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1PG

SAMURAI ADVENTURE!



GRISWOLD · WEBB

DAISHÔTM

Samurai Adventure!



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Daishô: *Samurai Adventures* is a simple-to-learn roleplaying game where players take on the roles of the honorable bushi, angst-filled ronin or stealthy ninja from the classic samurai film genre. It assumes the players and ref already have some rudimentary experience with roleplaying. It is meant to be played in the vein of Yojimbo, Seven Samurai, Shogun and the classic samurai films of Akira Kurosawa, so keep it in the flavor of feudal Japan and pass the saki and rice.

Character Generation & Game Rules

Stats & Skills: *Gozaimasu, bushi-san.* Roll 1D3 for each stat (the bold entries on the character sheet). Roll 1D6 for the total number of points to distribute into skills (the individual listings below each stat on the character sheet). Every skill starts at 0, and no stat/skill combination can be less than 1. Put no more than 3 points in any single skill. If you need extra points, you can take them from other skills, leaving them at -1 for each point taken. For example, if you have a MIND of 3, you can take Literacy at -2 and add those two points to a different skill. If you don't see a skill you really want your character to have (Noh Acting, for instance), just write it in the margin after confirming with the referee.

Alternately, the referee may choose to have players build their characters with points. If so, distribute 8 points into the four primary stats, and use the rules which follow for secondary stats.

Secondary Stats: Roll 1D6 and put the number in GUTS, and 1D6 and write the result in PRESENCE. PRESENCE tells you how long you can keep control in difficult situations, and GUTS signifies your ability to handle stress. Any time you have a traumatic experience in the game (like facing down an entire army of bushi, or getting wounded), make a "GUTS Check". If you roll equal to or lower than your GUTS number, your PRESENCE is unchanged. The more GUTS you have, the easier it is to keep your PRESENCE intact. If you don't make it, your PRESENCE is reduced by 1. If you completely lose your PRESENCE, you are driven mad and forget the honor of your ancestors; you need to roll a 4 or less every time you attack to avoid hitting your allies by mistake due to your unstable mental facilities. Most likely one of them will have you cast out or ask you to commit seppuku. You may always put Character Points into PRESENCE at the end of the game.

Roll 2D6+5 and write the number in BLOOD. This is how much BLOOD you have. Every time you take damage, you will lose BLOOD. When you have lost all your BLOOD, you are dead.

NOTORIETY tells you what debts of honor are owed you, or how many have heard of your exploits. It is important any time

you need to ask for favors or get what you want. Everyone's NOTORIETY starts at 0. Everyone may try to roll 1D6 and get the same or under his STURDINESS, APPEARANCE, GUILLE and MIND attributes (but you may only try once for each, at the beginning of the game). Add 1 to your NOTORIETY for each successful check. NOTORIETY rolls are the same as Skill Checks; roll equal to or under your NOTORIETY.

Background & Status Tables: Roll on these tables to get some samurai movie nuances.

Starting Gear and Money: Characters all start with whatever weapons and equipment the ref feels are appropriate to the character and situation. Roll 1D6x5 ryo for the character's wealth prior to the start of the game.

Skill Checks

When the character performs an action (and by "action" we mean anything where the outcome may not be as certain as walking), determine what general skill will get it done. Add the skill with the stat it falls under to get the **Target Number** and roll equal to or below it on 1D6. **Rolling a 1 is always a success, while rolling a 6 is always a failure.** The referee may add to or subtract from the Target Number based on environmental factors (motion, weather, level of difficulty), so having a target of 6 isn't useless - it allows you to effectively absorb a -1 to your Target Number without having to worry too much.

When fighting, make a Martial Arts Skill Check for attack or defense, Dodge for evasion, or Missile Weapon for ranged attacks. Both combatants will make their Skill Checks at the same time. Whoever has a greater margin of success achieves his goal. **Ties go to defender; if both opponents are attacking, a tied margin means both attacks succeed.** Subtract the weapon's damage from the wounded character's BLOOD. Always add the attacker's STURDINESS to the total amount of damage done on non-ranged attacks. Damage from punches is the same as STURDINESS, and kicks do STURDINESS +1.

Armor

Thick silks or heavy or reinforced cloth gives you 1 AV, while samurai armor gives you 2 or more depending on the type. (-2 penalty to Swimming for AV 3 or higher.) When you take damage, subtract the AV in the appropriate location from the damage you are dealt. Samurai usually only made use of armor while on campaign.

Character Improvement

If you survive a whole scenario, you get to add 1 point to NOTORIETY and 1D3+5 Character Points. Put these points into skills, PRESENCE, BLOOD, or GUTS. But *Daishô* characters aren't necessarily meant for long campaigns - they are meant to be cut down in a glorious showdown. Just roll up a new one and join back in the fun. Additional rules can be found in *The 1PG Companion*, available from Deep7's web site at www.deep7.com.





Characters

CHARACTER GENERATION CHECKLIST

- Roll 1D3 for each stat.
- Roll 1D6 for the total number of points to distribute into skills. Put no more than 3 points in any one skill.
- If you need extra points, you can take them from other skills, leaving them at -1 for each point taken (no stat/skill combo can be less than 1).
- Roll 1D6 for PRESENCE; this is your charisma, your mental and physical bearing.
- Roll 1D6 for GUTS; when you are frightened or unnerved, an unsuccessful GUTS check will take away 1 point of PRESENCE.
- Roll 2D6+5 for BLOOD; when you take damage, you lose BLOOD; when BLOOD is gone, the character is dead.
- Roll equal to or under STURDINESS, APPEARANCE, GUILF and MIND stats; receive 1 point in NOTORIETY for each success.
- Roll on **Background, Status and Starting Gear** tables.
- Roll 1D6 x 5 ryo in starting cash.

SKILL CHECKS

When you want the character to do something, determine the stat/skill combination that will accomplish the task. Add the skill and stat for the Target Number. Roll equal to or under the Target Number on a 1D6 for a success. **Rolling a 1 is always a success, while rolling a 6 is always a failure.**

COMBAT

Use Martial Arts for attack/defense, Dodge for evasion, or Missile Weapon for ranged attacks. Combatants roll simultaneously. The greater margin is successful. **Ties go to the defender; if both opponents were attacking, a tied margin means both attacks succeed.** Subtract the weapon's damage from the wounded character's BLOOD. Add attacker's STURDINESS to the total damage of non-ranged attacks.

ARMOR

Certain clothing has Armor Value (AV). Heavy or Reinforced Cloth: AV 1, Leather: AV 2-3, Chainmail: AV 4, Metal Scale: AV 5, Metal Plate: AV 6. (-2 penalty to Swimming for AV 3 or higher.) When the character takes damage, subtract AV from the damage dealt before subtracting it from BLOOD. If the character is using clothing with different AVs, use the highest AV.

CHARACTER IMPROVEMENT

If the character survives an entire scenario, you get 1D3 + 5 **Character Points** and 1 point in NOTORIETY. If the character survives to the end of the scenario but is a replacement for a dead character, you only get 1D3 + 1 Character Points. Put these points into stats, skills, PRESENCE, BLOOD, or GUTS.

Background Table (1D6)

- Ashigaru/Foot Soldier:** +1 Martial Arts, Running, +3 BLOOD
- Samurai/Clan Retainer:** +1 Martial Arts, Missile Weapon, GUTS
- Daimyo/Clan Leader:** +1 Riding, Observation, PRESENCE
- Ronin/Clanless Samurai:** +1 Drinking, Martial Arts, GUTS
- Buddhist Priest:** +1 Literacy, Observation, PRESENCE
- Ninja/Mercenary Spy:** +1 Disguise, Stealth, Choose 1 item on Ninja Gear Table (page 6)

Status Table (1D6)

- Disgraced/Wanted:** +1 NOTORIETY.
- Veteran:** +1 GUTS
- Scholar:** +1 General Knowledge
- Gambler:** +1 Gambling
- Wealthy:** +2D6x50 Ryo
- Warrior:** +1 Serial Attack

Name: _____

Occupation: _____

Ryo: _____

Height: _____ Weight: _____ Age: _____

Hair: _____ Eyes: _____ Gender: _____

STURDINESS ()

Drinking ()

Climbing ()

Martial Arts ()

Missile Weapon ()

Running ()

Serial Attack ()

Swimming ()

APPEARANCE ()

Disguise ()

Performance ()

Seduction ()

GUILF ()

Con ()

Dodge ()

Gambling ()

Riding ()

Stealth ()

MIND ()

Gen. Knowledge ()

Literacy ()

Observation ()

PRESENCE ()

GUTS ()

BLOOD ()

NOTORIETY ()

CHAR. PTS. ()

Notes:

Hit Location	1 Head	2 Torso	3 L. Arm	4 R. Arm	5 L. Leg	6 R. Leg
AV						

Weapons	Damage



This page is specifically for those intrepid (or crazy) enough to take on the duties of the referee. You get to have your rival samurai slice out the entrails of your friends! Whether you're a novice or a pro, here are some helpful hints for running a successful game of **Daishô**.

Setup & Gameplay

Play order is based on the GUILLE stat - higher GUILLE goes first. To keep the order of play coherent, you may choose to seat your players around the table in order of highest GUILLE to lowest and go around the table. A player with a higher GUILLE may choose to hold his action and interrupt another player's action later in the order of play, but once an action is taken for the round, the player can take no further actions.

Cut to the Chase

That means keep the adventure short and to the point. Think of it in terms of a movie. Get into the meat of the story as soon as possible. Remember, you don't have to plan a campaign. Each scenario is meant to be played within a single evening, or 2-3 hours each. If you want to bring back surviving characters and play another scenario, go for it! There's always more glory to be won for your daimyo.

Don't Forget the Popcorn

For many experienced players used to competitive campaign-style roleplaying, the idea of disposable characters might be a bit foreign. Tell them to chill. You may have to remind your players that they are the heroes in an exciting and tragic samurai movie. Reference films like *Ran*, *Yojimbo*, *Seven Samurai*, *Hidden Fortress*, *Shogun*, or any Akira Kurosawa flick. This is not a scholarly work or an in-depth roleplaying experience; it's "make-believe goes to the movies".

Set the Mood

Put on some appropriate soundtrack music, or traditional Japanese music (such as shamisenongaku or shakuhachi). Tell a visual story. *"The cherry blossoms crunch under your feet in the winter chill as you make your way through the trees. Through the corner of your eyes, you can see the movement of several figures. The Owari mon flashes briefly from the silk-wrapped swords on their backs. These are not your friends."*

The Bad Guys

A good rule of thumb when creating a villain or villains is to make them durable enough to be a challenge, but vulnerable enough to make the players believe they have a chance. Heh heh. If you have a gang of bandits, give them 15 BLOOD. A lone rival samurai might have 20, to represent their more durable nature. If there are a few too many bad guys in a scenario, cut them out. Too few? Add some. Nothing is carved in stone.

Important

Bad guys seldom kill the entire cast in an samurai flick. Although you certainly lose a few in various battle sequences, as the odds grow greater, usually a few survive. Even if the first string gets sent to their ancestors, make sure at least one character survives (barely). A well-run game will either slowly whittle away one set of characters, or completely massacre them so the players will get a chance to play a second one. If a player's character is killed, encourage him to make a new one and join back in as soon as the story will allow. By the same token, you may want to have each player start by creating two or more characters, so they have backups handy. These characters are so one-dimensional it is even possible to play two at the same time!

Dramatic License

It is your prerogative as the referee to tell the story as you see fit. Never be afraid to say, "because I said so..." If you need a decision made, roll a die for it. If you need to figure out how many ninja are hiding in the farmer's village, roll a die for it. If the task is really easy, give 'em a +1 or +2 on their target number. If the task is super difficult, give 'em a -1 (remember rolling a 1 is always a success and a 6 is always a failure).

The Scenarios Included

There are six scenarios included with this game that can be played in whatever order you see fit. Feel free to design your own, and keep checking www.deep7.com for free scenarios to download!

The IPG Companion

For those of you who like a bit more depth to your IPG gaming sessions, check out *The IPG Companion* for additional tabletop rules, such as running vehicle combat, building better NPCs, and additional character development rules.

WEAPONS

Item	DMG
Bo/Staff	4
Bottle	2
Cannon	20
Club	4
Garrote	4
Human Bite	2
Kama/Sickle	5
Katana/Long Sword	5
Kick	1
Manriki Gusari/Chain Whip	4
Naginata/Sword Staff	5
Ninjato/Short Ninja Sword	4
Neko-Te/Iron Fingernails	3
Nunchaku/Flail	4
Nodachi/Greatsword	6
Ono/Battle Axe	6
Punch	0
Shard of Glass	2
Shuriken/Throwing Star	2
Teppô/Musket	12
Tessen/Iron Fan	4
Tetsubo/Iron Staff	5
Tanto/Knife	3
Wagon	20
Wakizashi/Short Sword	4
Yari/Lance	6
Yumi/Long Bow	8

ARMOR

Type	AV
Cloth	1
Leather	2-3
Chainmail	4
Metal Scale	5
Metal Plate	6

Add STURDINESS to DMG of non-ranged weapons



This section of *Daishô: Samurai Adventures* deals with additional rules suggestions that referees can incorporate into their games. You can also incorporate the rules from the **1PG Companion** - including mounted combat, tabletop miniatures, and magic - as desired.

Serial Attack

Combat in samurai films is often fast and furious, and a skilled warrior is frequently seen wading through

Ninja Gear

Kaginawa / Grappling Hook:

Damage 3, Place with successful Climbing check.

Smoke/Gas Bombs or

Grenade: Damage 20 or -1 to attacker's actions.

Metsubishi / Blinding Powder:

STURDINESS Check or Blind 1D6 rounds.

Tekagi / Iron Claws:

Damage 4, +2 Climbing.

Hanbo:

Damage 4, Hollow staff used to conceal weapons and tools.

Shinobi Bune:

Collapsible raft made of bamboo and jars.

Ashiaro:

False footprints attached to shoes. Tracking rolls are made at -1.

Saoto Hikigane:

Ear trumpet used to listen through walls.

Fukiya / Blowgun:

Damage 1, often used with poison.

Tetsu Bishi / Caltrops:

-1 Running check or Damage 3. Sometimes poisoned.

defending as normal against each opponent specified. The character cannot use this skill for multiple attacks on a single opponent.

Test of Wills

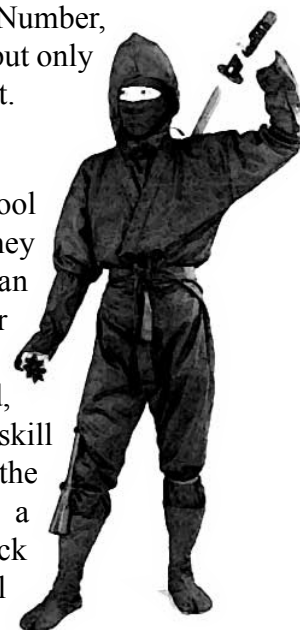
When two samurai faced off in single combat, the end result would sometimes be decided even before the opponents began to move together. In the case of a duel or standoff between opponents, roll 1D6 versus PRESENCE. Characters with NOTORIETY add it to their Target Number. The greater Margin of Success wins, and the loser must make a GUTS check or lose one

point of PRESENCE. If neither roll is successful then the standoff remains undecided. If combat ensues, the winner of the test of wills may add his success margin to his first attack Target Number, and to the first round damage, but only against this particular opponent.

Poison

Poisons are an important tool of the trade for the ninja. They might be used to distract an enemy, kill an opponent, or even take one's own life. Poison can be placed in food, drink, or on weapons. The skill Poisons can be added under the MIND stat, or simply roll a MIND check. A successful check generally means a successful application of the poison, but can be used to determine the desired dosing or type of poisons to be used.

When the character comes into contact with poison he must make a STURDINESS check, sometimes modified by the strength of the poison, to avoid the effects. Poison can be designated to cause damage, paralysis, blindness, or just about any type of impairment desired.



Sample Poisons

Fugu Poison: A blood poison that comes from the globefish, it can be taken internally or put onto arrows. It causes paralysis and damage equal to the margin of success from the skill check to prepare it, +1. STURDINESS Modifier -2.

Lacquer: Sap from the lacquer tree, this contact poison causes skin blistering like poison ivy, lasting 1D6 days. STURDINESS Modifier 0.

Ne: A digestive poison made from the bark of the pepper tree, it causes dizziness and vomiting, as well as damage equal to the Margin of Success from the skill check to prepare it. STURDINESS Modifier -1.

Masuizaki Powder: A powder that causes its victim to sleep for one hour per dose, it can be taken internally, burned with incense, or blown from a blowpipe. It can't be put on weapons. STURDINESS Modifier -3.

Viper Venom: Snake venom used on arrows, each viper yields four doses of venom. Damage 4. STURDINESS Modifier -2.



Daishô



By Craig Griswold

The Premise: The characters are a group of ronin, come to pay their respects to the family of a fallen comrade. They learn that bandits stole the daishô of their friend and agree to recover the swords out of respect for his memory. This is a tale of honor and revenge, in the tradition of films like *Yojimbo* and *Seven Samurai*. While the characters were all once samurai retainers, their physical and monetary stature may have changed. Feel free to make some of these characters indisputable veterans, with physical disabilities in return for a greater number of skills.

The Setup: The parents of Hanzo, a good friend of the characters who fell in battle when their lord was defeated, have fallen on hard times and live in a small country estate with a few aging servants. A group of bandits made off with all of their animals and supplies and took a small reserve of gold coins and the daishô of their fallen son. The daishô are a matched pair of katana and wakizashi that have become the mark of a true warrior. An old or famous set can be worth a small fortune. While Hanzo's daishô is a quality set, its only real value is that placed on it by his friends and family.

Bandit Country: The bandits, thirty strong, returned to the wild mountain regions and left an easy trail to follow most of the way. The characters might glean useful information if they assist some of the peasants who were also raided for supplies. If they do so they should be told that the bandit leader spoke of keeping the swords safe for their bandit chief, and had the swords wrapped in cloth and tied to his own horse.

The trail will lead into the mountains where the characters will need to slow down to travel safely or injure themselves or their mounts on the treacherous paths. Here too they might glean useful information from peasants who make their living gathering firewood. Should they manage to lose their way in the mountains or if some of the characters become injured these people might help if they let it be known that they are after the bandits.

Finding the Bandits: Eventually they will come across bandits in action, perhaps being attacked themselves or else coming across a group attacking other travelers. While simply staying out of the fight and following the bandits back to their hideout is an option, most samurai would feel it a dishonorable way to locate them and the ref should feel free to point this out. The bandits can be questioned and are a cowardly lot when it comes to their personal safety. It will take only the most basic threats to get one to reveal their hideout.

Bandit Hideout: The hideout is a highly defensible though crumbling deserted stone tower built onto the ledge of a mountain pass. Sentries are posted along the path leading up to the tower as well as on top of the tower itself, but discipline is lax and the characters have a good chance of meeting a guard who is drunk or asleep if not simply unwary. The bandits occupy the main floor of the tower. There is a space open to the outside and is used for cooking, fighting and drinking and an enclosed area for sleeping and storage. There are stairs leading up from the open room, but the area is too widely used for the characters to attempt to sneak by. Should they attack they will have to work through at least two waves of bandits before being confronted with the bandit leader.

He will only tell them that the swords are upstairs, but they will have to get through him.

Climbing the Tower: The second level of the tower is an operations center. There are maps of the region and markers that indicate several groups of bandit forces, apparently organized under a single chief. There are two messengers waiting here with military courier equipment and several armored guards. The guards will attack at once, and fight to the death. The couriers will not fight. If questioned they will make it clear that they are illiterate and their tongues have been removed. They can only point timidly to the level above as they cower in fear. If the characters take the time to examine the single room here, it will become obvious that the bandit chief is more than he seems. The bandit raids are planned along the nearby borders to gather intelligence on the forces there and to keep them weaker by stealing their supplies. The whole setup appears to be coordinated with the same daimyo responsible for the death of the character's own lord.

Confronting a Traitor: The characters reach the top level of the tower to confront the bandit chief, Ryuzo. He is a former retainer of their own lord. Ryuzo conspired with their lord's rivals and was given command of this dubious operation as his reward. Placed along the walls of the top level of the tower, Ryuzo's private chambers, are the daishôs of several of the characters' fallen friends - trophies for the man responsible for their deaths. Here the characters will engage in final combat to the death with Ryuzo and his remaining bodyguards.

Honor Avenged: The surviving characters will return Hanzo's daishô to his parents and leave the province with the bandit chief's wealth. In the end a bittersweet victory, as their actions could never restore what once was.

Mountain Bandits

STURDINESS 2/ Martial Arts 1 Running 1; APPEARANCE 1; GUILE 1/ Riding 2; MIND 1; BLOOD 10
Equipment: Kama (5 damage), Yari (6 damage)

Bandit Leader

STURDINESS 2/ Martial Arts 2; APPEARANCE 1; GUILE 1/ Riding 2; MIND 1/ Observation 1; BLOOD 15
Equipment: Katana (5 damage), Yumi (8 damage), Tanto (3 damage), Leather Armor (3 AV)

Bodyguards

STURDINESS 2/ Martial Arts 2; APPEARANCE 1; GUILE 1; MIND 1; BLOOD 15
Equipment: Ono (6 damage), Tanto (3 damage), Leather Armor (3 AV)

Traitor Ryuzo

STURDINESS 2/ Martial Arts 3 Missile Weapon 2; APPEARANCE 1; GUILE 2/ Dodge 2 Riding 2; MIND 2/ Observation 2; BLOOD 15
Equipment: Katana (5 damage), Wakizashi (4 damage), Chainmail Armor (4 AV)



The Gilded Cage



By Eddy Webb

The Premise: Nagoya Mariko, the youngest daughter of Nagoya Takashi (the powerful daimyo of the Nagoya clan), has been kidnapped. The kidnappers left a scroll, demanding that the Nagoya hand over a section of disputed land in exchange for the princess' safety. The demands for the land imply that the kidnappers might be working for the Kanari, a rival clan that have been at war with the Nagoya for almost ten years. The players are ninja in the employ of the Nagoya clan. This scenario is meant to be run primarily as an investigation relying on stealth and wits, with some action thrown in.

The Setup: Nagoya Takashi refuses to comply with the demands, and sends for his ninja (the PCs) the morning after the disappearance. Nagoya Takashi is a formidable and powerful man in his mid-40s. He has been fighting the Kanari for a decade, protecting the recovered Nagoya land that was originally stolen by the rival clan. While he loves his daughter, he cannot allow his land to fall into Kanari hands for any reason. The PCs are told to recover the princess and dispatch the Kanari responsible, while being careful to avoid leaving any evidence that might come back to the Nagoya clan. Should the Kanari be able to prove to the other daimyos that the Nagoya used ninja assassins, they might be able to convince them to combine forces with the Kanari and destroy the Nagoya. The daimyo mention that they might start by speaking to Mariko's servant, Komiko, who was knocked out when the princess was captured.

Questioning Komiko: Komiko is an elderly woman, and does not remember much of the night in question. She remembers that Mariko wasn't able to sleep that night, and she had asked Komiko to fetch her some soothing tea. As Komiko was coming back with the tea, she saw a gentle white cloud in the air, brushing against her face. She went unconscious, and woke up an hour later, to find the princess missing. A General Knowledge check will tell the PCs that the mist was most likely masuizaki powder, a ninja sleep poison. The Kanari are using ninja as well!

Following the Trail: If they search Mariko's room, an Observation check will reveal that there is a careful cut through one of the rice paper walls. The cut is man-sized, and leads to the outer castle wall. Following the route, another Observation check shows the PCs that there are some scratches on the edge of the outer wall, probably from a hooked rope ladder. Further Observation checks allow the PCs to follow the kidnappers' trail through the moat and woods outside the castle to a nearby Nagoya village.

The Tea House: The trail eventually leads to the village tea house. The tea house (known as the Willow Springs) is quite large and opulent, since they often receive rich, important visitors going to and from the castle. The PCs would know that the owner of the house is a woman named Toshikoh, who has run it for years. However, they can't just go in and ask around, since Nagoya geisha are known to be gossips and spies, and blunt inquiries might leave evidence pointing back to the daimyo. They will have to find some discrete way of assessing the situation.

Getting the Princess: This part of the scenario depends on what the players want to do, so here's what's really going on. Toshikoh's business has not been doing well lately, so she has been selling information to the Kanari for a couple of years. When the Kanari decided to abduct the princess, they knew that they would not be able to transport her all the way back to Kanari lands, so they blackmailed Toshikoh into keeping the princess in her tea house. Toshikoh reluctantly agreed and disguised Mariko as a recently purchased geisha named Akemi. None of the current geisha know about Toshikoh's double-dealing, but they are suspicious (and jealous) of this new girl who was recently bought and already has a large number of customers. However, they all are very close to Toshikoh, and might try to protect her out of affection and sense of duty. The princess is being kept in one of the back rooms, under the pretense of entertaining six "customers". The room is made of wood walls instead of paper, and was originally designed for those who desired discretion - perfect for the enemy ninja's plans. There is a thin sliding door leading into the room and two windows on the outside. The customers are all Kanari ninja, protecting her until they receive further orders and making sure that Toshikoh does not betray them. Listening outside of the room reveals a slight murmur of polite conversation between men, but no female voices. Two guard the sliding door (one outside, disguised as a female serving maid, and one inside), one guards each window inside, and two are sitting on either side of the princess, chatting and gambling - the source of the conversation. Mariko sits quietly, saying nothing. The ninja will attempt to get rid of anyone who snoops around the room, but if attacked, they will fight to the death. If they are losing, they will try to kill the princess. If a Kanari ninja is mortally wounded, he will swallow some prepared poison, and die within one round. If the ninja is captured before he can poison himself, he will not say anything.

Modifying the Scenario: The Kanari ninja are pretty tough, so feel free to cut the amount of ninja down to the same number of PCs. There will be at least one ninja to guard the door, and one to guard Mariko.

Kanari Ninja

STURDINESS 2/ Climbing 2 Martial Arts 2 Missile Weapon 1; APPEARANCE 2/ Disguise 2; GUILE 2/ Stealth 2; MIND 1; BLOOD 12

Equipment: Mariko's guards - Ninjato (4 damage), Shuriken (2 damage); Outside door guard - Shuriken (2 damage); All other ninja - Throwing knives (3 damage, like tonto)

Willow Springs Geisha

STURDINESS 1; APPEARANCE 3/ Performance 2 Seduction 2; GUILE 2/ Con 2; MIND 1; BLOOD 7

Toshikoh

STURDINESS 2; APPEARANCE 2; GUILE 3/ Con 2 Gambling 1; MIND 2/ Literacy 1 Observation 2; BLOOD 10

Nagoya Mariko

STURDINESS 1/ Martial Arts 1; APPEARANCE 2; GUILE 1/ Con 1 Riding 2; MIND 1/ Literacy 2; BLOOD 10



The Clearing of Names



By Eddy Webb

The Premise: The PCs are all samurai in the Kazama clan. The daimyo of the Kazama clan, Kazama Noriaki, is growing old and feeble. His mind is failing him, and the once strong and noble samurai is becoming more confused and paranoid with each passing week. Noriaki starts to believe that some of his loyal samurai (the PCs) have concocted a plot to assassinate him, and he has them sentenced to prison. There, they are to be tortured for their confessions and sent for execution.

The Setup: The scenario starts with the PCs in a prison house, stripped to their loincloths. They have been imprisoned for only one night, and have had time to talk over their situation. The PCs suspect that one of Noriaki's advisors, Kazama Itokawa, might be behind the daimyo's slow decline. Itokawa is a samurai who was born with a club foot, and that deformity has caused him to forsake the battlefield, becoming a political advisor instead. The PCs have all seen instances in the past few months where Itokawa has found cause to dislike someone, and weeks later they are executed by the daimyo for treason. Itokawa probably found out about the PCs suspicions, and now they suffer their previous clansmen's fate. They need to escape and deal with Itokawa, both to clear their names and to prevent the honor of the Kazama clan from becoming corrupted further by the advisor's twisted ambition.

Escape: The prison itself is little more than one big room. It has a few low benches built into the walls, and some high windows that are too small for a man to wiggle through. None of the benches are below the windows, but one man standing on another man's shoulders would be able to reach one. The single door is heavy wood, and is locked and barred from the outside. It is opened once a night to bring in some moldy rice for the prisoners. The samurai who guard the prison are sympathetic to the PCs plight, as they also suspect Itokawa, but they are firmly loyal to the daimyo and won't actively help the PCs escape. They might be convinced to assist with other escape methods that will allow them to save face (such as being assaulted by the PCs in their escape attempt, or "accidentally" leaving the door unlocked), but it will take some role-play and a Con check to convince them of such a risky idea. Their clothing and swords are being held in a chest outside of the prison. Any PCs that kill a Kazama samurai intentionally should commit seppuku immediately and create a new character, perhaps a sympathetic guard who wants to help the PCs deal with Kazama Itokawa.

Sneaking Around: Once the PCs have escaped the prison, they need to try to find Itokawa. He is in the main meeting hall of the daimyo, the PCs will have to cross the entire compound to reach him. They will have to be very creative to find him and get there unnoticed. They should have to sneak through the courtyard, past the barracks, and into the castle itself (not an easy prospect, but the walls are much lower than on European castles), wind through it (and possibly such rooms as the dining area and Itokawa's private room) to reach the meeting hall. Each major area should require a Stealth roll against the Observation of an average samurai to see if they are noticed - probably something

like four to five checks in total, based on the inventiveness of the PCs and how devious the Ref is feeling. If a Stealth roll is failed, the alarm is raised and all of the remaining checks will be confrontations with a few of the average samurai. Remember, these samurai are reluctant but loyal to their lord and the tenets of bushido, and killing them is a dishonor that only suicide can cleanse.

Confronting Itokawa: Eventually, they find Itokawa in the meeting hall, speaking with Noriaki. If they have managed to sneak into the hall without raising the alarm, they will find Itokawa and Noriaki alone, but if the alarm has been raised there will be a number of guards equal to the PCs protecting Noriaki, and an equal number protecting Itokawa. Itokawa is arrogant and will accept an honor duel with one of the PCs. Itokawa is a master swordsman, but due to his infirmity he can only do well on one-to-one confrontations. If Itokawa defeats his PC challenger, he will not accept another challenge. If Itokawa is defeated, the daimyo will demand to know why they have killed his advisor (see "Pleading Their Case"). The guards will not interfere in any way in the honor duel, but they will protect Itokawa half-heartedly if the PCs attack him. They will defend the daimyo with their lives.

Pleading Their Case: If they kill Itokawa, the PCs will have to convince the daimyo of his advisor's treachery. If Itokawa is alive (either by appealing to the daimyo directly or after a failed honor duel), he is firmly convinced of his hold over the daimyo, so he will actually encourage such an appeal. To convince Noriaki will take three successful Con checks - if Itokawa is alive, he will attempt to Con the daimyo as well. How many Con checks the PCs will be able to attempt will depend on the Ref, but one or two per PC is a good rule of thumb. However, the players should role-play their appeals, and how well they role-play should modify their Con checks. If one roll succeeds, the guards are convinced of the good intentions of the PCs, since they are already suspicious of Itokawa - should they later have to defend him, they will "fall ill" and step aside. If two rolls succeed, the daimyo will have doubts, and not trust either side until he has had time to make up his mind. If three succeed, the daimyo is fully convinced of the PCs innocence, and if Itokawa is alive, he will be ordered to death, denied honorable seppuku.

Kazama Samurai

STURDINESS 2/ Martial Arts 2 Missile Weapon 1 Serial Attack 1; APPEARANCE 1; GUILE 1/ Dodge 2; MIND 2/ Observation 1; BLOOD 12

Equipment: Katana (5 damage), Wakizashi (4 damage), and half will have a Yumi (long bow, 8 damage)

Kazama Itokawa

STURDINESS 3/ Martial Arts 3; APPEARANCE 1; GUILE 3/ Con 3; MIND 2/ Observation 1; BLOOD 20

Equipment: Katana (5 damage), Wakizashi (4 damage)



Oni Rampage!



By Eddy Webb

The Premise: The farming village of Kadano, near the mountains of Hei, was a quiet place until a local family was slaughtered in their home. Rumor circulates around the village that the killer is a rampaging oni - a demonic goblin who lives in the mountains. The players are a collection of rag-tag heroes who either live in the village or are passing through at the time the oni's murder is revealed. If any of the PCs are not from Kadano, the headman (a retired artisan named Tanida Kazushiga) can offer them accommodations in his home for the duration of their stay.

The Setup: The PCs gather around the village headman's house, the local source of social activity and gossip. It's a daily ritual that many in the village indulge in, but everyone can tell that something is different today. The villagers are muttering about the murder of the Kishida family on the outskirts of Kadano. They say that last night, the father, mother, and baby son were all brutally killed, and many of their possessions taken. There hasn't been any bandit activity in the area for as long as anyone can remember, so the sudden killing and thievery is shocking. One of the villagers, a young boy named Yataka, claims that he saw the attacker while he was walking home from a late night in the fields. The murderer, Yataka claims, had large horns and fangs and carried a tetsubo (an iron staff). He must have been an oni! There will be a variety of reactions to this information, ranging from superstitious terror to utter disbelief. However, regardless of whether he's a bandit or an oni, the killer must be stopped. Kazushiga will offer 20 ryo to each man who helps in bringing the murderer to justice. It's good money, but many of the villagers are terrified to take on the oni, leaving only the PCs to accept the offer.

The Kishida Home: If the PCs go to investigate the scene of the murders, they find that the eta have taken the bodies of the Kishida family away and cleaned up the home, so that no one has to touch the corpses or the blood. Inside, the house is a shambles, as if there had been a huge fight within. A walk through the house reveals that very little of value remains, although it is hard to tell if the possessions were taken by the oni or the eta. An Observation check at -2 will discover, amidst all of the activity around the house, a single set of tracks leading towards the rocky edge of Kadano, but it is impossible to follow the tracks once they reach the mountains, and they could spend weeks wandering through the Hei looking for the killer. All the PCs can do is wait until the next attack.

The Oni Attacks!: How the PCs prepare for the killer is up to them. The next night will be uneventful (although a sadistic Ref can come up with any number of false alarms to keep the PCs on edge). The night after, however, the oni will return to the village after midnight by the same route he came last time - from the mountains, through the rocky edge of Kadano, and towards the nearest farmstead. This time, it is the farm of Chiaki Sadao, an old farmer with no family. His two teenaged assistants, Onomatsu and Katsuki, live with him in the house. The oni will batter through the front door, which will wake up Sadao and his assistants immediately. Sadao will try to fight the oni with his bo staff, telling his assistants to run for their lives. They will run for a round, but then turn and run back into the fight, trying to help Sadao, using their nunchaku to attack the demon. If the oni kills the farmers, and there is no one else able to stop him, he will start to loot the home, and then leave with whatever he can carry back to the mountains. If the oni gets too injured, he will try to escape. If he manages to escape, he will wait a week until his wounds are healed, and try again with a different house - reuse the stats for Sadao, Onomatsu, and Katsuki to represent a different family.

Modifying the Scenario: If you'd rather not run a supernatural scenario, simply have the oni be a bandit who lives in the mountains and is wearing a mask to try to strike fear into the village, making it easier to kill them and steal their valuables. If there are a lot of PCs in the scenario, have the farmers run in terror rather than attack the oni.

Oni

STURDINESS 4 (3 if not supernatural)/ Climbing 2 Martial Arts 3 Running 1; APPEARANCE 1; GUILE 1/ Dodge 2; MIND 2/ Observation 1; BLOOD 22

Equipment: Tetsubo (5 damage)

Chiaki Sadao

STURDINESS 2/ Drinking 1 Martial Arts 1 Running 1; APPEARANCE 1; GUILE 1/ Dodge 1; MIND 1; BLOOD 10

Equipment: Bo (4 damage)

Onomatsu and Katsuki

STURDINESS 1/ Martial Arts 1 Running 1; APPEARANCE 2; GUILE 1/ Stealth 1; MIND 2; BLOOD 10

Equipment: Nunchaku (4 damage)



Through the Gauntlet



By Craig Griswold

The Premise: The characters are in the employ of a lord under siege. He sees his doom as imminent, and sends the characters off in charge of his young son - who will surely be killed by the lord's enemies. This adventure is meant to be played in a tongue-in-cheek, high adventure style - much like Hidden Fortress. The characters can be from a variety of backgrounds, combining their various skills and styles grudgingly in respect to their fallen lord.

The Setup: The characters are sent for just as the siege of the castle turns into one last stand against superior numbers. The lord summons them to his inner chambers and instructs them to take his son out of harms way, taking him to live with an aunt who is married to the powerful lord of a nearby province. The lord himself does not wish to take sides in the current conflict, but has agreed to protect the boy should he be safely brought to their castle. The characters are provided with maps, camping gear and a few days food. With no time to prepare they will have acquire much of what they need along the way, or improvise.

Escape: The characters are then instructed to enter a hidden tunnel from a trapdoor in the lord's chambers. The tunnel was created to allow a quick escape for the lord from attempted assassinations. It leads to a hot spring in the nearby hills, where the lord's son, Hideo, is waiting. Depending on the strength and eagerness of the characters, have the opposing forces follow them down the tunnel, or have them waiting at the hot spring with the boy already in their custody. Regardless it's important that the characters have some sense of urgency as even by that time ninja in the employ of the attacking army are combing the area for Hideo.

Irritation: The lord is a widower; Hideo's mother died giving birth to him. As a result the child was often given much greater latitude than he should have. Hideo has some basic samurai training, and is an apt pupil when he wishes to be, but is a spoiled brat otherwise. He will order the characters around, and when that doesn't work will badger them relentlessly to do everything different. When the characters make camp he will attempt to slip away secretly, just for the confusion he knows will result. It will either take a firm hand and a watchful eye to keep him from blowing the whole adventure for them, or if one of the characters is smart enough to take a lighter approach to the boy he might respond well.

Pursuit: A group of ninja scouts will follow directly in the characters wake. Once the characters are located the main bulk of the ninja will attempt to slow their progress, possibly without overt attacks, while a few others return to the castle to guide in soldiers. This force will include a number of ashigaru led by a lone samurai, Kenzo Kubo. Kubo has a grudge against the boy's father, and was too late to kill the lord himself, so he's eager to bring back the boy's head. The characters should expect at least one confrontation with the ashigaru before they face Kubo. Kubo will use the distractions caused by the ashigaru and a ninja attack if needed to take control of the mountain pass the characters must cross to see the boy to safety.

Obstacles: The characters will have to be cautious of more than just their pursuers on their travels through the dangerous countryside. Night and day might bring hazardous weather, wild animals, and bandits. Even the peasantry must be avoided for fear of spreading word of Hideo's whereabouts. There will be precarious mountain paths, unpredictable rivers to cross, and the need for regular food, warmth and shelter. If none of the characters have warmed up to Hideo by this point, it will make an ideal time for him to prove his usefulness.

Destination: Once the characters arrive at the mountain pass they will be confronted by Kubo and the remaining ashigaru who are holding it. Kubo will offer to let the characters leave in piece, or even tender commissions in the army, if the characters are willing to turn the boy over peacefully. The last battle will depend greatly on the strength of the characters at this point. If their ranks are depleted, they can be reinforced by a force sent by the boy's aunt to guide them in. Kubo will attempt to take on the strongest characters himself, but is not above softening them up with his ashigaru first. If Kubo is killed then the opposing forces will scatter at once. If the last conflict turns into a running battle, the characters need only get Hideo onto the castle grounds. Then the full force of the resident samurai will be turned on the interlopers.

Final: Once Hideo is safely into the care of his aunt the characters will be rewarded and may make their tearful goodbyes. If any of them showed particular bravery or skill they might even be offered a place in Hideo's permanent guard.

Ryouden Ninja

STURDINESS 2/ Climbing 2 Martial Arts 2 Missile Weapon 2; APPEARANCE 1/Disguise 2; GUILE 1/ Stealth 2; MIND 1; BLOOD 12

Equipment: Nunchaku (4 damage), Shuriken (2 damage)

Ashigaru

STURDINESS 2/ Martial Arts 2 Missile Weapon 2 Running 1; APPEARANCE 1; GUILE 1; MIND 1; BLOOD 12

Equipment: Yari (6 damage), Tanto (3 damage), Leather Armor (2 AV)

Kenzo Kubo

STURDINESS 2/ Climbing 2 Martial Arts 2 Missile Weapon 2; APPEARANCE 1; GUILE 2/ Stealth 2; MIND 2/ Observation 2; PRESENCE 5; GUTS 5; NOTORIETY 3; BLOOD 20

Equipment: Katana (5 damage), Wakizashi (4 damage), Yumi (8 damage), Chainmail Armor (4 AV)

Hideo

STURDINESS 1/ Martial Arts 2 Missile Weapon 2 Running 1; APPEARANCE 2; GUILE 2/ Con 2 Riding 2; MIND 2/ Literacy 2 Observation 1; BLOOD 11

Equipment: Wakizashi (4 damage), Tanto (3 damage)



Haunted Inn



By Craig Griswold

The Premise: The characters are traveling, perhaps in the midst of a longer adventure, when they are forced to take refuge from a terrible storm at a roadside inn. The inn is not as it seems and it soon becomes apparent that the characters may be lucky to get out at all. This is meant to be both humorous and deadly, in the manner such films as *The Old Dark House* and *Dragon Inn*. The characters may come from diverse backgrounds, and each one should be equipped for basic travel.

The Setup: The characters need not be associated with each other when the adventure begins. They are all traveling through the province when a sudden and terrible storm drives them to take shelter in a dingy roadside inn. One or more of the characters may be aware of the inn's haunted reputation already (make a General Knowledge check) or they might have been forewarned in some way. It is said by the locals that spirits haunt the place, and ghostly figures are sometimes seen on the grounds. People are supposed to have disappeared there as well, though as in all such tales no one remembers who it was. The characters may be inclined to stay out, but mudslides and gale force winds will quickly drive them to take shelter. The inn is blocked off by old trees and rocky outcrops which protect it from the worst of the dangerous weather.

Go-Suto Inn: The inn is situated just off the main road, well away from area villages. It's a decaying structure, in desperate need of repair, and might appear to be deserted at first sight. Upon entering the main door the characters will be comforted to find the inside appears to be reasonably comfortable and well maintained. The proprietor appears momentarily, a good humored, round man who offers them rice balls and saki before they retire. All of the rooms are available, and are in as good a shape as the common area. If questioned, the proprietor, Gorobei, will claim that this is merely the off-season for travelers, but will eventually admit that the inn's reputation suffers somewhat from ghost stories that plague the area. He has never seen anything supernatural himself, however, and dismisses the stories as the superstitions of the peasantry. He will eventually urge the characters to retire for the evening, but will make himself available if they have any trouble during the night. The main area is connected to the guest rooms by a short hall, and another hallway leads off to the kitchen and Gorobei's room. There is also a small stable next to the inn, connected by covered walkway.

Strange Goings On: As time passes strange things begin to occur. As the characters are arranging themselves for the night some of their gear may go missing, only to reappear where they left it. Small things might be left out of place, and with a difficult Observation check the characters might even notice strange shuffling and creaks not attributable to the storm.

Behind The Scenes: The Go-Suto Inn is really a ninja outpost. Gorobei is the chujin, or leader of the group. The clan they belong to uses this outpost as a safe haven, a waypoint, and command post for the area as needed. Travelers stopping here are rare, and usually politely refused by saying that the inn is full at the moment. With the storm Gorobei felt it would appear too unusual to simply refuse these guests, so he is taking the opportunity to investigate them and train some of his less experienced genin, the ninja who are sent into action. The house is honeycombed with secret passages, spy-holes, and secret compartments. Every room has at least a loose floorboard with extra weapons. Many have trapdoors by which the hidden passages below can be accessed. There is a concealed crawlspace in the roof of the walkway between the house and the stable, and underground passages leading to blinds concealed in the nearby forest.

Gorobei: The owner of the inn appears painfully oblivious to the strange goings-on around him. Even once the characters have encountered a ninja face-to-face and combat ensues, the genin will dive out of windows or through trapdoors just before Gorobei appears. Thus everything returns to normal appearance, except for the characters, when he makes his entrance and bewilderedly shakes his head. If it can be avoided, nothing will take place that will lead the characters to connect Gorobei with the ninja at the inn. Gorobei will in turn attempt to place the characters in ways advantageous to the ninja, whether to kill them or to check out their belongings.

Settling Differences: Once discovered, the ninja must kill the characters without delay or the inn itself will have to be destroyed. The ninja will attempt to take out the characters through subtle means if possible, but will attack en masse - even chasing them into the forest - should it become necessary. The exact number of ninja should vary depending on the skill of the characters, and whether or not they come singly or in waves. If the characters flee into the storm, every character should have to make regular skill rolls to avoid getting lost and locate both friends and enemies. Unless the ninja find some reason to hound the characters, they should eventually let them escape.

Obakeyashiki Ninja

STURDINESS 2/ Martial Arts 1 Missile Weapon 2;
APPEARANCE 1; GUILE 2/ Stealth 2; MIND 1; BLOOD 12
Equipment: Ninjato (4 damage), Shuriken (2 damage)

Gorobei

STURDINESS 2/ Climbing 2 Martial Arts 2 Missile
Weapon 2; APPEARANCE 1; GUILE 3/ Stealth 2; MIND 2/
Observation 2; BLOOD 15
Equipment: Tessen (4 damage), Tanto (3 damage)

Name: _____

Occupation: _____

Ryo: _____

Height: _____ Weight: _____ Age: _____

Hair: _____ Eyes: _____ Gender: _____

STURDINESS ()

Drinking ()

Climbing ()

Martial Arts ()

Missile Weapon ()

Running ()

Serial Attack ()

Swimming ()

APPEARANCE ()

Disguise ()

Performance ()

Seduction ()

GUILE ()

Con ()

Dodge ()

Gambling ()

Riding ()

Stealth ()

MIND ()

Gen. Knowledge ()

Literacy ()

Observation ()

PRESENCE ()

GUTS ()

BLOOD ()

NOTORIETY ()

CHAR. PTS. ()

Notes: _____

Name: _____

Occupation: _____

Ryo: _____

Height: _____ Weight: _____ Age: _____

Hair: _____ Eyes: _____ Gender: _____

STURDINESS ()

Drinking ()

Climbing ()

Martial Arts ()

Missile Weapon ()

Running ()

Serial Attack ()

Swimming ()

APPEARANCE ()

Disguise ()

Performance ()

Seduction ()

GUILE ()

Con ()

Dodge ()

Gambling ()

Riding ()

Stealth ()

MIND ()

Gen. Knowledge ()

Literacy ()

Observation ()

PRESENCE ()

GUTS ()

BLOOD ()

NOTORIETY ()

CHAR. PTS. ()

Notes: _____

Hit	1	2	3	4	5	6
Location	Head	Torso	L. Arm	R. Arm	L. Leg	R. Leg
AV						

Hit	1	2	3	4	5	6
Location	Head	Torso	L. Arm	R. Arm	L. Leg	R. Leg
AV						

Weapons	Damage

Weapons	Damage