

APPENDIX ONE MAGIC ITEMS

The Akodo Daggers of the Lion Clan

These five ornate weapons were forged by the artisans of the Crane clan over a thousand years ago in an attempt to heal the rift between the Lion and Crane clans. One was given to each of Akodo One-Eye's five sons, and they have been passed down from father to first-born ever since that time. Unfortunately, several of the daggers were lost when the Akodo family was dissolved following the Scorpion Clan Coup. Now that the Akodo have returned, only two of the daggers have been accounted for.

An Akodo dagger is a +2 *keen honorable tanto*. The prestige of holding such a weapon grants its wielder +2 to Diplomacy checks with Lion Clan members when it is worn visibly, +4 when dealing with members of the Akodo family.

Caster Level: 17; **Prerequisites:** Craft Wondrous Item, Craft Magic Arms and Armor, *keen edge*, creator must be a member of the Lion Clan; **Market Price:** 32,000 koku (for a copy only; original five are priceless).

Armor of the Emerald Champion (Major Artifact)

One of the oldest and most recognizable artifacts in the Empire, the armor worn by the Emerald Champion was crafted centuries ago by the finest armorers in all of Rokugan. Countless enchantments upon the armor preserve both it and the samurai who wears it.

The armor of the Emerald Champion is +3 *lamellar armor* that allows a maximum Dex bonus of +6. Because of the prestige and renown the armor carries, its rightful owner gains a +1 Charisma bonus as well. The numerous enchantments that protect the wearer from harmful magic grant him a +2 on all saves versus spells. **Weight:** 35 lb.

The Brass Gong of Otaku Masero (Minor Artifact)

Awarded to and named after a stable boy who saved the precious Otaku Stables from a terrible fire, the Brass Gong of Otaku Masero is a sacred artifact of the Unicorn Clan. The gong is reserved for use at the most solemn or prestigious occasions; permission to ring the gong or to keep the gong until its next use is a great honor.

When the gong is rung, all who hear it are overcome with a feeling of peace as if they had been the target of a *calm emotions* spell by a cleric of level equal to theirs. In addition, anyone who is meditating when the gong is struck automatically receives all of his Void points back so long as they meditate until the sound of the gong fades completely (approximately 10 minutes). The individual chosen to hold the gong during the ceremony receives a permanent +1 competence bonus to his Concentration skill. This bonus is only granted when the gong is rung during an official ceremony.

Caster Level: 16th; **Weight:** 40 lb.

Golden Obi of the Sun Goddess (Major Artifact)

A relic from the early days of the Centipede Clan, the Golden Obi was crafted by the first generation of the Moshi family. The Moshi were devout followers of Lady Amaterasu and worshiped the Sun every day of their lives with a simple devotion and piety that was unrivaled anywhere in the Empire. When the original Isawa Moshi was an extremely old woman, she walked to the cliffs overlooking the sea and used her magic to soar into the sky. No trace of her was ever found save for her obi, which fluttered back to the ground to rest on the precipice from which she had leapt. The Golden Obi of the Sun Goddess remained with the Moshi family for centuries; just recently, the aged Moshi Jukio bestowed it on Toturi Tsudao, who wears it to this day.

The Golden Obi of the Sun Goddess may heal its wearer just as if a *heal* spell had been cast upon him or her by a cleric of the 10th level. This may be done up to three times per day, and is done whenever the wearer wishes, as a free action. The wearer of the Golden Obi also gains an additional +1d4 damage bonus on all melee attacks against any Shadowlands creature. **Weight:** —.

Katana of Fire (Minor Artifact)

The first of the five Elemental Nemuranai to be crafted, the Katana of Fire is a potent weapon with frightening destructive power. During the Clan War, the katana found its way to Shiba Tsukune, a prominent Phoenix samurai-ko. In her hands, the blade served its purpose well, returning balance between good and evil by claiming the lives of countless Shadowlands spawn during the second Day of Thunder. The katana disappeared from her possession shortly after the Day of Thunder. Its current whereabouts are unknown.

The katana of fire is a +3 *flaming speed katana*. Twice per day, its wielder may spend a Void point to cast *fireball* as a fifth level sorcerer.

Caster Level: 17th; **Weight:** 6 lb.

Meiwaku Fans of the Scorpion Clan

Two centuries ago, young Asahina Meiwaku grew weary of her position as a political bride to Soshi Toraburu, an illustrious shugenja in service to the Scorpion Clan. Determined to prove her loyalty to her new clan, Meiwaku used all of her knowledge of Asahina magic to craft a simple but lovely fan with hidden talents. Upon presenting it to her husband, she simply asked that he present it to her father the next time Toraburu visited the Crane. He agreed. Much to his surprise, he learned a short time later that while Meiwaku's father held

CREATING MAGIC ITEMS

It is important to keep in mind that while magic items in this section include creation rules, all magic items in Rokugan are unique. While an item's creation may be emulated, the originals still carry a certain power and notoriety of their own. Any shugenja who attempts to recreate the items listed here will have created only a pale imitation, similar in function but no more highly regarded than a reproduction of a famous painting or a copy of an original manuscript.

the fan, Toraburu could read his thoughts.

Delighted, Toraburu begged his wife to make more fans. She agreed only on the condition that she be fully inducted into the Scorpion Clan. Toraburu readily agreed, and the ceremony was attended by many high-ranking members of the clan. On every anniversary of that ceremony, Meiwaku presented another fan to her husband. There are now 17 fans in the Scorpion's possession.

The Meiwaku Fans appear to be nothing more than simple fans of the type used by courtiers throughout the Empire. However, when presented to another as a gift, the fans have a powerful magic effect. The person who gives the fan may, by spending a Void point, read the thoughts of the person to whom it is given. This effect is exactly like that of the spell *detect thoughts*, and has a maximum duration of a number of minutes equal to the giver's maximum number of Void points.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *detect thoughts*; *Market Price:* 23,000 koku each; *Weight:* —.

Mempo of the Void (Minor Artifact)

Created with the dying breath of two mortal shugenja, the Mempo of the Void was the last of the five Elemental Nemuranai crafted at the behest of the Oracles. The purpose of these powerful artifacts was to balance the scales between good and evil after the creation of the Elemental Terrors by the Dark Oracles of the Shadowlands. After being found in the Unicorn lands, the Mempo eventually fell into the hands of the renowned Lion tactician Kitsu Motso. Although unaware of the item's true power, the Mempo did allow Motso to see past his false allegiance to a possessed Emperor and lead half the Lion armies against the Shadowlands, perhaps changing the outcome of the Clan War.

The Mempo of the Void is a helmet that adds a +1 deflection bonus to the AC of the wearer. This bonus is cumulative with whatever other armor the samurai may be wearing. The Mempo confers upon its wearer a +10 Void bonus to all saves against any mind-affecting or compulsion effects. The wearer gains the Void Use feat while wearing the Mempo. If the wearer already possesses this feat, his maximum number of Void points is increased by 2 so long as the Mempo is worn.

Caster Level: 20th; *Weight:* —.

The Merchant Coins of the Crane Clan (Minor Artifact)

Crafted by the legendary shugenja and artisan Isawa Asahina, the Merchant Coins were a gift to the Yasuki upon the founding of the Asahina family of the Crane Clan. At that time still among the families of the Crane, the Yasuki made good use of the coins until their defection to the Crab Clan, when many of the 24 golden coins were lost. Twelve of the coins have remained with the Doji family for centuries, only recently having been passed to Yasuki Hachi, the new daimyo of the Yasuki family. Many believe that his possession of the coins confers legitimacy upon Hachi's recent appointment.

The Merchant Coins are two sets of 12 golden coins, 24 in all, each identical in appearance to normal koku save for their brightness and beauty. Each coin bears the symbol of an animal, one of the twelve for which the hours of the day in Rokugan are named. The bearer of one of the coins, during the hour named after the animal represented on the coin, receives a +15 enhancement bonus to all Appraise, Bluff, and Diplomacy checks involved in the sale or purchase of goods.

Caster Level: 15th; *Weight:* —.

Shuriken of Serpents

Believed by many to be merely a myth, these insidious weapons have been reported from time to time throughout Rokugan's history. Experts on nemuranai who believe these weapons to exist theorize that they are either the result of some foul maho ritual or originate from an unknown form of gaijin sorcery. Regardless of their origins, these deadly weapons are found only in the hands of the most sinister and dangerous assassins.

A shuriken of serpents is a +3 ranged weapon with a range increment of 20 feet and a damage rating of 2d4 (crit ×2). Any creature struck by the shuriken is also subjected to the effects of black adder venom (Injury DC 12, initial damage: 0, secondary damage: 1d6 Strength). The shuriken returns to its user's hand the round after it is thrown.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, Craft Magic Arms and Armor, *poison*; *Market Price:* 35,000 koku; *Weight:* —.

Twilight Lanterns of the Dragon Clan

Highly valued by adventurous members of the Dragon Clan, the secrets of creating the Twilight Lanterns were nearly lost when the Agasha family defected to the Phoenix Clan. Fortunately, a member of the new Tamori family recreated the process, and now these simple and practical devices are often found in the possession of prominent Dragon travelers.

Twilight lanterns contain a single fire spirit, and therefore require no fuel to produce light. Upon a verbal command, the lantern emits light just as if it had been the target of a *light* spell. The lantern also recognizes verbal commands to brighten, dim, and extinguish. Once per week, the lantern requires a successful Knowledge (arcane) check versus a DC of 12 or the spirit will leave the lantern, rendering it useless unless another shugenja casts *summon (fire)* to coax another fire spirit into the lantern.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *summon (fire)*; *Market Price:* 1,000 koku; *Weight:* 2 lb.

Yasuki Hohiro's Bag of Necessity (Minor Artifact)

Yasuki Hohiro is one of the most famous daimyo in the Crab Clan's history. The innumerable tales of his life cannot possibly all be true. The Yasuki family of the Crab insists that the best-known story is indeed true: that Hohiro acquired wealth so expansive during his lifetime that he could neither spend it all nor even store it. Instead, he wandered the land giving it to the poor among the Crab peasantry. The bag that he wore on his hip is said to have been transformed by his good karma into an nemuranai of extreme practicality. It was carried by every Yasuki daimyo after Hohiro until the appointment of Daidoji Hachi as the new daimyo of the family. Thus far, the Crab Clan has refused to relinquish any of the Yasuki birthrights to someone they consider to be a base usurper.

The Bag of Necessity appears to be a normal bag of the usual type, and can hold up to 4 pounds of material. Only when it is empty, however, do its true qualities come to light. At any time the owner of the bag may reach inside and find the exact amount of money he requires for something he needs. Notice that the word is "need" rather than "want." Trying to purchase an expensive kimono or a weapon would not work, but a night's lodging at a pleasant inn or a filling meal would be paid for.

Caster Level: 17th; *Weight:* 2 lb.