



THE COMPLETE EXOTIC ARMS GUIDE™

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To use the d20 System™ portions of this book, a Dungeon Master also needs the *Player's Handbook*™, the *Dungeon Master's Guide*™, *Rokugan*™ and *Oriental Adventures*. A player needs only the *Player's Handbook*™ and *Oriental Adventures*.

To use the L5R RPG 2nd Edition portions of this book, a GM needs the *Game Master's Guide* and the *Player's Guide*.

A player needs only the *Player's Guide*.

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ARMED AND READY

The first rays of sunlight crept over the wall that concealed the courtyard. Despite the early hour and the chill of morning, the castle had been busy for hours. The Night's Strike Dojo had never been known to begin the day late. Master Sensei Bayushi Ryuji reflected on the subtle irony of training his students so early in the morning when it would be during the darkest hours of night that their work would be performed as he strode into the dojo's innermost chamber, the sacred Chamber of Weapons.

Ryuji's six finest students awaited him. They bowed wordlessly, their eyes never leaving him even as their bodies bent nearly double with their show of respect. He smiled inwardly. These young men were gifted in the art of war, and his training had only amplified those gifts. Today they would all see exactly how well they had learned their lessons. "Students," he began, walking casually back and forth before them, "what do you see in this room?"

The students glanced at the walls. Every spare inch of all four walls was covered in weapons of every size and shape. Literally every weapon known to be used by any clan was present in at least one form, and many from far outside the Empire's borders were present as well. Gaijin weapons. There were even a trio of firearms along one wall, the most despised and illegal weapons in Rokugan. Possession was punishable by death. But then, no roads led to Night's Strike Dojo, so it was unlikely that they would ever be discovered. "You," Ryuji pointed to the first student. He never referred to them by name. "What do you see within this room?"

"I see death, master," the student responded after only a moment's hesitation.

"No," Ryuji said harshly. "Death is not a thing. It is a service given to our enemies through focus and discipline." He looked to the second. "You."

"I see tools, master."

Ryuji contemplated for a moment. "No. They can serve as tools, yes, but they are far more." He pointed to the third. "You."

"I see secrets, master."

"Yes," Ryuji said with a nod, offering the student a slight smile. "Each of these weapons holds the secret to defeating an opponent. Each can be used to defeat an enemy with ease if you are skilled enough, but some require little skill against a particular foe. The key is to know what weapon to use and when. If you possess this know-ledge, you cannot know defeat. If you do not, you cannot know victory save for the will of the Fortunes." He turned to the fourth student in line. "You. How do you defeat the Unicorn and their cavalry?"

"Heavy archery fire as they approach," the student replied. "When they are within range, the front rank must brace polearms to keep the mounted opponents at bay."

"An acceptable response," the sensei returned. To the fifth student, he said "Do you have further suggestions?"

The student glanced around the room for a moment, then pointed to a long, fire-hardened stick at least three inches in diameter. "Concealed pits, filled with those. Draw the Unicorn toward you, and allow their arrogance to send them into the pits to their deaths."

"Excellent." Ryuji turned and glanced at the wall where the pike was arrayed next to lengthy polearms utilized by peasant doshin to deter rowdy samurai. "And how would you eliminate a Mantis opponent without anyone suspecting your involvement?"

"A sodegarami," the student returned. "Wait until the Mantis is drunk, then disguise yourself as a peasant watchman. Poison the tips of the sleeve-catcher and allow it to break the skin when you escort the Mantis back to his inn. He dies in his sleep, and none suspect the Scorpion's involvement."

"Yes, excellent." He turned to regard the students again. "There is a weapon for every task. There is a tool for every job. There is a secret for every defeat." He looked at each of them in turn. "Now, let us test your capacity to deal with the unknown." He glanced upward wordlessly.

There was a whistling sound from the rafters as something was hurled toward the students at high speed. Four scattered. The other two drew their blades. One lashed out with his katana at lightning speed. There was a metallic cracking sound, and the other student who had stood his ground hissed in pain and grabbed his shoulder. Blood ran freely through his fingers.

"Throwing knives," Ryuji said. "Adapted from blades our clan brought back from the Burning Sands. They are used somewhat by the Senpet, although not in great numbers. The metal used is bronze. It is brittle, and ultimately no match for our katana. But the blades will shatter when struck with significant force, and the shards can be quite deadly. Be careful that you remove any pieces left in that wound, or the resulting will cripple your sword arm for life."

The other students had scattered to across the room. All had now drawn their blades and dropped into defensive stances, scanning the shadowed ceiling for movement. The myriad of weapons had distracted them from the hidden recesses above them, and left them open for attack. It was not a mistake they would make again. Not, Ryuji mused, if they wished to survive life in service to the Scorpion. "Students," he continued, "today will be the final test to determine if you are worthy to study the true secrets of the Scorpion weapon masters. Concealed above is my finest student in over a decade. He is a peerless warrior. However, I have added three weapons to this room that he has never studied. Further, you have studied these weapons. If you can discover them, and use them as you have been taught, you will be victorious. Every opponent can be defeated with the proper weapon, students. This is my greatest lesson."

Ryuji opened the door to the chamber and stepped through the threshold. "Let us see how well you have learned it." As he closed the door behind him, he saw a black blur drop from the ceiling, and four others move in to attack.

Welcome to Rokugan. Rokugan is a land of warriors and philosophers, where ancient clans of samurai wage war on one another to enrich themselves with land, resources, or honor. Shugenja offer prayers to the Seven Fortunes, invoking the power of the elemental spirits in displays of magic that can lay waste to entire provinces or listen to the whispers within the mind of a single man. Monks meditate deep within their secluded monasteries, plumbing the secrets of the universe while honing their bodies to physical perfection through the art of the fist and the staff. Bushi take up their blades to kill and die in the name of their family, their clan, and their Emperor. Secret conspirators such as the Kolat and Gozoku conceal themselves within the Great Clans, plotting the conquest of a government that has existed for over a thousand years. And deep in the south, in the twisted realm known as the Shadowlands, festering evils await the chance to break free and run rampant across the Empire once more, their dark menace held in check by the steel will and weapons of brave samurai who stand on the wall that contains them.

Welcome to Rokugan. Pray that your steel will prove strong enough.

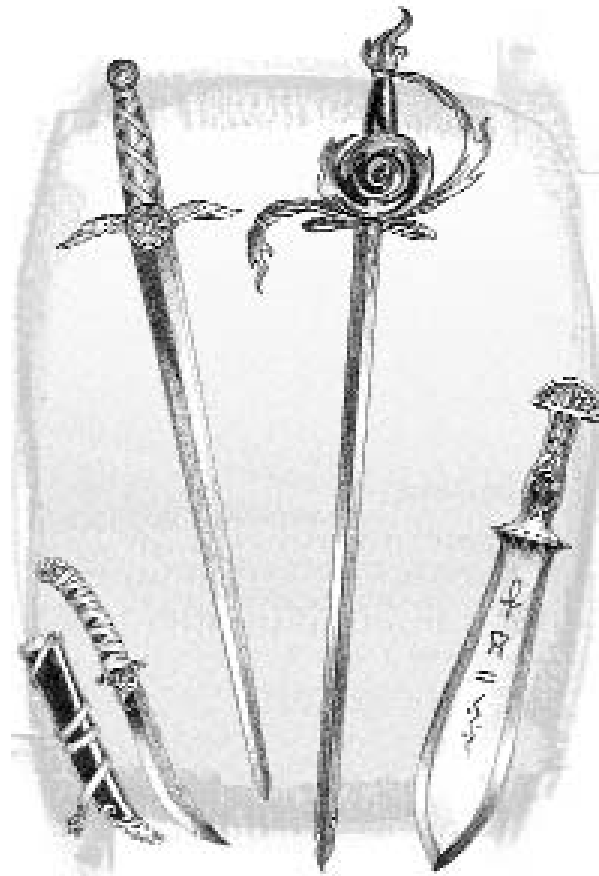
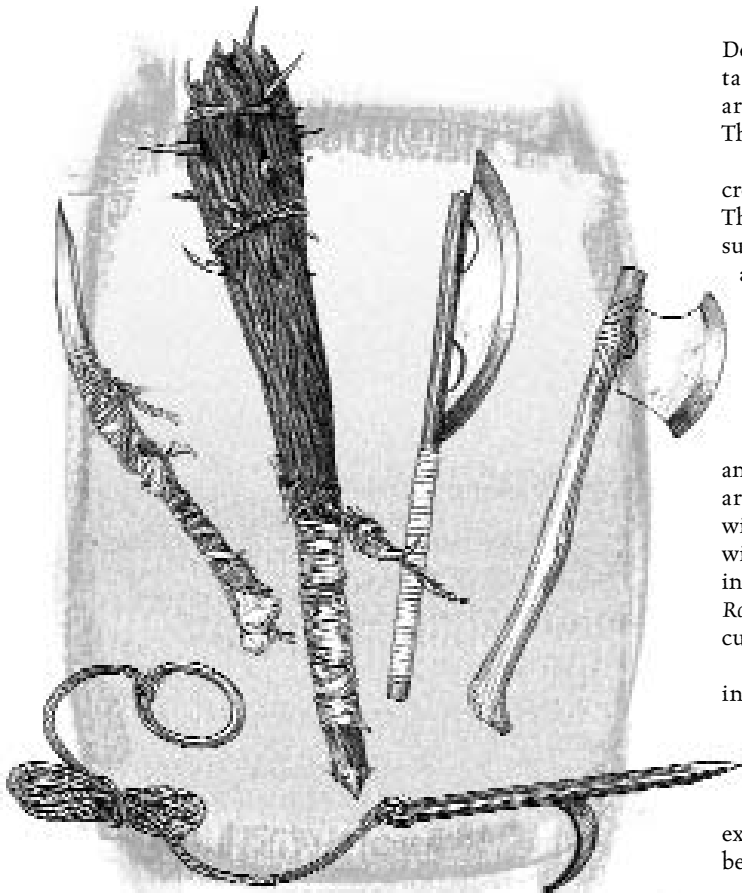


HOW TO USE THIS BOOK

The *Legend of the Five Rings Exotic Weapons Guide* is intended to serve as the ultimate source of information on any and all weapons that are regularly (or sometimes infrequently) encountered within Rokugan. The most obvious use for a book such as this is to expand the options available to characters in a campaign that uses Rokugan as a setting. Not only does this book present weapons that have never before been detailed, it expands upon commonly used items such as the katana and the ever-present armor worn by samurai. Not all mundane weapons are identical, and now both the d10 and d20 systems can adequately reflect this.

WHAT IF I'M NOT USING ROKUGAN?

The *Exotic Weapons Guide* can still be of great use to existing campaigns set in other worlds. The weapons and armor detailed within this book are balanced with respect to the equipment found in other d20 products, and can be integrated into existing campaigns without fear of unbalancing other equipment. Obviously, the majority of items found within these pages have a heavy Eastern theme, and can be used to introduce new elements into a campaign, whether from unknown opponents or a new and unexplored country for the characters to experience. Whatever the theme of your campaign, the weapons from this book can introduce a new and exciting element to combat.



AN OVERVIEW

Detailing the various weapons of warrior society is a daunting task. In order to make the items more manageable, they are organized by type rather than by clan or geography. The chapters contain the following information:

Chapter One details the most commonly used weapons created and wielded by the samurai and ashigaru of Rokugan. The katana and wakizashi are examined at length, including such exceptional creations as the Kaiu Blades, Kakita Blades, and other such weapons that have not yet been revealed.

Spears, polearms, heavy weapons used by the Crab such as the tetsubo and die tsuchi, the dishonorable weapons used by ninja and assassins, and the peasant weapons utilized by untrained heimin, skilled monks, and deadly Mantis warriors will all be detailed.

Chapter Two examines the armor worn by samurai and their vassals during times of war. In the past, Rokugani armor has been restricted to a handful of general types without a great deal of description or variation. This chapter will greatly expand upon each of the armor types presented in the *Rokugan Campaign Setting* and the *Legend of the Five Rings Role-Playing Game, Second Edition*, allowing for considerable customization for individual characters.

Chapter Three describes the siege weapons used in Rokugani wars. Rarely used but terrible in application, the siege engines put to great use by the Crab in defending the Great Kaiu Wall and by the Lion in assaulting an entrenched enemy will be examined and expounded upon considerably, allowing accurate and exciting representation of large-scale battles in Rokugan and beyond.

Chapter Four covers nemuranai, the rare and priceless enchanted weapons of Rokugan. Rather than detail the ancient, devastating items that each clan holds in secret such as their Celestial Blades, this chapter will disclose less powerful, more common and accessible enchantments found among the different clans and factions of Rokugan. What enchantments are common among the Phoenix as compared to the Dragon? What secrets of Name Magic can the Ratling tribes inscribe into common items? What Naga trinkets have found their way into the modern Empire? This chapter holds this information.

Chapter Five will detail the weapons of other civilizations that surround Rokugan. Although few gaijin have ever visited the Empire, their weapons have found their way into the hands of many samurai. Unicorn merchants, Mantis smugglers, Crane ambassadors and Scorpion wanderers have all possessed the equipment of distant lands, such as the Senpet Empire, the Yodatai, the Ivory Kingdoms, and the distant nation of Merenae, and now their weapons and armor are revealed for the very first time.

Chapter Six will examine the weapons and equipment of Rokugan's non-human races. The Ratlings, Naga, kenku, zokujin, ogres, and Tsuno have all left their mark on history, as have the weapons and equipment they have wielded. For the truly exotic weapons master, these weapons are the ultimate test of skill.



NEW MECHANICS

The Legend of the Five Rings game setting has been officially presented in two separate game systems, the *Legend of the Five Rings RPG 2nd Edition System* (presented in the *Player's Guide* and *Game Master's Guide*) and *Wizards of the Coast's d20 System™* (presented in *Rokugan™*, the official supplement to *Oriental Adventures™*). While these two systems are somewhat dissimilar, the setting presented in both versions of the game is the same, and thus it is our intent to present a sourcebook that is useful no matter which of these systems you choose to use when running your game.

Generally, when a new rule or mechanic is presented, whenever applicable we will present equivalent d20 System™ and L5R RPG 2E System versions in close proximity.

Rules and options for the d20 System™ look like this.

Rules and options for the L5R RPG 2E System look like this.

Occasionally, extensive new information may be exclusive to a specific system (such as *New Paths* for the L5R RPG 2E System or new feats for the d20 System™). In such a case, the information will follow the same convention as above. The d20 System™ material will appear in black and the L5R RPG 2E System material in blue.

In the case of characters, occasionally, a character's name will be followed by a short explanation of his character class in lieu of full statistical information. Such an example might look like this:

TORITAKA TATSUNE

[Samurai 6/Berserker 4/Shadowlands Veteran 10; Hida Bushi 5/Hida Avenger 3]

The information presented before the semicolon is the character's class and level in the d20 System™. The information presented after the semicolon is the character's rank and school in the L5R RPG 2E System.

Sometimes material must be presented for one system or the other. In such cases, this text will be contained in a callout box with a gray background, such as the one below. The headers for these boxes will clearly label which information is for the d20 System™ and which information is for the L5R RPG 2nd Edition ("L5R RPG 2E").