

Bloodspeaker d10 Conversions

Explanation: I've always been under the impression that the Shadowlands Taint is subtle, and gradual. Every time a character wishes to draw on the Taint for power, they pay a small price. It takes a while, but they eventually find that this price adds up. As such, I've set up a number of the Techniques to either cost the character Wounds (much like Maho does), or have the character willingly accept a few Taint points to fuel their abilities. A character who does this too often finds themselves showing scars and bleeding at the worst possible times (in court for example), or slowly creeping closer to becoming Lost. I think this fits in with the d10 system for L5R.

Conversions By: Christopher LaHaise

The Chuda Family

Trait Bonus: +1 Willpower

The Chuda Snake Charmer

(New Path)

The Chuda Snake charmers are assassins whose weapons are snakes, spiders, and other vermin. Very few are chosen to learn the secret techniques of the Chuda, and only the truly exceptional are admitted. Physical manifestations of the Taint gained through the use of these Techniques often take the appearance of snake-like qualities, such as scales, fangs, or serpentine eyes. A character who is trained in the Chuda Snake Charmer Path is considered a Ninja and can learn the kata and abilities presented in *Way of the Ninja*.

One With The Serpent

Technique Rank: 2

Path of Entry: Any School 2

The character's blood is altered by the Taint. By regularly feeding vermin with the character's blood, they can create a mystical bond. The character can create a number of bonds equal to their Taint rank. A bond can be created with a single snake, a family of rats, or a swarm of insects. By gaining a point of Shadowlands Taint or taking a single Wound, the character can activate the bond, extending her awareness through the bond to experience what her pets are experiencing. Only one bond can be used at a time, but the character can use the senses of her pets as her own, experiencing what they do for an hour. While under the influence of the bond, the creatures will not attack or harm the character, even if threatened, and will obey simple, silent commands from the character.

Aspect of the Snake

Technique Rank: 3

Path of Egress: Previous School 4

The character gains enhanced power through her bond with the creatures bound to her. By gaining two points of Shadowlands Taint or taking three Wounds, the character can manifest snake-like aspects for a number of minutes equal to the character's rank in Taint. The character may create fangs, which inflict (Strength)K1 damage and give opponents one closed die worth of Taint with a bite (Earth roll against a TN equal to the damage rolled to avoid), or they can grant themselves scales, which grant them a level of Carapace equal to their Taint Rank. A character with this technique is immune to all animal-created venoms or toxins.

Kansen's Host

(New School)

Some Bloodspeakers have recently discovered they can share their body with the kansen, in exchange for greater power. They risk, over time, losing themselves to the kansen, until their will is destroyed and the kansen controls the body completely. This school can only be accessed by taking the Multiple Schools Advantage, and only maho-tsukai may use the advantage with this school. This school is an exception to the standard rule that shugenja can not join non-shugenja schools. The ranks in this school are used to determine the character's total Insight Rank when casting spells.

Like other Bloodspeakers, the Taint gained by the character is concealed, twisting their innards while plaguing the character with nightmares, rage, and paranoia. The character only gains mental manifestations of the Taint. If the character enters the Shadowlands, her corruption becomes immediately manifest, and the kansen possesses her instantly. Any spells cast by the character are considered maho.

Each time the character gains a Rank of the Shadowlands Taint, they must make a resisted roll using their (Willpower)k(Insight Rank) against the kansen, who rolls (Taint)k(Willpower). If the kansen succeeds, the character is consumed by the kansen (and may effectively become an NPC under the game master's control).

Techniques

Rank 1: Master of Spirits

The character is capable of seeing incorporeal creatures such as yorei, ancestor spirits, kansen, kami, and the like. By gaining a point of Shadowlands Taint or taking a Wound, the character is capable of touching and interacting with spirits physically, allowing the character to attack, touch, or move things within the spirit world. The character may also attempt to dominate a kansen, yorei, or gaki by making a contested roll using the character's (Willpower)k(Insight Rank) against the spirit's (Willpower)k(Willpower). The risk is high, as the individual with the higher total controls the loser for an hour. This duration can be extended by an additional hour per Raise called.

Rank 2: Kansen's Voice

The character may ask the kansen possessing him for advice, drawing on the knowledge the kansen has. The kansen can divine future events for the character, but these events are often tragic and dark, furthering the ends of the kansen. By gaining one open-ended die worth of Shadowlands Taint points, the player may ask three questions of the game master concerning future events. The game master may answer one of these three questions with a lie, but does not need to tell the player which answer is false. By accepting two points of Shadowlands Taint or taking three Wounds, the character may gain the assistance of the kansen in social tests, increasing the total of any social roll by their Rank in the Taint.

Rank 3: Bind Kansen

The character can bind kansen into material objects, or even into people. This takes 120 minutes to prepare, and the character must accept either five points of Shadowlands Taint, or two open-ended dice in Wounds. If the kansen is unwilling, the character must make a contested (Willpower)k(Insight) roll against the kansen's (Willpower)k(Willpower). If the character fails, the kansen is not bound. If the character attempts to bind a kansen into a living host, the host may make an opposed Willpower roll against the character. If the victim fails, they gain a Rank of Shadowlands Taint and the kansen becomes bound inside them (and thus capable of taking the Kansen's Host School). Objects with kansen bound into them can become lesser nemuranai, their properties chosen by the game master.

Maho-Bujin School

(Modified from *Bearers of Jade*)

A character whose Shadowlands Taint exceeds all of their Rings may find themselves inexplicably drawn into the Shadowlands. There, they undergo rigorous training among the Lost, and may prove themselves worthy of learning the techniques of the maho-bujin. Those who take this path are some of the most fearsome warriors of Fu Leng.

A character who trains to become a maho-bujin can progress faster by sacrificing their past. Each time the character gains an Insight Rank in this School, the character may sacrifice their highest School Technique to gain an additional technique within this school. So, a Rank 2 Akodo Bushi who gains their first Rank in this school can become an Akodo Bushi 1 / maho-bujin 1 rather than a Akodo Bushi 2 / maho-bujin 1.

Upon becoming a maho-bujin, the character's physical manifestations of the taint disappear, and the character regains their former appearance. In unusual situations, Fu Leng may even grant the character an additional advantages, but this is entirely up to the game master.

Requirements: Shadowlands Rank higher than the character's highest Ring. The character must have also journeyed to the Festering Pit of Fu Leng to be deemed worthy of becoming a maho-bujin.

Techniques

Rank 1: Corruption Has No Bounds

The maho-bujin unlocks the barriers Rokugan has placed in his mind and lets his emotions loose. His body is no longer twisted from resisting the Taint, but flows with it freely. The character adds their rank in Shadowlands Taint to the total roll of any Bugei skill.

Rank 2: Carve the Crimson Road

The maho-bujin must prove themselves on a path of blood. They receive a number of additional attacks equal to the highest Honour Rank among their opponents. Any technique that the character has which grants additional attacks is replaced by this technique for determining actions per round.

Rank 3: Corruption Rewards

The weapons of the maho-bujin do not aim, but hear blood and leap for it. The number of Wounds inflicted by the character's last attack in a round can be used the following round as their initiative. The character does not roll initiative, but simply has a 'result' equal to the Wounds inflicted.

Rank 4: Devourer of Purity

The maho-bujin draws sustenance from the deaths they cause. The character may heal a number of Wound Ranks equal to the Honour Rank of any character they bring to Down, Out, or Dead. This healing takes effect immediately, and any excess is lost.

Rank 5: Even Steel Lies

The maho-bujin corrupts the Celestial Order, twisting the spirits of men and weapons alike. The character gains the power of *Invulnerability* and can only be hurt by jade, crystal, obsidian, or magic.

Maho-Tsukai

Tainted Shadow School

A character who has given in to corruption may discover that the Taint is not always blatant and obvious. Sometimes, the benefits that are offered are much more subtle when required. Those who are trained in the art of stealth and succumb to the taint can become a Tainted Shadow. As the character progresses, they feel Lord Yakamo's wrath grow more fierce, suffering a +1 penalty to the TN of all rolls while in the presence of full sunlight for every rank of the Shadowlands Taint they possess. A character who is trained in the Tainted Shadow School is considered a Ninja and can learn the kata and abilities presented in *Way of the Ninja*.

Benefits:	+1 Reflexes
Skills:	Athletics, Defence, Jiujutsu, Ninjutsu, Stealth, any two Low or Bugei Skills
Starting Honour:	0
Starting Outfit:	Kimono, Traveling Pack, 2 Weapons of Average Quality, 3 Koku

Special:

The character must have at least two ranks of Shadowlands Taint.

Rank 1: Embracing the Darkness

By gaining a point of Shadowlands Taint or by taking a single Wound, the character rolls but does not keep an additional number of dice equal to their rank of Shadowlands Taint when using the Stealth skill. This bonus does not apply when the character is in an area protected by anything that wards off the Taint. The character can not roll more than ten dice, regardless of their rank in Taint.

Rank 2: Touch of Darkness

The character is capable of using the Taint to add a numbing chill to their unarmed attacks. By gaining a point of Shadowlands Taint, or by taking a single Wound, the character keeps an additional die on all unarmed damage rolls. A character who is successfully struck by someone using this technique has their Strength Trait temporarily reduced by one point, for a number of rounds equal to the character's rank in the Shadowlands Taint.

Rank 3: Whispers in Darkness

The character is capable of learning about events in other locations, as long as there are shadows there. By gaining two points of Shadowlands Taint or taking three Wounds, the character can summon kansen in the shadows near them to whisper to them and tell them what is happening in other areas where shadows exist. The character makes a (Willpower)k(School Rank) roll against a TN of 10. The range of this ability is 100 feet, but can be doubled for every Raise called. If the roll is successful, the character can see and hear through his shadow helpers.

Rank 4: A Form of Darkness

The character is capable of becoming insubstantial, allowing them to pass through walls and avoid physical harm. By gaining two points of Shadowlands Taint or taking three wounds, the character becomes Invulnerable to weapons not made of jade, crystal, obsidian, or nemuranai. The character is unable to harm anyone while in this form, but can move normally, unhindered by physical objects. The character can remain in this form for one minute per rank of Shadowlands Taint they have. Once this duration has expired, the character can make a (Willpower)k(Insight Rank) against a TN of 15 to keep their form for the same duration.

Rank 5: One With Darkness

The Taint that runs through the character's body makes their form mutable and flexible, granting them resilience to most attacks. While out of direct light, the character is treated as having a Carapace equal to their rank in Shadowlands Taint. This Carapace is can be ignored by jade, crystal, obsidian, or some nemuranai.

The Anvil of Despair

(Printed in Way of the Shadowlands)

Blood Arrows of Yajinden

A character using a blood arrow may become Tainted. The game master rolls 1d10-5, the results indicating how many points of Shadowlands Taint the character gains (0 to 5 points). These arrows ignore armour that is not specifically treated to resist the Taint, and inflict an additional +1k1 damage.

The Bloodswords

A Bloodsword can not simply be handed to someone, or picked up and used accidentally. The person given a Bloodsword must *choose* to accept the Bloodsword, and accept it as their sword. Once an individual has accepted the sword as their own, their destinies become intertwined with the weapon's. A character whose Destiny becomes ensnared by a Bloodsword gains the Dark Fate Disadvantage. The character will become a legendary figure in their time, but will become well known for the bloodshed and havok they caused.

A Bloodsword gains strength from the death it causes. Each Bloodsword has a Rating, and when a character first bonds with a Bloodsword, this Rating begins at 1. Each time the character kills a number of people equal to the Rating of the Bloodsword, this rating increases by one. When damage is rolled for a Bloodsword, any die that rolls less than the Bloodsword's Rating is treated as the sword's Rating. (Example: A Rating 3 Bloodsword treats all rolls of less than 3 as 3.) This Rating is reduced by one point each week the sword does not claim a life. The Rating of a Bloodsword will not drop below the character's lowest Ring.

Each Bloodsword has a number of triggering conditions which will demand the sword be used. The character can either accept the sword's demand, and strike down the target the sword has chosen and keep control of their own actions, or they can try to resist. Resisting a Bloodsword requires a Willpower roll against a TN equal to the sword's current Rating x 5. If the character succeeds, everything is fine. However, if the character fails, they go into a bloodthirsty rage and will attack anyone within reach, friend or foe until everyone within range is dead. Succumbing to the rage of a Bloodsword costs a character 2 points of Honour.

Once bonded to a Bloodsword, it is very hard to resist the urge to use it. A character will treat the sword as their primary weapon, and any attempt to remove it from the character will result in violence. A ritual of purification will sever the sword's connection with the character, resetting the Rating of the sword to one. Even with this, the character must still make a Willpower roll against the sword's former rating, or reclaim it as their own.

Each Bloodsword appears as a Fine Quality katana, and rolls 3k2 damage. Bloodswords are notoriously resilient, and only through exceptional methods will one be broken (such as snapping it in a throne made of jade). Each Bloodsword can sense those whose personalities match the temperments of the Bloodsword and can attract such individuals if they pass within 100 feet. These individuals must make a Willpower roll against a TN of 15, or become curious and pick the blade up.

Revenge (Fukushu)

The owner of Fukushu may spend a point of Honour to roll and keep an extra die of damage. This is a triggering condition for Fukushu, forcing the character to make an immediate Willpower roll against a TN of 20. If the character fails they go into a frenzy, and will not sheathe Fushuku until every visible enemy is slain. The character will not withdraw or surrender, and will not use any weapon other than the Bloodsword until all enemies have been killed. If the character is disarmed, they can make another Willpower check against a TN of 15 to compose themselves, but if they fail they will use any method at their disposal to reclaim Fukushu. If they are unable, they will use their bare fists and continue attacking. Anyone who attempts to disarm the character is immediately considered an enemy. After all enemies are killed or have escaped, the character returns to normal, with no memories of the time in which they had lost control.

If the character who owns Fukushu has their honour insulted or challenged, even if it is simply a perceived slight, Fukushu is triggered. If the character's Family or Clan is challenged in front of the character, Fukushu demands the insult be avenged in blood.

Ambition (Yashin)

During the Scorpion Coup, Yashin was shattered. At the time of the Hidden Emperor, Ambition was reforged into a wakizashi. Yashin is a Fine Quality wakizashi, and rolls 2k2 for damage. Yashin wishes to subvert the natural order, forcing the owner to climb their way up in society over a pile of corpses. When the character attacks someone of higher Glory Rank, the character rolls and keeps additional dice for all attacks rolls equal to the difference in Glory Rank between the two individuals. On the other hand, anyone attacking the owner who has a lower Glory Rank gains the same bonus against the character wielding Yashin.

If the character who owns Yashin is in the presence of someone with a higher Glory Rank who seems weak or vulnerable, Yashin is triggered. This weakness does not actually have to exist, the Lion who feels disdain for a high-ranking Crane would feel Yashin's call, as would a bandit with nearly any pampered magistrate. If the character does not feel absolute loyalty for a superior, then Yashin is triggered, urging her owner to cut the superior down.

Judgement (Handan)

Handan forces all around it to follow the strictest codes of honour, and is absolute in enforcing it. When attacking, Handan grants the owner an additional die of damage, rolled and kept, for every Honour Rank the opponent has less than the character. Alternatively, anyone attacking Handan's owner who has a higher Honour Rank than the character gains a similar bonus.

If the character who owns Handan sees someone act in a dishonourable way, Handan is triggered. This includes anyone who suffers an Honour loss while the character is present, anyone who does not act completely within the standards of Bushido, and anyone with a reputation of being 'dishonourable'. Handan does not recognize caste, so the lowliest Eta to the Emperor is expected to act in accordance with their place on

society, without question. Ironically, if Handan's owner loses Honour, or acts in a dishonourable fashion and there are witnesses to the action, Handan is triggered, urging the character to slay anyone who witnessed the character's dishonour. The Honour loss from a Bloodsword rage does not trigger Handan.

Passion (Jonetsu)

Jonetsu feeds the desires that burn in the heart of the samurai. These feelings are often suppressed, but Jonetsu helps remove the restraints of honour and duty that are used to keep such feelings under control. When the character encounters something which may stir his passions, such as an attractive geisha, an alluring Scorpion, or something appropriate to the samurai's tastes, they must make an Honour roll against a TN of 20. If the character fails the Honour roll, the object of their desire clouds their judgement. When an opportunity to do something to bring the character closer to the object of their desire becomes available, the character must roll again. Opportunities could include attempting seduce the wife of a daimyo while he is away, defending or covering up the actions of a friend turning to maho, or sneaking into a temple to steal a priceless go board. Eventually, duty or Clan means nothing to the character as Passion drives them on.

If the character is challenged on his actions in pursuit of the object of his desire, or the honour of the one they desire (if a person), Jonetsu's true power manifests. The character may proclaim their feelings for the object of their desire, which may result in a loss of Honour. For every point of Honour lost in this fashion, the character gains an additional die to roll and keep on any skill roll using Jonetsu during the conflict.

If the character is prevented from acting on their desires in any way, Jonetsu is triggered. This could be simply preventing the character from meeting someone they wish to see, to requesting the character's departure from a monastery where they are admiring the art presented. Jonetsu can sense what the character desires and craves, and those who attempt to force the character to control or curb those desires must be destroyed.

Four Masks of Iuchiban

All four masks are tainted items and share the power to plague the dreams of those close by. A character who sleeps within 50 feet of the mask may be forced to make an Earth roll against a TN of 10. This TN is increased by 1 for every night previously the character has had to make this roll. If the character fails their roll, they suffer from horrid nightmares and the marks from their nightmares manifest on their bodies. The character takes 1k1 damage, and gains 1 point of the Shadowlands Taint. These nightmares are vivid and troubling, any Honour rolls the character must make while under the effects of these nightmares have their TN increased by 5. A successful Earth roll will prevent this penalty and reset the rolls.

The First Mask (The Isawa Mask)

The mask grants the character a free raise when casting maho, and reduces the Taint gained from casting maho by two points (to a minimum of one). This mask helps disguise the effects of the Taint. Those within fifty feet of the mask are immune to any

spells or abilities which harm or detect those with the Taint, and even the most hideous zombie or ferocious ogre will seem normal and mundane while within the mask's influence.

The Second Mask (The Kuni Mask)

This mask grants the character an additional die to roll and keep on all damage rolls. The character gains the 9 point Luck Advantage while in possession of this mask. The character can detect the presence of taint in any person or object within ten feet of them without effort (but not if they are protected by the First Mask), and can grant those with the Taint a number of bonus dice (rolled, but not kept) on all attack rolls equal to their rank in Shadowlands Taint.

The Third Mask (The Otomo Mask)

This mask grants the character a free raise on any social rolls and grants the character two additional dice to roll and keep on any rolls to resist or bypass wards or other magical barrier the character encounters. The character can hear the voices of spirits, including kansen or kami, and can speak with them if desired while within fifty feet of the mask.

The Fourth Mask (The Yogo Mask)

This mask grants the character the ability to disguise themselves, allowing them to appear to be someone else. The character's apparent age, height, weight, sex, and voice can be changed, but the character can not imitate a specific person. A character with this mask gains +10 on all initiative rolls and can Focus an additional two times when engaging in Iaijutsu. The character is, however, more prone to duelling and fits of anger. If challenged to a duel, regardless of the odds or skill of the opponent, the character must make a Willpower roll against a TN of 20 or accept. If the character does win the duel, they are given a reprieve from the nightmares and the Taint that comes with it for a week.

Porcelain Armour

This suit gives the protection of Heavy Armour, but does not inflict any penalties. Wearing this armour grants the character three immediate benefits, the first being that any opponent attacking the character discards any die that rolls their Honour Rank or less on attack rolls. The second benefit is that if the character is struck in melee combat, the opponent suffers half the damage inflicted on the character. The third benefit is that all penalties created by wounds is reduced by 10 points. This reduction can be combined with Advantages such as *Strength of the Earth*.

The greatest benefit to wearing this armour comes from a character who would die in combat. They find their soul trapped within thier body, fully capable of continuing to battle. The character has three more Wound boxes beyond Dead, and can continue to fight even after being struck by mortal wounds. If the wearer survives the battle they can be healed by magic, but doing so grants the character a point of Shadowlands Taint for every two Wounds the character suffered beyond Dead. If the character ever reaches more than two ranks of Taint, they find they can no longer remove the armour; doing so kills them instantly as the taint is required to support old wounds.

Porcelain Mask

(Printed in *Way of the Shadowlands*)

Ruby of Iuchiban

A character wearing the Ruby of Iuchiban is protected from harm by near-miraculous means. Damage suffered by the character is reduced by their rank in the Shadowlands Taint. In addition, the character can attempt to trap the souls of others inside the ruby. The character makes a resisted Willpower roll against the target's Willpower. If the character fails, they can not attempt this again for a day. If they succeed, the victim's soul is removed from their body and placed within the gem, leaving the body in a coma. The body breathes and lives, but remains otherwise unresponsive and helpless. Any kami, kansen, or other spirit can attempt to possess the body from this point on, and need only make an Earth roll against the character's Earth x 5 once an hour to remain within the body. The spirit within the gemstone can make a Willpower roll once again to escape against the owner each time they try to trap another soul inside the ruby, but can also be freed with the aid of a shugenja or maho-tsukai. This requires the shugenja to perform a prayer and make a Earth roll against a TN of 30.

Scrolls of Asahina Yajinden

Anyone who studies these scrolls must make an Earth roll against a TN of 15 or gain two points of the Shadowlands Taint. The character can spend Experience on the Lore (Maho) skill and can learn the spells *Bleeding*, *Blood Rite*, *Ghost Light*, and *Written in Blood*.

Shahai's Fan

This fan is strong enough that the character can use it to block or deflect attacks, including ranged attacks. A character using this Shahai's Fan to defend themselves gains a +5 to their TN to be Hit and grants the character a Free Raise on all social rolls. This fan is capable of storing up to 50 Wounds worth of blood, but loses 2 Wounds of it per day. The character may use this blood to fuel any maho spells the character casts, or for additional effects.

By sacrificing two Wounds, the character may peer into the fan and see portents of the future. The player may ask two questions of the game master about an event in the future, and the game master must answer them. The game master may choose to lie about one of the two answers he provides. This can be done once per week.

The character may spread the fan open, creating a Fear effect as dark images flash across the fan's surface. The rank of Fear the character creates is equal to their rank in the Shadowlands Taint.

Spells

Ancient Wisdom

Mastery Level: 1
Casting Time: 10 minutes
Duration: Permanent
Range: Touch

The target skull becomes home again to the spirit that once inhabited it. The skull does not gain mobility or any attacks, nor can it feel pain. It can see what is in front of it, and can hear and speak normally. The skull is under no compulsion to answer questions, but can sometimes be convinced to cooperate with the caster. Ancient wisdom can be used with spells to create zombies or other animated dead, to create talking undead. Note, however, that the skull has no control over the body it is attached to unless the shugenja allows it. If the skull is destroyed, the spirit flees.

Bleeding the Elements

(Technique in *Way of the Wolf*)

Blood Armour

Mastery Level: 1
Duration: 1 round
Area of Effect: Special, See Below
Range: Self

The caster creates a link between themselves and an enemy, making the target suffer a part of any damage the caster takes during melee combat. Whenever the caster is struck, the target suffers half the damage they inflicted (round up). Creatures or people fighting unarmed against the maho-tsukai are more susceptible to this spell, and if they fail their Earth roll, suffer full damage. Raises may be called to increase the duration by an additional round per Raise, or to affect one additional target per Raise called.

Blood of Midnight

Mastery Level: 1
Duration: 8 rounds
Area of Effect: One Target
Range: 25 feet

The target of this spell is imbued with a potent bloodlust, granting him an additional four dice (rolled, but not kept) on all attack and damage rolls. The target must spend one round after killing a foe to further butcher the body and taste its blood. Each foe slain increases the duration of this spell by two Actions. After the spell duration, the target must make an Honour Roll with a TN equal to five times the number of foes slain, or else suffer the loss of a point of Honour. While under the influence of this spell, the target is fully aware, but not under control of his actions (and may in fact attack friends as well as foes). Raises may be called to affect an additional target per Raise or to increase the duration by an additional round.

Blood Warding

Mastery Level: 2
Casting Time: 1 minute
Duration: 1 hour
Area of Effect: One portal or room
Range: 100 feet

This spell bars either a room's entrances or exits, or wards the room itself against entry by creatures that lack the Shadowlands Taint. By warding all of a room's doors, gates, windows, and shutters of wood, metal, or stone, the spell holds the entrances fast, just as if they were securely closed and normally locked. The TN for attempting to force one's way through the entrance is increased by the caster's School Rank x 5. This ward is created by etching symbols and markings on the warded surfaces with blood. Raises may be called to increase the spell's duration by an hour for each raise.

By warding a room or hallway, the spell inflicts damage on creatures who do not possess the Shadowlands Taint that attempt to enter the warded area. Any untainted creature attempting to enter the protected region must immediately make an Earth roll against the caster's Shadowlands Taint x 5 or suffer XkX Wounds, where X is the caster's rank in the Taint. A creature injured by this spell must attempt to resist a Fear rating equal to the maho-tsukai's School Rank if they attempt to cross the ward. Each round spent in the warded area after the first continues to inflict damage on creatures who failed the initial Earth roll, and requires and requires new rolls from those that succeeded the first time. Any creatures with less ranks of Shadowlands Taint than the caster gain a Free Raise on for every rank of Taint they possess when attempting to resist this Ward. Creatures with more ranks of Taint than the caster are not affected.

Bloodstrike

Mastery Level: 3
Duration: 1 round
Area of Effect: One target
Range: 100 feet

The caster strikes the target of this spell with a sickly yellow ray. The target and caster both lose a number of Ranks from their Earth Ring up to the caster's School Rank for the duration of the spell. The maho-tsukai can choose to inflict less than the full amount, but must lose as many Ranks in Earth as the target of the spell. Raises can be called to increase the duration, the number of targets struck.

Cannibalize

Mastery Level: 2
Area of Effect: One Undead
Range: 25 feet

The caster destroys an undead to heal their own injuries. For every Wound Level the undead possessed, the caster heals one die of damage. This spell will only work on non-sentient undead. However, the process is dangerous, because it infuses the Shadowlands Taint into a living body. If the character gains more than four Wound Levels in healing from this method, they must immediately make an Earth roll against a TN of 20. Failure results in the character immediately transforming into a free-willed undead, usually a zombie or skeleton. Despite the danger, this spell can be immensely handy in a tight spot, buying a bloodspeaker time to escape or regroup by sacrificing mindless minions. Raises can be called to increase the amount of dice healed per Wound Level of the undead destroyed or to affect an additional target.

Choke the Soul

Mastery Level: 2
Duration: 4 rounds
Area of Effect: One target
Range: 25 feet

The caster chokes the life out of those who hear his voice, the victim's gasp and wheezes somewhere between choking and laughter. The victim collapses into gales of manic laughter that quickly become a wracking, choking wheeze, falling prone. The target creature can take no actions while strangling and suffer a cumulative 1k1 damage once the spell exceeds 3 rounds. After the spell ends, the victims require one round to recover and then can act normally. Creatures of only animal intelligence or that do not need to breathe are not affected. Raises can be called to increase the duration by one round per Raise, or to increase the number of targets.

Corruption of the Earth (Elemental Maho Spell - Earth)

Mastery Level: 3
Duration: 4 rounds
Area of Effect: 3 foot radius
Range: 25 feet

If successful, the earth within three feet of the target of this spell transforms to deep mud which begins swallowing all within its radius at a rate of two feet per action. Characters trying to escape must make an Earth roll with a TN of 15 to move three feet. Attempts to move (successful or not) cause the character to sink an additional foot unless a Water roll at a TN of 10 or greater is made. Once to the edge, it takes an Earth roll to pull free. The TN of this roll is equal to five times the number of feet the character is submerged.

Anyone in the morass at the end of the spell's duration must be dug from the earth, but can be assisted by any number of people who can reach the target. If the spell stops short of its duration for any reason, the earth spirits will retaliate against the maho-tsukai by immediately releasing the targets and reversing the spell's effects upon the maho-tsukai's

area. Each Raise may increase the radius of the morass by three feet or increase the duration by an additional round.

Clan Curse

Mastery Level: 2
Duration: Permanent (See Below)
Area of Effect: One target
Range: Special (See Below)

This is a generic curse spell, usable by anyone intimate with black magic. Curses are simple, but require a sympathetic component: a lock of hair, a fingernail clipping, an ounce of blood, etc. It is not enough to gain a piece of clothing of the subject of the curse; the caster must gain something that contains spiritual energy of the target. If the curse is successful, the caster must keep the item in physical contact at all times. If the caster ever loses the item, the curse is broken. This is the only way to break a maho curse.

When considering a curse, the game master must consider whether it will be entertaining for all the players. A curse should be a challenge, but a challenge that is fun for both the player involved and the group as a whole. The best way to do this is the 'Too much of a good thing' rule. Every character should be cursed with too much of something the character already has.

Curse of Blood

Mastery Level: 3
Duration: Permanent
Area of Effect: One target
Range: Special (See Below)

The character curses their killer with a dying breath. The target must be present, but distance or touch is not a factor. The character can perform this spell instantly, even if they do not have any actions remaining in the round. At that time, the person responsible suffers the full effect; if several are responsible, the curse falls on the individual singled out by the dying caster, by word, glare, or gesture.

The curse induces hemophilia, causing the recipient to bleed from anyone wound, beginning the round after the injury is received. The victim loses an extra Wound point each round for every wound the target has suffered. Binding the wounds or applying any magical healing stops the bleeding of that injury. This curse is particularly devastating to bushi and hense is usually aimed at characters that see a lot of hand-to-hand combat. If the victim ever receives more than 15 Wounds from a single blow, they must make an Earth roll against a TN of 20 or bleed internally, a situation that can only be resolved through the speedy application of magical healing.

Once laid, this curse is exceedingly difficult to lift. Typically, only a major quest or the intervention of the Fortunes can free the victim from its effects. Other methods offer temporary relief, but the curse's insidious effects always reassert themselves. As the caster's dying breath fuels this spell, even if the caster returns in some manner (such as undead), the curse's effects will remain. Each Raise called will allow the maho-tsukai to target another individual, if they were involved in the caster's death.

Curse of Weakness

Mastery Level: 1
Duration: Permanent
Area of Effect: One creature
Range: Touch

This common Bloodspeaker curse inflicts an overall weakness. Maho saps the victim's body, mind, and spirit. All TNs for the target are increased by +2. Only one Curse of Weakness can affect a character at once. Raises can increase the TN penalty by one. Thus, two Raises increase the TN penalty by +4, three Raises increase the TN penalty to +5, etc.

Damnation

Mastery Level: 1
Duration: Permanent
Area of Effect: One target
Range: 25 feet

The target of this spell feels the call of Jigoku, the spirit worlds of the damned. The TN of this spell is increased by the target's Honour x 5 rather than by their Earth Ring. The character carries a seed of evil in his heart. The next time the character is faced with a moral dilemma or has the opportunity to perform an action of evil, the character does so without hesitation. If the character is forced to make an Honour roll for any reason, they will automatically fail. This spell will not cause the target to befriend the caster, and does not necessarily mean that the target will turn against friends or family, but it will most likely cause the victim to lose Honour. For every two Raises called, the caster can make the victim perform one additional evil action when given the opportunity.

Dancing With Demons

Mastery Level: 3
Duration: Permanent
Area of Effect: One target
Range: 100 feet

This spell is unique to the Beauty of Death cell. The maho-tsukai (or a willing substitute) dances with the *kansen* summoned by this spell. The dance lasts for an hour of full concentration; at the end of the hour, the dancer makes a Dance / Awareness roll at a TN of 5x the CP cost of the Advantage. If the *kansen* are pleased with the dance, they permanently bestow upon the target any personal physical or mental Advantage affecting them alone. For example, they could gain Dangerous Beauty or Magic Resistance, but not an Ancestor, Kharmic Tie, or Social Position. Failure in summoning or dancing means the maho-tsukai (and the dancer) burns horribly, taking 1k1 Wounds per CP point of Advantage sought. The willing dancer and the maho-tsukai equally share the Shadowlands Points that result from this spell. The dancer only needs to willingly dance for the spell to work; the dancer does not need to be aware of this spell.

The maho-tsukai may instead impose a Disadvantage on a victim that is present and watching the dance. It must be a personal physical or mental Disadvantage affecting the victim alone. The maho-tsukai must offer the *kansen* an object that is owned by the

victim.

Dark Divination

Mastery Level: 3
Casting Time: 3 Actions
Duration: 1 Action
Area of Effect: Self

The spell allows the caster to ask questions to the game master. Each question gains the character six points of taint. The game master must answer each question honestly, but can only answer 'yes' or 'no'. For each Raise called, the caster can ask an additional question.

Dark Phoenix Fire

(Elemental Maho Spell - Fire)

Mastery Level: 2
Duration: 1 Action
Area of Effect: 20 foot radius
Range: 100 feet

The character unleashes a wave of corruption in a fiery black explosion. Creatures caught within the area are engulfed and take (Fire)k(Taint) in Wounds. Each target then must make an Earth roll against the number of Wounds inflicted, or gain a point of the Shadowlands Taint. Raises may be called to increase the area of effect by 20 feet per Raise.

Dim Mak

Mastery Level: 1
Duration: Permanent
Area of Effect: One target
Range: Touch

The caster, upon completion of this spell, must touch the target to release it. If successful, the victim suffers 2k2 damage and the spell ends. If the caster sacrificed a Tainted, sentient creature as part of the spell, the creature's rank in the Shadowlands Taint is rolled and kept for damage instead. Raises may be called to increase the number of times the caster can release this spell by touch, or two raises may be called to allow the damage to be transmitted through a weapon.

Drawing Out the Darkness

Mastery Level: 1
Duration: Permanent
Area of Effect: One target
Range: Touch

The caster and a target touched gain a number of points of Shadowlands Taint equal to the caster's School Rank. For each Raise called, the number of points gained can be increased by one.

Entrap Ancestor

Mastery Level: 4
Casting Time: 1 hour

Duration: 1 minute
Area of Effect: One object
Range: 25 feet

Ritual. This ritual binds the soul of an ancestor spirit within an item of at least Fine Quality. As long as the item remains whole, unscarred, and complete, the ancestor is trapped within it, and can grant the wearer advice and information. Additionally, while the wearer has the item, they gain the benefits and disadvantages of that Ancestor. As soon as the item is scratched, lost, or broken, or when the spell duration expires, the spirit returns to its proper place in the afterlife. The ancestor can be seen normally by anyone who can see spirits. Each Raise called on this spell will increase the duration another 1 minute.

Eternal Darkness

Mastery Level: 3
Duration: 1 minute
Area of Effect: One Undead
Range: 25 feet

The caster chooses a single undead creature and protects it from destruction by granting it the ability to regenerate. The undead regains one Wound Level each round, and can recover from nearly any form of damage. If the undead creature is brought to Dead, it continues to fight normally, though the removal of limbs may slow its movement. During the duration of this spell, only the complete destruction of the target will prevent it from regenerating. Each Raise called can increase the duration an additional minute, or can be used for one additional target per Raise.

Expose Taint

Mastery Level: 3
Duration: 1 minute
Area of Effect: One target
Range: 25 feet

The caster amplifies and reveals the Shadowlands Taint already present in a creature with one or more ranks of Taint. Tainted creatures may choose not to resist this spell rather than resisting it. Each creature affected may roll and keep an additional number of dice equal to their rank in the Taint for all attack rolls. At the end of the spell's duration, the target suffers a mild physical Taint symptom. The target also permanently gains a number of points of taint equal to the rank of Shadowlands Taint the caster possessed upon casting the spell. Incidentally, this spell also negates the beneficial property of jade tea. Raises can be used for additional targets, or to increase the duration by another minute per Raise.

Feeding on Flesh

Mastery Level: 1
Duration: 1 minute
Area of Effect: One target
Range: 25 feet

The caster devours a portion of human flesh to inflict wounds on others at a distance.

The wounds the caster inflicts roughly resemble those made on the corpse; corrupt elemental spirits bite the target in response to the caster's urging. The caster inflicts 2k2 damage on a single target for each round spent devouring the corpse. Raises can be used to increase the duration by 2 rounds per Raise.

Greater Blood Rite

Mastery Level: 3
Duration: Permanent (healing)/1 hour (augmentation)
Area of Effect: One target
Range: Touch

A greater form of *Blood Rite*, the maho-tsukai can convert great quantities of blood into powerful dark energies, which can be used to heal the caster or others, or to increase physical attributes. For every thirty Wounds sacrificed, the caster can heal a Wound Level or increase a physical trait by two points for the duration of the spell. For each Raise called, the caster can increase an additional trait or heal an additional Wound Level.

Hide Taint

Mastery Level: 2
Duration: 1 hour
Area of Effect: One target
Range: 25 feet

The caster hides all traces of a single target's Taint from normal sight. The smell, sight, sounds, and voice of the creature are disguised by this spell, concealing any indication the target is Tainted. Under the protection of this spell, zombies look like normal (if quiet) henchmen, an ogre looks like a sumai wrestler or a burly samurai, and a goblin might appear to resemble a child. The caster has no control over exactly what form the illusion takes; the kansen are somewhat whimsical in their choices. The target is always aware of what it looks like to others and can see its Tainted reflection normally in mirrors. Others can also see through the spell in a mirror, revealing the tainted creature. This spell does not reduce the taint within the creature, and can not hide magical traces of the Taint; a Kuni Witch Hunter could still detect the taint normally. For each Raise called, the caster can either increase the duration another hour, or conceal an additional target.

Iuchiban's Theft

Mastery Level: 5
Duration: 1 minute
Area of Effect: One target
Range: 25

The caster reaches inside a target creature's mind and removes spells, skills, kiho, kata or techniques, which the caster or another target gains the use of temporarily. The caster drains one technique, one kata, one kiho, or one skill from the target, plus one additional one for each Raise called by the caster. The caster can not mix what is being taken, they must all be techniques, kata, kiho, or skills that are stolen. The process is quite painful; both the target and the recipient must make a Willpower roll against a TN of 15 or scream and faint as the memories are removed and inserted.

Extracted abilities are only temporarily transferred; when the spell duration expires, the skills and spells are restored to their source, unless that source has died. In this case, the resulting spirit attempts to regain them, but a strong maho-tsukai may keep them all the same. If the caster is a maho-tsukai, the spell need not be cast on a living human; the desired talents can be retrieved from spirits, oni, and any humanoid creature dead for up to a day per Raise called by the caster. Raises may also be called to increase the duration by an additional minute per Raise.

I Give You My Name

Mastery Level: 5
Duration: 1 hour
Area of Effect: One target
Range: 25 feet

The caster sacrifices a powerful and tainted human soul to bring an oni from Jigoku under the caster's command. Unlike normal oni summoning, this spell both requires a sacrifice, and the strength of that sacrifice determines the power of the oni that appears. The oni's Rings can not exceed the highest Ring of the sacrificed victim and the caster's School Rank, combined.

The summoned oni erupts from the body of the sacrifice, doing 6k6 damage and often killing the victim outright. In the case of more powerful sacrifices, the spell alone may not be enough to kill the victim, and in those cases the caster typically uses a knife or the like to dispatch the victim, ensuring the oni's stay for the full duration of the spell. If the sacrifice survives, the oni's power is diminished and it is banished after half the normal duration. If the caster is injured, the oni may break free of the caster's control. The caster makes a resisted Willpower roll against the oni. If the oni succeeds, the oni is free of the caster's control.

Quench The Ashes

Mastery Level: 4
Duration: 1 day
Area of Effect: Self
Range: 400 feet

The character is able to witness a single maho or elemental spell being cast, and can then, for the duration of the spell, cast that spell themselves as if they had mastered the spell. The spell observed must be one the caster would normally be capable of casting, such as another maho spell, an Elemental Air spell, or one who's Mastery Level is low enough for the caster to cast. Once the caster has seen the spell, they understand the principles behind it and can cast it for the duration of this spell. Once the duration expires, the spell is lost. The caster may not call Raises on the spell learned from Quench the Ashes, unless the caster has called Raises on this spell. For every Raise called on Quench the Ashes, the caster is allowed one Raise on the spell learned when casting.

Red Knife

Mastery Level: 2

Duration: 1 minute
Area of Effect: One weapon
Range: Touch

The maho-tsukai is able to channel the power of Jigoku into a weapon he holds. The weapon gains a +1k0 to the damage it inflicts, and adds the Honour Rank of any target struck by it to the damage inflicted. While this spell is in effect, the weilder and anyone within ten feet of them are immune to possession or magical control. Creatures capable of possession, such as spirits or kansen, can not pass through the barrier, but those already within the area of effect are not forced out. The caster may also cause a target to submit to sacrifice. Only one person can be chosen at a time, but once the target is dead, the caster may choose a new target. The caster and victim make a resisted Willpower roll, and if the caster succeeds, the victim will walk willingly to the altar or otherwise offer themselves for sacrifice.

If the caster releases the weapon for any reason, the spell ends the following round. This spell, if cast upon a nemuranai, negates the abilities of the weapon for the duration of the spell, replacing them with the spell's effects. This spell does not work on most powerful nemuranai and does not work on artifacts. For each Raise called, the spell's duration can be extended for 1 minute.

Sacrifice of Masks

Mastery Level: 2
Duration: Permanent
Area of Effect: One mask
Range: Touch

The maho-tsukai creates an enchanted porcelain zombie mask; this requires a Fine Quality mask of a human or demonic face. Placed on the corpse of a sentient being, this spell then animates the corpse into a plague zombie. The corpse must be dead for longer than a week for this spell to work. Raises can be called on this spell to increase one of the zombie's Rings by one Rank per Raise called, or to increase the zombie's Carapace rank by one point per Raise called.

Stealing the Soul

Mastery Level: 3
Duration: 1 minute
Area of Effect: One target
Range: 400 feet

Ritual. The caster saps the life force of a target, draining him and making him easy pray for a sacrifice. For every shugenja participating in the ritual, the victim temporarily loses one from each Ring and Trait (to a minimum of 1). Raises may be called to increase the duration by one minute per Raise called.

Summon Garegosu no Bakemono

Mastery Level: 3
Duration: Special (See Below)
Range: 25 feet

Successfully cast, this spell summons a tentacle-horror known as Garegosu no Bakemono who fights for, and obeys, the maho-tsukai until the sun rises. The caster need never fear Garegosu no Bakemono.

Garegosu no Bakemono

Earth: 3
Fire: 3
Water: 4
Air: 2
Attack: 4k3
Damage: Earth Rank + 5 Wounds
TN to be Hit: 25
Wounds: 9: -1; 20: -2; 35: Dead

Special Abilities: Fear 3 (Fear 4 when devouring), Eating
Each time the Garegosu no Bakemono kills an opponent, it consumes the body and adds the digested meal's former Earth Rank to its own (increasing the damage damage it inflicts, and adding the Earth Rank to each wound level.)

Garegosu no Bakemon is horrific creature resembling a large cancerous octopus about the size of an elephant. Whenever anyone sees Garegosu no Bakemono for the first time, they must resist Fear 3. If they witness Garegosu no Bakemono devouring someone, they must make a Fear 4.

Summon Swamp Spirits

Mastery Level: 2
Duration: Special (See Below)
Range: 25 feet

This spell must be cast near a still body of water. It calls forth minions of the swamps to do the caster's bidding. These swamp spirits are blue-green humanoids that appear to be made of the clay found at the bottom of Rokugan's swamps. The spell calls forth one swamp spirit, but for each Raise called, another one may be called into being.

Swamp Spirit

Earth: 1
Fire: 2
Water: 3
Air: 1
Attack: 3k2
Damage: 3k2
TN to be Hit: 10
Wounds: 4: -1; 10: Dead

Taint the Blood

Mastery Level: 1
Duration: 1 minute
Area of Effect: One target

Range: Touch

The maho-tsukai taints the blood and chills the bones of the target, causing sweat and shivers simultaneously. The target suffers a -2k0 on all attack rolls for the duration of the spell, and the TN to be Hit of the target drops to 5 (but gains the benefits of armour). For each Raise called, the target loses one additional die.

Taint Food and Drink

Mastery Level: 1
Duration: Permanent
Area of Effect: Special
Range: 25 feet

The caster corrupts a food or water source. If cast on a supply of food, the food becomes spoiled and obviously rotten, whereas if it is cast on water, sake, or other beverages, the drink is corrupted to smell salty, stagnant, and befouled. Should the spell be cast on a well, the effect lasts only for a while, until the water is replenished by natural cycling. Typically, this lasts for 2d10 days, though some desert wells may require a month or more to recover.

Touch of Death

Mastery Level: 4
Duration: Instantaneous
Area of Effect: One target
Range: 25 feet

This spell strikes the target with lethal energy, summoned directly from Fu Leng, through the casting shugenja and into the target. The skin and hair of the target age rapidly under the influence of this spell. The hair loses all colour, turning white and falling out in great clumps, while the skin blackens as the flesh ages too rapidly to fall away. This spell inflicts 7k7 damage. The caster may call Raises to increase this spell's damage by +1k1 per Raise called.

Voice of Lies

Mastery Level: 1
Duration: 1 minute
Area of Effect: Self
Range: Self

The taint is well known for causing paranoia, irrationality, and personal habits that others may find repugnant and instead appears more powerful and inspirational. For the duration of this spell, the caster has no mental or psychological disadvantages, allowing them to mingle in society more easily. Additionally, the character can add their Rank in the Shadowlands Taint to the total of all Intimidation rolls.

Vermin Form (Re: Flock of Blood from *Secrets of the Shadowlands*)

Element: Maho (Considered Earth for the purposes of counterspells)
Mastery Level: 4
Duration: 1 hour per Insight Rank of caster
Area of Effect: Personal

Range: Touch

You may transform into a swarm of small creatures, either rats, insects, or small birds. The total number of creatures is equal to your maximum number of Wounds. Each Creature is identical to others of its kind, but possesses only one Wound. When the spell expires, you reform at the site of one creature of your choosing, and all other creatures disappear. Any that are killed or captured do not return, and you reform missing a number of Wounds equal to the total number of dead or missing animals. These missing Wounds may only be recovered through rest, and may not be healed magically.

Wasting Disease
(Published in *Time of the Void*)

Written in Blood

Mastery Level: 1
Casting Time: Time to write parchment
Duration: Permanent
Area of Effect: One parchment
Range: Touch

The caster creates a hidden message using human blood as ink and written on a parchment of human skin. Characters without Taint that handle the message can not read it, while those who have a Taint Rank of 2 or greater can read the message normally. Those character with only one rank of Taint must make a Willpower roll against a TN of 20 to read it.

Yajinden's Soul Switch

Mastery Level: 6
Duration: Permanent
Area of Effect: One target
Range: 400 feet

By casting this spell, the maho-tsukai can switch bodies with a living target within range. The caster transfers all skills, techniques, spells, and kata with them as part of the switch; and the target does likewise. The new body's mental Traits are those of the caster, while the physical Traits are those of the host, adjusting the Rings accordingly. To cast the spell, the two bodies must be within range, and the caster must know where the second body is, though they do not need line of sight to perform the exchange. The caster switches bodies and forces the target's soul into his old body. Failure of this spell leaves both the caster and the target stunned for one round, and the target automatically resists any further attempts for the caster to switch bodies again.

If successful, the character's life force occupies the host body and the host's life force occupies the caster's body. If the new host body is slain, the caster dies with it. However, nothing prevents the caster from again soul switching from the new body, most frequently, the switch is from an elderly body to a younger one, or from an imprisoned body to a free one.

Asako Kinuye

Earth: 3
Stamina 4
Water: 3
Strength 4
Fire: 3
Air: 3
Void: 3
Shadowlands Taint: 3.5
School/Rank: Asako Henshin 4
Insight: 230
Honour: 0
Glory: 2.0 (Within City of the Lost)
Advantages: Higher Purpose (Defeat the Dark Oracles), Inner Gift (Penetrate Yume-Do), Quick, Social Position (Within City of the Lost)
Disadvantages: Unlucky (1)
Techniques: Asako Riddles and Mysteries
Kiho: Channel the Fire Dragon, Corrupted Touch, Musubi, Way of the Willow
Skills: Athletics Group 4 (Athletics 4, Climbing 4, Stealth 3), Lore Group 6 (Lore (Air) 4, Lore (Earth) 4, Lore (Fire) 5, Lore (Water) 4), Magic Group 5 (Calligraphy 3, Lore (Shugenja) 4, Omens 6, Spellcraft 5), Meditation Group 4 (Meditation 3, Shintao 3, Tea Ceremony 2, Theology 5), Shadowlands Group 4 (Lore (Shadowlands) 5, Lore (Maho-Tsukai) 4), Jiujutsu 3, Lore (Elements) 4, Medicine 5, Tantojutsu 3

Chuda Mishime, Chuda Family Daimyo

Earth: 4
Water: 3
Perception 4
Fire: 3
Intelligence 5
Air: 5
Void: 3
Shadowlands Taint: 4.2
School/Rank: Chuda Shugenja 5
Honour: 0.1
Glory: 5.7
Advantages: Ancestor (Chuda Tenkazu), Great Destiny
Disadvantages: Benten's Curse, Driven, Obligation, Swordn Enemy (Reikado)
Spells: As head of a maho-wielding family, Mishime has access to perhaps the largest library of blood magic spells in existence.

Given that he also has a virtually unlimited supply of blood, Mishime can cast any maho spell, including many previously unknown spells that simulate elemental effects. Mishime may also cast elemental spells, particularly Earth spells, as the GM deems appropriate.

Skills: Calligraphy 3, Chisaijutsu 3, Etiquette 3, Heraldry 4, History 5, Investigation 4, Lore (Maho) 6, Lore (Shadowlands) 5, Poison 3, Shintao 3, Sincerity 5, Spell Research 6, Stealth 4, Tantojutsu 4, Theology 3, Torture 3

Daigotsu, Fallen Lord of the Shadowlands

Earth: 5

Willpower 7

Water: 4

Fire: 4

Intelligence 7

Air: 5

Awareness 6

Void: 4

School/Rank: Iuchi Shugenja 8

Dojo: Temple of the Ninth Kami

Honour: 1.0

Glory: 0.0 (10.0 in the Shadowlands)

Advantages: Allies (Fu Leng), Benten's Blessing, Clear Thinker, Hantei Blood, Great Destiny, Leadership, Magic Resistance (6), Strength of the Earth (8)

Disadvantages: Sworn Enemy (Iuchiban, Most of Rokugan, Emma-O)

Spells: Daigotsu has extensive knowledge of magic, and can cast any spell available to a shugenja of his rank. He can no longer use any form of maho, though he has modified most of his spells so that they resemble maho when he casts them.

Skills: Battle 6, Calligraphy 3, Courtier 5, Defence 5, Diplomacy 4, Etiquette 4, Horsemanship 2, Hunting 3, Intimidation 7, Katana 7, Lore (Gaki-Do) 4, Lore (Jigoku) 10, Lore (Maho) 8, Lore (Meido) 4, Lore (Shadowlands) 8, Lore (Shugenja) 3, Lore (Toshigoku) 4, Lore (Yume-Do) 4, Meditation 7, Shintao 5, Tanto 5

Daigotsu's Special Abilities: The Fallen Lord possesses a number of unique abilities.

Oni Possession: Daigotsu may possess any oni he can see, at will. The oni has no chance to resist; its soul is automatically suppressed and Daigotsu's original body becomes inanimate while he controls the oni. Daigotsu may return to his own body at will, regardless of range, or may shift his soul to another oni within sight of the possessed oni at will. Daigotsu is aware of all abilities of his host and may use them, but Daigotsu may not cast his own spells or use his own

natural abilities (with the exception of this one) while within a host. If Daigotsu's host is killed, Daigotsu's soul returns to his host body regardless of range. This ability also allows Daigotsu to possess any bodies recently possessed by Iuchiban or Yajinden, leading Daigotsu to believe the origins of this ability are more closely tied to Iuchiban's khadi magic than his oni heritage.

Oni Vision: Daigotsu may view the location of any oni he has seen before, at will. Outside the Shadowlands, Daigotsu must make a Perception roll vs TN 40 or be unable to view that oni again for one day.

Oni Heritage: Spells and effects which affect oni also affect Daigotsu.

Taint Resistance: Since his return from the dead, Daigotsu no longer bears the Shadowlands Taint, and can not accumulate or draw upon the Taint in any way, nor can he cast any maho spells. Further, any maho spell that targets him has its TN increased by +15 (in addition to the penalty from Daigotsu's Magic Resistance Advantage).

Doji Adoka

Earth: 2

Willpower 2

Water: 2

Strength 2

Fire: 4

Agility 3

Air: 4

Reflexes 3

Void: 3

Shadowlands Taint: 4.3

School/Rank: Asahina Shugenja 4

Dojo: Temple of the Morning Sun (Free Raise on all skill rolls using Awareness. Doji Adoka has lost the Training Benefit of this School)

Insight: 221

Honour: 0 (3.0)

Glory: 0

Advantages: Cadence, Perceived Honour (3), Precise Memory, Read Lips, Voice

Disadvantages: Insensitive, Phobia (Arachnophobia +5)

Spells: *Italic Spells are Mastered:* Sense, Commune, Summon, *By the Light of Lord Moon*, *Wind Borne Slumbers*, *Yari of Air*, Reflections of Pan Ku, Sympathetic Energies, Katana of Fire, Echoes on the Breeze, Secrets on the Wind, Blood Rite, Entrap Ancestor, Greater Blood Rite, Blood of the Ages, Hate's Heart,

Skills: Taint Strike
Courtier Group 5 (Courtier 4, Diplomacy 3, Etiquette 3, Manipulation 4), Literature Group 3 (Bard 3, Calligraphy 3, Oratory 2, Poetry 2), Lore Group 4 (Lore (Ancestors) 6, Lore (Ghosts) 5, Lore (Maho) 5, Lore (Maho-Tsukai) 4), Magic Group 3 (Cipher 4, Omens 3, Spellcraft 3, Spell Research 4), Magistrate Group 3 (Intimidation 2, Investigation 3, Law 2), Meditation Group 4 (Meditation 3, Shintao 3, Tea Ceremony 2, Theology 3), Defence 2, Tantojutsu 2

Shahai, Dark Daughter of Fu Leng

Earth: 4

Willpower 7

Water: 5

Perception 8

Fire: 6

Air: 6

Void: 3

Shadowlands Taint: 5.8

School/Rank: Iuchi Shugenja 3 / Chuda Shugenja 4

Dojo: Gatherer of the Winds (Gains a Free Raise when resisting fear or intimidation)

Honour: 0.3

Glory: 6.6

Advantages: Dark Daughter (*see properties, below*), Innate Ability (numerous)

Disadvantages: Obligation (To Iuchiban and the Bloodspeakers), Sworn Enemy (Kuni Kiyoshi), True Love (Daigotsu)

Spells: Shahai has access to all maho spells, plus a large number of her own devising. She also has access to all Water spells. She knows other elemental spells as the GM sees fit.

Skills: Calligraphy 4, Defence 5, Herbalism 4, Horsemanship 4, Hunting 3, Intimidation 6, Lore (Maho) 8, Lore (Shadowlands) 7, Manipulation 4, Meditation 4, Poison 3, Seduction 5, Shintao 3, Sincerity 6, Spell Research 7, Tantojutsu 4

Special: Shahai possesses the following qualities as a result of being the current Dark Daughter of Fu Leng.

Akutenshi: The Dark Daughter of Fu Leng is considered to be an akutenshi, a fallen angel of Fu Leng. Shahai may be considered to possess any six of the akutenshi abilities found in *Bearers of Jade* at any one time. She may change these abilities by performing a two-hour ritual.

Carapace: Shahai possesses a Carapace of 7.

Dark Presence: No creature of the Shadowlands may attack or harm Shahai in any way unless she specifically commands them to do so.

Maho Potency: All maho spells cast by Shahai automatically gain three Free Raises.

Jama Suru, Iuchiban's Lieutenant

Earth: 5

Stamina 7

Water: 5

Fire: 5

Agility 6

Air: 5

Reflexes 6

Void: 4

Shadowlands Taint: 9.1

School/Rank: Cult of the Blood-Red Moon 5 (*see Way of the Shugenja, page 91*)
/ Bleeding the Elements / Asahina Shugenja 2

Honour: 0.0

Glory: 0.0

Advantages: Allies (Bloodspeakers), Heartless, Leadership

Disadvantages: Bad Reputation (Suru), Dark Fate, Jealousy (Iuchiban), Obligation (Iuchiban and the Bloodspeakers)

Spells: Suru knows all maho spells and possesses many as Innate Abilities. He also has access to many elemental spells, and while his Affinities are for Maho and Air, he has overcome his Deficiencies and can cast Water and Earth spells with no penalty. The full limit of his magical knowledge are left to the GM's discretion.

Skills: Astrology 4, Battle 7, Etiquette 4, Heraldry 5, History 8, Lore (Maho) 8, Lore (Shadowlands) 7, Meditation 6, Sincerity 6, Spellcraft 7, Stealth 5, Tanto 6, Torture 4

Special Abilities: Jama Suru possesses the following unique ability.

Taint Adaption: Suru never mastered the ability that both Yajinden and Iuchiban share: to suppress Taint indefinitely by sheer force of will. He can, however, spend five minutes meditating to suppress his Taint entirely for two hours.

Kitsu Norinaga

Earth: 3

Willpower 4

Water: 5

Fire: 3

Intelligence 4

Air: 4

Awareness 5

Void: 3

Shadowlands Taint: 5.3
School/Rank: Kitsu Sodan-Senzo 2 / Kansen's Host 3
Dojo: Kitsu Tombs (Two Free Raises for any social interactions with any person who has an Ancestor advantage.)
Insight: 230
Honour: 0
Glory: 3.6
Advantages: Bloodlines, Ikoma Ancestor
Disadvantages: Driving Goal (Destroy the Kitsu Tombs)
Techniques: Master of Spirits, Kansen's Voice, Bind Kansen
Spells: *Italic Spells are Mastered:* Sense Ancestor, Commune With Ancestor, Summon Ancestor, By the Light of Lord Moon, Yari of Air, Path to Inner Peace, Mists of Illusion, Whispering Wind, Wisdom and Clarity, Kharmic Vengeance, Blood Warding, Clan Curse, The Breath of Battle, Matsu's Fury, Dark Divination, The Rolling Earth, Entrap Ancestor, Blood Rite
Skills: Courtier Group 3 (Courtier 2, Etiquette 3, Heraldry 4, Sincerity 5), Literature Group 3 (Bard 2, Calligraphy 3, Oratory 2, Poetry 2), Lore Group 2 (History 3, Lore (Ancestors) 3, Lore (Literature) 2, Research 2), Meditation Group 3 (Lore (Bushido) 2, Meditation 3, Shintao 3, Theology 3), Athletics 2, Battle 2, Defence 3, Kenjutsu 4, Lore (Maho) 4, Omens 4, Yarijutsu 3
Special Information: Kitsu Norinaga, through guidance of the kansen Kitsu Sakura, is capable of using all *Sodan-Senzo* spells. Instead of using his Honour Rank to determine how often he can cast, he uses his Shadowlands Taint Rank. Norinaga casts as a Rank 5 Sodan-Senzo, but is essentially a maho-tsukai.