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Legends
of the

Samurai

THE MYSTIC ARTS



CHAPTER ONE: MYSTIC CLASSES

KENZA

The kenza is a master of the elements, a mystic who can use his knowledge of the magic arts to rain destruction down on his enemies. His Ki is so strong he can bend nature herself to his will. In a warrior culture, the kenza is both respected and feared.

Adventures: The kenza is a seeker after knowledge, and his adventures usually reflect that quest. Kenza also travel the land seeking mentors with whom to advance their knowledge of the mystic arts. Occasionally a kenza takes service with a daimyo and undertakes adventures at his lord's request.

Characteristics: The kenza is a master of destructive magic who can harness the power of nature to assault his foes. The kenza is also a skilled scholar, and many members of this class live in the wild, studying the sublime harmony of nature.

Honor: The kenza cares little about honor; he lives in a society of his own governed by unique rules. Living outside the rigid orderliness of society means

that kenza are found where they are least expected, from the court of the Emperor to the lowliest peasant village. Their motives are closely guarded, which makes their behavior inscrutable and unpredictable to those around them.

Religion: The power of the kenza is drawn from the natural world. Some kenza believe that the gods created this world and must be revered as the ultimate source of their power. Others believe the world came into being through an interplay of natural forces, and that the gods merely stumbled across it. Devout kenza can be found (in small numbers) in all the faiths common to medieval Japan, from Buddhism to Shinto to Christianity.

Background: Most kenza show a talent for their craft at a very young age and are apprenticed to a more experienced magician early in life. Kenza are always seeking to expand their numbers, and look upon the training of these apprentices as a solemn duty. This does not mean that life is easy for the fledgling mage—far from it. Before the kenza learns his first magic spell, he is introduced to a life of hard work and expected to demonstrate a thorough

understanding of the laws of nature.

Bloodline: Kenza are born, not made, and this innate talent manifests itself in people of all social classes. Most kenza care little for issues of birth and heredity; it's difficult to tell by their dress or mannerisms whether a magician comes from a noble background or is the basest of outcasts.

Other Classes: Kenza get along well with all other professions, though some samurai naturally distrust kenza for living outside the natural social order. On the other hand, kenza get along very well with ronin, ninja, and other "outcast" classes precisely because they all exist outside the accepted social structure.

Role: A kenza serves the part of the traditional mage very well, providing long-range attack spells to supplement any archers in the party. At low levels they need frontline fighters to keep their foes at bay while they work their magic; while they always benefit from such protection, this need lessens as the power of the kenza's spells grow.

GAME RULE INFORMATION

Kenza have the following game statistics.

Abilities: The most important ability for the kenza is determined by his first elemental mastery (see below). Because casting spells in armor is difficult, a high Dexterity is also a key ability for the kenza.

Honor: Kenza can come from virtually any walk of life; this class has no Honor requirements.

Hit Die: 1d6

CLASS SKILLS

The kenza's class skills (and the key ability for each skill) are: Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (arcana, astrology, calligraphy, Chinese classics, Chinese poetry, composition and rhetoric, divination,

LEGENDS OF THE SAMURAI: THE MYSTIC ARTS

Welcome to *Legends of the Samurai: the Mystic Handbook*, the second installment in the *Legends of the Samurai* series. For all of you who read the first book and hated it... well, you're probably not reading this. But for those of you who read the first book and loved it, but proclaimed, "What, no magic?!"—this book is for you.

Legends of the Samurai brings the mystical world of medieval Japan to life. This book details Japan's many exotic religions and varied forms of magic. New rules describe the means by which shokunin bring enchanted weapons to life, and the ways that wielders can tap into the full potential of those weapons. Also within these pages you'll find four new core classes for arcane and divine casters, a new magic system, many new feats, an even greater number of new spells, new priestly domains, and rules for magical weapons.



history, Japanese poetry, law, mathematics, medicine, nature, nobility and royalty, politics, tactics) (Int) Spellcraft (Int), and Survival.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the kenza.

Weapon and Armor Proficiency: Weapon Proficiency (Knives, Spears and Staves)

Arcane Spells: A kenza casts arcane spells drawn from one or more of the elemental spell lists (see the Elemental Mastery ability below for a description of this process).

To cast a spell, a kenza must have a minimum ability score equal to at least 10 + the spell's level (11 for a 1st-level spell to as high as 19 for a 9th-level spell). The ability required is determined by the element in question as detailed below; a kenza might need many high abilities to be a master of all the elements.

Like other spellcasters, the kenza has a limited number of replenishable spell points with which to cast spells, as detailed on Table 2-1: Spell Points. The first element selected by the kenza determines which ability modifies his spell points.

Elemental Mastery: At 1st, 4th, 8th, 12th, 16th, and 20th level the kenza gains the Elementary Mastery ability, and may pick one of the following elemental spell lists: Air, Cold, Earth, Fire or Water. The kenza may cast spells based on that element normally. The first element a kenza chooses determines the ability score from which he derives his bonus spell points: Air (Wisdom), Cold (Dexterity), Earth (Constitution), Fire (Charisma) or Water (Strength).

Each time a kenza acquires one of these five elemental lists, he gains the following ability, depending on the element selected:

Air: add Spot and Listen to kenza class skill list

Cold: add Balance and Tumble to kenza class skill list

Earth: +2 bonus on all Fortitude saves

Fire: add Bluff and Gather Information to kenza class skill list

Water: add Climb and Swim to kenza class skill list

Once he has acquired multiple elemental spell lists in this manner, the kenza may also choose spell lists that combine two or more of his known elemental masteries: magma and weather.

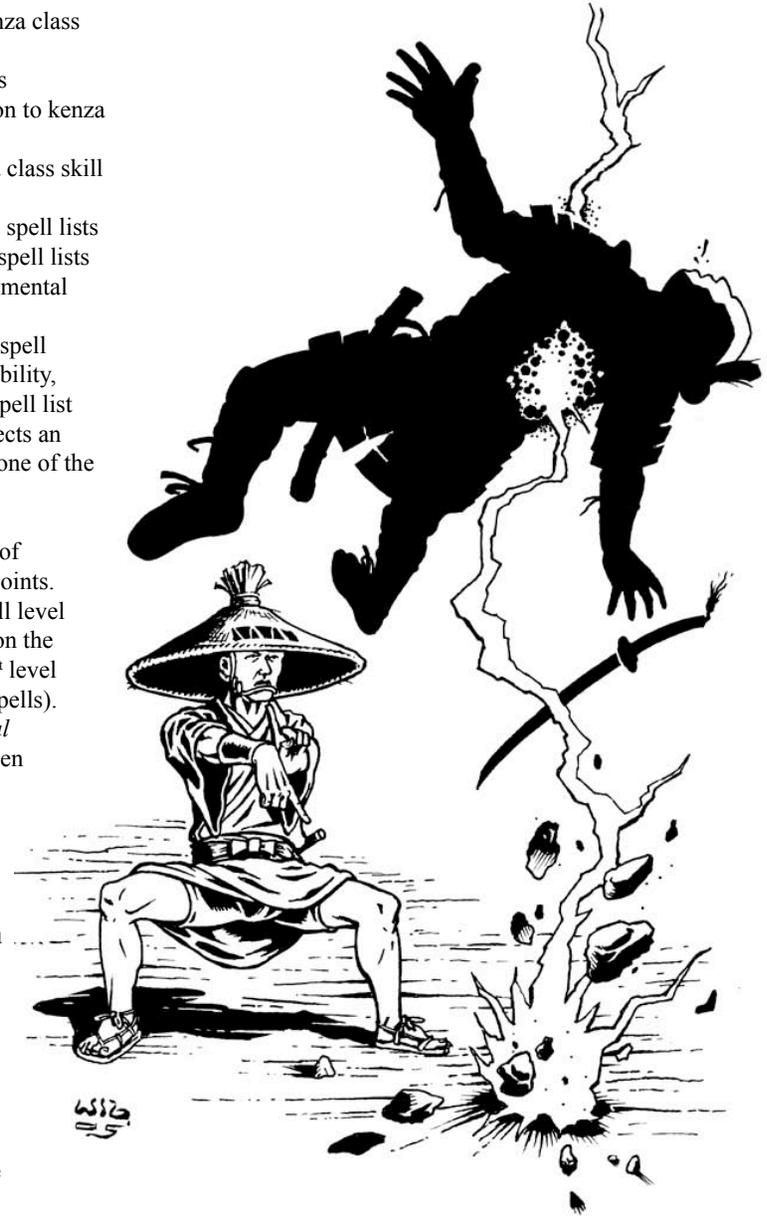
Alternatively, instead of selecting a new spell list when he gains the Elemental Mastery ability, the kenza may instead choose to master a spell list he already knows. Each time the kenza selects an already-acquired spell list, he may choose one of the following abilities to apply to it:

Elemental Ease (Prerequisite Elemental Mastery): The spell point cost of all spells of the chosen element is reduced by -2 spell points. The minimum spell point cost for each spell level is the lowest amount that can be achieved on the spell point table (0 spell points for 0 and 1st level spells, 1 spell point per level for all other spells).

Elemental Power (Prerequisite Elemental Mastery): The DC for all spells of the chosen element is increased by +2 spell points.

Elemental Resistance (Prerequisite Elemental Mastery): You gain 1 DR per spell level you can cast (i.e. without overcasting) against attacks of the chosen element (air, cold, earth, fire or water). You may choose this ability more than once. Its effects stack.

Elemental Ease, Improved (Prerequisite Elemental Ease): You may apply any of the following to spells of the chosen element: Enlarge Spell, Extend Spell, Silent Spell and Still Spell. You do not need the appropriate feat to apply these





effects to spells of the chosen element, and they do not increase the casting cost of the spell in question. You may only apply one of these effects to a given spell casting, but you may change which effect to apply from round to round.

Elemental Ease, Greater (Prerequisite Improved Elemental Ease): You may apply any of the following effects to spells of the chosen element: Empower Spell, Maximize Spell, Quicken Spell or Widen Spell. You do not need the appropriate feat to apply these effects to spells of the chosen element, and they do not increase the casting cost of the spell in question. You may only apply one of these effects to a given spell casting, but you may change which effect to apply from round to round.

Elemental Solace: When near a large quantity of an element he has mastered, the kenza finds it easier to meditate and recover his strength. His spell point recovery is increased by +1 per hour. This source might be a campfire for a fire kenza, a river or lake for a water kenza, a mountain for an earth kenza or a pure mountain breeze for an air kenza. At 14th level, this bonus increases to +2 spell points per hour.

Ki: Beginning at 5th level the kenza can tap the power of his Ki once per day. He can use his Ki to cast any spell of 0-3rd level without paying the spell point cost. This ability may not be used on spells marked with asterisk on the spell chart or on any spell that has a metamagic feat applied to it.

At 10th level the kenza can use his Ki twice per day and can cast spells of up to 5th level with this ability.

At 15th level the kenza can use his Ki three times per day and cast spells of up to 7th level with this ability.

At 20th level the kenza can use his Ki four times per day and cast spells of up to 9th level with this ability.

Bonus Feats: At the levels indicated on the class table, the kenza can choose a bonus feat from the following list: Aikijutsu, Analytical Combat, Bojutsu, Educated, Empower Spell, Enlarge Spell, Extend

TABLE 1-1: THE KENZA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Elemental Mastery
2 nd	+1	+0	+0	+3	
3 rd	+1	+1	+1	+3	Elemental Solace
4 th	+2	+1	+1	+4	Elemental Mastery
5 th	+2	+1	+1	+4	Ki 1/day (0-3rd level spells)
6 th	+3	+2	+2	+5	Bonus Feat
7 th	+3	+2	+2	+5	
8 th	+4	+2	+2	+6	Elemental Mastery
9 th	+4	+3	+3	+6	Elemental Consort
10 th	+5	+3	+3	+7	Ki 2/day (4th-5th level spells)
11 th	+5	+3	+3	+7	
12 th	+6/+1	+4	+4	+8	Elemental Mastery; Bonus Feat
13 th	+6/+1	+4	+4	+8	
14 th	+7/+2	+4	+4	+9	Elemental Solace (Greater)
15 th	+7/+2	+5	+5	+9	Ki 3/day (6th-7th level spells)
16 th	+8/+3	+5	+5	+10	Elemental Mastery
17 th	+8/+3	+5	+5	+10	Elemental Consort, Greater
18 th	+9/+4	+6	+6	+11	Bonus Feat
19 th	+9/+4	+6	+6	+11	
20 th	+10/+5	+6	+6	+12	Elemental Mastery; Ki 4/day (8th-9th level spells)

Spell, Heighten Spell, Innate Spell, Jodo, Jojutsu, Low Profile, Maximize Spell, Metabolic Fuel, Poise, Power Surge, Quicken Spell, Renown, Silent Spell, Still Spell and Widen Spell.

Elemental Consort: At 9th level the kenza can summon elementals of any element for which he has taken Elemental Mastery (in other words, of any elemental spell type he can cast). The kenza can summon 1 large elemental, 1-2 medium elementals or 1-3 small elementals of the chosen type. This ability can be used once per day; elementals summoned in this fashion remain until they are slain or until the kenza dismisses them. They serve the kenza willingly as a kindred spirit.

At 17th level the kenza can summon 1 elder elemental, 1-2 greater elementals, 1-3 huge elementals, 1-4 large elementals, 1-6 medium elementals or 1-8 small elementals.



MAHOUTSUKAI

The mahoutsukai is a master of sorcery, or so-called “black” magic. He does not wield the power of the gods like the senkensha and the shukke, nor can he shape nature to his will like the kenza. Instead, the mahoutsukai relies on his ability to bend the minds of others, making them see his lies as reality. As his power grows, the mahoutsukai’s lies are potent enough to actually reshape reality in accordance with his will. Despite his power (or perhaps because of it), the mahoutsukai is considered a disreputable, dishonorable figure.

Adventures: The mahoutsukai is a wanderer by nature, because he is something of an outcast. The mahoutsukai is also an adventurer at heart and always desires new, exciting experiences. These tendencies