

Masters of Magic Websupplement

The Crab Clan

Akuma's Ruin Dojo

Schools: Kuni Shugenja, Kuni Witch Hunter

Paths: Onisu Hunter

Benefit: Due to the in-depth study of Oni and their strengths and weaknesses, members of the Akuma's Ruin Dojo gain a bonus equal to their Insight rank on spells targeting Oni.

New Path: Onisu Hunter [Shugenja]

When Daigotsu created his Onisu he created an enemy the likes of which the Crab had never before encountered. As Daigotsu's army pushed through the Wall and into the heart of the Empire, the Kuni became even more determined than ever to find a way to destroy what they perceived to be Daigotsu's generals. The Onisu were each unique, however, and many of them had already been destroyed by the time that the Kuni had perfected the techniques meant to bring the powerful oni down. The Kuni were a practical family, however, and did not believe in discarding knowledge that could still be of use to the Clan.

The end result was a small group of Kuni shugenja who excelled at using their magic to destroy oni and other tainted creatures. Despite the fact that the Onisu have disappeared from the Empire, the Kuni have chosen to retain the original name given to their group, to show that they are ready should the terrible creatures ever reappear. Though their numbers were once small, more and more Kuni are being sent to learn the ways of the Onisu Hunters, and their reputation is spreading...on both sides of the Wall.

Technique Rank: 4

Path of Entry: Kuni Shugenja 3

Path of Egress: Kuni Shugenja 4

Technique: Jade Fire – When making a spell casting roll against a target known to possess the Shadowlands Taint, your dice explode on 9's as well as 10's. If the target of your spell is an Onisu, your dice explode on 8's and 9's as well as 10's. These dice may only explode once per spell casting roll. The extreme focus and discipline that it takes to become an Onisu Hunter also makes it more difficult to counter your spells, giving anyone who tries an additional +5 to their TN.

Kuni Tanin

Air: 3

Earth: 4

Fire: 4

Water: 3

Void: 4

School/Rank: Kuni Shugenja 3/Onisu Hunter 1

Honor: 2.1

Glory: 5.2

Status: 3.0

Advantages: Multiple Schools, Wary

Disadvantage: Compulsion (Sake) 1 rank, Greedy, Social Disadvantage (ex- ronin), Unlucky (2 ranks)

Skills: Calligraphy 1, Commerce 2, Deceit (lying) 2, Defense 3, Games: Fortunes and Winds 2, Lore: Shadowlands 2, Meditation 1, Sleight of Hand (pick pockets) 4, Spellcraft (maho) 3, Staves 2, Stealth (sneaking) 3, Theology (fortunes) 2, Underworld 1

Spells: Sense, Commune, Summon, Fires from the Forge, Jade Strike, Path to Inner Peace, Reversal of Fortunes, The Fury of Osano-Wo, Earth Becomes Sky*, Lesson of the Crab*, Tail of the Fire Dragon, Strength of the Crow, The Wolf's Mercy*, Tomb of Jade

*These spells are found in *Prayers & Treasures*

Once, there was a ronin named Hageshii. This ronin was not a particularly violent man, but he was not a particularly virtuous man, either. When he was just a boy, a ronin shugenja came to Hageshii's small home and told his parents that Hageshii possessed the ability to speak with the kami. His parents were proud of their young son, and soon Hageshii had left home to travel the Empire and learn from his new mentor.

The shugenja - a man named Naoki - turned out to be more of a thief and drunkard than any kind of a holy man, however, and about the only thing Hageshii learned from his 'teachings' was how to live his life by doing as little work as possible. Soon the young boy was helping Naoki scam merchants, steal from travelers, and rob temples. When Naoki ran afoul of some very upset Ikoma magistrates, Hageshii gathered up their things and quickly headed south into less hostile lands.

It was just outside the Crab city of Nagai Aruki that Hageshii found the Temple of Ebisu. He normally would have passed it by, but the monks had left to go help the peasants with their rice harvests and the temple was empty. An hour later, Hageshii was in one of the seedier sake houses of the city, drinking sake that had been paid for by the coins he found in the temple's donation box. The sake was not very strong, but it was cheap, and soon the young ronin had passed out onto his table.

He awoke an hour later to find a Kuni shugenja fighting a magical battle against the proprietors of the sake house and some sort of glowing, spidery oni. Hageshii was still partially drunk, but he was still sober enough to realize that the people fighting alongside the oni were probably not in the right.

Just as the cultists began to gain an advantage over the lone Kuni, Hageshii charged them with his staff, knocking the first unconscious and distracting the second long enough for the Kuni to finish off the oni with a blast of jade. Without their demon, the cultists were unable to put up much of a fight, and soon their decapitated bodies joined its smoking corpse on the wooden floor.

The Kuni shugenja was surprised to have been saved by a drunken ronin, much less one that seemed to have an instinctive rapport with the kami. As thanks for assisting him, the Kuni arranged for Hageshii to receive proper training among the Crab. By the end of the month, Hageshii found himself in Shiro Kuni, studying to become a shugenja of the Crab.

Two years later, Hageshii finished his training and took the name Tanin. His studies had been hard, but Tanin had already learned a fundamental truth about being a member of the Crab Clan: he *hated* it.

Instead of a life of irresponsibility and relative safety, Tanin found himself burdened with duties and restrictions that prevented him from enjoying his life. All of the benefits of belonging to a Great Clan that he had imagined as a ronin - free money, free food, proximity to lots of pretty women - seemed to be absent.

Instead, he was stationed on the Wall, where his life was under constant assault by demons more horrible than he could have ever imagined. Worse than that, however, fate seemed to be conspiring against him.

Every time Tanin would sneak off to get drunk at a sake house or take a nap in the tunnels beneath the Wall, a Shadowlands attack would break out at his location. When he was eventually offered additional training as a reward for fighting off so many incursions, Tanin leapt at the chance to get away from the constant attacks.

The moment Tanin had left the Wall, the attacks on the Wall stopped. Unfortunately, Tanin stumbled across a small cult of maho-tsukai that were attempting to infiltrate the dojo, and once again found himself in conflict with the Shadowlands. Once those were dispatched, he left the dojo to enjoy a local geisha house...that happened to be run by a disguised pennagolan. And so on.

Tanin has recently begun to suspect that his bad luck might not be entirely coincidental. What he hasn't suspected is that Ebisu - outraged at Tanin's theft from his temple - has decided to take a direct interest in the shugenja's life. So long as Ebisu feels that Tanin still owes him a debt, the Fortune will ensure that Tanin's life is filled with honest work.

Whether he likes it or not.

The Crane Clan

Temple of the Morning Sun [Dojo]

Schools: Asahina Shugenja

Paths: Ashaina Feng Shui Master

Benefit: The Asahina, while pacifists, are not without their methods of resolving conflict. Because of this, any member of the Temple of the Morning Sun gains a bonus equal to their Insight rank on any spell cast to resolve a conflict without bloodshed.

Asahina Feng Shui Master [Shugenja]

Feng Shui is a somewhat esoteric discipline that deals with using the placement of material objects to affect the flow of chi throughout the world. While Feng Shui has always had its followers throughout the Empire, the Asahina are the only family to have embraced its teachings on such a grand scale. Their Feng Shui masters are able to subtly alter the way that chi flows through a space, improving the energy flow of locations as small as a single room to as large as an entire province.

It is said that some of the more confusing aspects of Crane architecture - such as critical gates in indefensible locations or fountains obscuring otherwise perfect views - are the result of applied Feng Shui. The oldest of Crane cities are arranged according to these same principles, hinting at a devout following even in the years prior to the Asahina family's founding.

Technique Rank: 2

Path of Entry: Asahina Shugenja 1

Path of Egress: Asahina Shugenja 2

Technique: Feng Shui Alignment – Once per day you may select one character that you know and a room or similarly sized space that you wish to prepare. Preparing the space requires one hour. At the end of the hour, you make a Void/Divination (Astrology) roll vs. a TN of 20. If successful, the space will store one rank of the Luck advantage or the Unluck disadvantage which may only help or hinder the selected character, but only while they are within the prepared area. Alternatively, you may choose to select a single Skill instead of a specific character. In this case, the benefits (or drawbacks) of this technique affect any character within the prepared area that tries to make a Skill Check using the selected Skill. For every two Raises you declare on the Divination roll you may increase the number of ranks of Luck or Unluck granted by this technique by one. If you are using this technique to affect a specific skill, the total number of Ranks of Luck or Unluck keyed to it cannot exceed your Rank in that skill. No matter how many Ranks of Luck or Unluck you gain, however, you cannot choose to reroll more than once on any given Skill check. Any ranks of Luck or Unluck that are not used by the end of the day vanish.

Asahina Naoki

Air: 3 **Earth:** 2 **Fire:** 2 **Water:** 2 **Void:** 3
Awareness 4 Willpower 3 Perception 3

School/Rank: Asahina Shugenja 1/Feng Shui Master 1

Honor: 3.5

Glory: 2.2

Status: 1.8

Advantages: Great Potential (Artisan (Painting))

Disadvantage: Bad Fortune (Family has gambling debts), Soft Hearted

Skills: Artisan (Ikebana) 2, Artisan (Painting) 5, Calligraphy 4, Commerce 3, Divination (Astrology) 4, Etiquette 3, Meditation 3, Spellcraft 2, Theology (Fortunism) 2.

Spells: Sense, Commune, Summon, Counterspell, Flight of Doves*, Wind-Borne Slumbers, Awaken the Spirit*, Echoes of a Breeze, Fortune's Turn*, Path to Inner Peace, Speed Growth, Air Kami's Blessing*

*These spells are found in *Prayers and Treasures*

Were it not for his father's gambling debts, Naoki would surely have grown up as a Crab.

As a child, Naoki was always wondering why his family had to move so often. His childhood was a blur of new villages and new houses, and the young boy was never allowed to remain in one place long enough to form any significant attachment to the other Yasuki children. Naoki grew more and more despondant with each move, and soon his mother Mai began to notice that the young boy was choosing to spend his free time indoors rather than outside playing with the friends he would invariably have to leave behind.

Mai could see her son withering away before her very eyes, and realized that if she did not step in, the young boy would be destroyed by her husband's debt just as surely as he had been. With little money to hire a professional tutor, the woman who had once been Asahina Mai was forced to instruct Naoki in the same manner that she herself had been taught. Because of this, the young boy grew up learning how to paint and arrange flowers, how to prepare elegant kanji, and how to read the movements of the stars for insights into the future.

Had Naoki's father cared enough to pay attention to his son's lessons, he surely would have been outraged at having his son raised as if he were a Crane. Avoiding the Yasuki loan sharks who were trying to hunt him down was a full time job, however, and he simply could not be bothered to worry about his son's 'girlish paintings.'

Then, one day when he was twelve, Naoki's father failed to return home. He did not come home the next day or the day after, either.

Mai was not a particularly bright woman, but even she could see the writing on the wall. Her husband had either been captured by his debtors or had decided they were easier to elude without a family; whatever the reason, it was not safe to remain in Yasuki lands. Mai wrote a hasty letter to her sister in Asahina lands and was already on the road northward with her son by the time the reply came.

To Naoki, it was as if he had been thrust into a completely new world. He met his mother's family, who welcomed him into their home and even arranged for him to study with the Asahina once his ability to speak with the kami was discovered. To those watching, it seemed as if Naoki fell in love with everything Crane almost overnight. His mother was heard to remark to her sister that it was as if she were watching her son awaken from a long, dark nightmare to learn that the world was still a bright and joyful place.

When Naoki underwent his gempukku, he swore his oaths to the Crane and the Asahina and turned his back on the Crab forever. His raport with the kami was not particularly strong, so there was little objection when he asked his lord to remain at Shinden Asahina in order to practice his art. Those who have seen his masterful paintings remark that there is a certain element of gritty realism that comes through despite their beauty.

But then, the same could be said for Naoki himself.

The Lion Clan

Kitsu Tombs [Dojo]

Schools: Kitsu Shugenja

Paths: Kitsu Votary

Benefit: Being more closely in touch with their ancestors than any other family, the Kitsu are able to call upon their ancestors to aid them in times of need. Members of the Kitsu Tombs dojo gain a bonus equal to their Honor Rank on all Commune attempts.

New Path: Kitsu Votary [Shugenja]

Before her death, Kitsu Katsuko was regarded as one of the most accomplished Sodan Senzo the Lion Clan had ever seen. It was rumored that she was even able to make contact with the ancestral spirit of Matsu, whose impossibly high standards were once believed to be unreachable. Though their conversation was brief, Katsuko walked away from the encounter a changed woman. It is unknown what she may have

accomplished had her life not been tragically cut short by an assassin's knife, but the writings left behind in her journal hinted at a profound revelation into the nature of the ancestors.

After her death, Kitsu Kiyoko chose to share her mother's insights with the rest of her family, viewing them as too important to keep to herself. The writings were nothing particularly astonishing to a Sodan Senzo such as Kiyoko, but to Kitsu shugenja who lacked her gift they were unlike anything they had ever seen. Since then, the Kitsu have established a formal method of studying Katsuko's teachings, which seem to have bridged the gap between Sodan Senzo and 'ordinary' Kitsu Shugenja. The shugenja who walk this path are known as Kitsu Votaries, and the ancestors heed their call like never before.

Technique Rank: 2

Path of Entry: Kitsu Shugenja 1

Path of Egress: Kitsu Shugenja 2

Technique: Ancestral Guidance – Target an ally within your line of sight. By spending a Void Point, you can request that one of the target's ancestors watch over and guide him. This guidance raises one of the target's skills (your choice) by his Honor Rank for a number of hours equal to your Insight Rank. This increase does not affect Mastery Abilities and Emphases, and does not affect Insight bonuses. The target's modified Skill Rank cannot surpass your Rank in the Theology (Ancestor Worship) Skill. Some Ancestors might also ask immediate or long-term favours in exchange for their help and guidance, at the GM's discretion. Characters with the Forsaken disadvantage cannot use or benefit from this Technique.

Kitsu Yutaro

Air: 3

Earth: 2

Fire: 3

Water: 2

Void: 3

Perception 3

School/Rank: Kitsu Shugenja 1/Kitsu Votary 1

Honor: 3.5

Glory: 2.2

Status: 1.5

Advantages: Balance, Precise Memory

Disadvantage: Haunted (multiple ancestors at varying ranks)

Skills: Calligraphy 2, Etiquette 3, Lore: Ancestors (Lion Clan) 4, Lore: History 3, Meditation 2, Spellcraft 1, Theology (Ancestor Worship) 5.

Spells: Sense, Commune, Summon, Counterspell, By the Light of Lady Moon, Fires from the Forge, Fires of Purity, Force of Will, Path to Inner Peace, Wind-Borne Slumbers, Reflective Pool, Wisdom and Clarity, Regrow the Wound

Yutaro has always tried to live his life in a manner that would please his ancestors. On the one hand, this was relatively easy, as Yutaro has been able to hear his ancestors speak to him since he was very little. On the other hand, it was also very difficult, because Yutaro's ancestors never *stop* speaking to him.

The ancestors that speak with Yutaro are all honorable samurai, but their perspective has not changed in the years since their deaths. Whenever a member of the Crane visits the Kitsu Tombs, dozens of irate ancestors find their way to Yutaro's chambers to demand that he challenge them to duels for slights that have long since been put to rest. When he passes a samurai on the street, there is always some ancestor demanding that he avenge some slight done by the samurai's ancestor against the Lion in ages past.

Yutaro handles each of these ancestral spirits with the same patient calm; he explains that things in the Empire are different now, that the Crane and Lion are allies, the Mantis are a Great Clan, and that a Kitsuki is sitting on the throne. Then he nods his head in quiet understanding as the ancestor shares its opinion on the just how the Lion should deal with these changes, and promises that he will bring the matter to his daimyo's attention.

This is likely the reason that Yutaro's daimyo has long since stopped reading anything sent to him by the young shugenja.

For his part, Yutaro tries not to be upset with his ancestors; he knows that their perceptions are based upon the Empire that they knew, and that their perception is colored by their past lives. The other Kitsus have politely suggested that there is a difference between allowing the ancestors to guide one's life and allowing them to control it, but Yutaro does not see the difference.

If his ancestors were more important and powerful than him when they were alive, why would their deaths change any of that?

The Scorpion Clan

Dojo of the Closed Eye [Shugenja]

Schools: Soshi Shugenja, Yogo Shugenja

Paths: Soshi Illusionist

Benefit: The Shosuro are masters of stealth and subtlety, and as such any member of the Dojo of the Closed Eye gains a bonus equal to their Stealth rank when attempting to cast spells without being detected.

New Path: Soshi Illusionist [Shugenja]

The Scorpion peasants have always claimed that their lands are unstable and shifting, and that they sometimes move in the middle of the night. Where there was an open plain the night before, one will sometimes discover a small copse of barren trees. Other times, whole buildings will seem to vanish into the mist, only to reappear months later as if nothing had ever happened.

While most dismiss these ramblings as peasant superstitions, there is some grain of truth to the stories they tell in hushed voices. The Soshi are not above using illusions to obscure their lands, either as means to hide the shady dealings of their Clan or to simply create the atmosphere of subtle paranoia which has led to so many superstitions among the peasantry.

Technique Rank: 3

Path of Entry: Soshi Shugenja 2

Path of Egress: Soshi Shugenja 3

Technique: Unending Deception – A Soshi illusionist weaves illusions around her with the same effort it takes most people to breathe. When casting a spell that deceives the senses - such as creating false images or sounds or diverting attention away from herself - the shugenja may expend a spell slot to increase the base duration of the spell to one week. So long as the spell is active, the shugenja cannot recover the spell slot used to cast this spell. An illusionist may end one of her spells that has been altered in such a way with a simple action.

Here is a brief list of some of the spells that this technique interacts with:

Core Book: Cloak of Night [Air 1], Quiescence of Air [Air 1], Way of Deception [Air 1], Hidden Visage [Air 2], Mists of Illusion [Air 2], The Eye Shall Not See [Air 3], Mask of Wind [Air 3], False Realm [Air 4], Lady Moon's Legion [Air 4]

Masters of Magic: False Face [Nothing & Air 3], False Tongue [Nothing & Fire 2], Shadow Twin [Nothing & Air 3]

Prayers & Treasures: Gift of the Wind [Air 3], The Wolf's Proposal [Air 2]

Shosuro Atesharu

Air: 4 **Earth: 3** **Fire: 3** **Water: 3** **Void: 4**
Perception 4

School/Rank: Soshi Shugenja 3/Soshi Illusionist 1

Honor: 1.0

Glory: 3

Status: 2

Advantages: Clear Thinker, Forbidden Knowledge (Kolats Lore), Heartless, Well Connected

Disadvantages: Dark Secret: Kolat (6), Gaijin Name (1)

Skills: Acting (Disguise; Mimicry) 5 Calligraphy (Scorpion cypher) 2, Courtier 2, Deceit (Lying) 4, Defense 3, Etiquette 2, Kenjutsu 4, Iaijutsu 4, Lore: Kolat 2, Meditation 2, Spell-craft 4, Stealth (Spellcasting) 4, Storytelling 5, Theology 1, Underworld 2

Spells: Sense, Commune, Summon, Counterspell, Murmur of Earth*, Reflections of Pan Ku, Sympathetic Energies, Way of Deception, Hidden Visage, Mists of Illusion, Reflective Pool, Secrets on the Wind, Forgotten Murmurs, Mask of Wind, Lady Moon's Legion, Clouded Mind* False Realm

*These spells are found in *Prayers & Treasures*

Shosuro Atesharu is a man with a long legacy. His parents joined the Scorpion clan during their banishment in the Burning Sands and he was born the only child after the clan had returned to Rokugan. He showed an aptitude for multiple subjects but his parents pressured him to continue his studies of the Kami as the foreign magic still interested them. Through his studies he found that there were still those in the clan who would shun him for his non-Rokugani heritage and moreso when he excelled. His first lesson as a Scorpion became that he should make others unaware of himself and that was how he continued his childhood.

He passed his gempukku without notice and took on a name that had roots to his heritage and donned a mask that would conceal his Gaijin features. The day after his father spoke with him and revealed the length of their lineage. They came from an old family of merchants that had unified within the Burning Sands as the Houses of Dahab. The Houses were closely connected to the Kolat and so his father offered Atesharu two choices that he would never offer again: his parents would commit seppuku and the connection to the conspiracy would be lost or he could become part of it. Atesharu thought of those who had ignored him because they thought themselves born of greater, and chose the latter.

He continued his studies and also proved himself as a master of the Kabuki when he was chosen to govern The Painted City by Shosuro Toson. His time there was well spent as he began choosing students from the school who showed promise and felt isolated to form a special guard. He found his favored student, Shosuro Chihiro, at this time and the two formed a bond.

One night after returning from his duties as governor, he found a gift waiting for him within his chambers. Nothing should have passed his defenses without his notice, but the box laid simply in the middle of the room. He sat down at the doorway and summoned the air spirits to him. Not only were they unable to tell him where it came from but they still seemed unaware of it now. He banished the spirits from the room and thought on the matter. He decided on opening it and found an exquisite blade and felt the weight of its magic. This was a new tool for him and he understood the dangers of using it, but the blade would be well-suited.

Atesharu was chosen to represent the Scorpion clan at the Jade Championship and was unable to refuse. Not only would it place too much attention on the Clan if they won, but simply being there would raise perception of himself. His pride prevented him from conceding his matches and made sure that people would remember that even the shugenja of the Scorpion should not be ignored.

He had only been able to meet with lower members of the Kolat and had been unable to show his loyalty to the cause. Then in the recent year he was sent a secret communication from Paneki. After all these years the Hidden Temple had been found and his men were necessary to eliminate the threat. Atesharu thought of his loyalty to the Scorpion and the Kolat and realized that this wasn't a conflict of interest but an opportunity. The Kolat had stagnated for years. They had accomplished nothing and

Spells: Sense, Commune, Summon, Ancient Wisdom*, Blood Rite, Control Undead, Eternal Darkness*, Blood Armor*, Essence of Undeath, Obsidian Armor, Suck the Marrow*, Ward of the Ninth Kami*, Summon Greater Kansen, Death of Stone, Harvest of Death

*These spells are found in *Prayers & Treasures*

Jiang Shi Abilities

Half-Life: A Jiang Shi straddles the border between life and death. Jiang Shi are not undead, but they do not need to breathe or consume food to survive. A Jiang Shi is essentially immortal unless destroyed, but they continue to age with each passing year; ancient Jiang Shi do not lose any of their vigor or mental faculties, but will often appear to be incredibly old, and often possess incredibly long hair and fingernails.

Lame: Their time spent as dead bodies have caused a Jiang Shi's legs to stiffen with rigor mortis, forcing them to move with a peculiar hopping gait. All Jiang Shi gain the Lame disadvantage.

Chi Dependence: Every week that a Jiang Shi goes without feeding (see below), his Void Ring is reduced by one Rank. If his Void Ring ever reaches zero, the Jiang Shi slips into undeath, losing all his previous abilities and becoming a mindless zombie.

Devour Chi: A Jiang Shi may spend one hour feeding off a helpless or unconscious character's Chi. At the end of this time, the victim's Void Ring is permanently reduced by one Rank, and the Jiang Shi is able to survive for another week. If the Jiang Shi's Void Ring has been reduced due to a lack of feeding, subsequent uses of this ability restore his Void Ring Ranks at a rate of one Rank per feeding. A victim whose Void Ring is reduced to zero dies.

Life Blindness: Jiang Shi are incapable of perceiving living creatures or their gear, but can easily notice the breath of such creatures. A Jiang Shi normally suffers no penalty during combat because of this, but characters who suspect that a Jiang Shi is nearby can hold their breath to hide their positions. Characters doing so receive a +10 bonus to their TN against attacks from a Jiang Shi after the first round, and are treated as if they were invisible in subsequent rounds. Once a character ceases to hold their breath, they immediately become visible to the Jiang Shi once again.

Even among the Chuda, there are those who inspire revulsion among their peers.

Chuda Shikyo has become such a thing.

Even from a young age, Shikyo possessed an amazing rapport with the corrupt kansen which swirled about his home in the City of the Lost. When he came of age, Shikyo was inducted into the Chuda family and given full access to their libraries in order to encourage his rapidly growing skills.

There were even whispers among the most devout members of the Bloodspeaker cult that the young man was the reincarnation of Iuchiban, whose spirit had somehow escaped his hidden tomb.

The sudden arrival of Iuchiban, however, quickly put all such rumors to rest. As the most loyal of Daigotsu's followers fled from the City with their master, a number of Shikyo's jealous peers decided to capitalize upon the chaos to remove a potential rival from their midst.

By the end of the day, Shikyo's corpse was rotting in a shallow ditch outside the Chuda temples.

Shikyo's soul, however, was not quite so still. As his tainted spirit was being dragged into the depths of Jigoku, Shikyo clawed at the boundaries of the spirit world...and latched hold of something solid.

Reborn into the world of the living, Shikyo was surprised to find that much had changed; Daigotsu had recovered the City of the Lost, but plans were being made to evacuate it in favor of a stronghold deep within the Shinomen Forest.

Of a more immediate concern, however, were the changes within Shikyo himself; his body - which had been dead for nearly five years - had begun to regenerate itself, restoring itself to some semblance of life. Even stranger, however, was his apparently inability to perceive other living creatures, save for their exhalations of breath.

Shikyo had become a Jiang Shi; a half-living, half-dead creature that was forced to feed upon the chi others in order to prolong its own existence.

At first, the other Chuda were not entirely sure what they should do about Shikyo's sudden

reappearance, but practicality won out in the end. He was still a powerful shugenja, and the Dark Lord was not known for discarding useful subjects simply because they were vampiric monsters.

When Chuda Jinsei began to work with the Jackal necromancers to refine the process used to create undead, he approached Shikyo to assist with their research. The younger shugenja reasoned that Shikyo's extensive knowledge of maho - combined with his own unique state - would be useful in probing the secrets of animation.

Of course, this was not the only reason Jinsei chose Shikyo. The Jiang Shi are incredibly rare in Rokugan, but they are all but unheard of in the Burning Sands. When the Jackals are of no more use to the Spider, they will learn why the other Spider give Shikyo such a wide berth.

The Unicorn Clan

Honored Watch Castle [Dojo]

Schools: Iuchi Shugenja

Paths: Moto Death Judge, Moto Death Priest

Benefit: The shugenja of Honored Watch Castle are known across Rokugan as being the most adept at quickly and efficiently communicating information. Whenever a member of this dojo casts a spell in order to communicate or receive information, they gain a bonus to the spellcasting roll equal to their Insight rank.

Moto Death Judge [Shugenja]

The Shi-Tien Yen-Wang are harsh gods and are not known for being particularly forgiving or tolerant of mistakes. Despite this, they still have many followers among the Unicorn, for they reward their faithful in ways that the Fortunes and Kami do not. Some of these faithful - those known as Death Judges - are able to offer their enemies the blessings of the Shi-Tien Yen-Wang.

These blessings bring the enemy to the attention of the Shi-Tien Yen-Wang, a particularly unpleasant prospect even for those who offer their prayers to the strange fortunes. Those that have survived such attention have described it as a shiver that runs down one's spine, but never seems to entirely dissipate. The death priests, for their part, scoff at such talk; the idea of someone receiving the blessings of their skeletal gods and then surviving is simply too absurd for them to consider.

Technique Rank: 2

Path of Entry: Moto Death Priest 1 or Iuchi Shugenja 1

Path of Egress: Iuchi Shugenja 1 or 2 (as appropriate)

Technique: Death Lord's Blessings – You may call upon the Shi-Tien Yen-Wang to bless your enemies, weakening their resolve as the Death Gods turn their attention towards the target. You must be able to see the target of this effect, but distance is otherwise not a factor. If the target fails a contested Willpower roll against you, he automatically loses a Void Point. This technique is not subtle, and anyone you use it against immediately knows the source of the effect. This technique is usable once per day per Insight Rank you possess.

Iuchi Konyo

Air: 3 **Earth: 3** **Fire: 2** **Water: 5** **Void: 3**
Reflexes 4 Willpower 4 Agility 3

School/Rank: Iuchi Shugenja 2/Moto Death Judge 1

Honor: 2.0

Glory: 3.2

Status: 5.0

Advantages: Heartless, Leadership, Perceived Honor

Disadvantages: Bad Reputation (Fanatic), Cruel, Overconfident

Skills: Athletics 2, Battle (Mass Combat) 4, Calligraphy 1, Defense 3, Horsemanship 3, Jiu-jitsu 4, Lore (Heraldry) 2, Meditation 1, Spellcraft 5, Theology (Fortunes, Shi-Tien Yen-Wang) 4.

Spells: Sense, Commune, Summon, Heart of Nature, Murmur of Earth*, Path to Inner Peace, Time's Deadly Hand*, Yari of Air, Rejuvenating Vapors, Silent Waters, Torrential Rain*, Wall of Bamboo*, The Emperor's Road*

*These spells are found in *Prayers & Treasures*

The Lion know the man calling himself Iuchi Konyo as a violent psychopath obsessed with sending his enemies into the waiting arms of his sinister gaijin gods. Those Unicorn who have had the opportunity to serve under Konyo's leadership would likely agree with this assessment.

Konyo had the distinction of being an exceedingly violent man in a time when the Unicorn could not afford to turn away men of skill. He quickly rose to a place of leadership among the Jugnir army, becoming a chui in charge of a reserve legion of young shugenja. When not being drilled endlessly by their sadistic commander, these shugenja were forced to offer prayers to the Shi-Tien Yen-Wang and to prove their devotion to the Death Gods through extreme measures such as ritual branding and scarring.

Despite these eccentricities, many of which would no doubt have earned Konyo his seppuku in more peaceful times, his unit was shockingly effective at holding the Lion armies at bay. The Moto in his unit swore that the Death Gods favored Konyo and were all too eager to bless his enemies with death, while his commanders simply believed that the hulking Iuchi was too mad to die like a normal man.

After the war with the Lion ended, Konyo's superiors forced him to retire to a monastery in order to keep his behavior from becoming a further embarrassment. He returned months later, having converted the once-peaceful monks of the temple into warrior sohei willing to shed blood for their new Khan. Had it not been for the invasion of the Army of Fire, it is likely that Konyo's superiors would have been forced to take more drastic action against the excessively violent shugenja.

With a gaijin army at their borders, however, it was only too easy to set Konyo and his fanatics loose upon the yobanjin. More than a few of his superiors have begun to question whether this was a wise decision; a mad dog is a powerful weapon to use against one's enemies, but how do you get the dog back in its cage once the battle is over?