The wind is hurricane strength – strong enough to scatter light objects, blow over furniture and cause people to lose their footing. People and humanoid creatures caught in the blast must succeed in an Agility + Athletics roll at TN 20 or else spill heels over

**BASE TN: 10**

**CASTING TIME: 2 ACTIONS**


**DURATION: 1 ROUND**

**MASTERY: 3**

**CONCENTRATION: FULL**

**RAISES: CASTING TIME,**

**DURATION, LOCATION**



head as the wind buffets them back. They must spend one round staggering to their feet before they can take another action. Raises can increase the length and intensity of the wind, and force those affected to remain down for longer than one round (plus one round for each raise). The spell usually affects a 5' by 5' cone extending forward from the casting shugenja, but can be targeted to anywhere within sight if the caster is skilled enough (100 feet for each raise).

# Look Into the Soul

## 風 Air

**BASE TN: 20**

**CASTING TIME: 10 ACTIONS**

**DURATION: INSTANTANEOUS**

**MASTERY: 6**

**CONCENTRATION: NONE**

**RAISES: CASTING TIME,**

**INFORMATION GAINED**

reveals two Rings – the strongest and the weakest (flip a coin if there are ties) – and their attendant Traits. For each 5 TN raise, another Ring (and the Traits under it) can be determined. The target's Void cannot be revealed, however, until all of the other Rings have first; to realize nothing, you must first realize everything. Discovering a character's Void reveals both the base rank, and the number of points he or she has left to spend.

The Scorpion Shosuro family created *Look Into the Soul* fairly early in their clan's history, as an extension of their duty to protect the Hantei from harm. Use of this spell permits the casting shugenja to peer into the soul of a target being, and ascertain the elemental composition of his or her spirit. In so doing, the shugenja learns his or her strengths and weaknesses – which elements run strong in them, and which might be found wanting. In the internecine plottings of the Scorpion Clan, such information is valuable indeed.

In game terms, the spell allows the shugenja to determine the Rings and Traits of a given target. A successful casting at the base TN

It is, of course, up to the shugenja to determine how to use this information once he or she has it. The Shosuro are amazingly adept at determining a target's history, personality, and likes and dislikes based solely on the combination of elements in their forms.





# Osano-Wo's Breath



**BASE TN: 10**  
**CASTING TIME: 2 ACTIONS**  
**DURATION: 1 ROUND**  
**MASTERY: 3**  
**CONCENTRATION: NONE**  
**RAISES: CASTING TIME,  
DURATION, MISSILES DEFLECTED**

The Fortune Osano-Wo is portrayed as large and blustery – an embodiment of wind and lightning, his stormy essence. This spell channels the power of Osano-Wo through the shugenja's lungs, allowing him or her to exhale a hurricane-force wind. It can blow over weak structures, tear branches from trees, even lift small children off the ground. On a more practical note, it renders the user practically immune to missile weapons. The power of Osano-Wo's Breath can turn arrows and yari away from the spellcaster, to have them clatter harmlessly on the ground. A successful casting will deter one missile from its targets. Raises

increase the number of missiles deflected: one for each raise. Other people can be protected in this manner, provided they are within ten feet of the caster. Only the casting shugenja may exercise the powers of the spell; the enchantment cannot be placed upon anyone else. Osano-Wo's breath is powerful enough to send missiles flying back to their original users with lethal speed, but lacks the accuracy to cause any real damage – Osano-Wo was not known for his finesse. However, against closely-grouped units of one hundred or more, the number of targets is great enough to negate the need for aiming. When engaged in mass combat (see the *LSR RPG*, pages 114-117), the shugenja may use the spell to gain +1 Glory points and receive five fewer wounds per Battle Round.

# Reflecting Mirror

風 Air

**BASE TN: 15**

**CASTING TIME: 3**

**DURATION: 5 ROUNDS**

**MASTERY: 6**

**CONCENTRATION: CASUAL**

**RAISES: CASTING TIME, DURATION,**

**NUMBER OF DUPLICATES, LARGER**

**TARGET (2 RAISES)**

Reflecting Mirror brings an illusionary duplicate of the target into existence. It appears anywhere between five feet and three hundred feet (shugenja's choice) from the target, and matches his or her countenance exactly – right down to scars, clothing and hair. The image moves the way its original moves, mimicking motions, speech and facial tics exactly. Sounds and speech patterns are copied as well, allowing the image to easily pass for flesh and blood. The illusion is immaterial and objects touching it pass right through, revealing its true nature. The insubstantiality makes it difficult to sustain for any great length of time, and skilled practitioners know not to use it in crowds or other such situations.

Reflecting Mirror's main purpose is to draw attention away from a specific target and to sow confusion in potential pursuers. As such, it is popular with scouts and spies. In combat, it can hide the target behind several identical duplicates, giving him or her time to attack while opponents strike at insubstantial phantoms. Multiple images – placed in any position within range that the shugenja wishes – can be created for each 5 TN raise. Some of the more formal shugenja schools discourage its use for the chaos it tends to create, and for the "cowardice" it can encourage, but others see it as a potent teacher of control, and a stepping stone to more powerful illusion spells.



# Step Between the Stars

## 風 Air

**BASE TN: 25**

**CASTING TIME: 5**

**DURATION: 1 HOUR PER RANK  
OF CASTER'S AIR**

**MASTERY: 6**

**CONCENTRATION: FOCUSED**

**RAISES: CASTING TIME,**

**DURATION**

Through the use of this spell, the shugenja creates an area of extradimensional space, accessible through a magical opening that appears anywhere within ten feet of the caster. There is enough room within the space to hold up to six people comfortably, or an equal amount of inanimate objects. It is immune to the effects of the elements and cannot be entered except by permission of the spell caster.

Weapons and missiles cannot penetrate it in either direction – attacks by or upon any occupants will automatically fail. The shugenja may seal the opening from either side, thereby preventing those within or without from entering or leaving. The effects last for one hour times the caster's Air rank. At the expiration of the spell, the area ceases to be, and anything within it will be dumped unceremoniously back into the "real world."





# Summon Bird



**BASE TN: 15**

**CASTING TIME: 5 ACTIONS**

**DURATION: EARTH IN DAYS**

**MASTERY: 4**

**CONCENTRATION: NONE**

**RAISES: CASTING TIME**

This spell allows a shugenja to summon a particular type of bird – presumably one suited to the task it will be charged with. The shugenja appeals to the spirits and asks them to bring forth one bird of the type specified – be it hawk or sparrow. The GM should determine if the animal desired is available based on the surrounding environment, time of day, etc. The animal arrives in 1-10 actions, and will be well-disposed towards the summoning shugenja. The spellcaster may then make a single request of the animal, which it will promptly obey. The task must be simple and cannot take longer than the spellcaster's

Earth ring in days. The creature remains under the sway of the spell until the task it has been assigned is completed. It will not agree to anything which jeopardizes its life, or otherwise places it in undue danger. Typical requests might be to protect a campsite or person, carry a written message, or watch a particular house for signs of activity. After the duration expires or the task is completed, the animal is no longer under the spellcaster's control and will go about its own business. Like Call Beasts, it will not be hostile to the summoning shugenja if the shugenja is in the immediate area.

The spell is popular among Kuni shugenja, who use crows and other such birds to carry messages across the wastes between their scattered homes. Scorpions also like using the spell, since animals cannot betray secrets to others the way humans can.

# Walking the Way

## 風 Air

**BASE TN: 25**

**CASTING TIME: 1 HOUR**

**DURATION: AIR + SCHOOL RANK**

**IN HOURS**

**MASTERY: 6**

**CONCENTRATION: FOCUSED**

**RAISES: DURATION, PEOPLE**

**TRANSPORTED**

The shugenja opens a dimensional portal between two locations, allowing himself and perhaps a number of passengers to travel between them without difficulty. This is not the same as teleporting; it is not instantaneous travel. The distance traveled is still the same, and the travel time remains identical to traveling overland. The difference lies in the terrain and the obstacles one would normally encounter on the road. With *Walking the Way*, all of that is avoided. Thus, a journey from Otosan Uchi to the City of Remembrance by use of this spell would still take many hours, but would avoid any travails of the road: bandits, wild animals, Mountains, etc.

The spell manifests as a glowing silver doorway leading into nothingness. Once the shugenja (and whoever is traveling with her) passes through, the doorway vanishes behind them and cannot be accessed by anyone else. The travelers will find themselves walking a silver line through swirling nothingness. While time passes at the normal rate, the travelers will have no concept of it; they will not need to eat or sleep while they are on the path, and the surroundings never change. At the end of the journey, another doorway will appear, identical to the first. It emerges onto the spell's destination and will vanish once all the travelers have passed through it.

The shugenja must be familiar with the desired destination before casting; they must be able to evoke an accurate mental image of where they wish to go. Places where air does not penetrate, such as the bottom of the sea or heart of a volcano, cannot be reached with this spell. Nor can it be used to send wagons or other large inanimate objects through; only one person and his or her immediate possessions can be transported, although additional people may use the spell at a rate of one person per 5 TN raise. Horses may be brought through with two raises per horse. The distance traveled is limited by the shugenja's Air + School Rank in Rokugani hours, although it can be increased through additional raises (one Rokugani hour per 5 TN raise).

# Wisdom the Wind Brings



**BASE TN: 10**

**CASTING TIME: 2 ACTIONS**

**DURATION: 1 ROUND**

**MASTERY: 3**

**CONCENTRATION: CASUAL**

**RAISES: CASTING TIME,**

**INFORMATION GATHERED**

The spirits of the air carry an endless array of mysteries with them – secrets whispered in the dead of night and heard by no one else. This spell allows the shugenja to contact those spirits and ask them a single question about another person. They can learn one thing about a target: something from their history, a particular preference or ability, even a hidden subject that no one else knows about. The effect is similar to reading a samurai's stance before an Jaijutsu duel: the spirits reveal the sources of a quirk or a physical mannerism, which may determine a great deal about the target's background. In game terms, each

successful casting allows the shugenja to determine one fact about the target:

- One Ring
- One Trait
- One Skill and ranking
- One Advantage or one Disadvantage

The target cannot resist this process any more than he can stop breathing or change his own past, although the shugenja must be able to see him for the spell to take effect. The spirits see everything and cannot be fooled. Needless to say, this spell is very popular with the Scorpion Clan.

Note also that extremely important people – family daimyos and their betters – almost always have a shugenja or two watching them and ready with magical countermeasures, or at least a small nemuranai making spells cast against them much more difficult. Ketsuen, the armor of the Crab Clan Champion, is an extreme example of such an item.



# Void Spells

The spells on the following pages are Void spells. These may only be cast by the Phoenix *Ishi*, or Void shugenja, who are detailed in *Way of the Phoenix*. As stated there, "It is important to note first that only *Ishi* and *Ishiken* can use Void spells. There are no exceptions to this rule... Void magic requires absolute dedication, and no other interests can be entertained by its practitioners."

For those readers without access to a copy of *Way of the Phoenix*, here is the introductory text from that book's *Isawa Void School* section, to give an idea of the Void shugenja's mindset.

Of all the elemental forces which a shugenja can draw from, the most powerful and the most difficult to control is that which lies between and joins the others: Void. Each of the other elements - Earth, Air, Fire, and Water - allow shugenja to call upon and direct only their individual forces. Also, it is commonly understood that the mages in question must master the appropriate fundamental concepts, learn the necessary spells, and undertake certain risks should they perform those spells incorrectly.

The shugenja who studies Void, however, understands that everything in the world contains all four basic elements, held together by the least tangible essence - Void. It is like the silence between notes of music, giving rhythm and shape to the whole...

To the beginning practitioner of this art, opening themselves to the Void is like being caught in a great river, pulled along in the rush of things. It requires an immense amount of discipline to pull oneself from the flood. This is why those who practice Void magic have little time to study anything else. Their control must be absolute, or they will drown.

Once he has mastered the founding precepts, which can take up to several decades for the least adept initiates, an apprentice immediately begins to specialize. There are no fickle Void magicians, no one who can truthfully claim to be proficient in more than a handful of techniques. This is because all Void magic abilities are trained as complete schools of thought, regardless of their similar foundations. They have all the intricacies and three times the danger of common magic, and unique care must be taken with every one - indeed, every use of every one.

They slowly learn to cast themselves into the rush of the world's undercurrent, and to recognize and interpret the things they find there. They must know how to visualize the things they sense; simply because something can be perceived does not convey understanding of what it is, how it is important, and how to treat it safely. Eventually, he will also learn the ultimate truth - that the earth beneath him, the bird that flies overhead, and the trout that swims in the river miles away, are as much a part of him as his own feet, his own hair, and his own hand.

This stage of realization is called *Ishika*, or 'comprehension.'



# Contemplate the Void



## Void

*This simple spell is among the first Ring taught to adepts of the Void. By acknowledging the paradox of nothing and everything – and more importantly, by realizing his or her place within it – the shugenja can temporarily increase the number of Void points he or she can spend in a turn. Casting the spell at the base TN allows the shugenja to spend a second Void point on a given roll, or allow another character to do the same. Each raise allows another point to be spent, up to all the character has left. Spent Void points are regained normally.*

**BASE TN: 15**

**CASTING TIME: 2 ACTIONS**

**DURATION: 10 ROUNDS**

**MASTERY: 3**

**CONCENTRATION: NONE**

**RAISES: CASTING TIME,**

**DURATION**

**ISHIKEN RANK 1**





# Depth of the Void



## Void

**BASE TN: 15**

**CASTING TIME: 2 HOURS**

**DURATION: 1 GAME SESSION**

**MASTERY: 5**

**CONCENTRATION: NONE**

**RAISES: REROLLS**

**ISHIKEN RANK 4**

Many spells of this nature are used to divine the future: they see the patterns formed by the Celestial Order and discern the direction in which they are headed. In so doing, the shugenja is able to predict the outcome of certain events. *Depth of the Void* takes that one step further, however. By summoning the proper spirit, the shugenja may grasp the threads of time and shift them – changing the outcome of certain minor events. A courtier who will botch a tea ceremony, for example, may instead miraculously carry it off successfully, or a bushi's missed sword stroke

can be altered to strike home. The spell requires a profound ability to read the Celestial Pattern, and to know which events can be changed without detrimental effects.

In game terms, the spell-caster can "store up" an additional skill roll, allowing the failed roll of an ally or successful roll of an enemy to be reattempted. The player need not know which roll they want to change; he or she simply announces that the spell takes effect following any skill roll in the course of a game session. Raises increase the number of rerolls – one reroll for every two raises, although no shugenja can store more than three rerolls.

Casting the spell requires two hours of uninterrupted meditation, and sufficient stamina to see the process through (minimum Earth score of 2). Each casting, successful or not, demands the shugenja expend a Void point. If it fails, the Void point is still lost. A successful casting can be used to change any roll during the current role-playing session. Failed rerolls may not be attempted again; sometimes destiny will not be stymied.

The Phoenix Ishiken only cast the *Depth of the Void* if it serves the greater purpose of the Celestial Pattern. Tying with the future is a dangerous business, with serious repercussions for the shugenja who attempts it. Stories of shugenja vanishing as if they had never been circulate through the ranks of the Phoenix and serve as warnings to those who would thwart *Destiny's* plans. If the GM feels that a shugenja casting the spell has gone too far he or she can instantly revoke the effects and inflict a suitable retribution on the offending shugenja. Broken limbs, blindness, and other permanent deformities are the least of the possible injuries; GMs are encouraged to use whatever fiendish mutations their twisted minds can devise.

# Divine the Future



## Void

**BASE TN: 10**

**CASTING TIME: 4 ACTIONS**

**DURATION: INSTANTANEOUS**

**MASTERY: 3**

**CONCENTRATION: NONE**

**RAISES: CASTING TIME, NUMBER  
OF QUESTIONS**

**ISHIKEN RANK 3**

*This spell allows a shugenja to view the great Celestial Pattern and thereby determine the nature of upcoming events. The caster will be unable to affect such events: that requires the greater mastery of Reversal of Fortunes or Depth of the Void. Armed with such knowledge, however, the shugenja will have an opportunity to properly prepare for whatever is coming and perhaps gain a greater understanding of his or her place in the cosmos. The game effects of Divine the Future are fairly simple. A successful casting of the spell allows the player to ask the GM a single question about the campaign they are participating in. The question must be*

*answerable by a "yes" or a "no", but the GM must answer it honestly. For every successful raise, the shugenja's player can ask one additional question. Each question requires the expenditure of a Void point.*

*The dangers inherent in this spell are great. The shugenja will be unable to affect anything he or she sees, and may be tormented by an inability to act. Legends abound of spellcasters seeing their own deaths in the spell, or the destruction of a cause they had dedicated their entire lives to upholding. Wisdom is truly terrible when it brings no profit to the wise. Thankfully, such incidents are rare, and relegated mainly to the history books. Intelligent shugenja know better than to delve into their own future, knowing that they cannot stop anything they see. Those who do so usually have the power of Depth of the Void to back them up, and are thus wise enough not to tamper with the fates. They prefer to speak of widespread occurrences that others can prepare for (such as upcoming floods or droughts) or the affairs of people they don't know. They're content to leave their own destinies uncertain. PC shugenja foolish enough to inquire after their personal fates should suffer the consequences. Any attempts they make to alter or change the future should lead them directly to the very fate they tried to avoid. (If they wish to flee from a given battle to avoid death, for example, they should be discovered by their superior officers and executed for cowardice.) By trying to stop a given prophecy, they will inadvertently create the circumstances that bring it about. The GM's sense of the appropriate and the particulars of a given campaign should guide the exact outcome.*

# Essence of Void



## Void

**BASE TN: 15**

**CASTING TIME: 5 ACTIONS**

**DURATION: CONCENTRATION**

**MASTERY: 5**

**CONCENTRATION: TOTAL**

**RAISES: TIME BETWEEN CHECKS**

**ISHIKEN RANK 2**

This powerful spell can be used to render another character inert. By concentrating on the target, the *Ishiken shugenja* can paralyze him or her, denying voluntary motor skills while maintaining the heartbeat and other acts necessary for life. The victim literally becomes as still as a statue, unmoving until the *shugenja* ceases concentrating or he or she manages to overcome the magical power. The *shugenja* must be within 50 feet of the victim and able to see him or her before the spell can take effect. It takes two rounds of preparation to properly align the harmonies between caster and victim. Following that, each

round the caster wishes to hold the victim, he or she must make a contested roll vs. the target's Void. Success means the target has been seized and can do nothing that round. Failure means the target has broken free, and may move as he or she pleases. The spellcaster must maintain concentration in order to hold the target; an injury or other distraction (GM's discretion) breaks the spell and forces the *shugenja* to begin again. Raises increase the duration between contested Void checks (5 TN per round), which will allow the caster to maintain his or her hold without concentration. If a target submits willingly to the spell for some reason, no contested roll needs to be made; the target will remain still for as long as the *shugenja* concentrates.

The spell only works on characters with a lower Void score than the *shugenja*. The caster can attempt to paralyze someone whose Void exceeds theirs, but they must spend a Void point to do so. Failing the initial contested roll means that the target cannot be further affected by it, and the *shugenja* must wait at least a month before attempting it on that particular person again. Shadowlands creatures and others who do not have a Void score cannot be targeted by *Essence of Void*.



# Spiritual Presence



## Void

**BASE TN: 15**

**CASTING TIME: 4 ACTIONS**

**DURATION: 10 ACTIONS**

**MASTERY: 4**

**CONCENTRATION: SPECIAL**

**RAISES: CASTING TIME**

**ISHIKEN RANK I**

*Spiritual Presence grants the ability to extend the shugenja's inner essence into another person – permitting that person to draw upon the shugenja's chi. By use of this spell, the shugenja allows a target character to gain a number of points in any Ring equal to the shugenja's Void. The added points can be used in any skill rolls involving that particular Ring, as well as simple rolls and school techniques that call for it. The spell does not increase the target's Wounds, even if the target's Earth is raised. In addition, the target's Void cannot be raised through use of Spiritual Presence. The shugenja himself can be the target of this spell,*

*and temporarily raise his own Rings through its use.*

*Spiritual Presence can only affect one person at a time; multiple targets are too taxing on the shugenja's chi. The target of the spell must always consent to the connection being made; if they resist the process in any way, the casting will fail. They must also be within sight of the casting shugenja at all times. If they move beyond visual range – to a point where the shugenja cannot see them without physically moving – the spell ceases immediately and must be recast before it will function again.*

*Spiritual Presence does not require active concentration on the part of shugenja beyond the first incantations. He or she can continue to move and act while Spiritual Presence is in effect, and can even cast other spells should they wish. However this freedom of action has a price.*

*The shugenja will be distracted by the connection – like a quiet buzzing that will not go away – and will therefore not be operating at full capacity. He or she must subtract one die from any skill rolls made, a reflection of the niggling presence of the spell in their minds. When casting other spells, this penalty is doubled, and if the second spell fails, then Spiritual Presence ceases immediately. Furthermore, the shugenja may not spend any Void points for as long as the spell continues to function.*

# Winds of Change



## Void

**BASE TN: 10**

**CASTING TIME: 5 ACTIONS**

**DURATION: 10 ROUNDS**

**MASTERY: 4**

**CONCENTRATION: CASUAL**

**RAISES: CASTING TIME,**

**DURATION, TARGETS**

**ISHIKEN RANK 2**

*"All things are known to the man who is wise."*

*- Tao of Shinsei*

*Winds of Change allows the shugenja, or another target with a Shintao score of at least 2, to use a skill which he has no rating in. For the duration of the spell, the target functions as if he or she had a rating of two in that skill. He can fight, sing, orate, meditate or do anything else as if he has practiced it all his life. The target does not understand any of the concepts or underlying theories of the skill in question, and cannot describe how or why he does what he does. He cannot, for example, answer questions on kenjutsu training*

*techniques just because the spell grants him a Kenjutsu skill. The spell intensifies instinctive knowledge, the untapped potentials of the soul, not formal knowledge imparted through instruction or experience.*

*The effects of Winds of Change last for ten actions, plus one action for each raise the shugenja makes. Skills the target already possesses - even if they only have ratings of one - cannot be improved by this spell. The patterns laid down by formal training prevent the instinctive augmentation that Winds of Change facilitates. Multiple targets can be affected, provided the shugenja makes a 10 TN raise for each additional target over the first. Such targets must all gain the same skill (if one gets Heraldry, they must all get Heraldry), which none may have any ratings in before the spell takes place. If any do, the spell is canceled without effect.*

## Earth Spells

Spell Name (Rituals w/ *)	TN	Casting Time (actions)	Duration (rounds)	Mastery	Conc.	Book/page
Armor	20	3 rounds	var.	4	Full	Cb 105
Banish Oni	15	5	inst.	5	Total	SL 97
Benevolent Protection of Shinsei*	20	3	sunrise	7	None	L 146
Binding, Minor and Major	var.	3 days	N/A	5	Full	Cb 105
Call Beasts	15	5	10	3	None	WtW 6
Calling the Elements*	10	1	8	4	Casual	L 146
Castle of Earth	10	3	30 min.	6	Focused	WtW 8
Courage of the Seven Thunders*	15	2	10	7	Full	L 146
Earth's Stagnation	5	1	1	5	Focused	L 147
Earthquake	15	5	5	3	Total	L 146
Elemental Ward	5	2	4	2	None	L 147
Embrace of Kenro-ji-jin	10	5	var.	4	None	WtW 10
Essence of Earth	10	2	1	4	Full	WtW 14
Fires from the Forge	5	1	perm.	3	None	L 148
Fist of the Earth*	25	2	10	7	Casual	WtW 16
Force of Will	10	2	3	4	None	L 148
Grounding Energy	15	2	var.	3	None	WtW 20
Hands of Jurojin	var.	10	inst.	3	Total	L 148
Immortal Steel*	30	1 hour	perm.	6	None	L 148
Jade Strike	10	1	inst.	4	None	L 148
Not this Day!	5	5	var.	6	None	U 104
Oni Warding*	30	variable	inst.	7	Total	WtW 22
Rock Storm	20	3	1	5	Full	WtW 24
Sharing the Strength of Many*	15	3	10	7	Full	L 148
Strike at the Roots	var.	2	10	4	None	L 148
Tetsubo of Earth	10	3	10	3	None	L 149
Time's Deadly Hand	10	2	perm.	4	None	WtW 26
Tomb of Jade	var.	3	var.	6	None	L 149
Wall of Earth	15	2	var.	3	Full	Cb 105
Way of Earth	10	4	var.	4	None	WtW 24
Whispers of the Land	20	10	var.	5	Full	WtW 28
Wooden Prison	25	4	perm.	6	None	WtW 30

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# Water Spells

Spell Name (Rituals w/ <sup>®</sup> )	TN	Casting Time (actions)	Duration (rounds)	Mastery	Conc.	Book/page
Blessing of Cleansing	10	20 min	inst.	3	None	SL 33
Blessing of Purity	10	20 min.	inst.	3	None	L 149
Bo of Water	10	3	10	4	None	L 149
Breath of Mist <sup>®</sup>	15	5	var.	6	None	WtW 32
Calm Mind	10	4	inst.	3	None	L 150
Castle of Water	10	2	5 min.	6	Focused	L 150
Cross the Veil of Sleep	15	2	1 message	3	None	WtW 34
Curse of the Jackal	15	4	1 hour	5	None	WtW 38
Dance of the Unicorn	5	3	2	3	Focused	U 104
Energy Reversal	20	4	var.	6	Full	WtW 40
False Tongue	10	1	var.	4	Full	Sc 99
Heart of Nature	15	4	1 month	3	None	L 150
Inari's Blessing	15	1	perm.	3	None	WtW 42
Kharmic Vengeance	15	2	var.	3	Full	WtW 44
Master of the Rolling River	15	4	1	5	Total	WtW 46
Open the Waves	10	3	concentration	4	Full	WtW 48
Suitengu's Embrace	20	7	perm.	6	None	WtW 50
Sukinjin's Gift	var.	1	inst.	5	None	WtW 54
Reflections of Pan Ku	10	5	5	3	Full	L 150
Reflective Pool	10	5	3 minutes	5	Focused	L 151
Reversal of Fortunes	10	3	10	4	None	L 151
Ride Through the Night	10	4	var.	6	Casual	U 105
Speed of the Waterfall	5	3	var.	4	None	U 106
Sympathetic Energies	var.	3	3	5	None	L 151
The Horse's Nose	5	2	2	3	Casual	U 105
The Path to Inner Peace	5	2	perm.	4	None	L 150
The Penetrating Drop	5	10	inst.	4	None	U 105
The Ties that Bind	10	3	10	5	Full	L 152
The World Is Not Heavy	5	3	var.	4	None	U 106
Torrential Rain <sup>®</sup>	30	5	1 hour	6	Focused	L 151
Wall of Bamboo	10	1	30 min.	4	Casual	WtW 56
Wheel of Fortune	20	7	var.	6	Casual	WtW 58
When Two Become One	var.	2	var.	3	None	U 106
Wonderful Origami						
Furoshiki	10	1 Hour	var.	6	None	U 106
Yuki's Blessing <sup>®</sup>	5	5	var.	5	None	U 106

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## Fire Spells

Spell Name (Rituals w/ *)	TN	Casting Time (actions)	Duration (rounds)	Mastery	Conc.	Book/page
Amaterasu's Anger	10	2	inst.	5	None	L 152
Amaterasu's Blessing	5	3	var.	2	None	L 152
Biting Steel	5	2	2	4	Full	L 152
The Burning Sands*	15	4	var.	5	Focused	U 107
Castle of Fire	10	2	5	6	Focused	WtW 60
The Elements' Fury**	25	10	1	7	Full	WtW 62
Essence of Fire	10	1	1 strike	3	None	WtW 64
Evil Ward	10	5	1 day	3	None	L 152
Eyes of the Phoenix	20	2	var.	5	Casual	WtW 66
Fiery Wrath	10	3	inst.	4	None	WtW 68
Fire from Within	15	3	inst.	5	None	L 153
Fires of Purity	10	2	var.	4	None	L 153
The Fires that Cleanse	10	2	inst.	6	None	L 153
The Fist of Osano-Wo	25	1 hour	1 Hour	7	Total	L 153
The Fury of Osano-Wo	5	2	inst.	5	None	L 153
Heart of the Inferno	15	5	inst.	7	None	L 153
Inflame	5	3	inst.	3	None	L 154
Katana of Fire	10	3	10	4	None	L 154
Last Rites	var.	1	N/A	2	Full	Cb 105
The Light of Amaterasu	20	4	var.	5	None	WtW 70
Osano-Wo's Blessing	10	3	var.	5	Casual	WtW 72
The Purity of Shinsei	variable	1	inst.	2	None	WtW 74
Wings of Fire	10	3	2	4	Full	L 155
The Wrath of Osano-Wo	15	3	inst.	5	None	WtW 76

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## Air Spells

Spell Name (Rituals w/ *)	TN	Casting Time (actions)	Duration (rounds)	Mastery	Conc.	Book/page
Accounts of Shorihotsu	var.	5	inst.	3	None	L 155
Arrow's Flight	15	inst.	1	5	Full	WtW 78
Awaken the Spirit	5-20	4	1 Hour	6	None	Cn 116
Bad Karma	10	5	see spell	4	Full	Sc 98
Benten's Touch	10	3	1 hour	3	Full	L 155
Binding	10	2	8	5	Focused	Cn 115
Call Upon the Wind	10	3	4	4	Casual	L 155
Castle of Air	15	3	var.	6	Focused	WtW 80
Cloak of Night	10	2	1 day	3	Casual	L 156
Command the Mind	var.	1	1 command	6	Full	L 156
Defender From Beyond	20	4	1 duel	6	Casual	WtW 82
Echoes on the Wind	15	6	1 message	4	None	L 156
Essence of Air	15	3	1 minute	4	Full	L 156
False Tongue	10	1	var.	4	Full	Sc 98
Fear	15	2	var.	3	Total	Cb 106
Gate to Nowhere*	15	4	6	9	Total	U 108
Gift of the Wind	10	3	var.	3	Casual	WtW 84
Glimpse the Soul's Shadow	20	3	var.	5	Casual	WtW 88
Gust of Wind	20	2	5	7	Focused	Cn 115
Howl of Isora	10	2	1	3	Full	WtW 90
Know the Mind	var.	3	30 seconds	6	Total	L 156
Know the Shadows	5	4	10	4	None	L 157
By the Light of Lord Moon	5	2	5	2	Full	L 155
Look Into the Soul	20	10	inst.	6	None	WtW 94
Mists of Illusion	10	2	1 minute	7	Focused	L 157
Nature's Touch	10	1	1 question	3	Casual	L 158
Osano-Wo's Breath	10	2	1	3	None	WtW 96
Purification	var.	1 Hour	N/A	8	Total	GM 11, SL 36
Quiescence of Air	5	1	10	5	Casual	L 158
Reflecting Mirror	15	3	5	6	Casual	WtW 98
Roaming the Wide Plains*	5	10 min	var.	5	Full	U 108
Secrets on the Wind	10	6	10	5	Full	L 158
Step Between the Stars	25	5	var.	6	Focused	WtW 100
Summon Bird	15	5	var.	4	None	WtW 102
Teleportation	20	4	inst.	8	None	U 108
Tempest of Air	15	2	6	4	Total	L 158
The Four Wind's Favor	5	5	5 minutes	4	Focused	U 107
Walking the Way	25	1 hour	var.	6	Focused	WtW 104
Way of Deception	10	3	30 minutes	5	Casual	L 158
Whispering Winds	var.	1	inst.	3	None	L 159
Wind's Distractions	15	1	5	4	Focused	L 159
Wind-Borne Slumbers	15	1	1 hour	4	Casual	L 159
Wind-Borne Speed	15	4	12	6	Full	L 159
Wisdom the Wind Brings	10	2	1	3	Casual	WtW 106
Yari of Air	10	3	10	4	None	L 159



## Void Spells

Spell Name (Rituals w/ *)	TN	Casting Time (actions)	Duration (rounds)	Mastery	Conc.	Book/page
Altering the Course	20	3	var.	4	None	Ph 61
Contemplate the Void	15	2	10	3	None	WtW 110
Depth of the Void	15	2	1 session	5	None	WtW 112
Divine the Future	10	4	inst.	3	None	WtW 114
Drawing the Void	15	2	inst.	4	None	Ph 60
Essence of Void	15	5	concentration	5	Total	WtW 116
Kharmic Intent	15	3	var.	4	None	Ph 62
Moment of Clarity	var.	4	var.	3	Focused	Ph 61
Sense Void	10	3	concentration	2	Full	Ph 60
Spiritual Presence	15	4	10	4	Special	WtW 118
Void Release	var.	5	inst.	5	Total	Ph 62
Void Strike	var.	5	inst.	6	None	Ph 63
Void Suppression	var.	5	var.	7	Total	Ph 63
Winds of Change	10	5	10	4	Casual	WtW 120

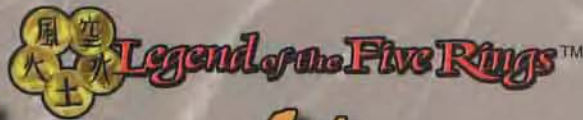
## Basic Spells

Spell Name (Rituals w/ *)	TN	Casting Time (actions)	Duration (rounds)	Mastery	Conc.	Book/page
Commune	5	1	1	1	Focused	L 145
Counterspell	10	1	inst.	1	None	L 146
Sense	5	2	inst.	1	None	L 145
Summon	10	var.	perm.	1	None	L 145
Transform	var.	var.	perm.	7	Total	D 88

## Maho Spells

Spell Name (Rituals w/ *)	TN	Casting Time (actions)	Duration (rounds)	Mastery	Conc.	Book/page
Animate the Dead	20	10	1 Month	5	None	GM 15
Blood of Midnight	10	1	8	4	Casual	GM 13
Corruption of Earth	15	3	4	8	Total	GM 13
Curse	10	5	see spell	5	Total	GM 13
Dark Divination	15	3	1	4	Total	GM 13
Summon Garegosu no Bakemono	15	5	N/A	9	None	GM 14
Summon Oni	20	10	see spell	5	Total	GM 14, SL 94-96
Summon Swamp Spirits	10	2	25	7	None	GM 15
Summon Revenant	20	5	1 hour	7	None	GM 15
Stealing the Soul*	15	2	8	8	Full	GM 15
Touch of Death	20	2	inst.	5	None	GM 15

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