

Invocations and Shugenja



These cards have been sized to standard game cards, 63mm x 88mm.

What may look like a full page image on your screen is actually very small when printed.

If you choose to print multiple pages per page, you should be able to print 9 cards (pages) per A4 page that will be the correct size to work with most card game protective sleeves.



COMPANION

Unforgiving Witchhunter



Shugenja (Earth, Fire).

Crab Clan. Samurai.

Unarmoured. Wakizashi.

4

COMPANION

Courageous Pacifist



Shugenja (Air, Water).

Crane Clan. Samurai.

Unarmoured. Wakizashi.



GROUP

Headstrong Alchemist



Shugenja (Fire, Earth).

Dragon Clan. Samurai.

Unarmoured. Wakizashi.



COMPANION

Noble Spiritcaller



Shugenja (Water, Earth).

Lion Clan. Samurai.

Unarmoured. Wakizashi.



COMPANION

Evasive Illusionist



Shugenja (Air, Earth).
Scorpion Clan. Samurai.
Unarmoured. Wakizashi.



COMPANION

Scholar of Meishodo



Shugenja (Water, Air). Cavalry.

Unicorn Clan. Samurai.

Unarmoured. Wakizashi.

4

COMPANION

Tempestuous Shugenja



Shugenja (Water, Fire).

Unaligned. Mantis Clan. Samurai.

Unarmoured. Wakizashi.

4

COMPANION

Unsavoury Ronin Shugenja



Shugenja (Earth, Air).

Unaligned. Samurai. Ronin.

Unarmoured. Wakizashi.

Tempest of Air



Invocation. Air.

Once Per Turn: Take a **Test of Air**. If passed target a visible enemy warrior within 6". Move the target 2D6" in a straight line in a direction of your choice and then knock them to the ground. This movement ignores terrain under 1" and terrain over 1" will end the movement, causing a light wound to the target. Warriors in the path of the movement are pushed out of the way 1" (chosen by their controller).

Summon Fog



Invocation. Air.

Once Per Turn: Take a **Test of Air**. If passed, apply the rules for **Darkness** to the battlefield until this Shugenja makes another action or the turn ends.



Grasp of Earth



Invocation. Earth.



Once Per Turn: Take a **Test of Earth**. If passed target a visible enemy warrior within 12". Until this Shugenja takes another action or the turn ends, the target warrior cannot make any Move, Charge or Cautious Move actions and they lose 1 dice on Avoid rolls. As an action the grasped warrior may attempt to break free (ending the effects) by passing a Test of Strength.

Earthquake



Invocation. Earth.

Once Per Turn: Take a **Test of Earth**. If passed, target a visible enemy warrior within 9". That warrior is knocked to the ground. Trace a path (base width wide) between the Shugenja and the target. All warriors (friend or enemy) crossed by the path must pass a Test of Agility or be knocked to the ground.



Consumed by the Five Fires



Invocation. Fire.

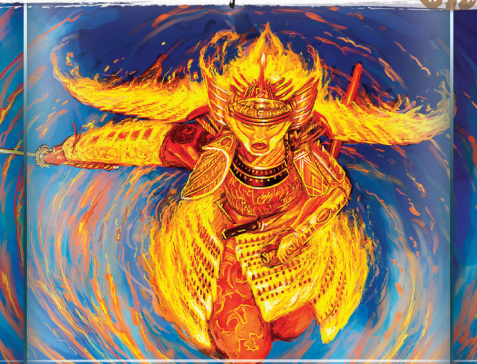
Once Per Turn: Make a ranged attack with the following rules. The Strike roll for this attack is a **Test of Fire**.

Range: 9" **Damage Dice:** 5

Strike Bonus: Each warrior within 3" of the target must pass a Test of Agility or suffer a light wound.

Damage Bonus: Move Up

Armour of Radiance



Invocation. Fire.

Once Per Turn: Take a **Test of Fire**. If passed target a visible friendly warrior within 6". Until the end of the turn enemy warriors in base to base contact with this character lose 1 dice on their Avoid rolls and 1 dice on their Strike rolls.

The Rushing Wave



Invocation. Water.

Once Per Turn: Take a **Test of Water**. If passed, target a visible single friendly warrior within 6". Move the target 2D6" in a straight line in a direction of your choice. This movement ignores terrain under 1" and terrain over 1" will end the movement. Warriors in the path of the movement are pushed out of the way 1" (chosen by their controller).

Hands of the Tide



Invocation. Water.

Once Per Turn: Take a **Test of Water**. If passed, target two visible friendly warriors (not groups) within 6". Switch the position of the two warriors.

