

# Rokugan Spells

These Spells have been taken from *Rokugan*, *Magic of Rokugan*, and *Bloodspeakers*. Spells from *Bloodspeakers* have been modified to follow the same format used for the other spells, thus the details have been adjusted somewhat. Spells not presented here that are in the above-mentioned books have effects which are duplicated by official spells from the d10 system already and have been removed from the list of spells to save space.

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## General Spells

These spells operate similar to *Sense*, *Commune*, and *Summon*. The shugenja does not need to learn these spells for each element unless it is dictated within the description of the spell.

### Importune Kami

Mastery Level: 1  
Duration: Instantaneous  
Area of Effect: One Object  
Range: Touch

This spell calls upon the elemental spirit dwelling within an object of Fine Quality or better to cast a spell for the shugenja. This kami must pertain to the shugenja's elemental Affinity, and counts as a spell slot for the shugenja. There is no Void version of this spell, as there are no objects composed of enough pure Void for a shugenja to call upon the kami within them.

The spirit within the target item immediately demands a favour from the shugenja. If the shugenja agrees to this favour, the spirit will cast a spell of the shugenja's choice. This spell need not be one that the shugenja knows, but it must be the same element as the kami. The spirit has a School Rank at half of the shugenja's Insight Rank (round up), and has an Affinity of the same type as the kami's element. The spirit will not call raises for the spell.

The shugenja must fulfil the kami's request within the next twenty-four hours. If the request is not fulfilled, the shugenja loses the ability to cast spells of that element for one week.

All *Importune Kami* spells require that a shugenja perform some service for the spirit. This favour is always something appropriate to the kami. The requests of an air kami are fickle and often involve overcoming an obstacle using the shugenja's wits. The more powerful the spell, the more difficult the obstacle will be. Earth spirits usually request a show of strength or some tangible favour (such as building a minor shrine in their honour, a small pile of purified stones roped off by silken ribbons and blessed would probably be acceptable). Their favours usually require hard labour for a number of hours equal to twice the Mastery Level of the spell. Fire spirits often request the destruction of some item, usually an item greatly valued by the shugenja. A fire spirit will usually accept a spell scroll of equal Mastery Level to the spell cast as an alternative gift. Water kami usually request the answer to a riddle. The riddle could either be composed by the GM so that the player can solve it, or the character may make an Intelligence roll against a TN of 5 x the Mastery Level of the spell.

### Spirit Sight

Mastery Level: 3  
Duration: Concentration, but up to 5 Minutes  
Area of Effect: 75'  
Range: Self

The shugenja can sense the presence of spirits within an area observed. The amount of information revealed depends on how long the shugenja spends studying the particular area or subject. After the first round, the shugenja can sense the presence and number of spirits within the area before them. After the second round, the shugenja can identify the relative power of the entities and what type they are. Any entities that have remained in the affected area for the full two rounds are identified by name and their effective strength is determined. After the third round, the strength and location of such entities that have been within the affected area for the last two days are discerned. If they are not currently within the affected area, then the shugenja can discern their direction and effective strength, although not their exact location or identity. As this spell is concerned only with spirits and not the material world, it ignores all barriers that are not made of jade, obsidian, crystal, or summoned by magic.

## Multi-Elemental Spells

### **Kuro's Fire** (Phoenix Secret Spell)

(Fire and Void)

Mastery Level: 5  
Duration: 5 Rounds  
Area of Effect: One or More Targets  
Range: 400'

Named after the legendary Grand Master of the Elements Naka Kuro, this unusual spell draws upon the shugenja's inner reserves of chi, which the shugenja then hurls forth as bolts of scarlet fire. When it is cast, the shugenja may hurl these fiery bolts at one or more targets in range each Round for the duration of the spell. The number of bolts the shugenja may hurl per Round is determined by the number of Void Points the shugenja spent when casting this spell; they gain one bolt per Round for each Void Point spent. These bolts inflict XkY damage, where X is the Fire Ring of the shugenja, and Y is the Void Ring. The damage is considered both Fire and Void damage, and a target vulnerable to either takes full damage from the spell. The shugenja may hurl a number of bolts equal to their School Rank each Round, and can continue hurling bolts so long as the duration has not expired. For every Raise called by the shugenja, the spell's duration can be increased by one Round.

## Air Spells

### **Alter Mind** (Kolats Secret Spell)

Mastery Level: 5  
Duration: One Day  
Area of Effect: One Target  
Range: Touch

The shugenja reaches into the mind of the target, and alters their sense of honour so that they match that of the caster. The target becomes the caster's willing ally and accomplice. The shugenja can give the target commands through a powerful mental link, and the target will follow through to the best of their abilities. The Honour Rank of the target is shifted to match that of the shugenja who cast this spell, and while the control the shugenja had over the target is removed at the end of the spell's duration, the change in Honour is permanent. Even when the spell has ended, the target of the spell will be resistant and unwilling to violate their new Honour Rank, feeling that this new view of bushido is of their own choice. The duration of this spell can be increased by one day for each Raise called by the caster.

### **Awaken the Spirit** (Crane Secret Spell)

Mastery Level: 2  
Duration: 1 Hour  
Area of Effect: One Item  
Range: Touch

The shugenja temporarily awakens the spirit within an item for a specific purpose. When casting this spell, the shugenja names a skill which is appropriate to the object being enchanted. Any individual holding or wearing the item gains a Free Raise when using the skill chosen. For every two Raises called, another Free Raise is granted, or for each Raise called, the duration can be increased by another hour.

### **Blessings of Isora**

Mastery Level: 3  
Duration: 5 Minutes  
Area of Effect: Self  
Range: Personal

By calling upon the minor Fortune Isora, the shugenja creates a small whirlwind centred around themselves, with a diameter of five feet. The shugenja is undisturbed by the winds, though others attempting to come close to the caster or affect them with ranged attacks will be hampered. The character increases their TN to be Hit by 10 against ranged attacks, and by 5 against any melee attacks. When being grappled, the character gains a Free Raise on any attempt to escape a hold. For each Raise called, the duration can be increased by one minute.

### **Blessings of the Four Winds**

Mastery Level: 4  
Duration: Concentration  
Area of Effect: One Target  
Range: 25'

By calling on the air kami, the shugenja can rid a creature of an intrusive spirit that has stolen or inhabited the target's body. An unwilling subject may flee if not restrained. During the first round, the shugenja must successfully cast this spell against a difficulty of  $20 + 5 \times$  the spirit's Air Ring. If the shugenja fails, the exorcism automatically fails and the spirit can not be subject to an exorcism for the next twenty-four hours. Each round following, the shugenja makes a contested Air roll against the possessing spirit. If the shugenja defeats the spirit, the spirit suffers a -1k0 penalty on the following round. If the shugenja fails, the spell ends and the spirit remains within the target. This roll is continued each round until the spirit has no further dice to roll, in which case it is banished from the physical world for a year. If the spirit ever succeeds, the shugenja can not attempt to banish the spirit for a week. For each Raise called, the shugenja gains one re-roll that may be used during the conflict with the spirit, to counter any failed roll. One roll is granted per Raise called, and is expended when used. (3 Raises grants 3 re-rolls, which may be split up as needed during the entire ritual).

### **Borne By The Wind**

Mastery Level: 5  
Duration: 5 Minutes  
Area of Effect: 50' radius around caster  
Range: Self

The shugenja calls upon a great wind to transport them and the entire unit of troops through the air. While each of the shugenja's allies may move about in the caster's vicinity independently, all must remain near the shugenja to be supported by the wind. Any target moving beyond fifty feet from the caster is no longer affected by the spell (even if they return within the vicinity), but returns to the ground gently and without harm. When the spell ends, even if dispelled or cancelled, all targets drift to the ground in a similar fashion. The rate of movement for those influenced by this spell is 10 feet per round, and the group can fly up to 100 feet into the air. Raises may be called to increase the duration by five minutes per Raise called.

### **Call the Spirit**

Mastery Level: 5  
Duration: Instantaneous  
Area of Effect: One Spirit  
Range: 25'

With this spell, the shugenja can call a spirit to their location. The shugenja does not need to know the proper name of the spirit they are summoning, but if they do, they may summon that specific individual. If the individual has a higher Insight Rank than that of the shugenja, the spell simply fails upon casting, but the spirit knows an attempt was made to call it. If the shugenja does not know a specific spirit's name, they may instead attempt to call a specific type (gaki, baku, houou, kitsune), though they will get a random individual of that type summoned from the Spirit Realm that the particular type of spirit dwells in. It is unlikely that the shugenja will get the same spirit twice with multiple castings of this spell.

If the spell is successful, the shugenja may cause the spirit to appear in a nearby location of the shugenja's choice. The spirit can not harm the shugenja for the next hour. If the spell fails, the spirit may choose to appear if they desire, but the shugenja is not protected by the spell. (It is suggested the game master rolls for this spell, rather than the shugenja, so that if a spirit does manifest, the shugenja does not know if the spell failed or not).

### **Dance of the Kami**

Mastery Level: 4  
Duration: 1 Day  
Area of Effect: One Creature  
Range: 100'

The shugenja summons boisterous spirits of the air to infest the mind and body of the target, urging them to sing and dance for the duration of the spell. The target does not take unnecessary risks due to this effect, they simply work whatever they do into the routine. Everything they say is musical and harmonious. Every movement is graceful and measured. Unfortunately, singing and dancing is hardly efficient. The target's movement is reduced as if their Water Ring was two less, and any attempt at silence and stealth automatically fails. While under the influence of this spell, the target can not rest (and thus can not replenish Void or heal Wounds). In addition, the target's endless antics make them look like a buffoon in front of others, potentially risking a loss of Glory. The form of song and dance varies depending on the preferences of the target. A Crane will likely conduct a stately, reserved performance in the traditional style while a Unicorn will be consumed with a passionate display of boisterous song and wild dance. On the positive side, the target gains a +10 bonus to the total of all Sing and Dance rolls made for the duration of the spell. For each Raise called by the shugenja, one additional creature can be targeted.

### **Dispel Slumber**

Mastery Level: 3  
Duration: Instantaneous  
Area of Effect: 60' radius  
Range: Self

The shugenja calls upon the air kami to awaken sleepers in the area of effect. All unconscious allies in the area immediately awaken. Any spells or effects which have caused the targets to become unconscious are immediately negated, and anyone who is at the Out or Dead Wound level is healed to the Down level and awakened.

### **Distracting Spirits**

Mastery Level: 2  
Duration: 5 Rounds  
Area of Effect: One Shugenja  
Range: 25'

Rokugan is filled with countless prankster spirits. This spell rouses them against a chosen foe. The shugenja summons a group of spirits to harass the targeted shugenja. These spirits make it harder for the caster to focus on the spells they wish to cast, and increase the TN of any spells the target is casting by the shugenja's Air x 5. For every raise called by the shugenja, the duration of this spell is increased by five Rounds, or the shugenja may choose an additional target for the spell.

**Doji's Curse (Crane Secret Spell)**

Mastery Level: 6  
Duration: Permanent  
Area of Effect: One Target  
Range: 400'

Doji, the founding Kami of the Crane Clan, was the epitome of grace and beauty, and laid down the foundation for many of Rokugan's social rules. The Crane believe her spirit still watches them from the sea into which she disappeared years ago. Those who find her disfavour are doomed to suffer a humiliating and debilitating curse. To cast this spell, the shugenja must have at least three Ranks of Honour and can only cast it on someone with a lower Honour Rank than the caster. The TN of this spell is 30 + 5 times the target's Honour Rank, and if the shugenja succeeds, the target's Honour and Glory Ranks are reduced to 0. For every five points that the shugenja surpasses the TN of the spell, the victim suffers a +5 to the TN of all social rolls involving others. All who view the character are suddenly aware that the target's name carries the deepest shame imaginable. The target's own lord may even forbid them to commit seppuku to cleanse the horrifying stain on his name. The target of the spell must make a Willpower roll with a TN equal to 5 x the Glory Rank they had before the spell was cast. If the roll is failed, the target believes that they are as worthless and dishonourable as the curse suggests. The effects of this spell can not be simply dispelled, and may require intervention from the Celestial Court to be removed.

**Eyes Shall Not See**

Mastery Level: 2  
Duration: One Hour  
Area of Effect: Two Creatures  
Range: 100'

This spell causes the air kami to blind a target to a single other creature. The first target is considered invisible to the second target, but not to anyone else. The first target can speak, move, and interact with the second target, but will not become visible from these actions. For every Raise called, the duration can be increased by another hour.

**Flash of Insight**

Mastery Level: 1  
Duration: Instantaneous  
Area of Effect: Personal  
Range: Self

The shugenja gains a brief flash of insight in an area of knowledge which they normally do not possess. They may make a Lore or knowledge roll as if they had the skill at 1, allowing the shugenja to avoid any unskilled penalties. For each Raise called, the shugenja increases the skill by 1.

**Flight of Doves**

Mastery Level: 1  
Duration: 5 Hours  
Area of Effect: Special  
Range: 25'

Rokugani high society adores exotic and beautiful birds. This spell summons several doves to beautify the area. The summoned doves will not engage in combat, and fly away at the first sign of hostilities. If left to their own devices, the doves fly in aesthetically pleasing patterns in the sky. Many daimyo consider this spell frivolous, but clans that consider themselves devoted to the finer things often have this spell cast at important social functions.

### **Gathering Swirl**

Mastery Level: 1  
Duration: Instantaneous  
Area of Effect: 10' Radius  
Range: Self

With a flick of the fingers, the shugenja sends a small zephyr circling a room-sized area to collect all small, unattended objects of a specific type and return them to the caster. This can be useful for gathering scattered papers or sorting spilled and mixed powders. The objects may either be placed in the shugenja's hand, in a container they hold, or in a neat pile at the shugenja's feet. This spell does not affect items held by others or secured in place.

### **The Kami Watch Over Me**

Mastery Level: 4  
Duration: Indefinite  
Area of Effect: One Target  
Range: Touch

The shugenja can instruct the kami to aid one of their allies at the caster's direction. The shugenja may cast a single spell of Mastery Level 1 to 3 that the shugenja knows, and the second spell does not resolve immediately. Instead, the kami waits for the target of this spell to invoke it. The spell is unleashed after a number of actions equal to the spell's Mastery Level, and the spell resolves as if the target were the caster of the spell, but uses the shugenja's Ring and School Rank to determine the spell's effects. The shugenja casts one Air spell less than normal until the recipient has released the held spell.

### **The Mirror's Smile**

Mastery Level: 6  
Duration: Permanent  
Area of Effect: One Target  
Range: Touch

This spell allows you to transform a willing target into a perfect replica of another humanoid being, permanently. Once this spell is in place, it does not register as magic in any way, and cannot be dispelled by any means short of intervention from the kami or another casting of this spell. The target's gender, height, age, and weight may be changed, so long as the target remains humanoid. If the creature becomes a new race, attributes and natural abilities of the new race are gained while attributes of the former race are lost. If the shugenja knows the correct full name of a specific individual, they may speak it during the casting of the spell to transform the target into a perfect replica of the individual. This grants the target a Free Raise on all attempts to pretend to be the individual in question. If the shugenja does not have a specific person in mind to replicate, they may tailor the target's new appearance as they wish, as long as they do not intentionally make the target resemble an existing person.

### **Piercing The Soul**

Mastery Level: 4  
Duration: 1 Minute  
Area of Effect: One Projectile  
Range: Touch

This spell imbues a projectile or thrown weapon with energies that will disrupt the soul of the target. The spell is discharged when the missile is launched, whether or not it strikes the target. Instead of doing physical damage, the missile temporarily reduces the target's mental traits by one (to a minimum of one). For every two Raises called, the shugenja may reduce the target's mental traits by another Rank. Lost Ranks are returned at one point per night's rest.

### **Reflecting Mirror**

Mastery Level: 2  
Duration: 5 Rounds  
Area of Effect: Personal  
Range: Self

When this spell is cast, a shimmering aura surrounds the shugenja until the spell ends. The next time the shugenja is struck by a spell of Mastery 2 or less, the spell is reflected back at the caster with full effect. The spell only affects spells that target the shugenja specifically, and offers no protection against spells that target an area.

### **Ring of Air**

Mastery Level: 6  
Duration: Concentration  
Area of Effect: 30' Radius  
Range: Self

The shugenja traces the kanji for air in mystical energy, extending that force into a visible, shimmering dome that extends to the edge of the area of effect. This dome radiates shimmering blue light in the area of effect and for 60 feet beyond it, and causes all magical effects to be greatly altered by the power of air. If the shugenja or any ally within the area of effect are targeted by a spell or spell-like power, the shugenja may immediately cancel the effect and reply by casting a spell of equal or lower Mastery Level to the one that was negated. This does not take the shugenja's action for the Round, and does not exhaust any of the shugenja's spell slots. Alternatively, the shugenja may choose to simply turn the original spell effect back upon the caster. Hostile effects and area spells that enter the ring of air are cancelled. The ring of air can absorb or redirect a maximum number of mastery levels equal to the caster's Air x School Rank.

The dome moves along with the shugenja, but only allies that were within the area of effect during the casting are affected. Those who leave the dome and return are no longer protected. The shugenja may not move more than ten feet per Round while under the effects of the ring of air. If a creature enters an area simultaneously encompassed by a ring of each element (air, fire, earth, water, and void), they are immediately teleported to a random location elsewhere in Rokugan.

### **Ryoshun's First Gift**

Mastery Level: 5  
Duration: 1 Day  
Area of Effect: Personal  
Range: Self

Ryoshun was the tenth kami, and the guardian of Oblivion's Gate – the barrier between the mortal realm and the afterlife. Until the events leading up to the Battle of Oblivion's Gate, his existence was merely a rumour, but at that time he passed through the gate to Ningen-Do. He visited for a brief time the Empire that his brothers and sisters had created. The sight filled him with joy as nothing else ever had, and he gave gifts of magic and wisdom to any who desired them. This spell was the first such gift to be distributed. When this spell is cast, the shugenja gains an additional spell slot in every other element, usable immediately. These bonus spell slots last for 24 hours. If the shugenja calls three raises, this spell does not use up a spell slot for Air, and instead grants the shugenja an additional slot for Air spells.

### **Speed of Breath**

Mastery Level: 2  
Duration: 2 Rounds  
Area of Effect: One Target  
Range: 25'

This spell speeds the target's actions and movements, allowing them to move as if a breeze. For the duration of the spell, the target gains a +1 to Reflexes and moves as if their Water Ring was 2 higher. For every Raise called, the caster gains either a +1 to Reflexes and an additional +1 to their Water Ring for movement, or can increase the duration of the spell by an additional Round.

### **Winds of Aggression**

Mastery Level: 3  
Duration: Instantaneous  
Area of Effect: 10' wide by 10' high  
Range: 100'

Calling upon the air spirits of aid, the shugenja brings forth a great striking fist of wind. It gathers up any small, loose objects, sand, and even dust, and hammers the target with a blinding spray of debris. All creatures in the path of the spell are blinded for a number of Rounds equal to the caster's School Rank, and take  $Xk1$  damage, with X being the shugenja's Air Ring. For each Raise called, the damage can be increased by +1k0 and the duration of the blindness is increased by one Round.

### **Wisdom of the Air Dragon**

Mastery Level: 4  
Duration: 1 Minute  
Area of Effect: Personal  
Range: 25'

The spirit of the air dragon suffuses the shugenja with powerful mastery of magic. Once per Round, the shugenja may attempt to counterspell an enemy shugenja within range of the spell without using one of the shugenja's actions for the Round, even if the shugenja has already acted within the round. All the other rules for counterspell still apply.

## **Earth Spells**

### **Agasha's Kiss (Phoenix Secret Spell)**

Mastery Level: 3  
Duration: 1 Minute (Special)  
Area of Effect: Object Touched  
Range: Touch

The shugenja Agasha (founder of the House of the same name) was also one of the greatest swordsmiths who ever lived. She is credited with creating the process of folding steel that is now used by the smiths of all clans. Not surprisingly, her techniques went beyond skill into the realm of the magical, and it is said none other ever understood the nature of steel so well. Those who have inherited her lore are capable of remarkable transformations within the steel of a samurai's sword.

This spell may only target a willing samurai's katana or wakizashi. The weapon that is to be enhanced must be of at least Fine Quality. For the duration of the spell, the Quality of the weapon is enhanced, granting the weapon an additional Quality point. The samurai who owns the weapon may decide where this Quality point goes when the spell is cast, with the approval of the game master. If the spell is cast during the forging of the weapon, three Raises may be called to make the effect permanent. Raises may be called to increase the duration by a minute, or to grant an additional Quality point.

### **Be the Mountain**

Mastery Level: 1  
Duration: 1 Minute  
Area of Effect: Self  
Range: Personal

One of the most elementary practices of Earth magic, this spell allows the shugenja to take on some of the enduring qualities of the mighty peaks of Rokugan. However, like those peaks, the shugenja must remain firmly rooted in place to mimic their virtue. This simple meditation grants the shugenja a Carapace rating equal to their Earth rank as long as they do not move or take any action. For every Raise called, the duration may be increased by one minute, or the Carapace rating can be increased by one.

**Blood Curse (Kuni Secret Spell)**

Mastery Level: 3  
Duration: Instantaneous  
Area of Effect: One Creature  
Range: 25'

Blood spilled for dark power calls out for vengeance. A favourite spell of the Kuni but not one they share widely, this spell may only be cast upon a target that has cast a maho spell within the last minute. Unless the target has cleaned all spilled blood from his skin and clothes, the blood hardens into dark, glassy, jagged shards that tear at the maho wielder's flesh. The target takes (Earth)k3 damage before the shards turn to dust and become harmless. This spell has no effect on blood not spilled for the sake of maho. For every Raise called, the damage increases by an additional 1k0.

**Devastation of Stone**

Mastery: 5  
Duration: 5 Rounds  
Area of Effect: 50' wide by 50' long by 100' high  
Range: 100'

This is the legendary spell used by the Elemental Masters to destroy the armies of the spirit emperor, Hantei XVI. While the Scorpion Clan lured the Iron Chrysanthemum's armies into Beiden Pass to ensure they were tightly packed and could not escape, this spell brought the pass tumbling down upon them. Upon completion of the casting, boulders begin to rip themselves from any available surface and launch themselves into the air to come hurtling down on the target area. All creatures in the area of effect are struck by waves of boulders falling from the sky, taking XkX damage, where X is the caster's Earth Ring, every Round. Further, all creatures within the target area may take only a single 5-foot-step each round' no other movement is allowed. Flying creatures in the affected area are immediately grounded, but receive no additional damage for being forced down. This spell is ineffectual indoors, or where no large body of stone is present.

**Earth's Mercy**

Mastery Level: 2  
Duration: 1 Hour  
Area of Effect: One Creature  
Range: Touch

Using this spell, the shugenja sends an angry earth kami coursing through the target's body to clear away all impurities. While this grants the target a Free Raise against poisons and disease for the next hour, it also inflicts 1k1 damage at the onset of the spell's duration, as the spirit is not very considerate of the state of the subject in its mad dash to destroy impurities. The recipient can gain another Free Raise for every two Raises called by the shugenja, but suffers another 1k1 damage from the spell. No matter how much damage this spell inflicts, it will not bring the recipient beyond the Out Wound level.

**Essence of Earth**

Mastery Level: 6  
Duration: 1 Hour  
Area of Effect: Personal  
Range: Self

This spell turns the shugenja into a walking incarnation of the kami of the earth. The caster's features become a little sharper and more angular, and their skin and hair take on a gray-brown tone. While this spell is in effect, the shugenja gains a Carapace equal to twice their Earth Ring and become immune to all damage from spells of Mastery Level 5 or less. The shugenja moves as if having a Water Ring of 1 during the spell's duration. For every Raise called, the shugenja gains an additional point of Carapace or can increase the duration of the spell by an hour.

### **Harvest of Jade**

Mastery Level: 4  
Duration: 1 Day  
Area of Effect: One Amulet  
Range: Touch

The shugenja creates a powerful charm of healing. When the shugenja casts the spell, they must place an amulet around the target to be affected. For the duration of the spell, this amulet grants the recipient the ability to recover a number of Wounds equal to the caster's Earth Ring each hour. The amulet will not function for anyone save its intended user. The caster may make the amulet for themselves. The amulet to be used for the spell must be made of jade, and be of at least Fine Quality. It may be re-used for recasting the spell.

### **Jurojin's Balm**

Mastery Level: 1  
Duration: Instantaneous  
Area of Effect: One Target  
Range: Touch

By refining the purity of earth within the target, the shugenja may attempt to blunt the effects of poison. This spell is only effective if the target has already failed to resist the effects of a poison within the last minute, but has not yet died. This grants the recipient another roll to resist the poison, with a +1k0 bonus to the roll; or grants an Earth roll against a TN of 30 against a poison that the recipient would not normally be allowed to roll against. If the target succeeds in the roll, the poison has been removed from the target. Three Raises may be called to allow someone who has *just* died within the last minute from poison to make a roll and survive.

### **Jurojin's Curse**

Mastery Level: 4  
Duration: One Hour  
Area of Effect: One Target  
Range: 100'

When the shugenja casts this spell, they name a single spell (though it need not be one the shugenja knows). For the duration of the spell, the Fortune of Longevity, Jurojin, turns their back on the target and any shugenja casting that spell on the target has their TN reduced by 10.

### **Kaiu's Jade**

Mastery Level: 3  
Duration: 5 Minutes  
Area of Effect: One Weapon or Fifty Projectiles that are touching one another.  
Range: Touch

By dusting a weapon with jade or crystal powder, the shugenja temporarily grants it the properties of that mineral. This weapon gains the ability to penetrate Shadowlands Invulnerability of creatures only harmed by crystal or jade (depending on the mineral used). In addition, the weapon gains a +1k1 damage bonus to the creature if the mineral used would negate the creature's invulnerability.

### **Laughter of the Risen Earth**

Mastery Level: 5  
Duration: 5 Years  
Area of Effect: Personal  
Range: Self

Those who have seen the Earth Dragon, even in dreams, say the mighty creature enjoys a good joke; the Dragon of Earth's greatest joke is on time itself. The caster ceases to age for the duration of the spell.

### **Lessons of the Crab**

Mastery Level: 3  
Duration: 5 Rounds  
Area of Effect: See Below  
Range: 25'

The shugenja summons the earth kami to protect a number of allies equal to the character's Earth Ring that are within range of the spell. This spell creates a pool of Wound Points equal to the caster's Earth x School Rank. Any damage done to the recipient can be drawn from this pool rather than suffer the damage themselves. Raises may be called to gain increase the pool by the caster's Earth per Raise called, or to increase the duration by 1 Round. At the end of the spell's duration, these pool disappear.

### **Mask of Jade**

Mastery Level: 2  
Duration: 1 Hour  
Area of Effect: One Target  
Range: Touch

By transferring the power of the Taint into a piece of prepared jade, the shugenja can temporarily reduce the target's Taint. While this is sometimes used to help Tainted individuals regain their senses, it is far more frequently employed by the Tainted to disguise themselves. The particular shape of the of the material (a tiny jade mask) has led some to suspect this spell has its origins with the Scorpion Clan. Those more knowledgeable about the history of the Bloodspeaker known as Iuchiban have their own, darker theories. The target's Taint score is reduced by the caster's Earth times School Rank for the duration of the spell. At the end of the duration, nothing can prevent this lost Taint from returning to the target. The jade mask turns black and spongy, and may not be reused. If it is destroyed before the duration of the spell is expired, the spell immediately ends. For every two raises called, the shugenja's School Rank is considered one higher to determine how much Taint is removed from the target.

### **Mask of the Mountains (Scorpion Secret Spell)**

Mastery Level: 2  
Duration: 1 Minute  
Area of Effect: Personal  
Range: Self

After finding spying upon enemy household areas guarded by even the most novice acolyte to be extraordinarily difficult, the Yogo shugenja devised this spell. Casting this spell aligns the shugenja's energies with those of the earth, allowing the shugenja to blend in when being sensed mystically. So long as the shugenja is in contact with the ground, the shugenja and their equipment can not be detected by magical methods.

### **Maw of the Earth**

Mastery Level: 6  
Duration: 1 Hour or Permanent  
Area of Effect: 5' diameter geyser affecting a 10' radius surrounding that point.  
Range: 400'

This spell coaxes out the sleeping fury of the earth, causing a jet of lava to spring forth from a point of the caster's choosing. The opening in the earth is a five-foot diameter hole, and immediately erupts with a geyser of lava. Creatures who are in the 5-foot area of the initial burst are immediately immersed in lava, taking 10k10 fire damage per Round. The burst of lava that erupts from the hole inflicts 7k7 damage on all creatures within ten feet. The lava geyser remains in place after this spell is complete. If the area is strong in volcanic activity, the geyser erupts normally thereafter. If there is no natural volcanic activity in the area, the geyser cools and seals over within 24 hours.

### **Murmur of Earth**

Mastery Level: 2  
Duration: Instantaneous  
Area of Effect: 45 degree arc  
Range: 30'

The spirits of the earth stir at the shugenja's command. By striking the ground with their fist, the shugenja can generate a shock wave, accompanied by a low rumble, which topples creatures and loose objects. All creatures in the affected area take 2k2 damage and are knocked prone.

### **Pebble Charm**

Mastery Level: 1  
Duration: 1 Minute  
Area of Effect: One Stone  
Range: Touch

Even the smallest stone has a tiny kami within it. By means of this spell, the shugenja encourages one such small spirit to lend its aid. The target pebble temporarily becomes a charm which provides the bearer with a bonus to their TN to be Hit equal to the shugenja's Earth Ring, against the next melee or ranged attack roll directed against them. After being discharged, the stone is again normal in every way. For every Raise called, the shugenja can increase the duration by one minute.

### **Power of the Earth Dragon**

Mastery Level: 4  
Duration: 1 Minute  
Area of Effect: Personal  
Range: Self

The spirit of the Earth Dragon suffuses the shugenja's being, protecting the shugenja from injury. Once per Round, when an opponent attacks the shugenja with a melee or ranged strike, the shugenja may roll their Earth against the attack roll. Success allows the shugenja to deflect the attack without harm. This effect does not protect against spells. For every Raise called, the shugenja may extend the duration by one minute.

### **Quest for the Pearl (Naga Secret Spell)**

Mastery Level: 6  
Duration: Instantaneous  
Area of Effect: One Target  
Range: Touch

This spell has a casting time of one hour. This spell, one of the greatest secrets of the naga, is one of the few known magical effects with any hope of removing the Shadowlands Taint. Purging the Taint is an extraordinarily traumatic experience and the target's body is wracked with convulsions throughout the hour it takes to cast the spell. The target, who must be a willing recipient, has his Taint reduced to zero. The TN of this spell is 30 + 5 times the target's Taint Rank, and the victim suffers a number of Wound Ranks of damage equal to their Taint Rank upon completion of the spell. These wounds can only be healed by rest, and not by magical means.

### **Ring of Earth**

Mastery Level: 6  
Duration: Concentration  
Area of Effect: 30' Radius  
Range: Self

The shugenja traces the kanji for earth in mystical energy, extending the force into a visible, shimmering dome that extends to the edge of the area of effect. This dome radiates warm orange light in the area of effect and for 60 feet beyond it, and causes all of the caster's allies within the area to be bolstered by the power of earth. All allies within the area of effect gain a Carapace equal to the caster's Earth Ring. Creatures bearing the Shadowlands Taint take 1k1 damage every Round they remain within the area of effect.

The dome moves along with the shugenja, but only allies that were within the area of effect during the casting are affected. Those who leave the dome and return are no longer protected. The shugenja may not move more than ten feet per Round while under the effects of the ring of earth. If a creature enters an area simultaneously encompassed by a ring of each element (air, fire, earth, water, and void), they are immediately teleported to a random location elsewhere in Rokugan.

### **Slumber**

Mastery Level: 6  
Duration: Special  
Area of Effect: One Target  
Range: Touch

The shugenja places a willing target into a state of suspended animation, aligning them harmoniously with all of the Spirit Realms at once. The target becomes a being of pure jade, completely immune to all forms of attack and damage. While under the effects of this spell the target ceases to age and needs no food or sleep. Any disease, poison, or other corruptive effect within the target's body ceases all progress. The target is effectively frozen in time, though they continue to perceive the world around them. They can, in fact, perceive what happens in every Spirit Realm simultaneously, an effect that may greatly broaden their perceptions. When the spell is cast, certain conditions must be stated that will cause the spell's duration to end, and no other effect will otherwise undo it. Some examples could be 'when someone casts a Water spell on the target' or 'when we return with an antidote for the poison', or 'when seventy-five goblins kneel before the Emperor', or 'on the next Day of Thunder'. The conditions must be something that could reasonably occur, and the game master is the final arbiter of whether or not the condition that will undo this spell is reasonable. A shugenja who casts *Commune* with the statue automatically learns the conditions that must be met to undo the spell.

### **Soul Sword**

Mastery Level: 4  
Duration: Permanent  
Area of Effect: One Object  
Range: Touch

This spell has a casting time of one hour. By means of this spell, the shugenja may transfer the awakened spirit of a weapon owned by a willing samurai to that of another weapon owned by the samurai. This is only done in the rarest of instances, and the recipient will usually seek out omens indicating that the spirits approve, including the spirit of the weapon. The weapon that the spirit is to be transferred to must be at least Exceptional Quality prior to the casting of the spell. This spell may be used on a broken ancestral weapon only if all pieces of the weapon are present, and only if cast within 24 hours of the weapon's destruction. Not having the blessings of the kami may result in the weapon gaining a curse or having other unfortunate side-effects that the shugenja and the owner did not desire.

### **Star-Filled Steel**

Mastery Level: 3  
Duration: Permanent  
Area of Effect: One Object  
Range: Touch

This spell has a casting time of 8 hours. The creation of the Fortune of Steel, Tsi Xing Guo, this spell allows the shugenja to place a portion of their own essence within a blade, greatly strengthening the steel against wear and damage. The weapon must be metal, but becomes indestructible. A weapon may only have this spell cast upon it once. The caster may cast this spell on only one weapon. If the caster casts this spell on a new weapon, the previous weapon loses this benefit.

### **Wholeness of the World**

Mastery Level: 2  
Duration: 1 Minute  
Area of Effect: One Target  
Range: Touch

It is the nature of Earth to resist change. By strengthening the forces of earth within the shugenja or another, the shugenja can help them to resist unwanted changes in their state of being. The target's skin takes on a slightly grayish cast, and for the duration of the spell, the target's Rings can not be reduced by any source.

## **Fire Spells**

### **Agasha's Touch**

Mastery Level: 1  
Duration: 5 Minutes  
Area of Effect: One Object  
Range: Touch

The shugenja casting this spell touches one object to heat up in a short time. The most common use of this spell would be to cause a medium-sized pot of water to boil, or to heat a rock to help warm up a room. The heat caused by this spell maintains itself for five minutes, though Raises can be called to increase the duration for five minutes per Raise. This spell can not be used on unwilling targets, or gear worn by an unwilling target.

### **Boiling Fire**

Mastery Level: 5  
Duration: Concentration  
Area of Effect: 30' Radius  
Range: 300'

The shugenja creates a churning dome of seething fire in the area of effect, inflicting 3k3 damage per round. The dome remains in place for as long as the shugenja chooses to concentrate on it, and for ten minutes afterwards. For every Raise called, the shugenja may increase the damage by +1k0.

### **Burning Steps**

Mastery Level: 4  
Duration: 1 Minute  
Area of Effect: One Creature  
Range: 100'

The shugenja summons a feisty fire kami that enters the spirit of the target and begins to dance about in harmony with their movements. Thereafter, each round the target makes any sort of action other than remaining completely still, they suffer 1k1 damage. This effect persists until the spell ends or the target dies. For each Raise called, the duration may be increased by one minute, or the damage of the spell is increased by an additional 1k1. Multiple castings of this spell inflict cumulative damage.

### **Burning Kiss of Steel**

Mastery Level: 2  
Duration: 1 Minute  
Area of Effect: One Weapon  
Range: Touch

A tentacle of fiery energy extends from the targeted weapon to the shugenja's hand, lashing out under the caster's control. For the duration of the spell, the shugenja may wield the weapon as if it were a pole-arm, by surrendering their grip to the flaming tendril. The shugenja gains a +1k0 bonus to initiative for the duration of the spell, and can attack anyone within ten feet of their position. Raises may be called to increase the duration by one minute per raise, or to extend the reach of the weapon by another five feet.

### **Choke The Soul**

Mastery: 6  
Duration: Permanent  
Area of Effect: One Target  
Range: 100'

This spell causes the chi of a creature to become tangled and unbalanced, interrupting its connection to the body of the target. The target suffers 2k2 damage immediately before it spends a Void point, casts a Spell, uses a Kiho, uses a School Technique, or uses any supernatural ability. This spell can only be undone by intervention of the kami or through other methods which will shatter a supernatural curse. Abilities which are constantly in effect are not affected by this spell.

### **Curse of the Burning Hand**

Mastery: 5  
Duration: Permanent  
Area of Effect: One Target  
Range: 100'

The shugenja encourages a fire kami to attach itself to a target's soul, following them eagerly everywhere they go. The target is surrounded in an aura of bright yellow flame that sheds light in a 30' radius. This flame grants the target and any equipment present at the spell's casting resistance to fire, reducing any fire damage done by twice the target's Fire Ring. In addition, the target inflicts 2k2 damage upon anything they touch. Though this is useful in that the target can make unarmed attacks to inflict damage on an opponent, the target can not cancel this ability at will. They will continue burning everything they touch until the spell ends or the target starves to death. Any items that they carried at the time of casting and subsequently loses contact with are no longer protected by the fire resistance, and will burn if the target picks them up once more. Normal methods of counterspelling will not remove this curse, though another casting of this spell or intervention from the kami will negate the effects completely.

### **Disrupt the Aura**

Mastery Level: 3  
Duration: 1 Day  
Area of Effect: One Target  
Range: 100'

When the shugenja casts this spell, the fire in the target's body becomes aggravated, unbalancing the body's elements. While this spell is in effect, the target can not be healed by any means. Spells, regeneration, natural healing, potions, mundane healing, or any other effects that would repair physical damage to the target automatically fail. This target realizes that there is something 'wrong' with their body, but may not discern exactly what's wrong until someone attempts to heal them. If cast upon an undead creature, this spell negated damage healed to it through magical sources. For each Raise called, the duration is extended by a day.

### **The Element's Fury**

Mastery Level: 5  
Duration: One Hour  
Area of Effect: Personal  
Range: Self

When the shugenja casts this spell, they create a direct channel between their inner strength and the elemental spirits of fire in the area. While this spell is in effect, the shugenja gains a number of actions each Round equal to their Fire Ring. These actions may only be used to cast spells, and may not be used for any other purpose. The shugenja must spend a Void Point each time they cast a spell beyond the first in the same round. All additional spells must be fire spells of Mastery Level 5 or less. These spells use up spell slots as normal.

### **Eye of the Sun**

Mastery Level: 2  
Duration: 1 Round  
Area of Effect: One Creature  
Range: 25'

The shugenja's eyes flare brilliantly, stunning the target for one round and blinding them. If the target has the Shadowlands Taint, they also suffer 2k2 damage from the spell. Raises can be called to increase the duration by one Round per Raise called.

### **Final Ruin**

Mastery Level: 6  
Duration: 1 Minute  
Area of Effect: 20' radius around target.  
Range: 400'

Shouting a terrible curse with all the power of the fire kami, the shugenja lays a promise of utter destruction upon one target in range. This target fills with holy fire, inflicting  $XkY$  damage on the target directly, where X is the shugenja's Fire Ring and Y is the shugenja's School Rank. Any damage the target takes forces its way out of the target's body and erupts in a 20 foot radius, inflicting that much damage on anyone within range. This fire erupts anew every Round until this spell ends or the target dies. If this spell ever inflicts no damage at all on the initial target in any given Round, the effect immediately ends and the fire kami depart in disappointment. If the initial target is slain by the damage this spell inflicts, they explode in a brilliant burst of light.

### **Flaring Speed**

Mastery Level: 1  
Duration: 2 Rounds  
Area of Effect: One Target  
Range: Touch

The shugenja coaxes the energies of fire within a person to unusual heights, giving them a brief burst of speed, but leaving them drained afterwards. The target's Water Ring is considered two higher for the first full Round for determining movement, but then is treated as one less for the following Round to determine movement.

### **Flickering Flame**

Mastery Level: 1  
Duration: Instantaneous  
Area of Effect: One Target  
Range: 25'

This simple spell causes a nearby fire kami to become briefly excited and produce a quick, small burst of fire. The burst itself is only about the size of an average human's fist, and brightens the area a torch would for just a moment. This burst can also be directed toward an object or creature, causing a single Wound. The flame is too small and short-lived to cause anything but the most flammable materials to catch on fire.

### **Gaijin Flames (Unicorn and Scorpion Secret Spell)**

Mastery Level: 3  
Duration: Instantaneous  
Area of Effect: One Target  
Range: 100'

This spell calls forth an erratic and deranged fire spirit to test its strength against an honourable creature. Those without honour or compassion do not interest this kami, causing it to depart. The target of the spell suffers X+1kX damage, where X is the target's Honour Rank if it is over 2. The Ide shugenja have put this spell to effective use in the Unicorn's occasional conflicts with the Lion Clan, giving this spell its name.

### **Oath of Two Heavens (Dragon Secret Spell)**

Mastery Level: 2  
Duration: 5 Rounds  
Area of Effect: 30' Radius  
Range: Self

In the earliest day of the empire the Kami Togashi took only two mortals into his confidence. Agasha was a great and energetic shugenja while Mirumoto was calm, focussed, and resolute swordsman. It is said that when they fought side by side they were truly unstoppable. With this spell the shugenja complete the ancient partnership of samurai and shugenja just as Mirumoto and Agasha fought together long ago. The shugenja and any allies who are wielding a katana or wakizashi receive a +2k2 bonus to all attack rolls.

### **Osano-Wo's Blessing**

Mastery Level: 3  
Duration: 1 Hour  
Area of Effect: 20' Radius  
Range: 400'

The shugenja suffuses a fire with seething fire kami, making it more difficult to extinguish. A non-magical fire affected in such a manner will burn even if doused completely in water or cut off from oxygen. Only magical effects can douse a non-magical flame protected by this spell. Magical fire protected by this blessing share the same protection as non-magical fire, but is also buffered against effects that would dispel magical flame. A targeted counterspell or similar effect directed against a magical fire within the area is automatically negated, The protected fire can not be doused until this spell has been specifically dispelled.

### **Plain of Desperate Evil**

Mastery Level: 4  
Duration: 5 Rounds  
Area of Effect: 30' Radius  
Range: Self

The kami's fury against those who do not follow the Celestial Order is great, and this spell focusses and directs this fury. Dishonourable opponents caught in this spell's area of effect suffer misfortune, curses, pain, and even death if they are weak in body and spirit. This spell affects opponents depending on their Honour Rank. All effects except damage remain for the duration of the spell. Raises may be called to increase the duration by one Round per Raise called.

Rank 5:	No Effect
Rank 4:	Suffer 1k1 Damage
Rank 3:	Suffer 2k2 Damage, and suffer a -2k0 penalty to all attack and damage rolls.
Rank 2:	Suffer 3k3 Damage, and suffer a -2k0 penalty to all attack, damage, and initiative rolls.
Rank 1:	Suffer 4k4 Damage, and suffer a -2k0 penalty to all skill and initiative rolls.
Rank 0:	Immediate Death

### **Rage of the Fire Dragon**

Mastery Level: 4  
Duration: 1 Minute  
Area of Effect: Personal  
Range: Self

The power of the Fire Dragon protects the shugenja with a righteous vengeance. Any enemies who successfully strike the shugenja in melee combat suffers 3k3 damage in retribution and must resist a Fear effect equal to the shugenja's Fire Ring. This fear remain in effect for the duration of the spell.

### **Ring of Fire**

Mastery Level: 6  
Duration: Concentration  
Area of Effect: 30' Radius  
Range: Self

The shugenja traces the kanji for fire in mystical energy, extending the force into a visible, shimmering dome that extends to the edge of the area of effect. This dome radiates an angry red light in the area of effect and for 60 feet beyond it, and causes all of the caster's allies within the area to be invigorated by the power of fire. All allies within the area of effect gain a bonus to their Initiative and to their TN to be Hit equal to the shugenja's Fire Ring, and gain an additional action per Round.

The dome moves along with the shugenja, but only allies that were within the area of effect during the casting are affected. Those who leave the dome and return are no longer protected. The shugenja may not move more than ten feet per Round while under the effects of the ring of fire. If a creature enters an area simultaneously encompassed by a ring of each element (air, fire, earth, water, and void), they are immediately teleported to a random location elsewhere in Rokugan.

### **Ruined Earth**

Mastery Level: 2  
Duration: Instantaneous  
Area of Effect: 5' square area  
Range: 100'

The shugenja causes the fire spirits in the area to force the water kami out of nearby plants and the ground under them. Normal plant life smaller than a grown tree withers and will most likely die immediately, and the ground in the area becomes dry and cracked. This spell deals 1k1 damage to sentient plant life, and causes non-magical clay items to crack and become brittle.

### **Scatter the Soul's Flame**

Mastery Level: 4  
Duration: Permanent  
Area of Effect: One Target  
Range: 100'

The shugenja sends fire kami racing through the target's body, effectively crippling them. The target's Agility and Reflexes are reduced by the shugenja's Fire Ring (to a minimum of one), and the character's Water Ring is considered reduced by a similar amount for purposes of movement. This spell is permanent until the target has a curative spell cast on them of Rank 4 or better or the spell is countered.

### **Tamori's Curse (Dragon Secret Spell)**

Mastery Level: 3  
Duration: 5 Rounds  
Area of Effect: One Target  
Range: 100'

Agasha Tamori, the only Agasha shugenja who chose to stay behind with the Dragon Clan when his family left for the Phoenix Clan, developed this spell to insure against Agasha initiates and other shigenja who wished to misuse the gift of the fire kami and magic. The target of this spell, when attempting to call upon the fire kami or use an ability which draws upon or creates fire, must call a number of Raises equal to the caster's Fire Ring. These Raises have no other effect other than to increase the TN of the spell. If the target can not call the proper number of Raises (not having enough Void to do so, for example), then the spell or effect simply does not work. The shugenja may call Raises to increase the duration of this spell by one Round per Raise, or to increase the number of Raises that must be called by the target by one per Raise.

### **Turmoil**

Mastery Level: 6  
Duration: Permanent  
Area of Effect: One Target  
Range: 100'

The shugenja implants an angry fire kami in the depths of the target creature's mind, causing them to become consumed with pain and madness. Each Round the target is mentally faced with his own inadequacies, and may choose either to face them or suffer the pain of past mistakes. If the target takes no actions, they may resist this spell for one Round only. If the target takes an action, they suffer a permanent -1 to a single random Trait and is afflicted by madness for that Round.

### **Warning Flame**

Mastery Level: 3  
Duration: 5 Minutes  
Area of Effect: Personal  
Range: Self

A hyperactive fire kami takes root in the shugenja's mind, displaying a sense of the caster's surroundings that even the most highly trained bushi would envy. The shugenja can sense a single breath from across a room. The caster can never be surprised and always has their full TN to be Hit even if flanked or outnumbered.

### **Whispers of the Kami**

Mastery Level: 1  
Duration: Instantaneous  
Area of Effect: Personal  
Range: Self

The shugenja receives a brief glimmer of insight, just enough to allow the shugenja to act more decisively. The shugenja gains a +1k0 to initiative. This spell may be cast instantly, without taking the shugenja's action for the Round.

## **Water Spells**

### **Clarity of Purpose (Phoenix Secret Spell)**

Mastery: 2  
Duration: 5 Rounds  
Area of Effect: All Allies Within 30'  
Range: Self

This spell is said to have been taught to Isawa by that Clan's founding Kami. All targets of this spell gain a +5 bonus to Initiative for the duration of the spell. At the end of the duration, the targets are returned to normal. Raises may be called to increase this bonus by an additional +5 per Raise or to increase the duration another 5 Rounds.

### **Cleanse**

Mastery: 1  
Duration: One Hour  
Area of Effect: One Object  
Range: Touch

With the aid of a minor water kami, the shugenja removes any impurities and stains in and on an object. Any single object can be properly cleaned in an instant. Clothes can be cleaned, rust or blood removed from a katana, or dust swept off a statue. This spell does not repair any actual damage done to the object. This spell is an accepted method of purifying an object, recognized by the Emperor as well as the kami. An object cleaned with this spell is temporarily blessed, and is resistant to harm and damage for the duration. After the spell has been cast, the object can be soiled again normally.

### **Ebb and Flow of Battle (Lion Secret Spell)**

Mastery: 4  
Duration: One Hour  
Area of Effect: 50' Radius  
Range: Self

Mobility is essential in both skirmishes and great battles. With its large area of effect, warrior shugenja are able to aid whole units of samurai to engage or escape with lightning speed. The shugenja targets all allies within fifty feet. Those under the influence of this spell double their normal movement rate and jumping distances. Additionally, the target may shift their position on the Battle Table up or down one row once the result has been rolled. For each Raise called, the duration can be increased by another hour.

### **Ebbing Strength**

Mastery Level: 2  
Duration: 5 Rounds  
Area of Effect: Two Creatures  
Range: 25'

Water is the element of strength, and just as water ebbs and flows, so does physical strength. The shugenja must target two individuals with this spell, neither of which can be the caster. This spell saps the strength of the first target, strengthening the second target. The first target suffers a -2 to Strength for the duration of the spell, while the other target gains a +1 to Strength. For every two Raises called, the shugenja may increase the duration by another 5 Rounds.

### **The Emperor's Road**

Mastery Level: 4  
Duration: 5 Hours  
Area of Effect: Special  
Range: Touch

When the shugenja casts this spell, they call upon the speed of the rushing river to help them and any number of companions to travel much faster on a selected road. This spell only functions on roads that are legally recognized by the Emperor. The process of having a road legally recognized is simple – have the Emperor acknowledge the road as an Imperial road. During the War of Spirits, the Steel Chrysanthemum Hantei XVI noted this property of this spell and recognized a great many roads in order to allow his troops to outmaneuver Toturi's. After the War of Spirits ended, Toturi was left with a network of roads that the kami recognized as having Imperial approval. Hantei XVI's cunning plan still affects this spell's function, and many roads that are on no maps will nevertheless function with this spell – there are simply too many to untangle the confusion easily. While travelling on an Imperial road, all targets find their movement multiplied by the shugenja's Water Ring.

### **Endless Deluge**

Mastery Level: 5  
Duration: 1 Day  
Area of Effect: 3 Mile Radius  
Range: 1 Mile

A powerful water spell which can stop battles or shut down entire cities, over the course of ten minutes after the completion of this spell dark clouds roll in from all directions and fill the region with a powerful gloom. The sky itself seems to split open and monsoon rains come flooding down. This weather supersedes all naturally occurring weather, and may trigger flash floods. During the storm, anyone caught within it suffer a -1k0 penalty to all skill rolls for the duration of the spell. For every Raise called, the spell's duration can be increased for one day, or the area of effect can be increased by 3 miles.

### **Energy Transference**

Mastery Level: 4  
Duration: 1 Hour  
Area of Effect: One Target  
Range: Touch

Drawing on the inner nature of chi and its ability to transform positive energy into its opposite, the shugenja forces their target to experience a radical transformation of the spirit. This spell exchanges the physical and mental Traits of a single Ring in the target.

### **Fortune's Turn**

Mastery Level: 2  
Duration: Instantaneous  
Area of Effect: One Projectile  
Range: 100'

Flowing water bends around a rock or river, adjusting its natural flow to the obstacle. This spell diverts a projectile in a similar manner. Unlike most spells, this spell takes nearly no time to cast, but must be precisely timed. When the shugenja perceives a projectile moving towards them, the shugenja can cast this spell immediately, diverting the projectile harmlessly around its original target. If the shugenja was the target, this does not take an action, but if the target was someone else, the shugenja must use an action. The projectile maintains its speed and continues on its original trajectory after bypassing the original target, possibly striking other targets.

### **Gather the Clouds (Unicorn Secret Spell)**

Mastery Level: 5  
Duration: 1 Minute  
Area of Effect: Personal  
Range: Self

Iuchi research into talisman magic has had a number of curious side effects. An almost accidental discovery of the Unicorn Clan, this spell allows the shugenja to nearly sever themselves from the spirit world. This seclusion works both ways, making it difficult for the shugenja to summon kami, while under the effects of this spell. The difficulty of casting a spell on the shugenja increases by five times the shugenja's Water Ring, but the shugenja finds that the TN of casting any spell for the duration increased by a similar amount.

### **Hands of the Tides**

Mastery Level: 5  
Duration: Instantaneous  
Area of Effect: 30' Radius  
Range: 400'

At the completion of this prayer, the shugenja alters the positions of any creature within the area of effect, excluding any that weigh over 300 pounds. No time passes for those who are affected by this spell – they are teleported to a new position within the range of the spell, facing a direction of the shugenja's choosing. The shugenja may not suspend objects in the air unless they were already there at the time of the casting. Creatures that attack during the same Round they were affected by this spell suffer a -2k0 penalty to their next attack roll.

### **Heart of the Water Dragon**

Mastery Level: 4  
Duration: 1 Minute  
Area of Effect: Personal  
Range: Self

The power of the Water Dragon embraces the shugenja with healing energy. Any time the shugenja takes damage during the spell's duration, the shugenja automatically heals a number of Wounds equal to their Water Ring + School Rank. This effect takes place no more than once per Round.

### **The Inner Ocean**

Mastery Level: 3  
Duration: Special  
Area of Effect: Personal  
Range: Self

This spell amplifies the shugenja's innate harmony with the water kami so much so that for a brief time the shugenja becomes pure water, transparent and difficult to see. The shugenja gains a Free Raise to all rolls for hiding, and an additional Free Raise while underwater. The shugenja is immune to water pressure and physical attack while this spell is in place, and does not need to breathe. Additionally, the shugenja cannot cast spells that have not been mastered while in this form. The shugenja cannot run, but can seep through any object or barrier that is not waterproof. This spell's duration is a number of minutes equal to the shugenja's Water Ring times School Rank.

### **Iuchi's Sling (Unicorn Secret Spell)**

Mastery Level: 2  
Duration: 5 Rounds  
Area of Effect: Personal  
Range: Self

This spell creates a crude sling made entirely of flowing water to appear in the shugenja's palm. The sling itself can be gripped and loaded as if it were made of supple leather, and if the shugenja does not know how to use the weapon, it grants basic knowledge of its use (a skill of 1). Any bullet fired from this sling has its range doubled and reduces the opponent's armor by 5. This sling can be used without a bullet, the sling creating a perfectly unremarkable bullet which does not gain the benefits listed above. The sling may be given freely to others, for the duration of the spell.

### **Kharmic Vengeance**

Mastery Level: 6  
Duration: Instantaneous  
Area of Effect: One Target  
Range: 100'

With this spell, the shugenja ignites hateful memories in the target's psyche. In a moment of sheer terror, the target relives all of their most horrid experiences at once. The target immediately suffers a -2 to Awareness and Willpower and is stunned for a number of Rounds equal to the shugenja's Water Ring as the memories flood back. The TN to be Hit of the target is reduced to 5. The target's Awareness and Willpower can only be restored by the intervention of the kami or by powerful healing magic.

### **Kingdom Beneath the Sea (Phoenix Secret Spell)**

Mastery Level: 5  
Duration: 1 Round (Special)  
Area of Effect: One Target plus Self  
Range: Touch

Shiba, the Kami that founded the Phoenix Clan, took for his wife a maiden who came from a mysterious kingdom beneath the sea, the same realm which is said to have forged the Phoenix Clan's ancestral sword Ofushikai. By means of this spell, the shugenja calls on this ancient alliance between the peoples of the land and those below to travel through hidden pathways in the water. At the end of the casting time the shugenja and a willing target may walk into the sea at any point along the coastline and emerge one Round later at any other point along Rokugan's coast. Targets may not act in the round directly following the emergence from the water. The targets emerge without getting wet. For every Raise called, the shugenja may bring one additional target with them.

### **Purity**

Mastery Level: 1  
Duration: 1 Minute  
Area of Effect: One Object  
Range: Touch

This simple prayer brings a small kami of water into an ordinary object, causing it to be considered blessed for the duration of the spell. This includes weapons, small flasks of water, prayer incense, and the like. If the object is dirty in some fashion, it is cleaned by the kami as well. This spell can not affect objects that are magical or awakened.

### **Ring of Water**

Mastery Level: 6  
Duration: Concentration  
Area of Effect: 30' Radius  
Range: Self

The shugenja traces the kanji for water in mystical energy, extending the force into a visible, shimmering dome that extends to the edge of the area of effect. This dome radiates a pale blue light in the area of effect and for 60 feet beyond it, and causes all of the caster's allies within the area to be heartened by the unpredictable power of water. Once per Round, the shugenja may teleport themselves and all others within the ring up to 1000 feet in any direction. The shugenja may not teleport into an area occupied by a solid object. Upon arrival, the allies within the ring appear wherever the shugenja desires so long as they are still within the boundaries of the ring.

The dome moves along with the shugenja, but only allies that were within the area of effect during the casting are affected. Those who leave the dome and return are no longer protected. The shugenja may not move more than ten feet per Round while under the effects of the ring of water (except for teleporting). If a creature enters an area simultaneously encompassed by a ring of each element (air, fire, earth, water, and void), they are immediately teleported to a random location elsewhere in Rokugan.

### **Spirit of Water**

Mastery Level: 2  
Duration: Instantaneous  
Area of Effect: One Target  
Range: Close

The shugenja may call upon the spirits of water to aid others who perform deeds in the shugenja's place. The shugenja imbues the target with an additional action in the same round that this spell is cast.

### **Stand Against the Waves**

Mastery Level: 3  
Duration: 1 Round  
Area of Effect: One Target  
Range: Close

There are countless tales throughout Rokugan's history of a single brave samurai standing against numerous foes and triumphing despite the odds. The chances that such tales are true are greatly increased when a shugenja with this spell are present. This spell grants the target a number of additional attacks equal to the shugenja's Water Ring. These additional attacks suffer a +5 TN. For every Raise called, the duration of the spell can be increased by one Round.

### **Strike of Flowing Waters**

Mastery Level: 4  
Duration: 1 Round  
Area of Effect: One Target  
Range: Touch

Like a swiftly flowing river, the target's melee attacks flow through and around armour. All the target's melee attacks ignore armour for the duration of the spell. For each Raise called, the duration of the spell can be increased by one Round.

### **Suitengu's Surge**

Mastery Level: 1  
Duration: 1 Round  
Area of Effect: One Target  
Range: 25'

A ray of lethargy-inducing energy numbs the reflexes of one attacking creature, causing the target to suffer a penalty to their attack rolls for the following Round equal to the caster's Water Ring.

### **Surging Soul**

Mastery Level: 3  
Duration: 5 Minutes  
Area of Effect: One Target  
Range: Touch

While many associate the focussed violence of an iaijutsu duel with the harsh flaring energies of Fire, the spirits of Water are not without their own surging nature. The shugenja may prepare a target's inner energies to crash down upon their foes with the force of an ocean wave, sweeping aside a lesser foe. During an Iaijutsu duel, the target gains an additional Focus that does not increase their TN. For every Raise called by the shugenja, the target gains another Focus for the duel, that does not increase their TN.

### **Tides of Battle**

Mastery Level: 5  
Duration: 1 Hour  
Area of Effect: Special  
Range: 100'

Water is the element not only of clarity and strength, but also of battle. This spell excites the local mikokami to assist the shugenja's army and carry them to victory. This spell may target a number of creatures within range equal to the caster's Water times School Rank. The shugenja may select themselves as one of the targets. For the duration of the spell, the targets of this spell take one less die of damage on the Battle Table, and gain a +2k0 to all rolls during **Duel** or **Heroic Opportunity** results. For every two Raises called, the duration of this spell can be extended by another hour, or the shugenja may increase their Water by one for purposes of determining how many targets can be affected by this spell.

### **Yuki's Touch**

Mastery Level: 3  
Duration: 1 Hour  
Area of Effect: One Body of Water  
Range: 400'

This spell causes a body of water to freeze in a way of the caster's choosing. This area of water can not be any larger than the 15 square feet times the caster's Water + School Rank. When this spell is cast, the shugenja may affect any part of the water that they can see (usually the surface) and choose to shape a form of ice from the water. This spell may cause the water to rise from its original height, but no more than five feet in any location. A typical use of this spell is to cause water to freeze across a body of water to form a bridge. The ice surface can be as sturdy as a stone bridge when used for this purpose. Ice from this spell may be melted by magical means, such as magically created fire. Otherwise, it remains intact until the spell is ended, at which time it melts normally. For every Raise called, the duration of this spell can be extended one hour.

## **Void Spells**

### **Balance the Elements**

Mastery Level: 3  
Duration: Instantaneous  
Area of Effect: One Target  
Range: Touch

This spell diffuses the kami surrounding a creature, returning it to its normal state. This powerful spell dispels any magical effects from a target of Mastery Level 3 or less that is influencing the target or object, including any kiho or special abilities created by an individual of Insight Rank 3 or less. In addition, this spell heals the target a number of Wound Points equal to the shugenja's Void Ring + School Rank. For every Raise called, the shugenja can increase the potency of this spell, dispelling magical effects of a greater Mastery Level or Insight Rank by one per Raise.

### **Banished to the Outer Darkness**

Mastery Level: 6  
Duration: Instantaneous  
Area of Effect: 30' diameter  
Range: 100'

The shugenja shouts a defiant cry of anger and denial against their enemies, releasing a billowing cloud of sparkling darkness from their fingertips. This cloud immediately consumes all being against which the shugenja directs it, completely destroying them. If the shugenja has undeniable evidence or testimony that the targets have maliciously, intentionally, and without justification brought harm to the shugenja, the shugenja's family, or the shugenja's Clan, the shugenja gains a Free Raise to cast the spell. Raises can be used to increase the area of effect by 5 feet in diameter per Raise.

### **Boundless Sight**

Master Level: 2  
Duration: Concentration  
Area of Effect: 300'  
Range: Self

This spell connects the shugenja to all the kami in the surrounding area, allowing the caster to see everything within a 300' radius from every direction and perspective. Objects may be examined closely or at distances, but not in a manner that would require their movement.

The shugenja gains the senses of all the kami within the area of effect, allowing the caster to see and experience everything within the local vicinity, from every direction and perspective. This spell can be quite disorienting, and the caster must concentrate intently to comprehend the information being given. If disturbed, the caster has a TN to be Hit of 5 for the following two Rounds. The shugenja can not be surprised or ambushed while under the influence of this spell.

### **End of Illusions**

Mastery Level: 5  
Duration: 5 Rounds  
Area of Effect: Personal  
Range: Self

This powerful Void spell has different effects. First, the shugenja is able to see the world as it truly is – an illusion. Any form of disguise or concealment is penetrated by the shugenja's gaze, and all spirits within the area can be seen by the shugenja. The shugenja can see the true nature of any creature that can disguise itself, such as through shapeshifting or wearing the skin of others. Second, the shugenja connects themselves to the Void in such a fashion that the material world is no longer of consequence. Any physical attack directed at the shugenja simply passes through the location where the shugenja stands, including attacks by nemuranai. The shugenja is unfortunately more vulnerable to spells and kiho, and attacks of this nature gain a Free Raise against the shugenja. Raises may increase the duration of this spell by one Round per Raise.

### **Endless Depths**

Mastery Level: 3  
Duration: 1 Minute  
Area of Effect: Personal  
Range: Self

Calling upon the inner strength of the shugenja's chi, this spell extends the caster's spellcasting ability at great personal expense. After completion of this spell, the shugenja may cast spells beyond their normal restrictions, although not spells beyond the mastery level the shugenja can currently cast. Each time the character does so, the shugenja suffers XkX damage, where X is the mastery level of the spell. Shugenja who die from the damage of this spell are unravelled by the Void, and can not be restored.

### **Essence of All**

Mastery Level: 5  
Duration: 1 Minute  
Area of Effect: Personal  
Range: Self

When a shugenja becomes one with the essence of all, they touch the very fabric of the Void that holds reality together. The shugenja essentially becomes a powerful spirit for the duration of the spell, immune to mundane weapons and may pass through physical objects without impediment. The shugenja gains five additional Void Points that last for the duration of the spell, but the caster's Void Ring is not increased. If the spell ends while the shugenja is within a physical object, the caster is shunted off to the nearest open space and takes 1k1 damage for every five feet they were forced to travel.

### **Master the Dragon**

Mastery Level: 6  
Duration: Special  
Area of Effect: Personal  
Range: Self

This spell takes six hours to cast. Ultimate mortal mastery of the Void finally comes when an Ishiken has knelt in the presence of the divine Dragon of the Void. After six hours of deep meditation, chanting, and ritual, the shugenja connects with the infinite being of the Void Dragon. The shugenja may ask one question of the Dragon of Void for every Rank of Void the Ishiken possesses, and the Dragon will respond as it sees fit. Once the shugenja has asked the last question, they come out of their trance fully restored, with no Wounds and at full Void. Though this spell is the apex of the Ishiken's art, the Void Dragon will not tolerate its use more than once per week. Those who attempt to cast this spell more than once per week are instead stricken, their mental Traits reduced to one. These Traits recover at a rate of one point per day.

### **Ring of Void**

Mastery Level: 6  
Duration: Concentration  
Area of Effect: 30' Radius  
Range: Self

The shugenja traces the kanji for void in mystical energy, extending the force into a visible, shimmering dome that extends to the edge of the area of effect. This dome radiates an eerie black light in the area of effect and for 60 feet beyond it, and causes all of the caster's allies within the area to be enlightened by the mystical nature of the void. Once per Round, all allies affected by this power may re-roll one skill check and keep the better result, including attack rolls.

The dome moves along with the shugenja, but only allies that were within the area of effect during the casting are affected. Those who leave the dome and return are no longer protected. The shugenja may not move more than ten feet per Round while under the effects of the ring of water (except for teleporting). If a creature enters an area simultaneously encompassed by a ring of each element (air, fire, earth, water, and void), they are immediately teleported to a random location elsewhere in Rokugan.

### **Touch of All**

Mastery Level: 2  
Duration: Instantaneous  
Area of Effect: One Target  
Range: 20'

With this spell, the shugenja adjusts the balance of elements within one object or creature towards their natural state. Any spell of mastery level 2 or less that is currently affecting the target is dispelled.

### **Touch of the Void**

Mastery Level: 1  
Duration: 1 Round  
Area of Effect: One Target  
Range: 10'

This spell allows the shugenja to cause a minor disturbance in or around a creature's Void. This spell has no effect on a target that does not have a Void Ring (such as animals and most Shadowlands beasts and oni). The target of this spell loses their next action but suffers no other ill effects.

### **Unravelling**

Mastery Level: 1  
Duration: Instantaneous  
Area of Effect: One Shugenja  
Range: 100'

As with most material things, magic requires a balance or absence of Void to come into being. When the shugenja casts this spell, they alter the Void within a spellcaster's spell, ruining the magic. This spell may be cast as a counter spell, though the shugenja must identify the spell being countered. The caster of the spell to be countered may expend a Void Point to continue casting the spell, but the Ishiken can then spend a Void Point to negate this countering, until one or the other decides to no longer spend Void and accept what is to be.

### **Visage of the Void**

Mastery Level: 5  
Duration: 1 Day  
Area of Effect: Personal  
Range: Self

By focussing on the nothingness of the Void, the shugenja may cloak themselves from the elemental kami that enable more traditional elemental spells. While the shugenja is thus concealed, they do not set off any type of magical alarms. The shugenja is invisible to wards, barriers, or alarms established by spells of a lesser Mastery Level, none of which react to the caster's presence in any way. Finally, any shugenja attempting to target the caster with a spell of a lower Mastery Level must first succeed in an opposed Void roll against the caster. If the opposing shugenja wins, the spell works as normal. If the shugenja protected by this spell succeeds, the attacking spell has no effect. The spell is discharged the first time a spell is cast upon this shugenja successfully unless the Ishiken spends a Void point, or until the duration expires. For each Raise called, the duration of the spell can be increased for another day.

### **Voice of the Void**

Mastery Level: 3  
Duration: 1 Hour  
Area of Effect: Personal  
Range: Self

By extending a substantial portion of the shugenja's own essence into the very pattern of the Void, the caster allows themselves greater physical freedom in casting spells for a period of time. Once the spell is cast, the shugenja's prayers and sutras needed to cast spells are heard through the Void as the shugenja's soul speaks them through that medium only. While this spell is in effect, the shugenja reduces the actions needed to cast spells by one, and can cast two spells of mastery level one per Round. Anyone attempting to determine what spell the shugenja is casting must call a Raise to do so.

### **Whispering Blade**

Mastery Level: 3  
Duration: 1 Minute  
Area of Effect: 3'  
Range: 25'

This spell brings into being a shimmering plane of force shaped like the blade of a katana. This weapon is almost invisible, detectable only as a faint distortion in the light around it. The blade appears up to three feet away from the shugenja, but may move at a speed of 30' to the maximum range of the spell. The shugenja directs the blade's movements, and may attack with it, gaining a bonus on their attack roll equal to their Void Ring due to being nearly invisible. If the blade strikes, it deals the normal damage of a katana, but also strips a Void Point from the target.

## Ancestor Spells

### Bridge to Yomi

Mastery Level: 3  
Duration: 1 Day  
Area of Effect: One Shiryo  
Range: 25'

The shugenja contacts the ancestors and calls one to assist the shugenja. By making a successful Awareness roll, the shugenja gains the assistance of the shiryo for the duration of the spell.

<b>Shiryo</b>	
Air	3
Earth	3
Fire	3
Water	3
Attack:	4k3
Damage:	5k2
Wounds:	48: Dead
Special:	Invulnerability

The shiryo may choose to depart at any time if it feels that the group has behaved dishonourably. For each Raise called, a Ring can be increased by one rank. This will adjust the shiryo's Attack (Fire), Damage (Water) or Wounds (Earth) accordingly.

### Grandfather's Word

Mastery Level: 5  
Duration: Instantaneous  
Area of Effect: All enemies within range.  
Range: 25'

The shugenja calls upon a powerful ancestor who verbally chastises all enemies within range. By making a successful Intelligence roll, the shugenja makes these enemies stunned for a round, losing all attacks and reducing their TN to be Hit to 5. If the targets of this spell have the Shadowlands Taint, they suffer XkX damage, where X is their Rank of Taint. So potent is this verbal attack, that even those who can not understand the ancestor's words, or who have no concept of honour are still affected. The TN of this spell is  $25 + 5 \times$  the target's Honour Rank.

### Lessons of the Lion

Mastery Level: 2  
Duration: 5 Minutes  
Area of Effect: One Weapon  
Range: 25'

The shugenja proclaims the greatness of the ancestors for all to hear: true strength lies in compassion. By making a successful Awareness roll, the shugenja's weapon is guided by their ancestors, increasing the damage of the weapon by 2k2 for the duration of the spell. In addition, an opponent struck by the weapon will not suffer damage beyond the Down Wound level, allowing the wielder to subdue their opponents quickly and cleanly.

### Never Alone

Mastery Level: 2  
Duration: Special  
Area of Effect: One Target  
Range: Touch

The shugenja touches the recipient's shoulder and opens their eyes to the courage of their ancestors. By making a successful Intelligence roll, the target becomes inspired, and gains a +1k0 bonus to all skill rolls, including combat skills. The character is considered to have at least one rank in all skills for the duration of the spell. This bonus lasts for one hour, until the target takes damage, or until the target fails a skill roll.

### **Seeing Ages Past**

Mastery Level: 6  
Duration: 1 Minute  
Area of Effect: Personal  
Range: Self

The shugenja calls upon their ancestors, petitioning the powerful shugenja of the past to aid them. By making a successful Awareness roll, the shugenja temporarily regains all the spell slots they had within the last twenty-four hours, which remain for the duration of this spell. Once the duration passes, the ancestors depart and the shugenja loses their regained spell slots. For each Raise called, the shugenja may extend the duration another minute.

## **Maho**

### **Ancient Wisdom**

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

The target skull once more becomes home to the spirit that once inhabited it. The skull does not gain mobility or the ability to attack, nor can it feel pain. It can see what is 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 allow the undead to talk. 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.

### **Blood Armour**

Mastery Level: 1  
Duration: 5 Rounds  
Area of Effect: Special, See Below  
Range: Self

The caster creates a link between themselves and a number of enemies equal to the caster's School Rank, making the target suffer a part of any damage the caster takes during melee combat. When the caster is struck by the recipient of the spell, the attacker takes half the damage they inflict upon the shugenja (round up). If the attacker is using a bare handed attack (or it is an animal using natural weapons such as claws or teeth), then the attacker suffers full damage instead. For each Raise called, the shugenja may choose an additional attacker to be the recipient of the spell, or may increase the duration by one Round.

### **Blood Warding**

Mastery Level: 2  
Duration: 1 Hour  
Area of Effect: One portal or room  
Range: 100'

This spell requires ten Rounds to cast. This spell bars an entrance or wards the room itself against those who do not bear the Shadowlands Taint. Any entrance warded will be held fast, as if securely closed and locked. The TN for attempting to force entrance through a warded portal 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 duration by one hour per raise called, or to ward an additional entrance in the same room. By warding a room or hallway, the spell inflicts damage on creatures who do not possess the Taint when they enter the area. Any untainted creature attempting to enter the protected region immediately suffers 5k5 Wounds. The target continues to take 5k5 Wounds each round that they remain in the warded area.

**Bloodstrike**

Mastery Level: 3  
Duration: 5 Rounds  
Area of Effect: Special  
Range: 100'

The shugenja strikes a number of targets equal to their Earth Ring with a sickly yellow ray. The caster and all targets reduces their Stamina Rank by two for the duration of the spell, adjusting Wound Ranks accordingly. Raises may be called to increase the duration by 5 Rounds per Raise, or the number of targets struck by the spell by one per Raise. For every two Raises called, the shugenja may reduce the target's Stamina by another Rank.

**Cannibalize**

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

The caster destroys a non-sentient undead target to heal their own injuries. For every Wound Rank the target possessed, the caster recovers 1k1 Wounds. The process is dangerous however, because the caster is infused by the Taint as the wounds heal. If the character recovers more than four Wound Ranks when healing through this method, they must make an Earth roll against a TN of 20. Failure results in the caster becoming undead, themselves. Raises may be called to increase the amount healed by 1k1 per Wound Rank of the undead target, or to destroy an additional target for healing.

**Choke the Soul**

Mastery Level: 3  
Duration: 5 Rounds  
Area of Effect: One target  
Range: 25'

The shugenja chokes the life out of those who can hear their voice, causing the targets to gasp and wheeze somewhere between choking and laughter. The victim collapses into gales of manic laughter that quickly become wracking, choking wheezes as they fall prone. The target can take no actions while strangling, and suffer a cumulative 1k1 damage each Round. After the spell ends, the victim requires one Round to recover before they can act normally. Creatures of only animal intelligence or who do not need to breathe are not affected. Raises can be used to increase the duration by one Round per Raise, or to increase the number of targets.

**Corruption of the Earth**

Mastery Level: 4  
Duration: 5 Rounds  
Area of Effect: 3' Radius  
Range: 25'

This spell is cast as an Elemental Earth spell, but is a Maho spell as well. When cast, the target area becomes deep mud and begins to swallow everyone within the area of effect at a rate of two feet per Round. Characters attempting to escape must make an Earth roll against a TN of 15 to move three feet. Attempts to move (successful or not) cause the victim to sink an additional foot unless they succeed in a Water roll against a TN of 10. Once to the edge, it takes an Earth roll to pull free, with a TN of 5 x the number of feet the character has already submerged.

Anyone in the morass at the end of the spell's duration must be dug free, 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 kansen will retaliate against the caster and immediately unleash the spell on them, while spitting up the original targets of the spell. Each Raise may increase the radius by three feet, or increase the duration of the spell by an additional Round.

### **Curse of Blood**

Mastery Level: 4  
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 hence 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 shugenja to target another individual, if they were involved in the caster's death.

### **Curse of Weakness**

Mastery Level: 3  
Duration: 1 Minute  
Area of Effect: One Creature  
Range: 25'

The shugenja strikes a number of targets equal to their Earth Ring with a coruscating ray. The targets reduce their Strength Rank by two for the duration of the spell. Raises may be called to increase the duration by one minute per Raise, or the number of targets struck by one per Raise. For every two Raises called, the shugenja may reduce the target's Strength by another Rank.

### **Damnation**

Mastery Level: 2  
Duration: Permanent  
Area of Effect: One Target  
Range: 25 feet

The TN of this spell is  $10 + 5 \times$  the target's Honour Rank. If successful, the target feels the subtle call of Jigoku and carries the seed of evil within themselves. 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 shugenja may extend the effect of this spell, so that it will affect the target an additional time before the spell wears off.

### **Dark Phoenix Fire**

Mastery Level: 3  
Duration: Instantaneous  
Area of Effect: 10' Radius  
Range: 100'

This spell is cast as an Elemental Fire spell, but is a Maho spell as well. The character unleashes a burning cloud of corruption, engulfing an area with sickly black flames. Creatures caught within the area suffer terrible wounds, the caster rolling a number of dice equal to their Fire Ring, and keeping a number of dice equal to their Taint Rank. Everyone within the area of effect must make an Earth Roll against a TN equal to the wounds inflicted, or gain one die worth of Taint. Raises may be called to increase the area by an additional 10' Radius per Raise called.

### **Dim Mak**

Mastery Level: 2  
Duration: Instantaneous (Special)  
Area of Effect: One Target  
Range: Touch

The shugenja, upon completion of this spell, must touch the target to unleash it. If successful, the victim suffers 2k2 wounds and the spell ends. If the caster sacrifices a Tainted, sentient creature as part of the spell, the damage inflicted is instead XkX, with X being the Taint Rank of the sacrificed creature. Raises may be called to increase the number of targets the caster may attack with this spell before the duration ends. Two Raises may be called to allow the shugenja to use a weapon when unleashing this spell.

### **Entrap Ancestor**

Mastery Level: 3  
Duration: 5 Minutes  
Area of Effect: One Object  
Range: 25'

This spell has a casting time of one hour. The shugenja summons an Ancestor and binds it into an item. The item must be of at least Fine Quality, and while the item remains whole, unscarred, and complete, the Ancestor is bound within it. The person who wears the item can gain advice and information from the ancestor trapped within it, and gains any advantages or disadvantages that the Ancestor normally grants. If the item becomes scratched, lost, or broken, or when the duration expires, the spirit returns to its proper place in the afterlife. The Ancestor can be normally seen by those who see spirits. Each Raise called can increase the duration by an additional 5 minutes.

### **Eternal Darkness**

Mastery Level: 3  
Duration: 5 Rounds  
Area of Effect: One Undead  
Range: 25'

The caster chooses a single undead creature and grants it the ability to regenerate. The undead regains a number of Wounds each Round equal to the caster's School Rank, and can recover from nearly any form of damage. If the recipient is brought to Dead, it will continue to fight normally, though the removal of limbs may slow it somewhat. While the spell is in effect, only the complete destruction of the target will prevent it from regeneration. For each Raise called, the duration can be increased by 5 rounds, or one additional undead can be the recipient of the spell.

**Expose Taint**

Mastery Level: 3  
Duration: 5 Rounds  
Area of Effect: Special  
Range: 25'

The shugenja may cast this on a number of Tainted individuals within range equal to their School Rank. Those targeted by the spell may choose whether or not to resist the spell. While influenced by the spell, the target may roll and keep a number of dice equal to their Shadowlands Rank on all attack rolls. At the end of the duration, the individual gains a minor physical Taint symptom and gains a number of points of Taint equal to the shugenja's Rank of Shadowlands Taint when they cast the spell. This spell will negate the effects of Jade Tea. Raises may be called to increase the duration by one Round per Raise, or to target an additional person per Raise called.

**Feeding on Flesh**

Mastery Level: 2  
Duration: 5 Rounds  
Area of Effect: One Target  
Range: 25'

The shugenja devours a portion of human flesh, and inflicts wounds on others at a distance. The damage inflicted appears as bite marks as the kansen bite into the target of the spell. The shugenja inflicts 2k2 damage upon the target of the spell and may re-roll any damage die that rolls less than the caster's Taint Rank. For every two Raises called, the shugenja may increase the duration by an additional Round.

**Greater Blood Rite**

Mastery Level: 3  
Duration: Special  
Area of Effect: One Target  
Range: Touch

The shugenja can convert great quantities of blood into powerful dark energies, which can be used to heal the shugenja or other individuals, or to increase physical attributes for an hour. For every 30 Wounds sacrificed for the spell, the caster can permanently heal one Wound Rank or increase a physical Trait by two points for an hour. For each Raise called, the shugenja may increase an additional Trait, or heal an additional Wound Rank.

**Hide Taint**

Mastery Level: 2  
Duration: 1 Hour  
Area of Effect: One Target  
Range: 25'

This spell is cast as an Elemental Air spell, but is a Maho spell as well. The caster conceals all traces of the Taint upon a single individual. The smell, sight, sounds, and voice of the creature are disguised by the spell, concealing any indication that the target is Tainted. Under the protection of this spell, a zombie may appear to be a normal henchman, an ogre may become a sumai wrestler, or a goblin might appear to be a child. The kansen have a twisted sense of humour, so the shugenja has no control over what form the illusion will take. The target is always aware of what it looks like to others, and mirrors will always show the individual's true nature. This spell does not reduce the Taint, nor will it hide magical traces of the Taint. For each Raise called, the shugenja can increase the duration by an hour, or conceal an additional target.

### **Iuchiban's Theft**

Mastery Level: 5  
Duration: 1 Minute  
Area of Effect: Special  
Range: 25'

The shugenja reaches into the soul of a target, and can strip the victim of a skill, spell, kiho, technique, kata, or kiho, and either take it as their own, or grant it to another. This process is quite painful, and both the recipient and the target must make a Willpower roll against a TN of 15 or scream in agony and pass out as the knowledge is transferred. For the duration of the spell, the recipient may use this knowledge as their own. If the victim dies before the duration expires, the resulting spirit will haunt the target and attempt to reclaim the portion of their soul that was stolen. A powerful shugenja can keep the spirit at bay indefinitely, and thus the recipient will be able to keep the knowledge they have gained. Powerful shugenja may use this spell on spirits, oni, or a corpse that has been dead for up to a week, by calling three Raises. For each Raise called, the shugenja may either increase the duration by one minute, or may steal another portion of the target's soul to transfer – however, the knowledge taken must all be similar (only skills, or only kiho, or only spells, for example).

### **I Give You My Name**

Mastery Level: 3  
Duration: 5 Minutes  
Area of Effect: One Target  
Range: 25'

The shugenja sacrifices a powerful, tainted soul to bring an oni from Jigoku under the caster's command. Unlike normal summoning, the spell 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 combined total of the shugenja's Insight Rank plus the highest Elemental Ring of the sacrificed victim. The oni erupts from the body of the sacrifice and does 6k6 damage to the victim (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 such a case the shugenja typically uses a knife or the like to dispatch the victim, ensuring the oni's presence for the full duration of the spell. If the sacrifice somehow survives, the oni's power is diminished, and it is banished after only half the normal duration. If the shugenja is injured before the duration expires, the oni may attempt to break free of the caster's control by making a contested Willpower roll. If the oni succeeds, it becomes free, and may remain indefinitely. For every Raise called, the duration of the spell can be increased by five minutes.

### **Quench The Ashes**

Mastery Level: 4  
Duration: 1 Day  
Area of Effect: Personal  
Range: 100'

The shugenja may witness a single spell being cast, regardless of type, and then cast the spell themselves as if they had mastered it. The spell observed must be one the caster is normally capable of casting (elemental or maho for most, though a *sodan-senzo* who practices maho may use ancestor spells), and the shugenja must be of the proper School Rank to be able to cast the spell witnessed. Once the shugenja sees the spell, they understand the principles behind it, and can cast it or scribe it for later study. Once the duration has ended, the caster loses the insight necessary to cast the spell. The caster does not forget or lose the spell by casting it, and thus can continue casting the spell as needed until the duration expires. Raises may be used to increase the duration of the spell by one day.

### Red Knife

Mastery Level: 3  
Duration: 5 Rounds  
Area of Effect: One Weapon  
Range: Touch

The shugenja may channel the power of Jigoku into a held weapon. The weapon increases the damage it inflicts by 1k0, and adds the Honour Rank of any target struck by it to the damage the weapon inflicts. An aura of malicious energy surrounds the weapon, and anyone within ten feet of the weapon is immune to possession or magical control. Spirits and kansen may not approach closer than ten feet, but those spirits that were already within ten feet when the spell was cast are not banished. A nemuranai that has this spell cast on it loses all previous abilities until the duration expires, though powerful nemuranai will simply resist the spell's effects. Raises may be called to increase the spell's duration by five Rounds per Raise called, or to extend the protective barrier of the spell by five feet per Raise.

The weapon gains one more potent ability which brings dread to those who know of it. The owner of the weapon is able to sap the will of a target by making a contested Willpower roll. If the wielder succeeds, the target becomes a willing sacrifice, offering themselves to be slain by the weapon or approaching the sacrificial altar. The wielder can only control one victim at a time, and the victim remains under the spell's effect until they are slain or until the wielder releases the weapon. If the weapon is released, the victim comes to their senses the following Round.

### Sacrifice of Masks

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

The shugenja 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 the 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 by one point per Raise.

#### Plague Zombie

Earth: 0 (Stamina: 3)  
Water: 1 (Strength: 3)  
Fire: 1  
Air: 0  
Attack: 1k1  
Damage: 5k2 (See Below)  
TN to be Hit: 5  
Carapace: 7 (See Below)  
Wounds: 60: Dead (See Below)

Plague Zombies take half damage from slashing weapons and quarter damage from crushing weapons (round down). When a zombie suffers 15 or more wounds from a single blow, it loses a random limb. The limb will slither along, attempting to keep up with the rest of the zombie and may attempt to attack. Decapitation is required to destroy the zombie. If a Plague Zombie strikes an opponent, they must make an Earth roll against a TN of 10 or contract the plague. If the victim is not purified within three days, they die painfully and become a plague zombie. Anyone slain by a plague zombie rises within three days as one themselves.

### Stealing the Soul

Mastery Level: 3  
Duration: 1 Minute  
Area of Effect: One Target  
Range: 400'

The shugenja destroys the life force of a target, draining them and making the victim easy prey for a sacrifice. The target of this spell loses one Rank from each Ring for the duration of the spell (to a minimum of one). For every Raise called, the duration of the spell can be increased by one minute, or the penalty to each Ring can be increased by one.

### Summon Garegosu no Bakemono

Mastery Level: 4  
Duration: Special (See Below)  
Area of Effect: None  
Range: 25'

The shugenja summons the tentacle-horror known as Garegosu no Bakemono, who fights for and obeys the caster until the sun rises. The shugenja need never fear losing control of Garegosu no Bakemono. The creature is reasonably clever and will obey the shugenja to the best of its abilities. For each Raise called, Garegosu no Bakemono gains an additional Earth Rank.

#### 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 that Garegosu no Bakemono kills an opponent, it consumed the body. The victim adds their former Earth Rank to the creature's own, increasing the amount of damage that the monster inflicts, as well as adding the victim's Earth Rank to each Wound Rank possessed by the Garegosu no Bakemono. Garegosu no Bakemono resembles a giant, cancerous octopus about the size of an elephant with a huge fanged maw and beady yellow eyes. When first seen, the creature has a Fear Rating of 3. Anyone who sees it devour an opponent must immediately resist a Fear Rating of 4.

### Summon Swamp Spirits

Mastery Level: 3  
Duration: Special (See Below)  
Area of Effect: None  
Range: 25'

This spell must be cast near a still body of water, or water which has become stagnant. It calls forth a number of swamp spirits which do the shugenja's bidding. These swamp spirits appear as luminescent blue-green humanoid or tiny balls of blue-green flame with malevolent eyes. A number of swamp spirits manifest equal to the caster's Fire Ring and will remain under the caster's control until sunrise. Once the duration expires, they return to their place of origin. For each Raise called, an additional swamp spirit may be summoned.

#### Swamp Spirit

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

Swamp spirits attack by igniting those they touch, but are incapable of igniting dead or inorganic matter. They are also capable of turning invisible, disappearing from sight to attack from surprise or flee from dangerous opponents.

### Taint the Blood

Mastery Level: 2  
Duration: 3 Rounds  
Area of Effect: One Target  
Range: Touch

The shugenja taints the blood and chills the bones of the target, causing sweat and shivers simultaneously. The target suffers a -2k0 to all rolls for the duration of the spell, and their TN to be Hit is decreased to 5. For each Raise called, the shugenja can increase the duration by one more Round.

### **Taint Food and Drink**

Mastery Level: 2  
Duration: Permanent  
Area of Effect: Special  
Range: 25'

The caster corrupts and spoils a source of food or water. If cast on food, it becomes rotten and spoiled, while if cast on a beverage, the drink becomes salty, stagnant, or befouled. Should the spell be cast on a field or well, the effects last for a few days, until the natural process restores the field or well, usually in 2d10 days, though some places may require months to recover. Anyone who eats or drinks food corrupted by this spell must make an Earth roll against a TN of 15 or become sick, vomiting and weak, suffering a +10 to all target numbers for the day.

### **Touch of Death**

Mastery Level: 4  
Duration: Instantaneous  
Area of Effect: One Target  
Range: 25'

The shugenja strikes the target with lethal energy, summoned directly from Fu Leng. The skin and hair of the target age rapidly under the influence of this spell. The hair of the target becomes white and falls out in great clumps, while the skin blackens as the flesh ages too rapidly to fall away. The spell inflicts 7k7 damage, and the victim of the spell suffers the disadvantage of *Elderly* (Secrets of the Lion, page 11). The character does not gain the benefit from Lore and Knowledge Skills, however. The caster may call Raises to increase the damage by 1k1 per Raise called.

### **Voice of Lies**

Mastery Level: 2  
Duration: 1 Minute  
Area of Effect: Personal  
Range: Self

The Taint is well known for causing paranoia, irrationality, and personal habits that others may find repugnant. This spell, instead, makes the shugenja appear more powerful and inspirational. For the duration of the spell, the caster has no mental or psychological disadvantages, allowing them to mingle with society more easily. Any penalties to social rolls caused by the Taint are negated, and the character can add their Rank in the Shadowlands Taint to the total of all Intimidation rolls. For each Raise called, the caster can extend the duration for another minute.

### **Written in Blood**

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

The shugenja creates a hidden message using human blood as ink, and written on a parchment of human skin. Those without Taint that handle the message can not read it, while those with a Taint Rank of two or greater can read the message normally. A Tainted character that has less than two Ranks of Shadowlands Taint can attempt to read the message by making a Cipher (Willpower) roll against a TN of 20.

### **Yajinden's Soul Switch**

Mastery Level: 5

Duration: Permanent

Area of Effect: One Target

Range: 400'

The shugenja casting this spell can attempt to change bodies with a targets within range. The shugenja transfers all skills, techniques, spells, kiho, and kata as part of the switch. The mental traits (Awareness, Intelligence, Perception, and Willpower) transfer as well, while the physical traits (Agility, Reflexes, Stamina, and Strength) remain behind. All Rings are adjusted accordingly. To cast the spell, the target must be within range, and the caster must know where they are; line of sight is not required. The caster enters the body of his target, while their soul enters his old body. Failure of this spell leaves both the shugenja and their target stunned for one round, and the target automatically resists any attempts from the shugenja to switch bodies again. If successful, the shugenja's life force occupies the host body and the host's life force occupies the shugenja'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.