

## Spirit Realms

You need at least 1 point in History (Local Rokugan) to gain access to this page or at least 1 point in Knowledge (the Planes) since coming to Rokugan.

Alternate planes that occupy the same space in Rokugan. The physical appearance of the plane is variable and changes between people. Some creatures exist in multiple realms.

**Chikushudo** > **The Realm of Animals**, where the spirits of animals live.

**Gaki-Do** > **The Realm of the Hungry Dead**, where greedy and dishonorable souls go, they are restless spirits how live to consume until their eternal hunger is somehow sated. Many have been consumed by the corruption of the Shadowlands Taint.

**Jigoku** > **The Realm of Evil**, the source of oni, only the most depraved and corrupted souls find their way to this realm, a nightmarish realm with its appearance based on the individual. The spirits are intent on making every other realm a reflection of its foulness and is balanced by the divine power of Tengoku.

**Meido** > **The Realm of the Dead**, Realm of Waiting where the souls of mortals await reincarnation, a quiet serene place filled with spirits. It is ruled by the great Fortune Emma-O, who weighs the worth of mortal souls and determines when they are prepared to return to life. There is no conflict here, it is a realm of reflection, nothing more.

**Ningen-do** > **The Mortal Realm**, the physical world. Nezumi, kitsu, zokujin, ningyo and kenku are native to this realm. Nagas and humans come from the Celestial Heavens and were formed from the blood of Lord Moon and the tears of Lady Sun.

**Sakkaku** > **The Realm of The Tricksters**, home to kappa and mujina, the least understood of the spirit realms. It has withstood the corruption of the Realm of Evil, its existence seems to serve no purpose.

**Tengoku** > **The Realm of Celestial Heavens**, the home of many of the Fortunes, the Elemental Dragons, the Sun and Moon and other divine entities. It is a realm of exquisite majesty where mortals are rarely allowed. Though it is said the Emperor can see this realm at will. Like the Greater Kami the inhabitants sparkle with the majesty of the heavens, and thus are attractive additions for any realm. Visitors are particularly vulnerable to being claimed by jealous realms should they stray from home for long.

**Toshigoku** > **The Realm of Slaughter**, home to souls who lived their lives consumed with thoughts of battle and death. An endless plane of war, where the souls of the deceased do constant battle with one another "dying" only to rise again and continue the fight. The spirits there can't comprehend anything, but blood and battle. Where warriors who die in senseless battles or perishes consumed by thoughts of revenge go.

**Yomi** > **The Realm of Blessed Ancestors**, honorable souls who have achieved their true destinies live here in the sacred home of the shiryo. It borders closely with the mortal realm and many ancestral spirits leave Yomai from time to time to offer aid and guidance to their descendants. Shiryo are easily identifiable by the healthy golden glow that suffuses them.

**Yume-Do** > **The Realm of Dreams**, (known as I'thich to the Nezumi) this is the realm mortals visit when sleeping. It is poorly understood, and is the home to powerful nightmares many of which have been unleashed into the living world through magic recently mastered by the villainous Lord of the Shadowlands, Daigotsu. The Naga Akasha is believed to exist somewhere in this realm. The Nezumi realm of dreams is believed to be related.

## Other Monsters in Rokugan and how the Descriptions will be Changed

You need at least 1 point in History (Local Rokugan) to gain access to this page or at least 1 point in Knowledge (the Planes) since coming to Rokugan.

**Aberration:** most gain the Shadowlands subtype

**Animal:** no modification

**Beast:** beasts without supernatural powers are less common in Rokugan.

**Construct:** uncommon, they would be magical with limited lifespans and long periods of inactivity.

**Dragon:** very different from the metallic and chromatic dragons. They could be the spawn of the Shadowlands or avatars of the Elemental Dragons with the spirit subtype.

**Elemental:** would be kami spirits.

**Fey:** mischievous spirits from Sakkaku, the trickster realm, most would have the spirit subtype.

**Giant:** Few exist, but ogres and trolls are considered giants. An ettin would be a mutated ogre, most other creatures would be mutated trolls or ogres.

**Humanoid:** Very few except for human exist. They would be considered gaijin.

**Magical Beast:** a wide range exist, some like a blink dog or displacer beast could be manifestations from the Realm of Chikushudo (realm of animals) with the spirit subtype.

**Monstrous Humanoid:** some races exist such as Naga and Nezumi, others would be rare.

**Ooze:** would be beasts from the marshes of the shinomen and they would have the Shadowlands subtype.

**Outsider:** Oni and many natives of the spirit realm would be outsiders.

**Plant:** Offensive plants would have the Shadowlands subtype, they are less common in Rokugan except in the forests of the Shinomen.

**Shapechanger:** very rare in Rokugan, typically limited to spirits from the realms of Sakkaku and Chikushudo. Some creatures from the Shadowlands have similar abilities. with the spirit or Shadowlands subtype. Creatures of the Lying Darkness are notorious for their ability to change their shape.

**Undead:** Ethereal undead would be from Gaki-Do (realm of the Hungry Dead) or Toshigoku (realm of Slaughter). Undead with a physical form would only exist as creations of maho or the Taint and would have the Shadowlands subtype.

**Vermin:** exist in Rokugan, just like in other areas, most are found in uninhabited areas and the wilderness of Shinomen.

## New Subtypes of Creatures

You need at least 1 point in History (Local Rokugan) to gain access to this page or at least 1 point in Knowledge (the Planes) since coming to Rokugan.

Knowledge of the new subtypes of creatures would require at least one rank of Knowledge (the Planes) earned while in Rokugan.

**Incorporeal (Variant):** incorporeal creatures exist on both the mortal realm and Ningen-do (similar to the Ethereal Plane).

**Darkness:** also known as The Lying Darkness, Living Darkness or Nameless Darkness; The Darkness is an actual pieces of nothingness that survived the creation of the world and seeks to return all realms to absolute nothingness. Creatures with this subtype have either been corrupted by or are extensions of The Darkness. The Darkness itself is an entity of deity-like power whose power was thought to be destroyed at the Battle of Oblivion's Gate. The damage resistance by these creatures can be overcome by crystal weapons as if they had the ghost touch property.

**Oni:** evil creatures strongly linked to the realm of Jigoku, not all of them are technically Outsiders. Creatures with the Oni subtype, but without the Outsider subtype cannot be banished or dismissed, but they can be affected by spells that are targeted on Oni. They are also subject to being attacked by crystal and jade weapons.

Oni Qualities

- Immunities (Ex): Oni are immune to poison
- Resistances (Ex): Oni have cold, fire, and acid resistance 10
- Alternate Form (Su): Oni can assume any humanoid form of Small to Large size as a standard action. This ability is similar to the polymorph self spell, but allows only humanoid forms. When using this ability oni gain a +10 circumstance bonus on Disguise Checks.
- Telepathy (Su): Oni can communicate within 100' with any sentient creature that has a language.

**Shadowlands:** Creatures with this subtype are either individuals who have been corrupted by the Shadowlands Taint, are native creatures of the evil land, or are spirits from the realm of Jigoku. Some spells especially target creatures with this subtype. All Shadowlands creatures have a Taint Score. This score is equal to 1/2 the creature's Cha score, +1 for Undead, +2 for Outsiders.

**Spirit (Kami):** Creatures that originate from realms beyond the mortal realm. They gain +4 bonus vs. all enchantment spells, except those from other Spirits. Spirits can sense any passage to their home realm (listed under Climate/Terrain) within 1 mile. Spirits are also vulnerable to certain spells and effects which effect the spirit subtype.

**Void:** Very few creatures have the Void subtype, it denotes a deep spiritual connection with the Void, the sum of all elements, yet the presence of none. The Void phenomenon is poorly understood by mortals, yet they realize that it is the defining element of humanity; the only other race with a similar connection is the Naga's group-mind, the Akasha. Creatures of the Void are inherently attuned to ebb and flow of the elements, often wreaking havoc with elemental magic and possessing crude precognitive instincts.

### Jade, Crystal and Obsidian

You need at least 1 point in History (Local Rokugan) to gain access to this page or at least 1 point in Knowledge (the Planes) since coming to Rokugan.

Knowledge of the powers of Jade and Crystal in Rokugan would require one rank of Knowledge (Arcane) or Knowledge (Religion) earned while in Rokugan.

**Jade and Crystal:** Many creatures come from beyond the mortal realm and are susceptible to the magical effects of crystal and jade. Both possess unique properties thought to be a result of their purity and state of elemental harmony. Jade possess a particular purity that in some way it rejects and destroys Shadowlands Taint. Characters can carry jade fingers to absorb Taint while adventuring in the Shadowlands. The longer it remains in the Shadowlands it becomes more corrupted, blackening and softening until it becomes useless.

In addition to its protective properties creatures of the Shadowlands subtype or those who are Tainted find contact or even the presence of Jade to be painful. Accordingly weapons made out of Jade are effective against creatures of the Shadowlands subtype.

Corrupted Jade--sometimes referred to as "obsidian" though is different from true obsidian, a black volcanic glass. It can overcome damage resistance as Jade, but those handling it risk

becoming infected with Taint themselves. Natural obsidian has no affect against the damage resistance for creatures with the Shadowlands subtype.

**Crystal:** While not as potent as Jade, also has a damaging effect on many Shadowlands creatures. Additionally, it can affect the mortal and even incorporeal forms of many spirits from other realms. This includes spirits such as the hengeyokai and even the primordial substance that makes up extensions of the Lying Darkness. Individuals with Crystal Talismans gain a +1 resistance bonus on all saving rolls vs. effects generated by creatures with the spirit, Shadowlands or Lying Darkness subtype. Such talismans are worth 500 koku. Crystal weapons are very difficult to craft due to its brittle nature. Most weapons are daggers, spear heads, arrowheads and tetsubo studded with crystal spikes. Crystal weapons can strike incorporeal creatures 75% of the time. Crystal weapons inflict +1 damage to any creature with the spirit, Shadowlands or Lying Darkness subtype. Unless the weapon is magically enhanced it shatters on a natural attack roll of 1-2. It costs +2,500 koku extra to craft such weapons.

If the DR lists Crystal then the effective DR is reduced by 2 steps with Crystal and 1 step by Jade. If the DR lists Jade then the effective DR is reduced by 2 steps with Jade and 1 step with Crystal. If the DR is reduced to below 1 then magic weapons are not needed to hit that creature.

**Damage Resistance** higher than +5 is not meant to indicate that such weapons exist, but implies that only a powerful magical jade or crystal weapon is necessary to pierce the creature's damage resistance. "Damage Resistance 10-+7 (crystal)," for example, could only be pierced by a +5 crystal weapon.

**Jade Weapons** are easier to craft than crystal, each weapon is specially crafted for a special purpose, due to the rarity of Jade in the Empire. Such weapons are enchanted to prevent them from absorbing Shadowlands Taint. It is most often carved into daggers, wakizashai, tetsubo studs, or katana (there are only 6 jade katanas all held by the daimyo of the Crab Clan). Jade weapons protect their wielder from the Taint, but never degrade. In addition they inflict +2 damage against creatures with the Shadowlands subtype. It costs +2,000 koku extra to craft such weapons.

