

BUSHIDO™ Role Playing Adventure

VALLEY of the MISTS



Design:
BOB CHARRETTE

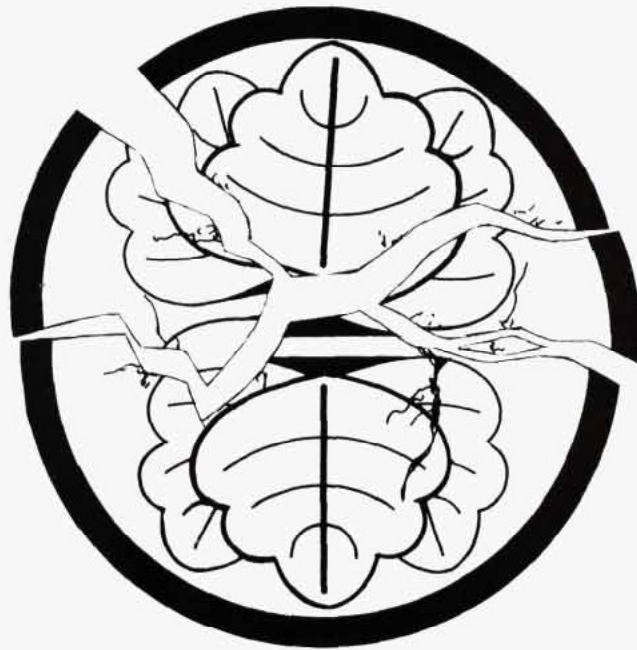
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Valley of the Mists

Come visit Hida Province in the land of Nippon. Be wary though, for all is not well. The ruling clan is not as secure as they would wish. Enemies surround them on all sides and, perhaps, even lurk within their domain. Mystery, magic, and menace await the bold adventurers who shall eventually descend into the Valley of the Mists.

VALLEY OF THE MISTS is the first adventure pack for use with **BUSHIDO™**. This is not a complete game. Fantasy Games Unlimited's **BUSHIDO** is necessary for play. It contains three inter-related adventures which take place in and around Hida Province. Background material concerning the province is presented as well. Special bonuses include several new Legendary Beings and a new form of magical skill: Tea Magic.

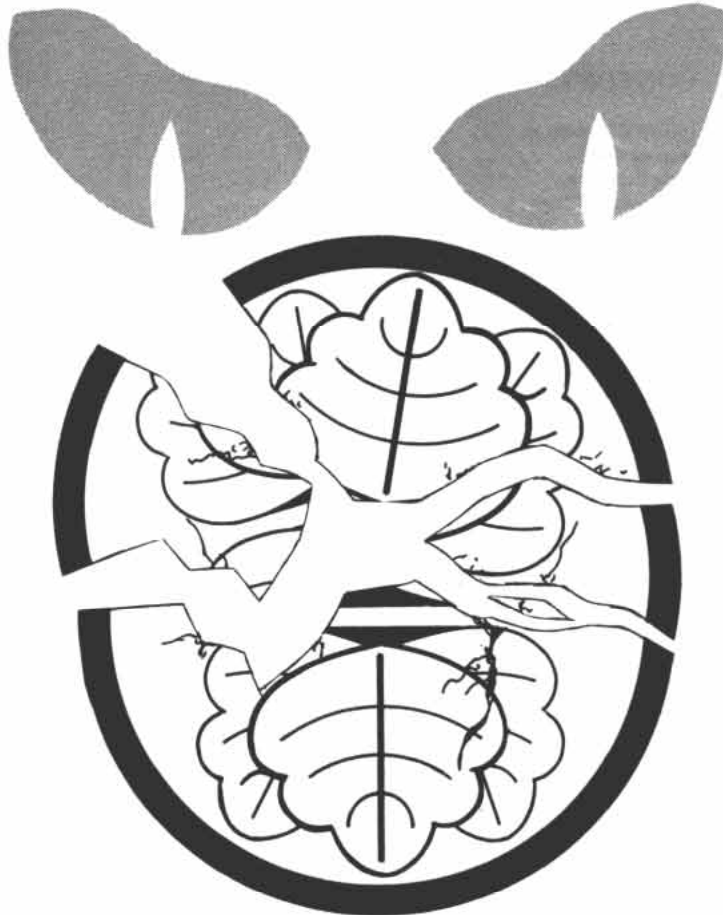


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Fantasy Games Unlimited, Inc.

A Multi-part BUSHIDO Adventure

The Valley of the Mists is a prepared adventure for use with **BUSHIDO**. It requires a Gamesmaster to administer it. He should read the scenario pack thoroughly and be familiar with its contents. He is expected to tailor some elements to suit both his personal campaign and the nature of the Player Characters involved in playing out this adventure. Such preparations, whenever possible, should be made before the play session begins. This variability is also designed to limit the omniscience of players who have read this adventure guide.

The Valley of the Mists contains two principal adventures. Each of these can involve several smaller but related scenarios and can be run separately. Some of these are simple, while others can be extremely challenging, even to the most experienced **BUSHIDO** players. There are several mysteries involved herein and, as must be the case with such things, the Gamesmaster is left with the responsibility of maintaining the suspense by careful presentation of information and integration of Player Character actions and interactions. Good role playing will give a superior adventure.

Gamesmasters will please note that no specific locations are given on the map of Hida province for the places of mystery contained in this adventure. General locations are specified in place descriptions. Exact placement is not made to prevent players from having information unavailable to their characters and to allow a personal touch for the Gamesmaster. All the action in the Hida-sanmyaku is intended to take place within about 3 hexes of the Hida province boundary.

All specific personalities mentioned in the adventure are detailed in the Personalities section. Any not given specific Levels, Professions, or Non-player Character Status are assumed to be Average Men Extras.

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INITIAL INFORMATION

When the Player Characters begin this adventure, it is safe to assume that they have some knowledge concerning the province and the situation in general. Samurai and merchants will know the basic overall political situation. Yakuza and Ninja who are native to the area will know the general setups concerning their respective Professions, although those from outside the province will have to acquire the information. A general idea of the gross geography of the region can be assumed for all the characters. Other information and rumors will be come across in the course of play.

The Gamesmaster may wish to read or paraphrase the information in the appropriate sections for the players. Alternatively, he may present information as needed during play. This second method may require players to ask if they have specific information before attempting an action or task.

Player Characters may have come across one or more rumors before the start of the adventure. The Gamesmaster should treat each Player Character individually. If the character is a native of the province, he will know 1D3 rumors from the table below. If not, he will know only one. The Gamesmaster should present the rumors known individually and in a manner that is entertaining. Just reading them from the table is dull and not in the spirit of role playing. Players may share rumors as they desire. This can lead them to discover contradictions or even confirmation of untruths. The only way to confirm or deny the veracity of rumors is through play as the characters gain first-hand experience or more reliable data.

To determine the rumor known by the Player Character, roll on the table below. Modify the die roll as indicated for the character's Profession.

General Rumors (roll percentile dice)

Shugenja: -10; Gakusho: -5; Yakusa: +5; Ninja: +10

Die Roll	Rumor
(-10) - 5	A wise and powerful wizard resides in the province. Although he now lives as a hermit, he once served as chief wizard to the Shogun. He knows everything that goes on in the province due to his communication with spirits.
6 - 20	In the Hida-sanmyaku is a mysterious valley called Kiri-no-tanima, the Valley of the Mists. It is filled with a mist that never dissipates. Sometimes, at night, strangely colored lights can be seen moving through the mists. Roll 1D10 to determine the additional rumor known about the valley.
	Die Roll Rumor
1	The mists of the valley are death to breathe.
2 - 3	The valley is the stronghold of a great bakemono lord.
4 - 5	Great wealth lies concealed beneath the mists.
6 - 7	The valley was once the home of a great and noble kami.
8	Even the bakemono of the mountains avoid the valley.
9 - 10	None who have ventured into the valley have ever returned.
21 - 30	Long ago the great hero, Takeyoshii, vanished into the Hida-sanmyaku to hide the Great Bell of Danchishiro. This potent enchantment was said to grant a man's every wish. Legend says that Takeyoshii swore that he would protect the bell until someone worthy came to take it away from him. That was 100 years ago.
31 - 55	Hida-sanmyaku comprises most of Shinano province, but the writ of the lord of Shinano runs very thin in the mountains themselves. They are a wild and dangerous place to be, especially at night. They are infested by bakemono and other creatures out of legend.
56 - 70	There are bakemono in Hida-sanmyaku that ape the ways of samurai and honest men in that they main-

tain domains and fiefs run by their own kind in defiance of the lords of Nippon. The mountains are a wild and magical place. Roll 1D10 for an additional rumor.

Die Roll	Rumor
1 - 3	In the mountains is a magical valley which is the breeding place of the evil that infests the mountains.
4	The kami of the mountains are a wild and malicious group of spirits that are usually hostile to men.
5 - 7	In the mountains is the stronghold of a great bakemono who has such power that demons come to his call and all the creatures of the mountains pay him homage.
8	The evil in the mountains has caused the kami to forsake the land there.
9	There are many ancient shrines in the mountains. Some are even older than the empire of Nippon.
10	No additional rumor.

71 - 80	The lords of Etchu province are secretly gathering their troops for war.
81 - 90	There is a hidden camp in the foothills of Hida-sanmyaku. There men are training for war, but no man knows who commands them.
91 - 96	As 81 - 90 above, but this rumor states that they are a force preparing for rebellion under the leadership of one of the Tadamasa clan.
96 - 100	There is a contract on the life of the daimyo. The Ninja clan, Silent Death (Clan A), is said to hold the contract.
101 - 110	The Dai-bakemono Umai is a powerful opponent. He has powerful friends. Any interference in his plans is likely to bring death to the interloper.

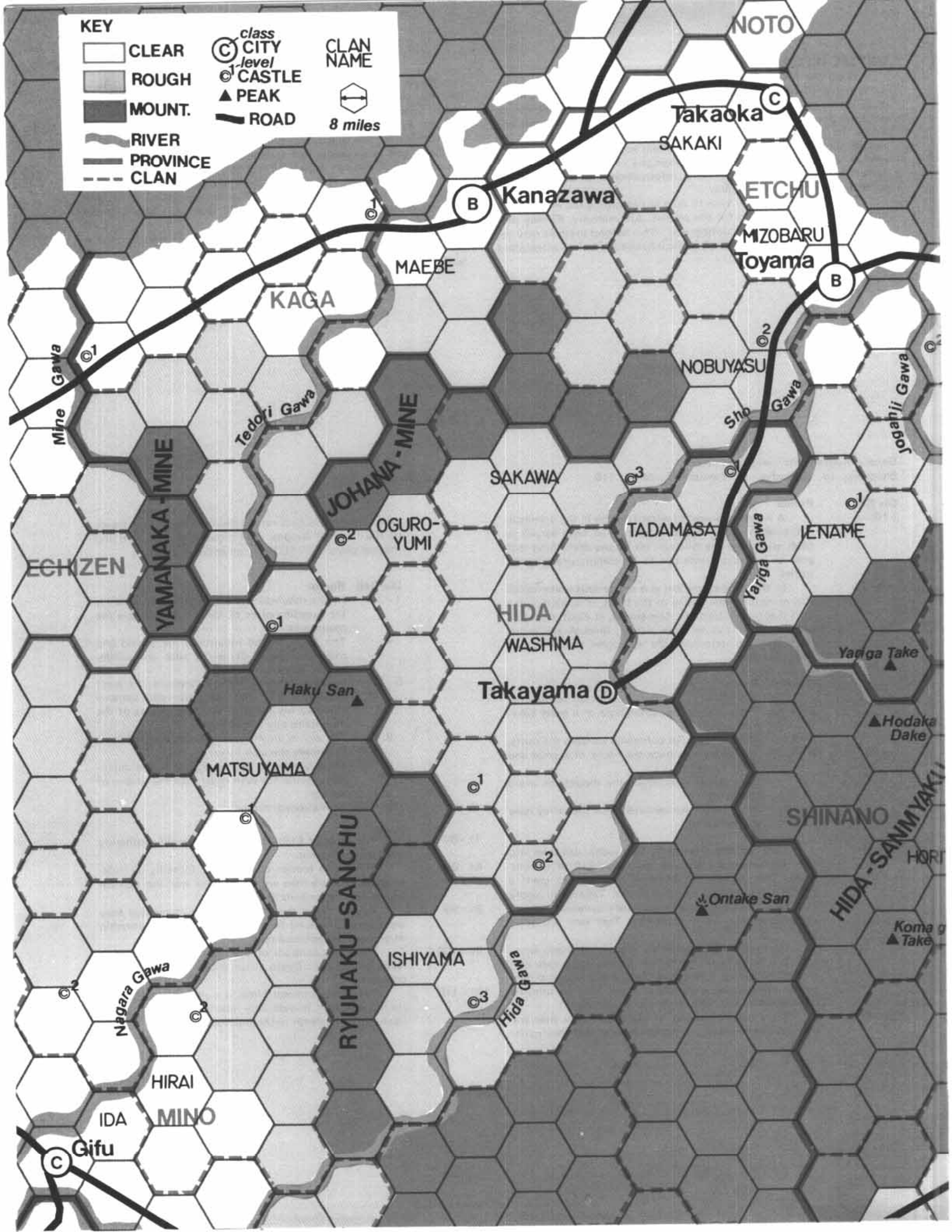
KEY

-  CLEAR
-  ROUGH
-  MOUNT.
-  RIVER
-  PROVINCE
-  CLAN

-  class
CITY
-  level
CASTLE
-  PEAK
-  ROAD

CLAN
NAME

 8 miles



NOTO

Takaoka

SAKAKI

ETCHU

MZOBARU

Toyama

Kanazawa

MAEBE

KAGA

NOBUYASU

Mine Gawa

Tadori Gawa

Sho Gawa

Yoganji Gawa

YAMANAKA - MINE

JOHANA - MINE

SAKAWA

OGURO-YUMI

TADAMASA

IENAME

ECHIZEN

HIDA

WASHIMA

Yari Gake

1

Haku San

1

Takayama

Hodaka Dake

MATSUYAMA

SHINANO

HIDA - SANMIYAKU

Ontake San

Koma Gake

Nagara Gawa

RYUHAKU - SANCHU

ISHIYAMA

Hida Gawa

HIRAI

MINO

IDA

Gifu

C

Hida Province

Hida province is a landlocked area in the uplands bounded by several mountain ranges. To the north is Johana-mine, which is composed of relatively small peaks. To the southwest is Ryohaku-sanchi. To the southeast is Hida-sanmyaku, which is part of the major series of ranges running through the central part of eastern Honshu. All of the land in the province is classed as either rough or mountain. The land is relatively poor for farming, and thus must import fair quantities of its food stuffs. To compensate for this lack, the kami have blessed the province with extensive forests which provide lumber known throughout Nippon for its durability and beauty.

Although the province is recognized by the Shogunate as being under the sway of a full daimyo, the actual situation is somewhat more complex. The recognized ruling clan is the Washima Clan. They rule the city of Takayama and most of the prime land surrounding it. The rest of the province is governed by other, less numerous clans who are under the sway of the Washima. This influence ranges from formal alliances and marital relations to simple fear. The Washima prefer a series of lesser clans acting as buffers between themselves and hostile clans of neighboring provinces. The Washima are careful to ensure the loyalty of such border clans.

The Washima rule a coalition of clans. This is the current result of a multi-year struggle to unite the clans in the area. The Washima have taken control and have alliances with each of the major clans. Ultimately, their goal is to absorb all the clans into their own clan. This plan is being brought about through intermarriage with the larger clans and gradually assimilating the smaller ones through feudatory relationships.

The map of the province indicates the territorial divisions within Hida province as well as some of the surrounding provinces. Each territory is presumed to be ruled by one samurai clan. In Hida province, the law of the daimyo family, the Washima, runs through the territories of the lesser samurai. The larger clans are free to promulgate their own laws, although most do not differ significantly from those of the Washima.

If Player Characters are determined by the Gamesmaster to have been born in the province and of a samurai family, the character's rank may determine his clan name. A high ranking samurai would have the Washima as his clan. One of middle rank would be a member of one of the prominent clans of the province. The exact one can be determined by the Gamesmaster at random. A low ranking samurai would come from one of the lesser clans. If the Gamesmaster has not already assigned a clan name to the territory from which the player's character comes, he may use the character's family name to be the name of the clan ruling that territory.



THE WASHIMA CLAN

Status Factor: .8

Head: Washima Fuhito

Principals: Washima Kumpei, senior advisor; Washima Hidemasa, general of the armies.

Area Controlled: Hida province (nominally); actually only the central portion, although the clan receives the usual fees relegated to the daimyo.

Allied Clans: Maebe; Oguroyumi; Sakawa; Tadamasa; the lesser southern clans.

Friendly Clans: Horito; all other clans within Hida province.

Hostile Clans: Ienama; clans of Mino province; clans of Echizen province.

Enemy Clans: Ishiyama

Notes: The major seat of the Washima is in Takayama. It is here that councils of the allied clans meet. The Washima are fairly lax in enforcing their own laws in other parts of the province, allowing each allied clan to be responsible. They are quick to punish those that are irresponsible, in the performance of this duty.

The most recent clash of arms in the province was at the southern border. Hostilities are common here as the head of the Ishiyama clan, Ishiyama Hosomune, has a personal rivalry with Fuhito as well as desires for expansion into the territories there.

At present, there is considerable tension between the Washima and the Mizobara. This is due to the tolls levied by the Mizobara on goods passing into Hida province. The Washima feel that the fees are excessive. The Mizobara are the rulers of Etchu province and are too strong for the Washima to face in open conflict. Thus, the Washima have begun to strengthen alliances to apply pressure on the Mizobara in order to reduce the tolls.



THE TADAMASA CLAN

Status Factor: .7

Head: Tadamasa Iemaru (Level 6 Bushi)

Area Controlled: See map

Allied Clans: Washima

Friendly Clans: All other clans of Hida province

Hostile Clans: See Washima Clan

Notes: The Tadamasa clan is the second most powerful in the province. They control the road leading to Takayama and provide the principal interaction with Etchu province. The heir to clan leadership is married to a member of the Washima as are several of the high ranking clan members. The integration of the two clans is well under way, although the current clan head will not, due to pride, admit it. The Tadamasa are the Washima's staunchest ally among the larger clans.



THE SAKAWA CLAN

Head: Kwanran, formerly Sakawa Takuan (Level 3 Gakusho, formerly Level 6 Bushi)

Area Controlled: See map

Allied Clans: Washima

Friendly Clans: All other clans in Hida province

Neutral Clans: Tadamasa

Hostile Clans: See Washima clan

Notes: The Sakawa clan rules the northcentral portion of the province. They, of the large clans, are the least happy with the current situation. Feeling that their elders should be ruling the province, they make life difficult for the Washima. This is not to say that they would contemplate war with the Washima. They would not. Hida is their province as well, and they would not see it run red with blood. They do, however, frequently voice opposition to the Washima in councils and are free with their own laws within their territories.



THE OGUYOYUMI CLAN

Status Factor: .7

Head: Oguroyumi Ujikuni (Level 6 Bushi)

Area Controlled: See map.

Allied Clans: Washima

Friendly Clans: All other clans in Hida province

Hostile Clans: See Washima clan

Notes: The Oguroyumi clan is the last of the larger clans. They rule the mountainous terrain of the northwestern corner of Hida province. Like their home territory, they are a rough-hewn and rugged clan. The Washima find their martial strength and vigor a pillar in the support of provincial policies. The daimyo, himself, is said to favor warriors from this area for his own bodyguard.

OTHER CLANS IN HIDA PROVINCE

Status Factor: .6

Area Controlled: See map

Allied Clans: (Southern two only): Washima clan

Friendly Clans: Major clans of Hida province

Neutral Clans: All other clans of Hida province

Hostile Clans: See Washima clan

Notes: Clan names and structures are left to the Gamesmaster. These smaller clans often vie amongst themselves for prestige, if not for territory. Land grabs by some are not unknown. The territories ruled by these lesser lords are certainly more rough-and-ready than those under the sway of more powerful rulers. All will lend aid, support, and taxes to the Washima, although some must occasionally be reminded by the presence of Washima troops.



YAKUZA IN HIDA PROVINCE

There is no province-wide Yakuza organization in Hida. This is due to the general rural nature of the area and the great rivalries which exist between the Yakuza leaders. This has led to there being several 'oyabuns' in an area. This disorganization has been increased by the effective suppression of the Yakuza by the local samurai. Such suppression is not constant or total but is sufficient to prevent any large organizations from taking root.

NINJA IN HIDA PROVINCE

Ninja activity in the province falls under the sway of the Clan of the Stalking Shadows (Clan E). They have a fairly low profile, even for Ninja. Since the relative peace within the province that came with the assumption of legal authority by the Washima, business has slackened off. The only Ninja installation serving the province is actually outside its boundaries in the Hida-sanmyaku.

NINJA BASE (Stalking Shadows)

Head: Masamitsu (Level 5 Ninja)

Area Controlled: Hida province

Population: 150

Skills Available: Teacher (Level): Skill (BCS)

Instructor 1 (4): Ninjutsu (10); Shurikenjutsu (17); Kenjutsu (17); Ju-jutsu (15)

Instructor 2 (5): Disguise (15); Acting (12)

Instructor 3 (3): Kusari-jutsu (12); Tracking (12); Nawanuke-jutsu (12)

Instructor 4 (4): Yogen (12); Herbalist (12); Physician (12)

Masamitsu (5): Ninjutsu (19); Atemi-waza (19); Garotte (15); Shurikenjutsu (15); Karumijutsu (15); Kusari-jutsu (12); Kenjutsu (12)

Notes: This Ninja base is disguised as four small villages, each within four Ri of the others. The inhabitants appear to be simple, poor farmers, woodcutters, and craftsmen. The population is divided among the villages. The instructors rotate through the four villages on a monthly basis. Masamitsu will only teach if influenced to do so by another Ninja.

THE CITY OF TAKAYAMA

The city of Takayama is the capital of Hida province and the principal seat of power for the Washima clan. It is situated by the banks of the river called Sho-gawa and derives some of its income from river fisheries.

Takayama is a D class city. It has a population of 11,764 souls. On average, the gross revenue generated by the city for the daimyo is 220 Koku.

The city is guarded by a Level 4 citadel. This castle will hold up to 10,000 troops, although the usual garrison is less than 2,000. Washima Hidemasa is the commander of the castle. Martial skills are only taught to retainers and employees of the Washima clan by the instructors at the castle. Since the exact instructors vary from time to time, use the basic rules for determining the presence and qualities of teachers as found in Book I of BUSHIDO.

The city also contains several temples, shrines, and schools which are outlined below. Should Player Characters seek training in Takayama, they will have to partake of the instruction offered at the schools and religious places unless they can influence some other character to function as their teacher. This is not very likely as most people in Takayama are well occupied with their own business and cannot afford to spend the time necessary to educate adventurers.

THE TEMPLES OF TAKAYAMA

Kogyoku-o-tera, The Jade Temple

Abbot: Tansui Jichu (Level 4 Gakusho; A)

Senior Staff: Kenzan (B), Ansei (C), and Shisei (D); all are Level 3 Gakusho)

Associated Ward: This is equivalent to a Class E Village. It has a population of 200.

Available Skills: Butsu-do: A, B (17); Meditation: all priests (15); Chinese Classics: A, C, D (13); Physician: C (17); Painting: D (12).

Note: This temple is of contemplative nature. All the priests are rather withdrawn from the everyday world. Due to this, the chance of them taking on a student is reduced by 10 per cent. This is the largest contemplative temple in the province and its priests are renowned throughout Hida for their piety. This temple is Class D.

Majime-na-hoshii-o-tera, The Temple of Earnest Desires (for Enlightenment)

Abbot: Tomiku Mitsuhira (Level 3 Gakusho; A)

Senior Staff: Shinno (B), Nobuhiro (C), Kemmotsu (D), and Sanzo (E); all are Level 2 Gakusho. Sanzo formerly served at a Yamabushi temple but has forsaken his martial life for one more closely adhering to the way of Buddha.

Associated Ward: This is equivalent to a Class E Village. It has a population of 178.

Available Skills: Butsu-do: B, C, D (15); Chinese Classics: B (16); Ju-jutsu: C (14); Bojutsu: E (17); Divination: D (10); all Literacy skills: B, C, P (14); all Yogas: B, C, D (12); Raja-Yoga: A (16); Sacred Dance: D (10).

Notes: This is the largest temple in the city. The representation in the principal hall is that of Buddha Amida. Mitsuhiro is very active in the politics of his sect and is constantly seeking ways to improve the position of his sect in general and his temple in particular. This temple is Class D.

Higashimon-tera, The East Gate Temple

Head Priest: Tsuruga Ikina (Level 3 Gakusho; A)

Staff: Korekado (Level 2 Gakusho; B), Tamesaka (Level 1 Gakusho; C), and Tomoyuki (Level 0 Gakusho; D). Tomoyuki has recently forsaken his life as a ronin Bushi and shaved his head to become a monk. He is still in the period before he gains his priestly powers and is wont to slip back into his warrior ways. He had reached third level as a warrior.

Available Skills: Butsu-do: A (15); Chinese Classics: B (13); Kanji: B (15); Hiragana and Katakana: A, B, C (14); Meditation: A (12); Physician: C (12); Herbalist: C (10); Jujutsu: B (12); Bojutsu: B (12); Atemi-waza: D (15).

Notes: The temple honors Sakyamuni and the main hall contains a statue of him which is flanked by smaller statues of the manifest forms of the Jizo Bosatsu. That of the Jizo of Children is exceptionally well carved and was a gift of a mysterious supporter of the temple. This is a Class E temple of normal orientation.

THE SHRINES IN TAKAYAMA

Urushihito-jinga, The Shrine of Lacquer Kami

Attendant Priest: Watashio Kwazan (Level 2 Gakusho). Kwazan knows the following skills: Shinten (16); Meditation (14); Prana-yoga (12); Hiragana (15); Japanese Classics (12); Raja-yoga (8).

Notes: This shrine is dedicated to a Chinjin Kami. It is situated in the ward of the lacquersmiths and is a Class E Shrine.

Migto-na-tsoyoi-jinga, The Shrine of Admirable Bravery

Attendant Priest: Sunabe Motouji (Level 2 Gakusho). Motouji was once a Level 4 Bushi of the samurai caste. He knows the following skills: Shinten (12); Meditation (14); Raja-yoga and Hatha-yoga (10); Kenjutsu (19); Sojutsu (19); Tantojutsu (19); Bajutsu (19); Senjojutsu (12); Kyujutsu (10).

Notes: This shrine is dedicated to a Kenzoku Kami. It is a favored place of worship for the samurai and guardsmen of the Shinto faith. Motouji is reluctant to teach the martial skills of which he is a master as he feels that one should learn them by oneself as he did.

Mori-jinga, The Shrine of the Woods

Attendant Priest: Yaemoto Akiyoshi (Level 1 Gakusho). Akiyoshi is an introspective priest who prefers to be left alone to worship the kami, but will interrupt his meditations to teach those he feels are true followers of the Shinto way. His skills are: Shinten (16); Meditation (14); Hatha-yoga and Prana-yoga (12); Jujutsu (19 -- he is a natural master); Katakana and Hiragana (12).

Notes: The shrine is dedicated to a Mori-no-Kami. The shrine is at the edge of the city in what remains of a great stand of timber, most of which went into building the city. This Kami's sway included the entire hex in which Takayama is situated. The Kami is mostly inactive these days as his influence is slowly passing over to the various Chinjin Kami whose strength is growing with the city.

THE SCHOOLS OF TAKAYAMA

Senso-Ryu, The War School

Orientation: Class B Martial School

Sensei: Washima Masakage (Level 6 Bushi; A)

Staff: Yasui Aritomo (B) and Kozuki Yoshinori (C) (Level 6 Bushi); Matsumine Shokken (Level 4 Bushi; D); Kano Tadanori (Level 3 Bushi; E) and Getory (Level 3 Budoka; F).

Available Skills: Kenjutsu: B, C (19) with Piercing Thrust Okuden: A/B (19/10) and with Reverse Cut Okuden: A (19); Sojutsu: C, D (19); Kyujutsu: E (19); Batjutsu: D (18); Iaijutsu: B, C (18); Naginatajutsu: D (18); Jittejutsu: C (16); other Bushi bonus skills: C, D, E (12); Atemi-waza: F (19); Shinobi: F (15); Shurikenjutsu: F (14).

Notes: This school is subsidized by the daimyo. Anyone attempting to enroll who is not in service to the daimyo will have his chances reduced by 10 per cent. If a character succeeds in enrolling, there is a cumulative 5% chance per month that he will be replaced in the school by someone in service to the daimyo. Such dismissals are regrettable but necessary. A displaced student may attempt to re-enroll the following month.

Kin-no-nami-Ryu, The Golden Wave School

Orientation: Class C Gentleman's Academy

Sensei: Kuchizu Yoshisada (Level 6 Bushi; A)

Staff: Nori Hidenari (B) and Mizuki Nobumoto (C) (Level 6 Bushi); Nakakane Kamako (Level 5 Bushi; D); Mizuki Tadashige (Level 4 Bushi; E); and Koyomi (Level 2 Shugenja; F)

Available Skills: Kenjutsu: A, B, C, E (19); Naginatajutsu: E (19); Bajutsu: A (19); Senjojutsu: B (14); Chinese and Japanese Classics (15); Calligraphy: F (15); Heraldry: D (13); Kyujutsu: B, C, E (12); Hawking: A, C (12); all literacies: F (12).

Notes: This is the academy of the Washima clan. Fees for clan members are halved, while those who have no associations with the clan are increased to 150% of normal value.

Houto-no-rekishi-Ryu, the True History School

Orientation: Class E Specialist

Sensei: Nasumaru Sukefusa (Level 6 Scholar)

Available Skill: Japanese Classics (19)

Notes: Sukefusa is somewhat elderly and absentminded. This causes all students to suffer a hindrance to their learning.

Bofu-Ryu, The Hurricane School

Orientation: Class F Specialist

Sensei: Okami Tadamoto (Level 4 Bushi)

Available Skill: Kenjutsu (19) with Piercing Thrust Okuden (19).

Notes: Tadamoto is a ronin who has recently located in Takayama. He is anxious to demonstrate his worth as a teacher of Kenjutsu. Students are likely to find themselves in contests to demonstrate the superiority of Tadamoto's style.

POINTS OF INTEREST IN HIDA PROVINCE

KIYOMARU'S HUT

In the foothills of Hida-sanmyaku near the headwaters of Hida-gawa is the hut of Hidetoke Kiyomaru, the sorcerer. It is about 3 Ri from a typical Class F Village with a population of 55. The village boasts a small inn which is patronized by those wishing to speak with the wizard.

In a sense, the village's major industry is Kiyomaru. The villagers sell souvenirs and advice to those who wish to see the magician. Occasionally, a crook will attempt to sell to travelers items that he claims are magically imbued to do whatever he thinks the buyer will want. Such trinkets are, of course, rubbish and are not, as is claimed, ensorcelled by Kiyomaru. The villagers frown on such connexions as such dishonesty will ruin their thriving business.

The inn is run by Daihara, the village headman. He is a jovial and self-important fellow who rents himself out as a guide to the wizard's hut. If his services are purchased he will abandon the characters just out of sight of the hut. He does this since he knows that Kiyomaru does not approve of this practice.

The hut, itself, is located in a tiny clearing in the forest. The clearing is about 10 yards in diameter. Surrounding the hut is a powerful enchantment which starts 2 yards from the trees. Continually strengthened over the years, this spell functions as if cast by a magician of Level 8. The spell is a comprehensive Bar Spell which works against beasts, men, spirits, and missiles. The spell is operative at all times and will only dissipate with Kiyomaru's death. The magician can allow characters to pass through it whenever he wills. A second spell of the same type follows the circular foundations of the hut, itself.

The hut is about 10 feet in diameter and is constructed of thatch over a bamboo framework. A firepit is located in front of the door 3 feet from the entrance. A fire is always lit and a tripod supports a pot of bubbling water.

Kiyomaru is almost always present (99% chance) when callers arrive. He will not, however, respond to a summons or call. He will wait until the callers have resigned themselves to waiting for him and shown their patience by quietly abiding for 1D3 hours. Then he will appear to add something to the pot on the fire and disappear back into the hut. After another hour, he will come out again and invite the callers to tea. After the ceremony he will be receptive, at least as much as he ever is, to the desires or questions of the visitors. Impatience or interruptions by the characters will prejudice Kiyomaru against them in his dealings with them.

The draft served to guests will be one of his special Infusions. This will rest and relax all characters, removing fatigue and all subdual damage.

The Oyabun's Secret

One of the local Yakuza bosses has a secret which will, if exposed to the daimyo, cost him his life. The Player Characters will have the opportunity to discover this secret and bring the criminal to justice. By the time they discover the nature of this evil man's secret, they will find that the daimyo's wrath may well suit their own aims and carry out a vengeance beyond their own grasp.

This Yakuza is a very secretive fellow. He hides his true vocation behind the mask of a successful merchant. The merchant's business, besides being a front, is in very good shape, which makes him a prominent member of the community. Money is not a sufficient reward for him. He desires his family to have samurai status even though he will not achieve this for himself.

His plan is a devious one. For several years it has been developing. The local populace has been subtly guided into growing feelings of discontent with the ruling Washima clan. At the same time, this plotter has been training an elite cadre of fighting troops. His actions in these areas have been kept entirely hidden.

When he judges the time right, the word will be sent for an uprising to begin. It shall be of major proportions and will be a major threat to the Washima. If things go according to plan, the samurai clan will be badly mauled. Once this occurs, salvation for the samurai shall appear. This salvation will be in the form of troops, including the covertly trained force, under the putative command of a young samurai from the Tadamas domain. These warriors will restore order and, since the Washima leaders will be killed in the battles (or if necessary, after them by the Yakuza's command), step in to take control of the province. The timely salvation provided by the young samurai should lead to a rapid recognition of him by the Shogun as the rightful daimyo.

The villain plans to profit from this by having married one of his daughters to the young samurai 'hero-to-be.' The man has been carefully chosen for his susceptibility to the Yakuza's wiles so that he might be manipulated once power has been seized. Long range plans were laid to insure that the poor Buke dupe was bankrupted and then indebted to the 'merchant.' The merchant's offer to come to the fellow's financial aid is contingent on a marriage between the samurai and the merchant's daughter. Thus, the Yakuza will gain not only samurai status but daimyo rank for his grandsons.

Slowly, the nefarious plans draw to completion. Troops are ready in the foothills of the Hida-sanmyaku, hidden and waiting. The chosen samurai pays court to the daughter. But a hitch has developed. Some greatly desired items have been lost. In order to recover them, the Yakuza boss is acting through his merchant front to hire agents to recover the 'stolen' goods. At this stage in the plan, covert action could be disastrous.

STARTING THE ADVENTURE

The Player Characters, while nosing for interesting news, will hear of a rich (aren't they all) merchant who is seeking brave men for a task. They will spend 2D6 days gathering general information on this prospective employer and learning his exact whereabouts.

They will discover that Shosen Makoto is a rich merchant who deals in imported goods. About five years ago he moved into Takayama from somewhere on Shikoku. He was successful then and, if anything, is even more successful now. He seems to be well liked in the community as well as by his business associates. His reputation is one of scrupulously honest business dealings and hard bargaining. His standing is such that, last month, he joined the circle of councilors for the merchant association of the city. The Kami and Buddhas seem to smile on him.

He has a fine, dutiful son and two daughters. The younger daughter is said to be very beautiful as was her mother. Makoto's wife passed on a little more than a year after their arrival in Takayama. He has not remarried nor has he shown much interest in the opposite sex since then.

Makoto is seeking sturdy and reliable fellows to do a job for him. It is known to be hazardous, and he is very selective about whom he hires. So far, he has not found the men he seeks.

During the period spent learning this information, members of certain professions may also acquire other rumors which may or may not be related to the situation. For each possible rumor related to a Profession, roll 1D10. If the result is less than or equal to the highest level in that Profession in the group plus each other member of the Profession besides that character, the rumor will be heard. Thus, if there are three Bushi amongst whom the highest level attained is second, there will be a 2 + 2 or a 4 in 10 chance of gaining the rumor. The Gamesmaster should present rumors to the players by having their characters interact with a likely source rather than dryly reading the text from this book. This is all part of the role playing.

BUSHI RUMORS

- 1) Ashitari Kobi, a famed Ronin martial arts instructor, has been seen in the city but is not teaching at any of the schools.
- 2) Makoto never hires Yojimbo from the unemployed warriors in the city.

BUDOKA RUMORS

- 1) Makoto favors unarmed specialists as Yojimbo.

GAKUSHO RUMORS

- 1) Makoto is a devout man and maintains a private temple on his mansion grounds.
- 2) Makoto has refused to donate to the building of a new temple on the west side of the city.

SHUGENJA RUMORS

- 1) The Wizard of the Hills reads Makoto's omens before all major business deals.
- 2) Makoto has a standing offer of 50 gold coins for a working love potion.

YAKUZA RUMORS

- 1) Makoto's rivals have accidents.
- 2) Makoto has strong connections with the Yakuza.
- 3) Makoto's mansion has never been robbed.

NINJA RUMORS

- 1) A member of the Stalking Shadows clan is under contract to Makoto.
- 2) Makoto's mansion has never been robbed.

GENERAL RUMORS (total number of characters is chance in 10 of acquiring)

- 1) Makoto could not haggle his way through a paper screen. All his deals are made by his son.
- 2) Makoto did hire one band of adventurers for his job. They were never heard from again.
- 3) One of Makoto's caravans was recently robbed by bandits. It is the first time he has ever been robbed.
- 4) Makoto is out of favor with the daimyo due to bad manners on his arrival in the province, although the merchant is the source of certain delicacies for the castle.

SAMURAI ONLY RUMOR

- The daimyo fears a peasant uprising.

During the period in which the Player Characters are seeking information about their prospective employer, their inquiries may come to the attention of the merchant. The percentage chance of this happening is 10 times the number of days it took them to acquire their information. If this occurs, he will know basic information on the characters and their specialties. He will also know which rumors they have heard.

GETTING INVOLVED

When the Player Characters first visit Makoto's mansion to apply for the job, they will be told by one of his lieutenants to come back on the next day since the merchant is too busy for people who just come in off the street. This is standard procedure to allow Makoto's agents time to investigate prospective employees. This will be done as a matter of form even if the merchant has already investigated the characters.

On the next day, they will be allowed to see the merchant. Each will be interviewed individually by Makoto. The job consists of recovering a large box that was part of a caravan which was robbed. A survivor of the attack said that brigands waylaid the group and took the box along with other loot. The survivor was left for dead. He overheard the robbers refer to a higher-up who would be displeased if they were late. Neither the survivor or the merchant have any idea of who the mysterious leader is. The size of the bandit group is estimated at about 20 men.

The merchant has obtained reasonably reliable information as to the whereabouts of the brigands' stronghold. He will send one of his own men to act as a guide. The characters are to recover the box and return it unopened to the merchant. Any loot recovered from the robbers will be bought back from the adventurers by Makoto at going rates. Portable valuables and cash may be kept by the characters. Makoto will also pay a bounty of 2 silver pieces per head of the brigands and 2 gold for the leader. Finally, each character will receive a gold piece in advance with 5 to follow on completion of the task.

That is how the Player Characters are told their job will go. Actually, Makoto will send his enforcer as the guide. Kobi is under orders to remain clear of the thick of any fighting, wait until the characters have secured the box, and slay any survivors. He will, if defeated or mortally wounded, tell of this plan. Player Characters should find this sufficient cause to wish revenge on Makoto.

If they decide that revenge is their course, they should be discouraged from a direct attack on the mansion. Makoto is well protected and an assault is likely to fail and cost the Player Characters great losses. For Makoto is the local Oyabun. His protection comes from his bully boys, trained fighters, and a web of intrigue. The local police are taking bribes from him and will squash any evidence of his criminal activities. They are rapid in their response to any trouble in his vicinity. Makoto's mansion is intended to be almost invulnerable to the kind of assault that can be mounted by the Player Characters. They must find another solution.

The best solution is to discover the oyabun's secret, collect evidence of his illicit training activities, and present such to the daimyo. These military transgressions will cause the daimyo to bring his forces to bear and apprehend Makoto for execution. Any lesser activities on the Yakuza's part will be dismissed as the daimyo has perfect, although misplaced, faith in the police to handle such civil matters and will not believe that they could miss or overlook whatever activities the Player Characters claim the merchant is involved in.

Once the Oyabun is exposed, the daimyo will confiscate any goods and treasure on the mansion grounds, but characters will be rewarded by the lord. Samurai and ronin will be offered service and eligible characters will be offered jobs with the provincial armies or bureaucracy. Monetary rewards would depend upon the daimyo's reaction roll and could range from 10 to 50 gold pieces. Revenge on Makoto is, to the Nipponese mind, the greatest part of the reward.

MAKOTO'S MANSION

The mansion is where the Player Characters will contact Shosen Makoto and contract to recover his box. It and three adjoining mansions of similar size and layout comprise a single ward in the rich merchant district of the city. The adjoining compounds are all controlled by allies of Makoto who, while not providing advantage to the Player Characters in attacking Makoto, will refrain from overt aid in his defense as well. None, of course, will inform on the Oyabun, though all are aware of his covert activities to some extent. Their stories will be like those of other families in neighboring wards. That is, Makoto is a successful merchant and an upstanding member of the community. Only through coercion will they admit to hearing odd noises coming from the merchant's compound occasionally. Such noises are those associated with men in strife or weapon practice. Most neighbors assume that such sounds are the results of the merchant's men repelling would-be thieves.

The mansion itself is constructed of the standard Nipponese wood and paper materials. It is of solid construction and excellent craftsmanship. Like those of many of the wealthier merchants, Makoto's mansion apes the layout and richness of samurai homes.

Two gates, one large enough to admit carts, open onto the courtyard. This has a packed earth surface and contains a stable building, several makeshift vending stalls, and a well. During the day various smaller merchants bring their wares to hawk them from the vending stands. For the fee they pay Makoto, they receive the advantage of being able to make their pitch to his more numerous clientele as they come and go on their dealings within the mansion.

There are two inner courtyards. One contains a locked (Complexity 10), elevated storehouse and a well. The storehouse is stoutly con-

structed (Structure Value 30) of reinforced heavy wood. The second contains a garden with a small pond, a teahouse, and a temple. The temple, in reality, serves as a dojo for the training of the Oyabun's elite fighters. Examination of this building will reveal nothing unusual to the casual search. There are Hidden Things which are the compartments in the floor which hold the practice armor and weapons for the training sessions.

1) Main Entry: This entry is used by Makoto's guests and wealthier customers. A washstand/water basin stands outside the door. People entering leave their footwear on the elevated wooden porch before proceeding into the house.

2) Reception Area: Guests are welcomed here and weapons are received to be placed in the racks along the solid wall.

3 & 4) Business/Guest Rooms: Here Makoto conducts business with his important clients. Goods are brought to be displayed as the clients and their host are enjoying a repast or a drink to the accompaniment of musical entertainment. The decorations and furnishings for these rooms are quite lavish. At night, these rooms would serve as the bedrooms for any guests at the mansion.

5) Business/Guest Room: This is a lesser version of rooms 3 and 4. It is used for Makoto's less well-off clientele. Often he, himself, will not deal directly with such customers but leaves the haggling to one of his underlings. Prospective employees would be met here after waiting a sufficient amount of time to impress them with Makoto's importance.

6) Lesser Entry and 7) Lesser Reception Area: These are smaller and plainer versions of 1 and 2. They are intended to be used by the customers who are met in room 5.

8) Kitchen: This room is kept spotlessly clean under the orders of the head cook. During the day, it is in constant use providing for the requirements of the merchant's entertainment of customers.

9) Main Bath: This area is intended for the use of guests and staff.

10) Dressing Area: This area is used by those preparing for a bath.

11) Privy

12) Principal Room: This room serves for many of the functions performed by members of Makoto's family. At night, it usually serves as Kogatato's bed chamber.

13) Principal Room: Similar to 12 but at night serves as Kiku's and Ari's bed chamber.

14) Privy

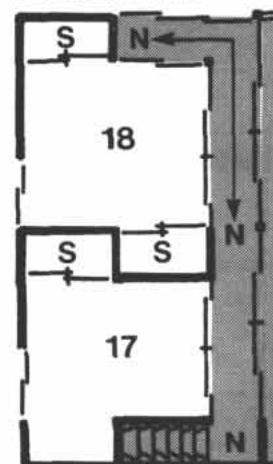
15) Family Bath

16) 'Old Person's' Room: In most houses, this room serves as the chamber of the eldest members of the family. Here, it is occupied by Tampaku in his capacity as the honored family physician and valued retainer. Tampaku's 'medical' gear is a Hidden Thing here.

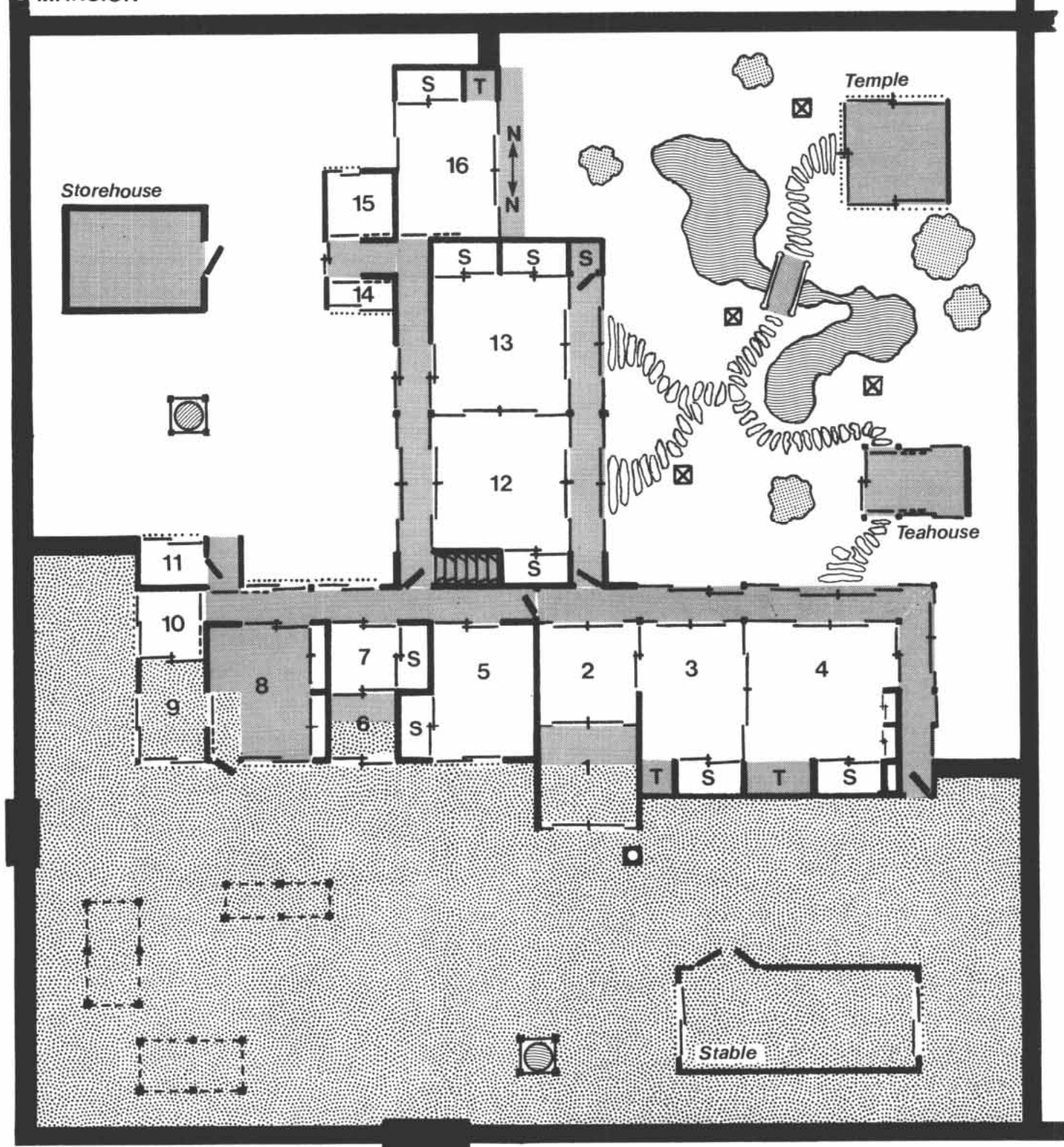
17) Master's Study: This room serves as Makoto's study and workroom. Here he holds his strategy conferences and stores most of what few records he commits to paper.






18) Master's Chamber: This is Makoto's own bed chamber. None but he is allowed to enter. A secret compartment in the outer wall (Minus 3 to the chance of discovery of Hidden Things) contains a scroll with a listing of the names of the captains of his force of elite fighting men as well as the number of troops under their command.




Second Floor



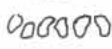


MANSION



-  Double Sliding Door
-  Single Sliding Door
-  Window
-  Window with Wooden Shutters
-  Wooden Door

-  Stairs
-  Wooden Floor
-  Packed Earth

-  Washstand
-  Stone Lantern
-  Path
- S** Storage Closet
- T** Takanoma
- N** Nightingale Flooring

ACTIVITY AT MAKOTO'S MANSION

During the day, the activity at Makoto's mansion will show little or no signs of the Oyabun's secrets. Merchants who rent vending space will begin arriving around dawn to set up their wares. Customer traffic will build through the morning and taper off towards evening. On any given day, there is a 20 percent chance that the number of people entering and leaving the compound will not be the same. This will be a Hidden Thing that may be discovered by a character observing the traffic flow for the whole day. Such discrepancies are due to arrivals or departures of trainees for the dojo, thieves on the run, unfortunates who have crossed the Oyabun, etc. The Gamesmaster is left to flesh out such situations as needed or desired. If the Player Characters attempt to hide within the compound at the end of the day, their presence becomes a Hidden Thing to the guards who keep a tally on the comings and goings in the compound.

Whenever the Player Characters enter the compound, they will have a chance of discovering a Hidden Thing. This is the presence of Ashitari Kobi. If confronted, he will claim to be Hidetashi Yasumaru. He will be very flattered that the characters have mistaken him for the great ronin warrior but will insist that he is only a simple yojimbo in the merchant's employ.

3D3 servants will be present in the compound at all times. All have been hired honestly. There is only a 20 percent chance that a given servant will harbor suspicions of the criminal activity around the mansion even though all think that the master's workmen are uncouth and ill-mannered. A suspicious servant can tell of the sounds of clashing arms that come from the family garden on some nights. If a fight occurs, 1D3 - 1 servants will join in to defend their master's house. They are Normal Men Extras in Armor Class 2 and will arm themselves with Sodegarami (BCS 9).

Also present, in plain sight, during the day will be 1D6 + 6 'workmen' who are employees of the merchant. These are really Rabble Yakuza henchmen. If Makoto's suspicions have been aroused, twice this number will be present and all will be Level 1 Classic Yakuza. Workmen wear Armor Class 2 clothing and carry Wakizashi.

The workmen have 4 bosses who rotate in shifts. Bosses are dressed as their men but carry Katana. The bosses are Level 2 Classic Yakuza. One of the bosses will accompany Makoto at all times.

During the night, the grounds of the mansion compound are patrolled by 4 squads of Yakuza guards. Several are posted at each gate and at key locations in the house itself. All interior wooded doors are locked (Complexity 2). Six watchdogs are released into the inner courtyard with the storehouse.

A guard patrol consists of two guards in Armor Class 4 and a dog-handler in Armor Class 3. All are armed with Katana and 6 Shuriken. The doghandler will have 1D3 dogs. Each man is a Level 1 Classic Yakuza.

If the Gamesmaster decides that the night is one on which a training session is taking place, there will be twice the usual number of guards. There will also be 2D10 + 10 trainees. These will be Level 1 Classic Bushi in Armor Class 5. All will be armed with Katana and half will have a Yari as well.

Nighttime observations can be much more interesting. Each of the 6 Japanese Hours of the night has a 10 percent chance of producing an encounter. The Gamesmaster should prepare for a number of nights of observation by prerolling for the occurrence of an encounter and its nature. This will allow him to be prepared as the situations arise and the players will not have to wait to act on some interesting occurrence that they feel will move them closer to their goal.

To determine the nature of an encounter while keeping watch on the mansion, roll on the table provided. Most entries can be reused on different nights, but the Gamesmaster should be careful to alter any that might have been affected by previous occurrences during the running of the adventure or by other encounters with the Player Characters.



NIGHTTIME ENCOUNTERS AT THE MANSION

Die Roll

01 - 10

Encounter

2D3 men are observed leaving the compound. They are merchants leaving after a business dinner. They are unaware of any illegal activity.

11 - 15

2D3 men are observed leaving the compound. They are Yakuza and associates of the Oyabun. Though aware of his Yakuza activities, they are unaware of his military ambitions.

16 - 20

The Ninja is seen lurking about the compound. He will be leaving (50%) on a mission or returning (50%) from one.

21 - 30

A young samurai, Tsuzawa Hoshii, is seen entering (if early in the night) or leaving (if late). He is the dupe in the Oyabun's plan. He does not know of this plan. He is ashamed of his debt and is being convinced to marry the daughter of the merchant as a necessary evil to rid his family of debt. Though generally weak of character, he is, because of the circumstances in which he finds himself and his family, touchy about his honor at this time.

31 - 40

A local Sumotori, Tetsuhito, is observed entering or leaving the compound. The wrestler is carrying on a clandestine affair with Makoto's younger daughter. This affair has been kept hidden from the Oyabun. Tetsuhito has a Shinobi BCS of 18.

41 - 50

A local Sumotori, Funsai, is observed entering or leaving. This wrestler is indebted to the merchant. He fears that his prestige will be lessened if his debt is known and so makes his visits in secrecy. Funsai knows nothing of the military plans but suspects Makoto of having a connection with the Yakuza. He, himself, has seen a dead man carried from the compound one night as he was on his way to see the merchant.

51 - 60

Morimasa is observed as he prowls about outside the compound. Keikamatsu Morimasa (Level 3 Bushi) is a secret police agent of the shogunate. He is investigating the Oyabun. He has suspicions of Makoto's plan but no evidence. If evidence can be procured, he will support the Player Characters before the daimyo. He is wary of strangers, however, since his predecessors were apparently done in by persons who claimed that they would aid in collecting the required evidence. Morimasa is a master of Disguise and his favorite is that of a drunken old mercenary.

61 - 70

A simple thief (Level 1 Classic Yakuza) enters the compound seeking a place to lay low for a while.

71 - 75

2D3 Adventurers conduct a raid on the compound as a revenge for the slight of having been found insufficient for the merchant's purpose of recovering the box. All are Level 1 Professional Rabble.

76 - 85

A police squad passes by. Since they have been bribed by the Oyabun, they will be suspicious of any characters found around the mansion. The squad will consist of a Level 1 Classic Bushi officer in Armor Class 5 and armed with Katana and Jitte and 2D6 men. The men will be Classic Bushi Rabble in Armor Class 4. Each man will carry a Wakizashi and there is an 80 percent chance that he will have a Sasumata as well.

86 - 90

2D6 thugs set upon the characters. They have no connection with the Oyabun. The thugs are Rabble Bushi and Budoka in Armor Class 2. Most will be Level 1, but the leader will be Level 2.

91 - 95

2D3 Level 1 Yakuza are observed leaving the compound carrying a body. Their burden is a man accidentally killed in a training session. Examination of such a body by the proper authorities will lend credence to claims of the merchant's misconduct in the realm of military activity.

96 - 00

The characters are observed by the Ninja or his spies. If they return the next night, they will find an ambush set for them. If they do not return, there is a 75 percent chance that the Ninja will organize a raid on them for later in the night. The opposition to the Player Characters will be led by the Ninja who will minimize his own involvement. His strike force will consist of 3D6 Classic Yakuza Rabble. Pains will be taken to avoid any connection with the merchant Makoto.

THE TREASURE BOX

The box containing the treasure is a puzzle box (4' x 2' x 1'). It has 12 moving parts in the opening sequence. Only Makoto knows the correct sequence.

The box has an enchanted booby trap. If the fifth piece is not moved correctly on the first try (that is, the Wit Saving Throw for the fifth piece is not made immediately after that for the fourth piece), the spell will activate. The spell functions as a Storm of Metal cast by a Level 4 Shugenja. The center of the spell's effect is the box itself. The activation of the spell will not harm the contents of the box.

Inside the box are four carefully padded items: a pair of swords consisting of a matched Katana and Wakizashi, a Tessen of Fine quality workmanship, and a carved wooden box.

The Dai-sho are Fine quality swords with Superior blades.

The Tessen is an enchanted weapon. It will add its user's Level to any rolls using Senjo-jutsu or Chikujō-jutsu if he holds it prominently. This addition is over and above any Professional Bonus for the skill. The Tessen has 30 charges which may not be renewed as this is an Enchantment gift from Haciman.

The carved box contains four scrolls wrapped in a silk covering. In Hiragana on the covering is a note that the scrolls contain the secrets of military strategy. The scrolls, themselves, are very old and are written in Kanji. These scrolls function as almost magical learning devices but are dangerously brittle. The handling of the scrolls during a week's Study Turn will give them a chance of crumbling to dust. This chance has a 5% base which is multiplied by the number of characters attempting to use the scrolls. The chance is cumulative for each week of study. Thus, if 3 characters wish to study from the scrolls, there will be a 3 x 5 or 15% chance that the scrolls will disintegrate after the first week and a 30% chance after the second and so on. Additionally, each exposure of the scrolls to sunlight will function as if they had been used for five weeks. Thus, the first exposure gives a 25% chance of immediate destruction with a second exposure raising this to 50%, etc. The chance of destruction due to sunlight is added to the chance for handling if the characters do the proper thing and study only by night. Thus, the previous three characters discover, by accident, that sunlight is harmful, and after the first week of study the chance of the destruction of the scrolls is 25 + 15 or 40%. Each week of study with a scroll will add 1 to the character's Basic Chance of Success with Senjojutsu. A given scroll can only raise a character's BCS by 5 or to a maximum of 19. A character may study all four scrolls in a Study Turn for an increase of 4 to his BCS if all scrolls are intact.

There is no intrinsic way for characters to recognize the nature of the treasure. Should a Player Character be bright enough to search his knowledge of Chinese Classics, a successful BCS roll will bring him the knowledge of the source of the treasure and some of its properties. The character will recognize the assortment as probably having been the possessions of the great general Yoshitake who fought in the civil wars. Yoshitake was celebrated in epic poems as a brilliant strategist and superior warrior. One poem refers to him receiving a gift from Hachiman with which to lead his armies. This gift was a Tessen such as many generals use to signal their orders. Other poems refer to him studying certain ancient texts from which he learned the secrets of strategy. These texts are known to be extremely fragile. A Duplicate copy kept in the imperial archives in Kyoto was half destroyed when it was given into the keeping of the Emperor by the Shogun at a reception on the day of the new Shogun's assumption of the title.

RAID ON SHIMI'S LAIR

Shimi's lair is hidden in the foothills of the Hida-sanmyaku. It is tucked away in a small, dead-end valley. It has its own water supply, and the occupants usually keep a good supply of food on hand. The walls of the valley are steep but climbable, with good equipment and luck.

Situated in the mouth of the valley is a watchtower. This is well-sited to give its occupants a clear view of the approaches to the area. Though it is kept constantly manned, the attention of such guards is rarely perfect. Treat the approach of the Player Characters as a Hidden Thing for the guards.

DETAILS OF THE LAIR WATCHTOWER

The tower is made of wood and stands four yards from the ground to the base of the watch platform. It is enclosed by a waist-high, solid railing and has a thatch roof. Two guards are stationed here. The watch is changed four times a day, beginning at dawn.

The watchmen are armed with Dai-kyu, Yari and Katana. Each has a quiver with 24 willow leaf arrows. Both men wear Ashigaru style armor (Armor Class 4). Six humming bulb arrows are kept in the tower to use as warning signals if anyone approaches the valley. Should a warning be necessary, one of the guards will fire one of these arrows towards the house to alert the rest of the brigands.

THE HOUSE

The house is a simple building of traditional Nipponese construction. Before the robbers came to this place, it was the home of a Jisamurai, who sought the location for its privacy. Its current condition is poor since the outlaws spend little time caring for it.

1) The Entry: This area is favored by off-duty guards who are trying to get some sleep while the rest of the group is making a ruckus in the main room. Thus, there is a 20% chance that 1D3 brigands will be found here. If no alarm has been given, they will be asleep.

2) Room: This room is used as a sleeping room by the officers. They store their gear here. If no warning has been given, there is 50% chance that one will be here.

3) Storeroom: This is where the brigands store extra gear and goods.

4) Bath: A small tub is kept here, but it sees little use since only the officers are in the habit of bathing regularly and even their schedules are infrequent.

5) Kitchen: This room is in a lamentable state as none of the men feels it appropriate to work in here. Stored food is cached in various places about the room.

6) The Main Room: Here is where the brigands sleep and play. The entire room is of disreputable appearance and even the tatami mats are dirty and worn. When not off raiding, the bulk of the bandits will be found here. They tend to keep late hours and sleep in the morning. When the Player Characters reach the valley, there will be 3D6 of the villains present. There will also be 1D3 officers with them or nearby, discussing plans.

7) Storeroom: This is where the brigands usually store their armor. When they are feeling particularly tidy, or need space in the main room, they will toss their bedrolls in here as well.

BRIGAND FORCES

Brigand officers are Level 1 Classic Bushi. They will be armed with Katana. Though usually dressed in clothes (Armor Class 3), they have Ashigaru style armor (Armor Class 6) available to them.

The typical brigands are Classic Bushi Rabble, while those detailed as guards are Level 1 Classic Bushi. All are normally dressed as the officers and, when warned, can put on Ashigaru style armor (Armor Class 4). All guards are armed with Katana and Yari. Other brigands are armed with Katana (50%), Yari (30%), Nodachi (10%), or Nagemaki (10%). Some (1D3 of them) will also have Dai-kyu and 20 arrows available as well.

All the brigands know of their boss's nature but only the officers know her name. They will know how many Bakemono-sho are present in the valley at any given time as well as if Nebari is present. None have been inside the caverns, but they know that there is some great beast in there that eats red meat. They have a great fear of it since serious infractions of discipline are dealt with by having the offender placed on the menu.

This is a slow period for the brigands because Shimi is deeply concerned with opening her prize from the raid on Makoto's caravan. Most will be spoiling for a good fight.

THE CAVERNS

The caverns serve as a dwelling for Shimi and her non-human survivors as well as a treasurehouse and workroom for the Uba. The walls and floors are natural stone and stalactites hang from the ceilings in places. As the tunnels have a ceiling of about 8 feet, archery and the free play of long weapons is restricted. The chambers have heightened ceilings ranging from 12 to 24 feet.

1) Antechamber: Two Bakemono-sho are always on guard here. They are armed with Yari (BCS 10) and wear scraps of armor amounting to Armor Class 6. Each has 15 Hit Points. If attacked, one will attempt to hold the intruders back while the other rushes to warn the rest of the bakemono.

2) Living Chamber: This is where the Uba's bakemono guards live. The floor of the chamber is littered with debris and garbage. Each minute spent searching through this stuff will yield 1D3 silver coins and 1D10 copper to a total of 22 silver and 70 copper.

The chamber is lit by a smoky fire in the central firepit. The natural chimney in the ceiling of the chamber is really insufficient to draw out all the smoke. This results in Poor Light conditions in the chamber despite the light generated by the fire.

2D6 Bakemono-sho will be present. Each will be armed with a Wakizashi (BCS 10) and 2 of them will also have Masakari (BCS 12). All will be in Armor Class 3, and have 14 Hit Points.

3) Nebari's Chamber: This alcove is divided from the main chamber by a curtain of coarse-spun cloth. It is restricted to Nebari's use and none of the Bakemono-sho will enter it for fear of the dai-bakemono. Besides a scuffed and battered Biwa and the bedclothes of the dai-bakemono, nothing is visible to the casual observer. A search may yield the 'Hidden Thing' of a concealed hollow. This contains a scroll in Hiragana for learning the Wood spell Tongue of Beasts and 2 gold coins.

4) Shimi's Workroom: The entrance to this chamber is blocked by a heavy wooden (Structure Value: 25) door which is secured by a lock (Complexity: 6, +10 Structure Value). The room is further protected by its guardian, a Bakemono-toro in the shape of a large urn by the side of the door. If any unauthorized character enters the chamber, the Bakemono-toro will attack.

The floor of the room is cluttered with arcane apparatus. This is of little use other than as curios to anyone but another Uba. There is a 10% chance that Shimi will be present here when the Player Characters arrive at the valley. If not, she will be in her Chamber.

Bakemono-Toro: BCS 12 with +2 damage; 30 Hit Points; and Armor Class 4. See appendix for details.

5) Unused chamber.

6) Lizard's Chamber: This chamber contains a Yamatokage (37 Hit Points) which serves as guardian to the Uba's treasure and her Chamber. It wears a collar which is attached to a chain that disappears into a hole in the wall nearest to the Uba's Chamber. The chain may be

shortened by turning a wheel in that Chamber, forcing the lizard up against the wall. Normally, the chain is left long enough to give the Yamatokage free access to any part of the chamber. It is usually kept hungry and will be hostile to anyone entering the chamber except Shimi and Nebari.

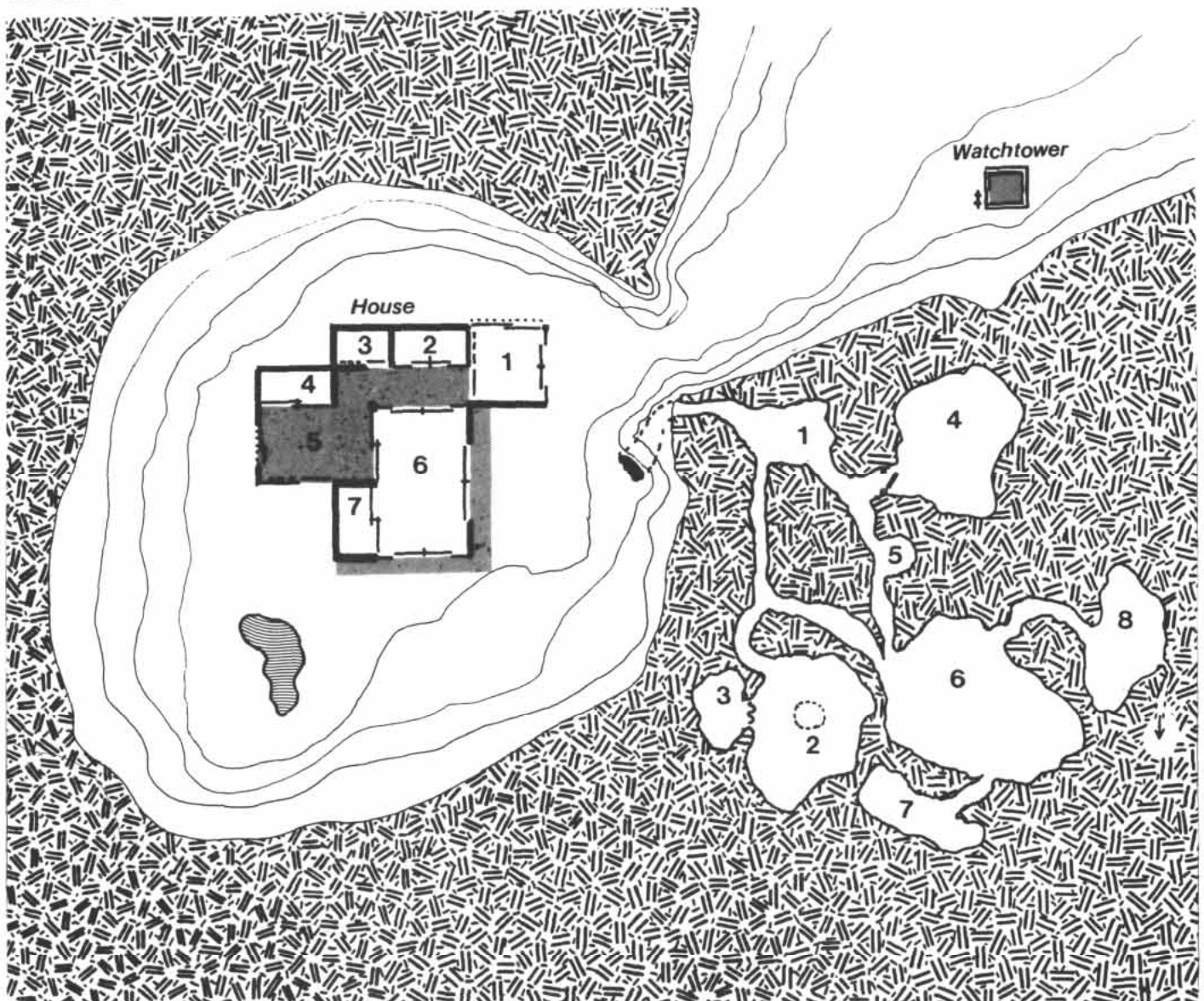
7) Storeroom: This chamber contains the fruits of the hag's criminal activities. To be found here are: 50 pounds of Class A goods; 70 pounds of Class B goods; 170 pounds of Class C goods; a folding screen (Level 4 semi-precious artwork, 15 pounds); a tea set (Level 1 precious artwork, 5 pounds with its packing and 2 very fragile pounds without it); 5 kegs of sake; and a box with 30 silver coins and 170 copper.

8) Shimi's Chamber: This is where Shimi resides. If she is not in her workroom, she will be here. If no alarm has been given (a fight with the Yamatokage would certainly constitute one), she will be asleep. In plain sight are simple room furnishings, including a small table upon which lie three scrolls. These are Spell learning scrolls written in Kanji. They are for Darts of Wood, Fire Blessing and Bar Men. A short shelf of rock contains a collection of netsuke (small carvings). Each is a common artwork of Level 3 and of negligible weight. One of these seemingly innocuous pieces of wood contains the soul of Nebari.

Hidden behind a carefully camouflaged stone is a large hollow containing the box which the Player Characters are after. Its location is a Hidden Thing.

The other notable feature in the room is a smokehole (one foot in diameter) which Shimi can escape through when in mist form.

SHIMI'S LAIR



The Daimyo's Peril

Player Characters will be assumed to have heard the basic rumor about the city that the daimyo, Washima Fuhito, has not been seen by the populace since his return from Toyama City in Etchu province about a month ago. Each character will have heard a different reason for the daimyo's 'disappearance.' Roll 1D100 and consult the table below for each character. As usual, the Gamesmaster should present each rumor as an encounter for the character. Even the same basic result might be presented differently to keep the players guessing.

When the characters get together, the players may pool their rumors to attempt to determine the situation and how they might wish to act. The Gamesmaster should then involve the Player Characters as suggested in the following section.

Die Roll	Rumor
01 - 25	The daimyo is dead and his samurai are hiding the fact. How the lord died is a mystery.
26 - 40	The daimyo is ill and secluded. He will soon recover. The source quotes a servant from the daimyo's castle as the origin of the information.
41 - 50	The daimyo is extremely ill and may die any day.
51 - 60	The daimyo never returned from Toyama. The reason for this and his whereabouts are unknown. The source claims that a friend saw into the lord's kaga when it returned to the city. It was empty.
61 - 70	The daimyo quarreled with Mizobara Yoshisuke, the lord of Toyama. They fought and the daimyo was wounded. War may break out because of this incident.
71 - 85	The daimyo is missing and even his samurai do not know where he is. They are hiding this fact. Fuhito's kaga was empty when it returned from Toyama.
86 - 00	The daimyo is well. His disappearance is a ruse to draw his enemies into the open. The source quotes one of the daimyo's samurai.

INVOLVING PLAYER CHARACTERS

The methods and reasons for involving Player Characters in this adventure will vary according to the Profession of the character to be involved. His social position may affect this as well.

Not all characters need be involved immediately in the situation. Some may only become directly involved as the action progresses. If a character is not contacted immediately by the daimyo's men, he may go about his business following the doctrinal methods presented in Book 2 of **BUSHIDO**.

SAMURAI OF LOCAL CLANS

Samurai of local clans can simply be assigned to the adventure by their lords. In this case, they will be assigned to guard the daimyo.

OTHER SAMURAI AND RONIN

Such characters will be offered a position in the daimyo's forces. This means samurai status for the ronin. If they accept the position, they can be assigned as above. If the characters belong to, or have affiliations with, any of the Washima clan's enemies they will not be offered any position. Such characters will have to wait for their fellow Player Characters to involve them in the adventure.

BUSHI

Bushi will be hired on as guards or soldiers. Naturally, they will be on duty at the start of the adventure and will be among any help given to the Player Characters in charge of the investigation.

BUDOKA

There is no special position for a Budoka but one might be hired on as a guard or soldier as above.

GAKUSHO

Gakusho belonging to a provincial temple or shrine can be assigned to the problem by their group. Itinerant Gakusho will be approached to come to the daimyo's mansion for consultation with other wisemen and the clan counselors.

SHUGENJA

Shugenja will be approached in a manner similar to Gakusho. However, such an approach will be made in secret with the Shugenja warned not to reveal where he's going and who is seeking his talents. Appropriate fees, contingent on success, will, of course, be offered.

YAKUZA

The daimyo's samurai will not deal openly with a Yakuza. They have no use for such 'scum.' If the Yakuza presents himself in another capacity, he may be treated as such (for example, a Bushi or Budoka seeking a guard's position). The character must be wary of a hostile reaction on the part of the samurai if his true nature is discovered.

NINJA

If the Ninja is in disguise, he will be approached as appropriate for his disguise. If he reveals himself as a Ninja, the samurai will wish to make special use of his talents. They will find dealing with him distasteful but will attempt to hide their feelings since their lord's life is at stake.

STARTING THE ADVENTURE

Those Player Characters involved by the daimyo's samurai will be taken to the daimyo's mansion. If the Gamesmaster feels, at any point, that he needs a map of the mansion, he may use that of Shosen Makoto. It is designed according to the general layout of a well-to-do samurai's country house and so will be suitable. It would stand alone rather than having adjoining compounds. Perhaps a smaller compound with its own outside gate would be attached to the wall with the smaller gate. This would contain quarters for servants and guards and perhaps another stable. The main compound might also have a very small gate on the wall opposite the main gate.

At the mansion, the Player Characters will meet Hidemasa and Kumpei. The samurai and guards will be assigned to their patrols and stations while the Shugenja and Gakusho will be led by Kumpei to consult with the other wisemen. Hidemasa will then deal with any Ninja.

For convenience, the Gamesmaster may wish to assume that all Player Characters are on the same guard patrol. They will be told that no one other than Hidemasa or Kumpei are allowed in the daimyo's room. All persons in the compound must give the password 'swooping crane' or be restrained and brought to Hidemasa. Any Ninja found are to be restrained even if they know the password.

When meeting with the wisemen, Gakusho and Shugenja will discover that the daimyo has been stricken with a wasting sickness. He is weak and has no appetite though there are no other obvious signs of illness. Fuhito's physician and the assembled wisemen have been able to find no reason for the illness. They are stymied, and so the Player Characters have been brought in to help solve the dilemma. This discussion will go on late into the night.

Ninja will be assigned a separate patrol by Hidemasa. Though given the password, they will be told to submit without resistance to any patrols or guards who discover them as they move about. They will also be told to stay clear of the daimyo's room. Ninja are to determine if any break-ins have been made in the past and to aid in repelling any that might be made while they are on duty.

Late in the night, Fuhito will have an attack. Player Characters will be surprised as he bursts from his room, eyes wide and staring. He will fight any who attempt to restrain him. Hidemasa will appear behind him calling for the guards to restrain the daimyo without hurting him.

During this fracas, Fuhito will scream, *The Eyes. The Eyes. Amaterasu save me from the Eyes.* He will also fight, using *Atemi-waza*, any who come near him. He will only have half of his normal Basic Chance of Success and his Damage Die will be 1D3.

Once restrained, Fuhito may be returned peacefully to bed and the rest of the night will pass peacefully. A check of the guards will discover one who was away from his post just before Fuhito burst from his room.

The next morning, Hidemasa and Kumpei will call the Player Characters together. Kumpei will tell them that the lord is weaker today and that his weakness seems to increase after each attack. The attacks seem to come at weekly intervals. No one knows how much longer Fuhito will hold up. The cause must be found and remedied.

Hidemasa can tell the characters that the first attack occurred on the road from Toyama. They were well away from the influence of the Mizobara clan so foul play is unlikely.

The Player Characters are placed in charge of solving the mystery and saving the daimyo. Hidemasa and Kumpei will be preoccupied by readying the province for war should the daimyo die or word of his incapacitation leak out. They will, however, offer what assistance they can. All progress should be reported only to Hidemasa or Kumpei. Success will earn their gratitude as well as that of the daimyo. Failure is not to be thought of.

If the Player Characters determine to go to the Hida-sanmyaku, the Washima clan will provide the following:

- horses for all with passes for the Heimin to ride them.
- 6 Level 1 Bushi Rabble as guards (Armor Class 5 with Yari and Katana).
- 3 Intensity 3 Basic Healing Relics. Each has 10 charges.
- 1 Talisman of Darts of Fire (Intensity 2; 10 Charges). The Talisman is an ivory netsuke depicting a wizard.
- 2 Amulets versus Water spells (Intensity 1).
- 40 Silver pieces.
- 10 days rations for all involved.

Once the Player Characters involved by the daimyo's samurai have been appointed to solve the mystery, they may involve any other Player Characters under the pretext that they will be necessary to solve the mystery.

SOURCES OF INFORMATION

Once the Player Characters are introduced to the mystery, they will attempt to gain additional information in order to solve it. It is implicit in the situation that the non-player characters will be able to solve the problem on their own.

Information can come from various sources. Presented here are some of the most obvious and the likely results obtained from consulting or utilizing such a source. Inventive players will surely come up with other ideas. The Gamesmaster must deal with these as they arise. He should always remember the nature of the mystery as he adjudicates the results of such efforts.

Questioning the Daimyo

Fuhito does not know why he is ill. He knows only that he is visited by bad dreams in which he is pursued by someone or something with great luminous eyes. Due to his weakened state, he is not very coherent and cannot answer many questions before he is exhausted. Hidemasa will be very solicitous of Fuhito's health and will not allow the Player Characters to question him at length.

If Fuhito has a sorcerous origin of the illness presented as a possibility, he will suspect his old enemy, Umai. The daimyo can tell the Player Characters of an older samurai, a Level 4 Bushi with a Strength and Health of only 10, who may know of Umai's whereabouts. In reality, the samurai knows of one of Umai's hideouts and can guide the Player Characters to it. See Umai's Lair.

Applying Skills

Characters with Yogen or Physician or Herbalist may attempt to determine if the daimyo is suffering from a poison or drug. The examination and analysis is a Task. It has 1 day Turns and a value of 20. A physician or herbalist will determine that no common poison is present and there appear to be no large amounts of foreign substances present in the daimyo's body. The practitioner of Yogen can categorically state that no known poison is at work.

Gakusho and Shugenja seeking a supernatural source will find no definite information either about the daimyo's body or his room. If

they are present nearby and ready during another attack, some information can be gleaned. Gakusho will detect a definite but indistinct evil presence. Shugenja will perceive a subtle emanation of magic. Any who may see in the astral plane will detect a presence. They can do little more than detect its presence and note its great power. Any attempt to follow it will result in the astral form of the character being trapped in gleaming astral webbing for a day, by which time the presence will be long gone.

Other characters may apply other skills in efforts to gain results. For example, a vigilant guard could determine that nothing larger than a mouse could have physically entered the daimyo's room before or during an attack. The Gamesmaster must use careful judgment when determining the results of skill applications.

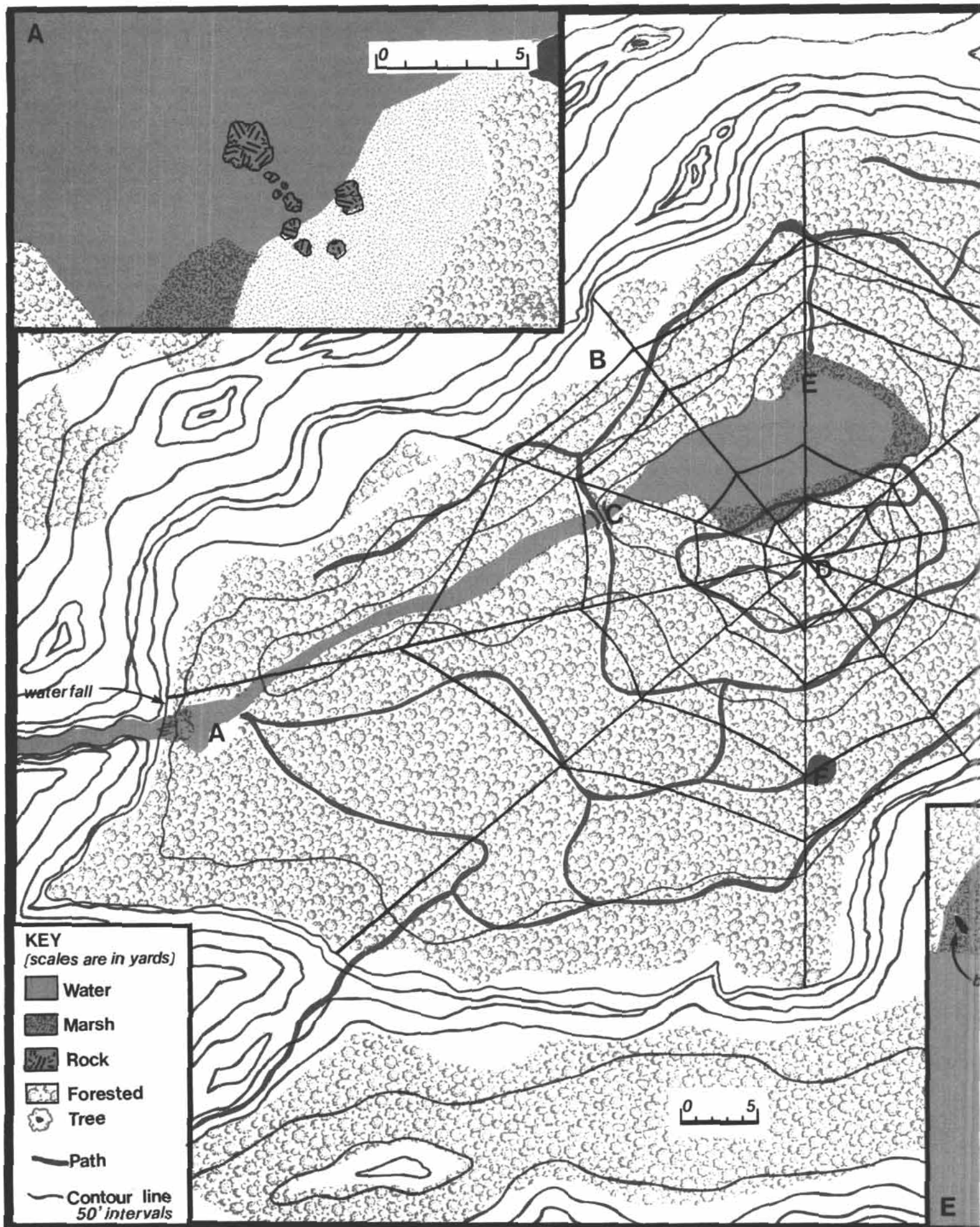
Visiting Specific Places








The Player Characters may wish to visit particular places or types of places in search of clues. The Gamesmaster should allow this and assess the time taken to gather such information against the time available to the characters. The number of possibilities is quite large and varied, so we must leave the Gamesmaster on his own here. He should keep in mind that it is for the Player Characters to solve the mystery.

Various non-player characters have certain tidbits of information. These are included with the notes on the character in the Personalities section at the end of the scenario pack.

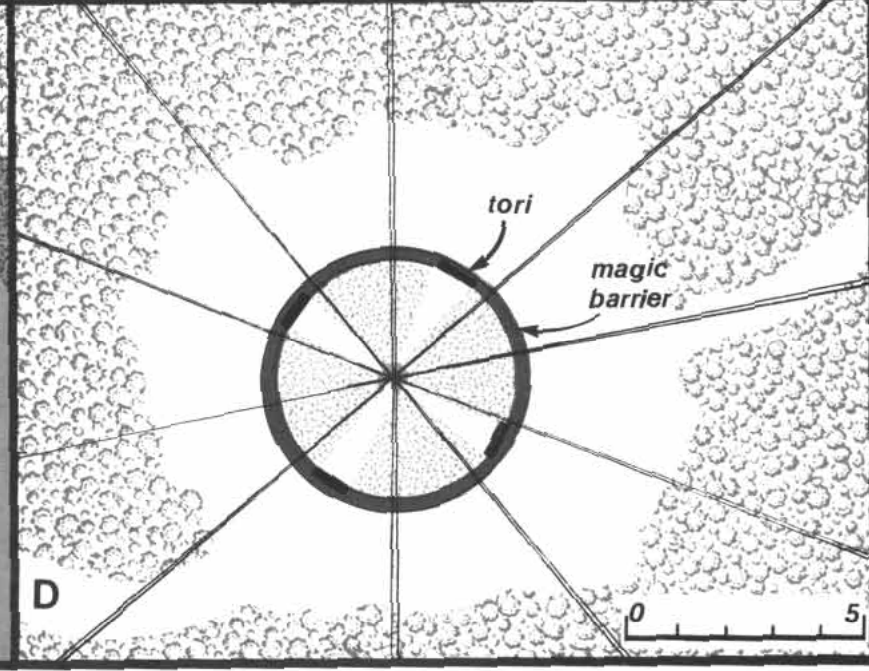
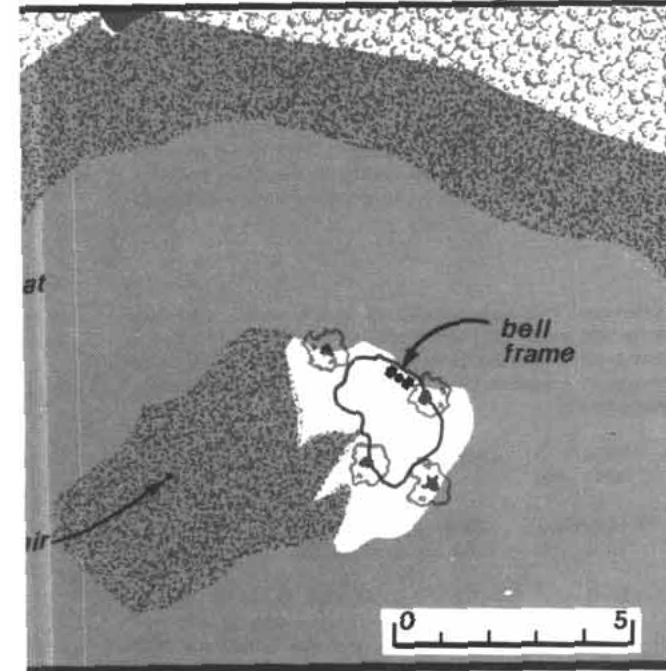
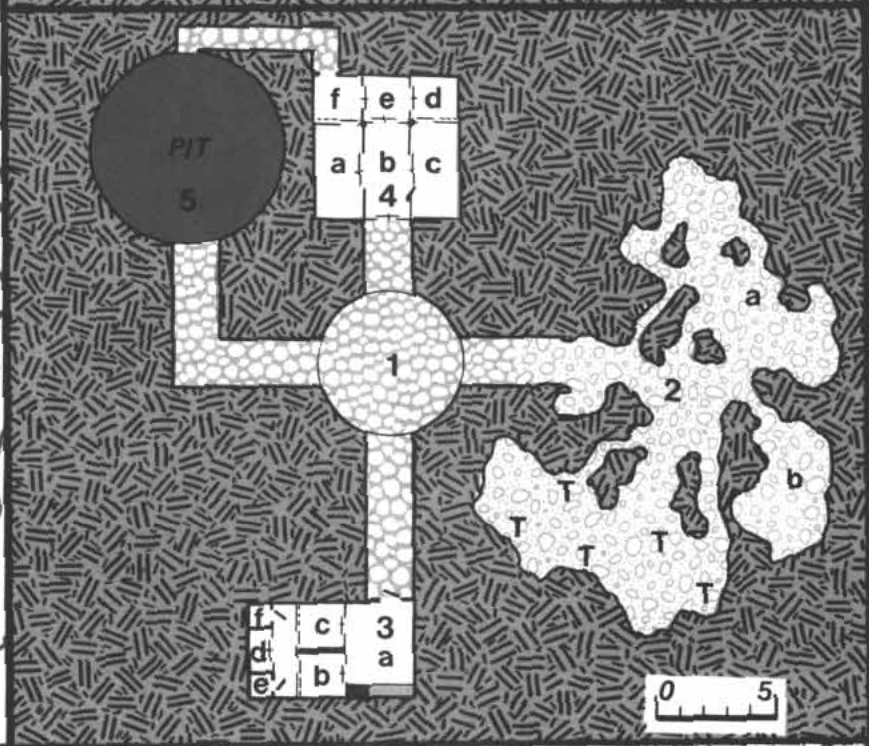
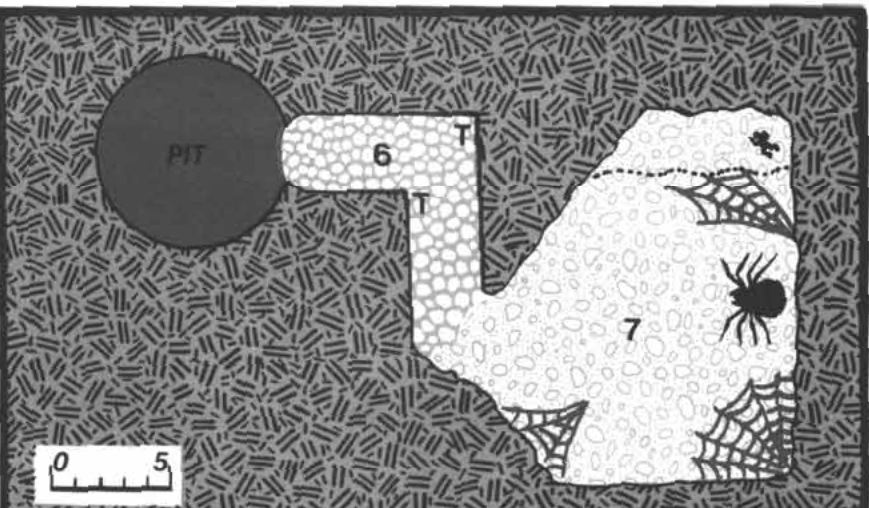
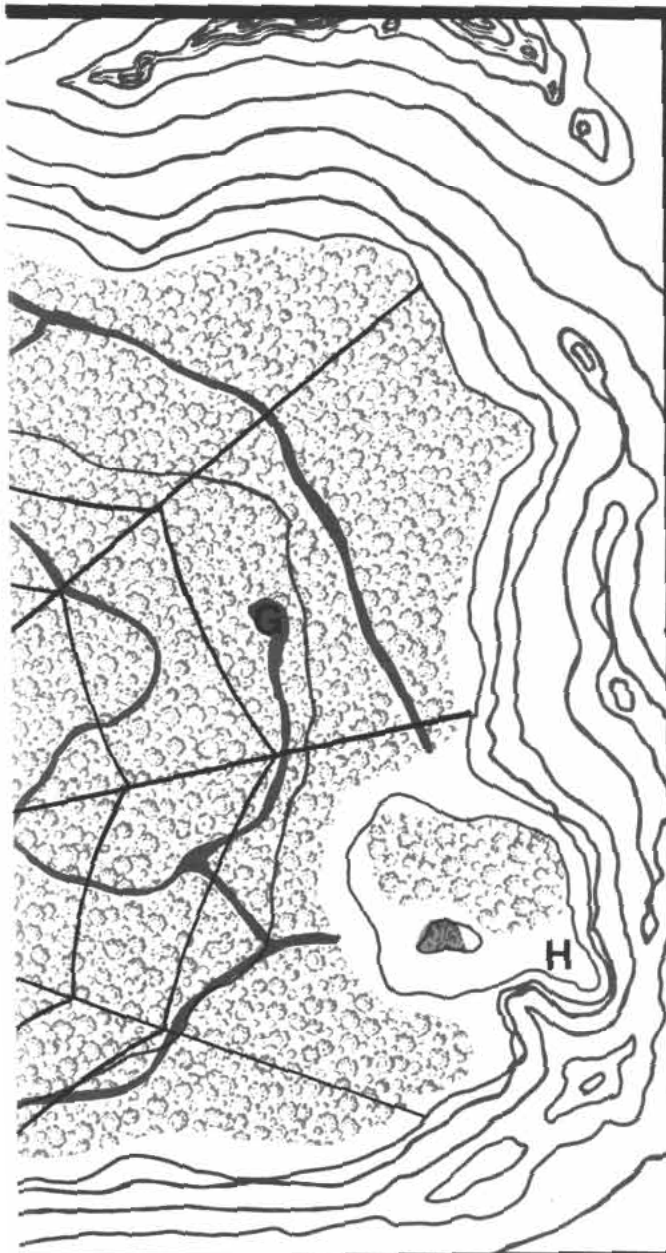
The Gamesmaster should remember to present information gained in an interesting and intriguing manner but should avoid having the collection of data become the focus of the whole adventure since it uses up much of the daimyo's remaining time and information alone will not save him.



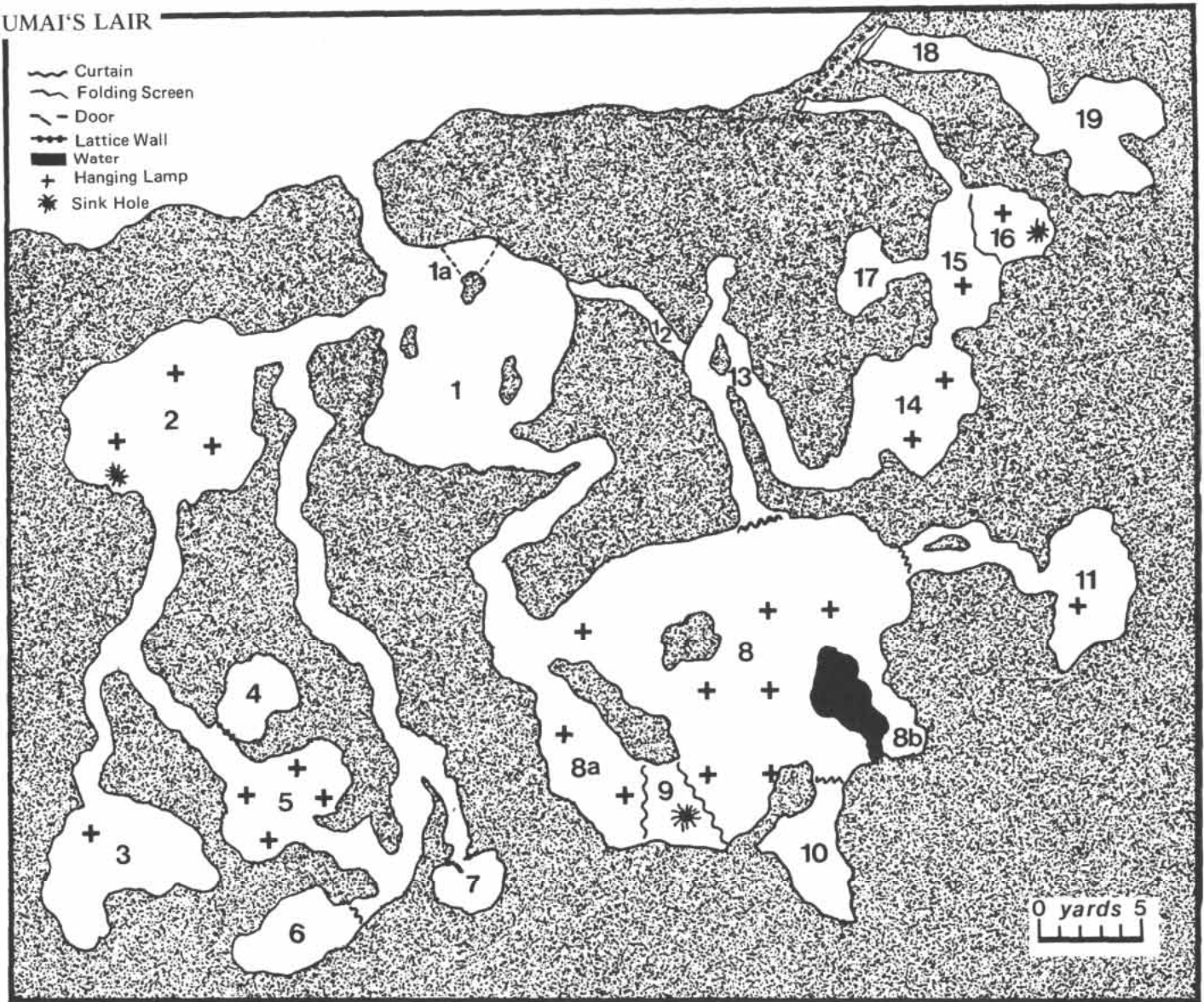


- KEY**
(scales are in yards)
-  Water
 -  Marsh
 -  Rock
 -  Forested
 -  Tree
 -  Path
 -  Contour line
50' intervals

THE VALLEY



UMAI'S LAIR



Umai's true stronghold is hidden deep in the Hida-sanmyaku. If the Player Characters follow the leads to face the Bakemono-kunshu, they will find him at one of his lesser holdings. This lair is, however, the place where Umai's ally Kin-no-men resides. The lair is a cave complex, set in a cliff-face, along the side of a forested valley.

The valley in which the lair is located is wild and undeveloped. The Gamesmaster should check for an encounter with a beast when the Player Characters enter it. If an encounter occurs, there is a sixty percent chance that it will be with a legendary beast, otherwise it is with a normal beast. Should a Tatsu be encountered, it will be Kin-no-men.

Travel across the valley at night will give a chance for the Player Characters to encounter a group of the lair's denizens. If such are met, their initial reaction will be on the hostile column. The composition of the encountered group may be made up in any way, but the beings composing it should have a total Budo Value approximately equal to the total of all the Levels of the characters in the adventuring party.

UTILIZING UMAI'S LAIR

The various ways of accounting for the presence and absence of the inhabitants of the lair are provided to give the Gamesmaster an idea of the day-to-day functioning of the place. He should make a determination of the whereabouts of the denizens for the night or day on which the Player Characters enter the lair. If they have been forced by circumstances to try an assault, the Gamesmaster may wish to be lenient and assume that the minimum number of inhabitants will be present. Treasure should be reduced accordingly. If the Player Characters manage to make a shambles of the place, any beings not present at the time will be available to conduct revenge or retaliation raids on the Player Characters at a later date. This will allow the Gamesmaster a relatively easy way to integrate the happenings of the scenario pack with an ongoing campaign.

The Gamesmaster should remember that Umai will not necessarily be hostile to the Player Characters. If he knows that they work in Fuhito's behalf, he will certainly be wary of them but will not attack them solely for that reason. He would gladly see the daimyo die and will risk nothing of his own to aid his old enemy. He is sensitive to the matter of blame in the situation. Murder by sorcery is not his style and he would consider the accusation a slur on his personal reputation. If properly coerced, he might lend his own sorcerous powers and resources to determining the source of the attacks. This would gain the Player Characters the knowledge that the Valley of the Mists contains their true enemy. Umai, if feeling kindly, might even supply a map to the valley.

THE LAIR

1) **Main Chamber:** This area is a natural cavern used for meetings with various beings not a part of the lair's complement. Its guardian is a giant Hirata-kumo which resides in its webs in Section 1a. This beast is five times the size of a normal Hirata-kumo. This gives it the following altered characteristics:

BAP: 6	MNA: 2	ZAN: 2	BMA: 7
AC: 5	HPT: 52		BUDO: 5

ATTACKS	FREQUENCY	BCS	DAMAGE
Bite or Web	1-4	12	1D6+3
	5-6	12	-3 to Strength Saving Throw and it will not become brittle for 2D3 hours.

2) Lesser Goblin's Chamber: This area functions as the living space for the lesser goblins who are in the lair's forces. During the day, 2D6 Bakemono-sho can be found resting here. Most (90%) will be asleep. At night there is only a 30% chance that 1D6 + 1 of them will be here. These goblins will be awake and most likely engaged in some pastime such as drinking, gambling, or torturing a captive.

3) Shikome's Chamber: 2D3 + 2 Shikome reside here. They are the veteran cadre of the lesser goblins. During the day, all will be present and resting. They rarely leave their armor and weapons far from hand. If alerted, they will arm themselves and be ready to fight in 2D3 minutes.

During the night, there is a fifty percent chance for each Shikome that he will be prowling about the valley or off on a raid. If this is not the case, he will be practicing in the dojo.

4) The Armory: This is where spare weapons are kept for the lair's forces. All polearms and archery equipment is normally kept here for all beings except the Shikome (who keep their weapons always nearby) and the Dai-bakemono. The chamber is closed off by a wooden lattice wall which contains a locked (Complexity 2) door. The key is kept by the sensei of the dojo.

The armory contains sufficient weapons to equip at least 30 bakemono, but all are of average quality. No self-respecting human would use these weapons if he knew of their origins.

5) The Dojo: This chamber is used as a dojo (practice hall) by the goblins in the lair. Daytime sees it deserted save, perhaps (10% chance), by the sensei. At night, weapon's practice takes place here and the sounds can be heard up to fifty yards away along the corridors.

6) Sensei's Chamber: This is where the sensei of the dojo resides. He is a superior Shikome whose Zanshin is 2. His BCS with each of the weapons normally used by Shikome is 19, and he keeps a Fine quality specimen of each in his chamber. He has 26 hit points and a Budo Value of 2.

In one corner of the chamber is an armor stand which holds his suit of armor. It is specially styled and cannot be used to augment human armor. It has an Armor Class of 6.

The sensei keeps the keys for both the Armory and the Cell on his person. He is always in the Dojo by night and, if not there during the day, will be in his chamber.

7) The Cell: This chamber is sealed by a heavy wooden door (Structure Value 20) which is always kept locked (Complexity 2). The door is solid except for a small opening through which a guard might spy on the occupant(s) of the cell. The chamber has no amenities and reeks of filth.

If the Gamesmaster wishes to add another complexity to the situation, he can have the Player Characters discover a person in need of rescue within the cell. The prisoner need not even be human since Umai and his followers have enemies among the goblins and other legendary beings of the mountains.

8) Principal Residence: This is the chamber in which reside the primary occupants of the lair. These are O-bakemono and there will always be at least 4 present. Three of these will be females who, although they fight as Bakemono-sho, have normal Hit Points for an O-bakemono.

The floors of the chamber are littered with debris, including human bones which have been broken open for the marrow. The water in the shallow pool is foul, but drinkable. Area 8a is the sleeping place for the females and the young. It is usually unoccupied at night.

During the day, the O-bakemono will be resting or sleeping here. There will be 2D6 males, 2D3 females, and 1D6 young. Treat the young as Bakemono-sho with 20 Hit Points. At night, most will leave to be about their mischief. There is a 30% chance that half from each group will be present somewhere about the lair.

Area 8b is used as a storage spot. Such things as lamp oil and preserved meat are kept here. The goblins' treasure may be found here as well. This consists of 10 pounds of A Class goods and 35 pounds of B Class; 2 Semi-precious Artworks (Painted Screens) of Intensity 3 and a weight of 15 pounds each; a locked travel box containing 16 gold coins and 45 silver; and a pile of damaged scrolls. Hidden among the damaged scrolls are two undamaged ones. The first is a Torimono (teaching Scroll) for Sojutsu. The second is a Sutra Text of Retribution with a Level of 4.

9) Privy

10) Guest Chamber: This chamber is used by beings here to confer or work with Umai's forces at this lair. At present, it is serving to house a delegation of Rokuro-kubi. There are three of them. They spend their days resting in the chamber. The Gamesmaster should check for the location of each at night. A Rokuro-kubi will be out hunting, head only and body in area 10 (50%); enjoying the hospitality of the



O-bakemono, head and body joined in area 8 (20%); or conferring with one or more Dai-bakemono in area 13.

These Rokuro-kubi normally appear as ronin warriors in Armor Class 3 clothes. They carry the Dai-sho and each has a Kenjutsu BCS of 10.

11) Private Chamber: This chamber serves to house the leaders of the O-bakemono. There are 2 of them and they are second in command only to any Dai-bakemono present. Each has maximum values for his kind. One will always be here asleep while the other will be with the biggest group of O-bakemono, whether they are away from the lair or in area 8. When called on to fight, each uses an enormous Tetsu-bo which does 3D6 base damage and has twice the normal chance of a Bash.

12) Secret Passage: This passage is known only to the Dai-bakemono. Its entrances are extremely well concealed and even a character with good light will suffer a -6 to his roll to perceive the Hidden Thing. The slope down to area 1 is steep.

13) Corridor: This passage leads to area 14 and slopes up. The slope is noticeable, but not steep enough to result in treacherous ground unless no illumination is present at all. The gravel floor functions as a nightingale floor for its entire length.

14) Meeting Chamber: This chamber serves as a conference, entertainment, and strategy room for the ruling goblins and their guests. Its floor has been leveled and is covered with tatami mats. The lamps are always kept burning here although they are turned down to minimal levels during the day. A small cabinet contains several crudely drawn maps of the region. The only one of interest to the Player Characters is one which marks the location of The Valley of the Mists. The notations on the map which must be read in order to make use of it, are in Katakana.

15) Dai-bakemono's Chamber: This chamber is the residence of Umai's three lieutenants for this lair. The lieutenants retire during the day, but at night may attend to a variety of duties. If a check of the Rokuro-kubi indicates a conference, 1D3 of the lieutenants will be present. Any not present will either be absent from the lair (80%) or observing a function in some part of the lair (20%). The exact location is left to the Gamesmaster.

The chamber is set up in a similar fashion to area 14. The cabinet contains a number of scrolls, most of which contain poetry. Six scrolls are Spell Learning Scrolls written in Kanji. They are for the spells: Darts of Wood, Cloak of Smoke, Fire Eyes, Pure Flesh, Bar Beasts and Fronting the Storm. (Note: each of the lieutenants already knows all of these spells). Also, in a corner is a sword rack containing a souvenir Dai-sho of Good quality and Fine workmanship. The stand, itself, is a Semi-precious Artwork (Intensity: 3; Weight: 5 pounds). In the same corner is a rack containing 3 Dai-kyu and 3 full quivers of Willow Leaf arrows.

16) Privy: The folding screen separating this area from area 15 is a Precious Artwork depicting sunset in the mountains (Intensity: 2; Weight: 20 pounds).

17) Umai's Chamber: This chamber is set aside for Umai's use when he is visiting the lair. It has tatami mats, clean bedclothes, a writing desk with utensils, and a lockable (Complexity 5) chest. The chest is empty.

If a conference is underway, Umai will be present. If not, he will be here resting (50%) or meditating (30%) or in area 19 conferring with Kin-no-men (20%).

18) Passage: The passage to Kin-no-men's chamber slopes up, emerges on the cliff-face, and disappears into the mountain again. The exposed portion is narrow and treacherous. Umai is well used to its irregularities and suffers no penalties if forced to fight on it. Kin-no-men, of course, does not need it.

19) Kin-no-men's Chamber: This is the only area of the lair in which the Tatsu will fit. All the other entrances are too small for him. The Tatsu's treasure is stored here. It consists of 20 gems (Intensity 2D3), all of which are Precious.

The Valley of the Mists

The valley, as rumors state, is shrouded in mist. This fog is of a magical nature and is part of Orite's Great Spell. It covers the entire valley below the 1000 feet contour line. The mists are very damp and will render bows useless. Vision is also limited by the mists to about 50 feet.

The floor of the valley is heavily forested making movement, other than on the paths, very difficult. These woods are infested with spider things. A separate encounter check should be made while characters are traveling through the woods off the paths.

As this is considered a Place of Mystery, encounter checks are frequent. Once every 30 minutes of game time is a good period with about a 10% chance of an encounter. A Valley Encounter Table is provided to determine the nature of the encounter. If the characters are in a detailed area, encounter checks may be omitted.

Throughout the valley are specific locations identified with code letters. Most of these have expanded maps of the area in question. These locations contain things of interest with regard to the adventure. Some are crucial to its success, others have little bearing on the ultimate outcome.

VALLEY ENCOUNTER TABLE

Die Roll	Encounter
01 - 35	Spider Things. See Spider Thing Table.
36 - 60	Patrol of 6 Shikome. They are retainers of Orite.
61 - 70	Mukade hunting for prey.
71 - 80	Group of 2 O-bakemono. They are retainers of Orite.
81 - 85	Group of 3 Dai-Bakemono arguing over the body of a slain samurai. These are not retainers of Orite. They have wandered into the valley to explore the mystery. They are very haughty and have a strong dislike for humans. All wear scraps of armor amounting to Armor Class 5 and all carry Tetsubo as well as a Katana. One is a magician and knows the following spells: Flaming Doom, Darts of Fire, Fire Eyes, Traitor Ground, and Eyes of True sight. This one carries the Spell Learning Scrolls for the last three spells. The body of the samurai over which they are arguing was found by them. He was already dead. He is wearing Armor Class 8 and is armed with a Good quality Dai-sho. His belt pouch contains 12 silver pieces. This encounter will occur only once. If rolled again, treat as no encounter.
86 - 90	A Konoha-Tengu is met. He has been a captive of Orite's Shikome although he does not know of their mistress. The Shikome have broken his wings and he cannot fly. Despite this, he has escaped and is seeking a way out of the valley. He wears scraps of clothing for an Armor Class of 1. He has no weapons but can, of course, use a sword. This encounter may occur only once. If rolled again, treat as no encounter.
91 - 95	A hungry Yamatokage is met.
96 - 98	A nest of three Serpents is disturbed by the proximity of the Player Characters.
99 - 00	A Shoryu of Spirit Rank 4 attacks the Player Characters. Its unburied body lies 2D6 yards into the forest from the site of the attack. The spirit is that of a woman who, in anger and frustration with her lot in life and her inability to do anything about the corruption of the valley, hanged herself. If one of the members of the adventuring group is female, the Shoryu will attempt to possess her and cause her to hang herself. If no females are present, it will simply use its ghostly powers to wreak havoc on the group.

SPIDER THING ENCOUNTER TABLE

Die Roll	Encounter
01 - 30	1D3 Hirata-kumo are encountered.*
31 - 60	1D3 Totate-kumo are encountered (if near water, substitute Mizu-kumo).
61 - 70	1D3 Jikumo are encountered.
71 - 80	2D3 Hirata-kumo are encountered.*
81 - 90	2D3 Totate-kumo are encountered (Mizu-kumo if near water).
91 - 95	2D3 Jikumo are encountered.
96 - 00	A nest of 2D6 + 6 Hirata-kumo is encountered.*

*If the spiders achieve surprise, assume the leading character(s) has (have) stumbled into a web. Treat such an unfortunate circumstance as if the character(s) had (have) been struck by a web attack by one of the spiders.

THE WEB

Superimposed on the map of the valley is a web pattern. This represents an occult matrix constructed by Orite. She may utilize this construct when she is in her chamber.

Wherever a radial line intersects a 'ring' Orite may observe occurrences as if she were actually there. She may also cast her magical spells. Her ability as a Shugenja is reduced as the distance from her lair increases. The 'rings' are numbered to reflect Orite's effective Level as a Shugenja for any spells cast through one of her observation points. She becomes aware whenever beings pass one of these points.

The occult forces which make up the web are invisible to normal perception. Any character able to perceive the astral plane in the vicinity or able to see the true nature of things may perceive the strands as Hidden Things.

THE GREAT SPELL

Orite's Great Spell performs four major functions. It shrouds the valley in mists which, while hiding the floor from sight, still allows the trees to grow normally. It supports the matrix of the web, see above. It maintains the glowing dome of occult force around the Old Shrine. Lastly, it suppresses the action of the Kami native to the valley.

The Great Spell may be broken by causing the large bell on the Isle of the Bell to sound. This can only be done by restoring the Lesser Bell to its place above the large bell and striking the small bell. Until this is done, the large bell will make no sound even if struck heavy blows. All original parts of the bell frame must be present as well. *Should the support for either bell be removed, it must be replaced before the spell can be broken.*

Once the spell is broken, the glowing dome and the web will vanish. The mists will dissipate in 3D6 hours. The Kami will have their normal effectiveness in 3D6 days.

LOCATIONS IN THE VALLEY

A) POOL OF THE KAMI

Any character stepping onto the gravel beach of the pool will, after about a minute, be seized by a desire to bathe in the pool. A Will Saving Throw will allow the character to resist the urge. Any character who does not resist or who resists but decides to bathe will receive a benefit. Any character who decides to bathe after seeing other characters receive the benefit, will not receive that benefit.

The benefit of the pool is that it will heal all Lethal and Subdual damage from which the character is suffering. It will also heal half of any Critical damage. There is a 10% chance that any broken limbs

will be healed outright. If a character is suffering from an amputation, the stump will be totally healed and even magical means will never be able to restore the limb.

The rocks at the edge of the pool are all of esthetically pleasing shapes. A Wit Saving Throw would allow a character to make the deduction that the place is the home of a Kami. If, with or without such a deduction, the characters choose to give thanks to their benefactor, the Kami will manifest in the form of a waterspout. If the Kami's reaction is favorable, it can supply each of the characters with a token. This token is a sealed bamboo tube with a single draft of the water of the pool. This water functions as a draught from the Healing Vase of Nyorai Bosatsu.

A character may benefit from immersion in the pool only once in his life. Draughts from a bamboo tube do not have this limitation. Water taken from the pool without the Kami's permission has no power.

The Kami that dwells here is confined to the pool and is prevented from taking its normal shape by the Great Spell. Its Spirit Rank is reduced by 3 in the same fashion. It is a Kami of the Element of Water which, when not suppressed, also has the power Heal. Normally, it has a Spirit Rank of 6.

B) CAMP OF THE GOBLINS

The Shikome and O-bakemono serving Orite camp in the open area here. There will be 4D6 Shikome and 3D3 O-bakemono here at any given time. The rest will be out on patrol or off raiding somewhere. At least 20% of those in the camp are awake at all times. This makes the camp very hard to surprise. Due to the connection of the camp's location with the web, Orite can communicate with her retainers at will. She has a low opinion of invaders and will not send large forces against them at once. She may, however, order separate groups to different locations to intercept the adventurers. Use of the goblins in this fashion is something of a last resort for Orite as she would rather dispose of such insolent trespassers through her own deceptions and magic.

The Gamesmaster should determine the number of goblins in the camp at the time of the adventurers' arrival in the valley. This gives the upper limit on the reinforcements which Orite may summon quickly. Any goblins that turn up due to encounters are assumed to be standard patrols or returning raiders. They will not, most likely, have gotten word of the presence of humans in the valley.

C) THE SHISHI BRIDGE

The bridge appears to be a standard arched bridge with railings. On each end of the bridge, the railings end in pillars upon which sit carved wooden figures of Shishi. As the Player Characters approach the bridge, one of them will notice a scrap of paper dangling from a nearby tree. On the scrap of paper is a short poem inscribed in Katakana:

Translation

Over slowly carefully walk
Railing use to safely cross
Pass in peace, secure in
Buddha

Meaning

Be careful when crossing this bridge
because unless you walk on the railing
or are a pious Buddhist or Gakusho,
there will be trouble.

To cross the bridge on the railing requires a Speed Saving Throw. Failure will result in the character falling into the water (50%) or unto the bridge (50%). Characters falling unto the bridge will activate the spell.

Pious Buddhists and Buddhist Gakusho may cross the bridge without activating the spell although they will be barred from the bridge if the spell has already been activated.

Any character who attempts to cross the bridge in a normal fashion will activate the spell. When a character steps onto the bridge which is only wide enough for one to cross in comfort, the two Shishi figures on the near side of the stream will animate and leap from their perches to block any other characters from crossing the bridge at that time. These Shishi are invulnerable to normal weapons. They will not attack but will strike back in self-defense if attacked. When the character reaches the center of the bridge, the Shishi figures on the far side will animate and leap to confront him. These will attack until they are slain or the character is rendered unconscious or is killed. They will also cease attacking if the character falls or leaps into the water. These Shishi are invulnerable to all normal weapons except those wielded by the character attempting to cross the bridge.

Once the character has been rendered non-functional or has left the bridge, all of the Shishi will disappear and reappear as statues on their pillars. Any damage inflicted on characters by the Shishi will become Subdual damage except for characters who voluntarily left the bridge to avoid combat with the Shishi.

This process will repeat itself until all the characters have crossed or have leapt into the stream. Once a character has crossed the bridge, he may only step upon it again when the Shishi are inanimate. He is prevented by a Bar Men spell of Level 6. Such a character will not activate the Shishi again unless he crosses back to the original side, steps off the bridge, and starts over again. If he does this to fight the Shishi, he will gain no further Budo and, when the secret of the bridge is revealed, he will lose On equal to three times his Level.

Any character who leaps or falls into the stream may be carried away by it. A Sueijutsu or Swimming BCS roll will allow the character to break free from the current and reach the shore. The bank can be chosen at random and he will land 2D10 + 20 yards down stream. A character who is swept away will take (1D6) D6 of Subdual damage. A Health Saving Throw will reduce this to (1D3) D6 of Subdual damage. All such characters will be rendered unconscious by the time they are thrown onto the shore. It will take the rest of the group 2D3 hours of searching along the banks to find the characters. A nasty Gamesmaster may wish to insert a chance (an encounter for the unconscious character) that the victims might be discovered by retainers of Ike and captured. Captives would be held in the Nushi's lair.

The Shishi Bridge is a test concocted by a wandering Araburu-kami. It will grant those who pass the test the answer to a single question. The question must be short and to the point and may not be of multiple parts. Its answer will be brief as its somewhat warped honor will allow and still be truthful. Although the answer will be true, it will not necessarily be complete.

This Araburu-kami is a good-natured one of its sort and will only trouble the group with its test once. Its Spirit Rank is 6. It uses its Control Flood Power to sweep characters away from the site while it observes the whole proceedings using its Astral Presence Power. It has magic in the Water, Wood, and Soil Schools and knows the spells Mists of Illusion and Pure Flesh as well. It will use the illusion spell to mask its appearance when it visits with the survivors of its test.

D) THE OLD SHRINE

In the center of the Valley of the Mists is an old and desecrated shrine. This is situated in the center of a clearing. Until Orite's spell is broken, little can be seen. The shrine area, itself, is covered by a glowing dome of occult force which prevents the passage of all beings except at the whim of Orite. Magics cannot penetrate the dome.

Player Characters have a chance of noting the lines of the web which enter the dome. At this point, they take on a transparent appearance that is visible to the naked eye. They are still, however, Hidden Things. Characters using occult senses may, of course, perceive them.

Once the spell is broken, the dome will dissolve, revealing the actual shrine. The shrine consists of four Torii, or archways, and a circular area of finely raked gravel. At the center is a dark pit about a yard in diameter. The pit opens into Orite's Lair. Leading from the pit to each of the Torii is a clearly defined path of white gravel.

Each of the Torii is marked with a symbol in Hiragana. The symbols have been roughly carved into the polished wood of the archway. These marks were placed here by the former inhabitants of the valley in a sorcerous attempt to confine Orite within the pit beneath the shrine. The spells failed. They have since been corrupted due to Orite's Great Spell and no longer function as intended.

Passing through a Torii on the way to the pit will cause a spell to take effect on a character. Passing through the Torii in the opposite direction will remove the effect of that spell. A character may receive the effects of only one spell. Passing inward will negate the effects of a spell while causing the effects of the new Torii's spell to occur. Each Torii has a different character and a different effect as follows:

A) Health: The character will receive a plus 5 to the number needed on Health Saving Throws to avoid the effects of poison from the bites of Orite or her spider minions. Unless negated, this will last until the character leaves the valley. Even after this, the character will have a permanent plus 1 when saving against spider poison.

B) Death: The character will receive a plus 3 to any attacks made against Orite. In addition, the character will add his Level to any damage done to Orite.

C) Fortune: The effect of this Torii's spell varies. Use the table below. The effects last until the character leaves the valley.

Die Roll	Effect
1 - 2	+1 to all BCSs
3 - 4	+1 to all Saving Throws
5	+1 to all BCSs and Saving Throws
6 - 7	-1 to all BCSs
8 - 9	-1 to all Saving Throws
10	-1 to all BCSs and Saving Throws

D) Relief: This spell subjects the character to an immediate attack by a Level 3 Lethal poison of Lightning speed. Should the character die, moving the body back through the Torii or through any of the others will not restore the character to life.

The Gamesmaster should note that these effects are subtle in most cases and should not be immediately noticeable to the characters. He should record the effects of passage and apply them as appropriate during the remainder of the adventure.



E) THE ISLE OF THE BELL

Characters who follow the path to the edge of the marshy area will be able to make out, through gaps in the drifting mists, an island from which a gleam of bronze may be glimpsed. The bronze gleam is the larger bell, but this cannot be confirmed until the island is reached. The bell is NOT the Bell of Danchishiro.

Hidden in the marsh is a boat. It will comfortably hold three persons and can hold four if necessary. When carrying four characters, there is a 20% chance per Detailed Turn of violent action in and/or around the boat that it will capsize.

The Gamesmaster may wish to add some tension to the Player Characters' attempts to cross over to the island by having them glimpse a great shape moving in the water. This will incline them to think of sea serpents and other water monsters. It should not really be a threat, but the possibility of it being a danger can cause them some concern.

The isle itself consists of mostly marshy ground with an elevated portion at the eastern end. The dry portion contains four great trees and a bell frame. The bell frame supports the larger bell. Like most Japanese bells, it does not have a striker like western bells. It would be struck with a mallet but none is in evidence.

The residual force of the powers arrayed against Orite when she took over the valley prevents any of her sworn retainers from approaching within three feet of the bell frame. They cannot destroy it. This being the case, Orite has decreed that it be defended strongly.

The isle is the home of Orite's oldest ally, Ike the Nushi. She and her forces will defend the isle against any who would attempt to ring the bell and end the Great Spell.

F) THE GLADE OF DEATH

In the center of the glade is a stone brazier in which a fire burns. Inscribed around the bowl is a poem in Katakana:

Translation

Light is the smile of Amaterasu,
A gift of a holyman's self-water,

Your way to be shown,
You have but to ask.

Meaning

No special meaning.
A Gakusho must spit into the flames (if no Gakusho is present, a pious layman will do), then the flames will point out a direction in response to a question.

After the Player Characters have interacted with the brazier, they will notice a samurai warrior standing behind them in the path. None will see him arrive. The warrior wears white-laced samurai armor of Armor Class 7. He is armed with the Dai-sho.

The warrior will tell the Player Characters that the brazier once was a Gakusho who fought to save the valley from its scourge. Knowing that he was dying, the priest besought his gods to lend him the power to aid others in their quest to free the valley of evil. The gods, in response, transformed him into the brazier. The warrior will state that he, too, fought against the evil and that he will accompany the Player Characters if they are seeking to end the evil. He will say little more as he will claim that he is under strictures as to the information he may impart.

The warrior is actually a Shor-ya of Spirit Rank 4 and his story is true. He knows the general geography of the valley but may not offer advice to the Player Characters to aid them in solving the problems they face. He can, however, lead them to locations once they have decided where they must go. He will fight with them when his presence is threatened but will not place himself in danger. The ghost warrior should be played as very reserved and in a slightly suspicious manner as if he is deliberately withholding knowledge. (He is, in that he will not reveal that he is a ghost). This may lead the Player Characters to suspect he is truly an enemy. Such suspicions will keep them on their toes. The Gamesmaster should note that due to the Great Spell, this Shor-ya does not have the misty outline that often betrays his kind. When Orite is destroyed, the Shor-ya will vanish.

The Shor-ya's mortal remains lie near the glade in which he is met. The armor (laced in blue) is in perfect condition as are his Superior Katana and Good Wakizashi. Should a Player Character make a Wit Saving Throw, with a penalty of -5, he will note the body before leaving the glade.

G) THE OLD VILLAGE

This glade contains the destroyed and forest-reclaimed remains of a small village. Nothing of particular note or interest will be found here.

H) THE BARROW OF ARUHITO

This location serves a dual purpose. It is the burial location of Aruhito, an ancient priestess of pre-imperial Nippon. It is also a shrine to the kami she has since become.

The walkway (made of well-fitted, flat stones) leading to the entrance of the barrow is flanked on each side by five statues of ancient warriors. Each statue is nine feet tall and stands on a pedestal which is a three-foot cube of solid rock. A hollow in the pedestal in front of the feet of the statue serves as a brazier. If a well-intentioned party seeking to end the Great Spell approaches the barrow by way of the paved avenue, a fire will light in each brazier as the statue is passed.



If the party, or any member of it, angers, insults, or injures Aruhito, she can will the statues to come to her defense. As they magically animate, they will become normal-sized men. They are then treated as Classic Bushi of the First Level. Their ancient armor has an Armor Class of 6 and their straight-bladed swords (Ken) will do 1D6 + 1 points of damage. Their BCS with their weapons will vary according to the situation. The base value is 12. This will increase according to the Gamesmaster's evaluation of the righteousness of Aruhito's need. The more fitting that punishment, or the greater Aruhito's requirement for aid, the higher the warriors' BCSs will be. They have a maximum BCS of 22. Once the warriors have been defeated or have fulfilled their duty, they will vanish from wherever they are and reappear as statues to await Aruhito's next call. When animated, the warriors may not leave the vicinity of the barrow.

Each of the chambers in the barrow has a domed ceiling. The walls and the ceiling are lined with fitted stones. The floor is packed earth.

1) The Antechamber: This chamber's walls have many shelves. On the shelves are sculptures of red clay called Haniwa. They depict people in varying walks of life, animals, and houses. All clothing and styles are of ancient design. Such items would be valuable to antiquarians, but removal from the barrow is equivalent to insulting Aruhito. Beyond this chamber the light of the outside world does not penetrate.

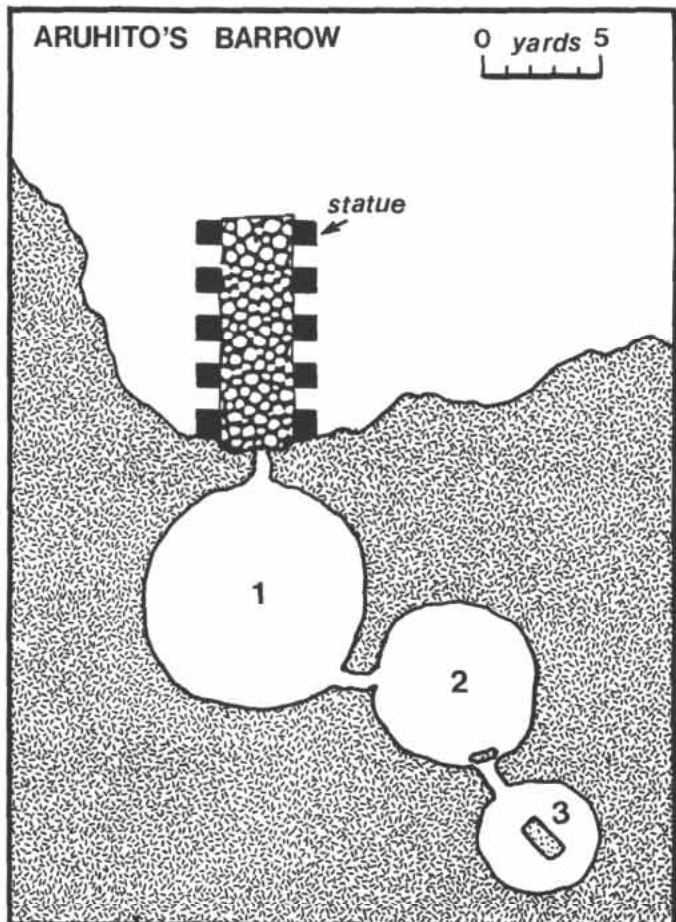
2) Chamber of the Dancers: When the Player Characters have entered this chamber, the Haniwa figurines along the walls will leap from their places and begin to dance. Any character who fails a Will Saving Throw will become enthralled by the dance. He will seat himself to watch the performance, which will last for 2D6 Japanese hours (1 Japanese - 2 European). At the conclusion of the performance, he will find himself refreshed (all subdual damage will be healed) and well-composed in spirit (Treat as a Pure Thought spell). He will also have gained 1 point of Ki due to the harmonious insights gained from the observance of the dance. Should the dance be interrupted, no benefits will be gained.

Any characters who make their Will Saving Throw are free to act as they wish. If they smash the clay figures (which offer no resistance), the spell will be broken. Those entranced will recover in 2D10 minutes. Aruhito will be angered by the disrespect shown. If a non-bewitched character elects to observe the dance, a Wit Saving Throw will allow him to perceive the grace of the dance and slip into the spell. He will thus receive the full benefits. If this second Saving Throw fails, he will merely become cramped from sitting on the cold floor.

When the dance is finished, the Haniwa figurines will return to their places and the stone door to Chamber 3 will roll open.

3) Aruhito's Chamber: In the center of this chamber lies a stone sarcophagus which contains the mortal remains of the priestess, Aruhito. Also within the sarcophagus is the Lesser Bell. It was placed here under the Kami's protection. The sarcophagus lid requires an applied strength of 40 to remove. It would be well to beseech Aruhito's aid in hopes of invoking her presence before such an operation is attempted.

Unless the dance of the Haniwa is completed, the stone door to this chamber will require an applied strength of 60 to roll away.



ORITE'S LAIR

The only entrance to the lair is through the opening at the center of the Old Shrine. Characters will find a thirty foot drop to the floor below. This will place them in the center of area 1.

1) Circular Chamber: This area is a domed enclosure of well-fitted stone. Four tunnels lead out of it. The floor of each tunnel is two feet above the floor of the chamber. This chamber, like most of the lair, is unlit. *Slithering about in the darkness are 2 Vipers, each with Level 2 poison and 16 Hit Points.*

2) Caverns: This area is a warren of caverns inhabited by various spider things. The tunnel flooring of fitted stone soon gives way to the natural flooring of the cavern. The designation of 'T' indicates the location of a Totate-kumo. Area 2a is inhabited by 5 Hirata-kumo who move through the webs festooning the cave in the area. Area 2b functions as a nursery for Orite and contains 30 Dai-kumo. Guarding the entrance to the nursery is a large Hirata-kumo of 16 Hit Points. This spider has a Level 4 Paralytic poison.

3) Mujina Chambers: This area serves as the quarters of Orite's Mujina servants. Area 3a is a common room with weapon racks. Areas b and c are individual rooms for the servants. Area d is a larder and storage compartment. Areas e and f are used as secure storage areas and sometimes cells. They have Complexity 3 locks on the wooden doors. Depending on the activities of the Mujina, lamps in this area may be lit.

There are 3 Mujina, none of whom are magicians. All carry Katana and wear Armor Class 3 clothing. Two of them can arm themselves with Sasumata with which they have a BCS of 14. When not performing duties at the behest of Orite or her guests, they may be found in their chambers resting or playing Go, a game of which all three are ardent devotees. Their only treasure is their game board and playing pieces which together form a Semi-precious Artwork (Intensity: 2; Weight: 2).

4) Guest Chambers: This area is used by any guests visiting Orite during the times when they are consulting with her on ways of enlarging her domain and/or increasing her power. Areas a, b and c are multi-purpose rooms which may have the screen walls between them removed to make one large room. Areas d and e are usually reserved as sleeping and study areas. Area f serves as a storage area and a makeshift kitchen when necessary. It also contains the entrance to the passage to area 5. Lights may be present if the occupant(s) are active.

At present, a Hannya is here as a guest. Since she has thrown her lot in with Orite, she will fight to defend the lair. She has both a weapon and a magic BCS of 13. She carries an Aiguchi which is concealed in the folds of her Armor Class 3 clothing. She may not call up

Oni. She has a Power of 38 and knows the following spells: Mask of Deception, Eyes of True Sight, Confusing Gaze, and Darts of Soil. Being a guest, she has no treasure with her.

5) Deep Well: This area is a vertical sided well. Ten yards down from the floor of the tunnels entering it is the entrance to the second level of the lair. There is a series of rusted rungs embedded in the stone wall leading down from the opening of the northern tunnel. These end at a narrow ledge which follows the well's wall until it reaches the tunnel on the second level. There is no provision for reaching the second level tunnel from the southern entrance to the well. Ten yards below the tunnel on the second level is the surface of the water. The depth of the water is unknown to the occupants of the lair.

A Mizu-kumo resides on the water's surface. Noise in the well area will cause it to investigate. It will attack intruders. This spider has 16 Hit Points but is not poisonous.

6) Tunnel: This tunnel leads to Orite's chamber and is guarded by two Totate-kumo. Each has maximum values for its kind.

7) Orite's Chamber: This is where Orite holds court. The floor is natural stone while the walls and ceiling are as yet rough-hewn from the rock. The ceiling is 30 feet from the floor. The entire chamber is festooned with old webs. Only those shown on the map have sufficient potency to inhibit the Player Characters.

The chamber appears to be smaller than it actually is. This is due to an illusion wall blocking off the northern end of the chamber. Behind this 'wall' is the mummified body of a samurai. His armor is pierced and ruined but the blade which he holds in his hands appears new. It is a Good Katana, and it has been especially enchanted to harm Kumo. Any Kumo struck by it will suffer the effects of a Level 2 Lethal poison of the Lightning variety. Kumo-kunshu will not suffer the poison effect but the user's Level will be added to the damage done by the blow.

Orite's position is shown on the map. She will be guarded by 2 Jikumo with maximum characteristics. She will use only ranged attacks against intruders until they have charged her position. This will expose her attackers to the magical fields produced by her guards. The guardian Jikumo will move to interpose themselves between Orite and any attackers.

Scattered about the chamber are various ill-gotten gains. These will amount to 50 pounds of Class A goods, 15 Semi-precious gems of Intensity 3, and 6 Precious gems of Intensity 2.



Cast of Characters

ARUHITO, 'Kami'

Aruhito was once the priestess-leader of a proto-Nipponese community that was located in the valley. Her spirit was venerated by her tribe and has attained a kami-like status. She may be considered as a Tenjin with special powers. Her provinces are Sacred Dance and Herbalism.

Aruhito must be approached with great respect and courtesy. Lack of proper behavior will seriously reduce the chances that she will look with favor upon a group no matter how good their intentions are or how noble their cause is. She was a proud and noble woman deeply concerned with the well-being of those under her care and the land under her dominion. If influenced to help, she can aid a group with information and magical blessings as well as giving them the Lesser Bell. She will not, and cannot, accompany anyone.

Just before Orite completed her perversion of the Valley of the Mists, a Shinto Gakusho escaped with the Lesser Bell. He brought it here and called upon Aruhito to protect it until the day when the valley's saviors would come to cleanse it of the evil. She undertook this task with great determination. She will protect the bell with all her power from those she deems unworthy or those whom she fears might be agents of the Kumo-kunshu.

Spirit Rank: 5 Magic BCS: 12 Hit Points: 25 Armor Class: 5
Attribute Saving Throws: All are 8

POWERS: Instruct; Fertility-Births; Heal
SPELLS: Shield Spell (Soil); Pure Thought; Soil Blessing; Soil Bolt; The End of Sorcery; Phantom Form.
SKILLS: Sumai (13); Kyujutsu (13); Physician (13); Sacred Dance (19); Herbalism (19)

ASHITARI KOBİ (Level 4 Bushi)

Ashitari Kobi serves as Makoto's chief enforcer and martial instructor although he does so under the assumed name of Hidetashi Yasumaru. He is a harsh and intolerant instructor. He is normally boastful and somewhat impetuous but he has kept these tendencies under check during his current employment.

About fifteen years ago, when Kobi was first making his reputation, he incurred the wrath of an established martial arts school. The students and instructors swore to kill him. The young ronin ran from the overwhelming odds and was hidden by a rising Yakuza gang leader named Makoto. Having saved the life of the warrior, Makoto has earned his lasting gratitude. The Yakuza has now called in his debt.

Kobi is bitter about that earlier occurrence and has hunted down the men who made him run. All but two have been slain by him or have met their deaths under other circumstances. When he has helped Makoto in this endeavor, he plans to continue his quest. The Oyabun has agreed to aid him in locating his victims.

Strength	Deftness	Speed	Health	Wit	Will
25	25	20	35	10	15
DAM	BAP	MNA	BMA	ZAN	HPT
+2	12	2	7	2	38

CAPABILITIES:

Brawl	Climb	Leap	Swim
7	8	10	9

SKILLS: Kenjutsu (19) with Piercing Thrust (12), Reverse Cut (15), and Smashing Blow (14) Okuden ; Yadomejutsu (19); Sojutsu (19) with Reverse Cut Okuden (19); Sumai (15); Kyujutsu (15); Bajutsu (12); Senjo-jutsu (10); Shurikenjutsu (10); Bowyer (12); Calligraphy (10); Katakana (10); Hiragana (10); Shinobi-jutsu (17); Tracking (15); Massage (10)

ARMOR: Armor Class 3 clothing with Armor Class 4 Samurai armor available.

WEAPONS: Dai-sho; Good Yari

HIDETOKE KIYOMARU (Level 6 Shugenja)

Hidetoke Kiyomaru is the hermit sorcerer of Hida province, sometimes known as the Wizard of the Hills. His crotchety and cantankerous manner is in perfect keeping with his wizened appearance. By preference, he lives alone to pursue his occult studies.

In his youth, Kiyomaru wandered Nippon learning from the renowned magicians and occult masters of the time. By the time he reached 30, he was a master sorcerer and in great demand by the powerful lords. He even served the Shogun for a while. Old court records of various daimyo will turn up the name of Kiyomaru but whether they refer to this man or another of the same name is unclear. Such records go back at least 120 years.

Eventually, court life paled for Kiyomaru and he left the world of politics to seek knowledge in the wild places of Nippon. At length, his studies more advanced than most Shugenja of Nippon, he settled in Hida province in the foothills of the Hida-sanmyaku to perfect his art.

Kiyomaru rarely acts in the affairs of men. His reluctance is so great that it will take a threat to the existence of Nippon to motivate him to leave his home. Occasionally, he will perform a small magic or provide some advice to a deserving soul who comes to him. He dislikes the all-powerful wizard image perpetuated by the local villagers.

The wizard prefers to be left alone but may sometimes be influenced to take on a single student for a short (2D3 months) period



of time. Such influence must be based on the character's personal status alone and be accompanied by determination (a Will Saving Throw) and a demonstration of knowledge in basic occult arts (successful rolls in at least three of the Schools of magic less than the character's Knowledge in the School).

No man knows Kiyomaru's age and he will not reveal it to anyone. Because of the stories of his great age and the chronicles mentioning the name of Kiyomaru, some have come to believe that he is actually a kami. He finds this vastly amusing. He will claim to be a mortal man usually with the quip, 'Though I'm older than you, youngster.'

Kiyomaru feels that if his privacy must be disturbed that it should be done with courtesy and respect. He will refuse to treat with anyone who does not act politely. If he reacts favorably to a group, he may brew for them a pot of his special tea. The kind brewed will be whichever will help them most at a given time. He will provide them with containers to carry this with them. Each container will hold two cups of the tea.

Through his great report with magical energies, Kiyomaru knows many things. He will be able to sense that Umai is not the source of the daimyo's peril. Though unable to determine the nature of the spell's source, he can determine that it emanates from the Valley of the Mists. To any characters journeying to the valley, he will offer advice that they beware 'the protector of the swamp.' Because of his lack of concern with worldly things, Kiyomaru will not offer these bits of information to the daimyo's men. Emissaries sent when the daimyo first falls ill will be rebuffed for insufficient courtesy. The Player Characters, when they come in service of the daimyo, essentially get a second chance.

The Gamesmaster should treat Kiyomaru as a source of much information. Such information may, however, be hard to get. He offers nothing and responds with reluctance. Often he speaks in riddles or makes cryptic comments to his visitors. He has little need of goods or money and cannot be coerced through shame as most followers of the code of bushido. Recompense for important data will probably require a service or sacrifice on the part of the characters. Service could entail a dangerous mission or be a seemingly whimsical request to perform an action. A good role model for Kiyomaru as an information source is an oracle of western mythology.

Strength	Deftness	Speed	Health	Wit	Will	
7	33	25	10	35	40	
DAM	BAP	MNA	ZAN	BMA	HPT	
-1	16	3	3	8	21	
CAPABILITIES:						
Brawl	Climb	Leap	Swim	Magic	Power	Ki
9	11	12	5	21	100	15

SKILLS: All Schools of Magic (19); Divination (19); Calligraphy (19); Herbalist (19); Meditation (19); Tea Ceremony (19); Tea Magic (19) see appendix; all literacies (19); Japanese Classics (19); Chinese Classics (17); Jujutsu (17); Hyagekejutsu (16); Acting (12); Tantojutsu (12)

ARMOR: Armor Class 2 poor clothing.

WEAPONS: None carried; staff and Tanto available.

SPELLS:

FIRE: Bind Fire 60; Fire Shield 80; Fireflash; Smokes of Nai; Arrows of Fire; Road of Fire*; Fire Blessing*; Fire Curse*; Storm of Fire; Flaming Doom; Walk the Way of Fire.

WATER: Bind Water 50; Water Shield 90; Bursting Bonds; Mirror of Deception; Binding of Limbs; Mists of Illusion; Road of Water*; Dissolving Defense; Bless with Water*; Curse with Water*; Watery Sphere; Quagmire; Muscles of Water; Many Waves*; Shadow Cloak*; Walk the Way of Water.

WOOD: Bind Wood 99; Wood Shield 90; Shadow Eyes*; Creeping Vine; Darts of Wood; Fetters of Truth; Eyes of True Sight*; Road of Wood*; Tongue of Beasts; Calling Beasts; Wood Blessing*; Wood Curse*; Castle of Wood; Wood Plague; Spell of Sizes*; Wooden Doom; Scroll of the Mind*; Master of the Green; Vision of Far Places; Walk the Way of Wood.

METAL: Bind Metal 70; Metal Shield 80; Omnipresent Sword; Bar Beasts; Bar Men; Confusing Gaze; Arrows of Metal; Conquering Gaze; Road of Metal*; Bar Spirits; Metal Blessing*; Metal Curse*; Bar Missiles; Walk the Way of Metal; Mutability of Form*.

SOIL: Bind Soil 99; Soil Shield 90; Pure Flesh*; Pure Blood*; Pure Body*; Road of Soil*; Soil Blessing*; Soil Curse*; Spear Against Spirits; Castle of Soil; Soil Storm; Spear of the Heavens; Walk the Way of Soil; The End of Sorcery; Phantom Form*.

*Kiyomaru may use this spell with tea magic.

HISATOYO IEHARA (Level 3 Bushi)

Iehara is the leader of the human contingent of Shimi's brigands. He, like the other lieutenants, is Ronin. He is a greedy and bitter man of 27 years. Once a commander of troops for one of Fuhito's enemies, he has turned his strategy abilities to planning Shimi's bandit ambushes and raids. He is resentful of the split in command of the brigand band and spends many of his waking hours in the mountains above the camp brooding on this and his fallen estate in general. He believes his karma has led him to this state and he is destined to spend the rest of this life in this degraded condition. Thus, his reaction to samurai and, in particular, any in service to the Washima clan, is poor and distrustful. Despite his feelings about his personal condition, he keeps his skills honed and his men on their toes. Even his spot checks, however, do little to improve the overall discipline of the motley crew of outlaws. His lack of success in this is also regarded by Iehara to be part of his karma.

Strength	Deftness	Speed	Health	Wit	Will
27	20	17	25	15	10
DAM	BAP	MNA	ZAN	BMA	HPT
+2	10	2	2	6	24
CAPABILITIES:					
Brawl	Climb	Leap	Swim		
6	7	9	8		

SKILLS: Senjo-jutsu (18); Kenjutsu (18); Kyujutsu (17); Bajutsu (16); Iaijutsu (15); Atemi-waza (13); Tea Ceremony (12); Meditation (8); Katakana (7); Armory (5).

ARMOR: Armor Class 3 clothing with Ashigaru style armor Class 5 available.

WEAPONS: Dai-sho; Dai-kyu with 24 arrows (12 Willow Leaf and 8 Armor Piercing).

IKANAI TAMPAKU (Level 3 Ninja)

Tampaku is in Makoto's employ on a full-time basis. He is usually in disguise as a somewhat overweight middle-aged physician. In this role he resides in the mansion, itself. The Ninja is in reality the Oyabun's spymaster. In this capacity, he rarely involves himself in any of the dirty work needed to further the Oyabun's plans.

Tampaku is a skilled manufacturer of poisons which he supplies to the Oyabun's criminal organization. Several such concoctions could be found hidden among his 'medical gear' which is kept in his room.

Strength	Deftness	Speed	Health	Wit	Will
15	30	20	20	15	10
DAM	BAP	MNA	ZAN	BMA	HPT
+0	15	2	2	7	23
CAPABILITIES:					
Brawl	Climb	Leap	Swim	Gimmick	
6	13	13	10	11	

SKILLS: Ninjustu (19); Yogen (19); Kenjutsu (17); Garrote (17); Shurikenjutsu (17); Karumijutsu (15); Disguise (14); Physician (10); Tracking (10); Atemi-waza (9); Katakana (9); Hiragana (9); Kanji (8); Kuji-kuri (9).

ARMOR: Ninja Armor Class 4 underclothing.

WEAPONS: Katana; 3 Shuriken; Blinding Egg or Ninjato; 9 Shuriken (poisoned with Level 3 Lightning Narcotic); Kawa-naga; 3 Blinding Eggs.

IKE, Nushi

Ike is the protector of the lake and marsh in the Valley of the Mists. She prefers guile and subtlety to direct force in solving her problems. She will not, however, hesitate to employ all the force at her command if that is the only solution to the problem at hand.

Ike has lived in the valley since before Orite came to power. She has aided the Kumo-kunshu in return for the promise that the swamp will always remain hers. The Nushi, thus, became the first retainer of Orite. She aided in the casting of the Great Spell.

The Nushi will first appear as a beautiful maid. She will claim to be held on the Isle of the Bell by an evil spell that will cause her to wither and die if she leaves the island. She will name Umai as the source of the spell. Ike will attempt to get the adventurers to abandon their attempts to destroy Orite and will try to direct them against Umai instead. She will also attempt to gain further control of the means of breaking the Great Spell.

This last objective is obtaining the support for the Lesser Bell. Since she cannot approach the bellframe, she will attempt to trick a member of the group into removing the wood and bringing it near enough to snatch away. If she succeeds in this, she will flee the group. Once safe, she will gloat and revile the adventurers for their foolishness in allowing her to obtain control of their means of achieving their ends. Further confrontations with her are likely to involve force.

In an open confrontation, Ike will call her retainers to defend her, and she will cast spells while some of her vassals attack the group and the rest defend her position. Her favorite spell in this regard is Calling Beasts.

BAP: 9(18) MNA: 1(2) ZAN: 1(2) BMA: 3(6)
AC: 2 HPT: 30 BUDO: 6

ATTACKS	FREQUENCY	BCS	DAMAGE
2 Claws	—	10	1D3 + 1
Magic	—	15	Level 4 Shugenja; Power: 55

SPELLS: Calling Beasts; Mirror of Deception; Road of Water; Master of the Green; Bursting Bonds.

ALTERNATE FORM: Viper with Level 2 poison.

RETINUE: 5 Rosuifu-Kappa and 2 Serpents.

NOTES: The entire lake and all marshy area bordering on it count as the Nushi's home swamp where she has the parenthesized values for characteristics. She regains 8 points of power per Detailed Turn here.

KIN-NO-MEN, Tatsu

Kin-no-men is a very old Tatsu and, although he hides it well, is becoming a little senile. He spends most of his time dreaming of the glories of his younger days and contemplating his collection of pearls.

Ten years ago, the Tatsu was saved from a rockslide by Umai. In gratitude, the Tatsu made a pact with the Bakemono-kunshu. When Umai rouses him, Kin-no-men will do the bidding of the Bakemono-kunshu. In this way Umai enforces his rule with the destruction that the Tatsu can perform.

Kin-no-men is not inherently evil. Through his association with Umai he has gained a love for earthly treasures. His moral fiber is corroding and continued association with Umai will probably cause the Tatsu to degenerate into a full-fledged, if slothful, rogue.

BAP: 17 MNA: 3 ZAN: 2 BMA: 5
AC: 8 HPT: 45 BUDO: 7

ATTACKS	FREQUENCY	BCS	DAMAGE
Bite	1 - 2	18	3D6-1
2 Claws	3 - 6	17	2D6, Bash

SPELLS (BCS 12): Water Shield 80; Dissolving Defense; Wood Shield; Vision of Far Places; Pure Blood; Castle of Soil; Soil Storm.

POWER: Control Scaled Creatures. If Kin-no-men uses this power in the valley near his lair, the summoned creatures will be Yamatokage.

NEBARI THE DAI-BAKEMONO

Nebari was once an up-and-coming Dai-bakemono due to his discovery of the secret of hiding his essence. A foolish lack of discretion at a drunken revel in the halls of Umai allowed Shimi to learn where he kept his essence. She gained it and now holds it to force him to do her bidding on the threat of destruction of the vessel of his essence. Because of this, he has lost much of his vitality and energy. He has lost interest in maintaining his appearance but performs his functions for the Uba with great care but only to the letter of the command. He hates his current state.

Nebari constantly tries to dream up plans to regain his hidden essence. He fears to make an open attempt because he thinks that Shimi will destroy the object into which he placed his essence. Should his essence be returned to him, he would gladly join in any attempt to destroy the Uba. Until then, he must serve her.

Nebari knows that Shimi carries his essence with her when she leaves her chamber but will refrain from telling a potential ally of the true nature of the object lest the 'ally' seize it for himself and leave the Dai-bakemono only with a new master.

BAP: 14 MNA: 2 ZAN: 2 BMA: 5
AC: 4 HPT: 35 BUDO: 4

ATTACKS	BCS	DAMAGE
Weapon	17	+3
Magic	15	Level 4 Shugenja

SPELLS: Tongue of Beasts; Metal Curse; Arrows of Fire
WEAPONS: Katana; Dai-Kyu (4-man) with 24 Bowel Raker arrows

ORITE, Kumo-kunshu

Orite is new-come to her power as a Kumo-kunshu. She has established herself in the valley through the use of some extraordinary magics which she discovered. She is strengthening her power base through magic and spies and has begun to recruit various of the non-human inhabitants of the Hida-sanmyaku into her service. Orite does not leave the valley physically. What wandering she does is on the astral plane. However, in this fashion and through her agents, she can have quite an effect on places faraway. Orite has such vaulting ambition that even her own kind think her mad. She ultimately desires to rule all of Nippon, as does a powerful Shogun, with both humans and non-humans subject to her will.

Her first venture outside the valley is her current plan to promote strife in Hida province and fix the blame on Umai. She hopes to have Umai's and Fuhito's forces annihilate or at least drastically weaken each other. Thus, she will be able to make a power play to control the mountains while opportunistic encroachment by nearby daimyo will further weaken the human domains in Hida province. Once she has consolidated her hold in the mountains, she will then begin to move against Hida.

Orite has defeated all opposition that has faced her in the valley and is quite confident in her power. The remains of several attempts to end her evil life show on her body in the form of scars and imbedded weapon hilts. Most of these latter have corroded blades due to the action of the fluids in her body, but one is a Superior quality Tanto that has yet to succumb.

BAP: 8 MNA: 3 ZAN: 2 BMA: 4
AC: 7 HPT: 42 BUDO: 12

ATTACKS	BCS	DAMAGE
Bite	10	2D6 plus Fast Lethal poison of Level 1
Web	13	
Magic	18	Level 5 Shugenja

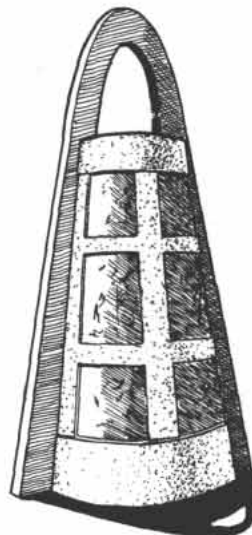
SPELLS: Mirror of Deception; Mists of Illusion; Mask of Deception; Dark Circle; Quagmire; Darts of Water; Muscles of Water; Many Waves; Road of Water; Walk the Way of Water; Water Shield 90.

Orite's Spell

Once a week, Orite visits Fuhito in astral form. Her precautions are elaborate. She cloaks her appearance so that none on the astral plane may see her clearly. She has also woven an astral web to prevent her being followed when she returns to her lair.

Through the agency of a normal-sized spider, Fuhito is injected with a sorcerously enhanced venom. This small amount of spider venom is undetectable. It is a focus through which Orite's spell works. Each visitation reduces the victim's Strength by 1D3 + 1. When it is reduced to 0, the daimyo will die. When Orite is killed, the effect will wear off at the rate of 2 points of Strength regained in a week of complete rest.

The spell is a special kind of dark magic that may not be countered by a Shugenja's typical magics. The source must be destroyed. If Orite is prevented from visiting the daimyo, his condition will not worsen, but he will get no better either.



SHIMI (Budo 6 Uba)

Shimi is the real leader of the brigands. She is one of Umai, the mountain lord's chiefs.

Shimi has a particular grudge against Makoto. The Uba who gave the Oyabun his scar was Shimi's sister. Shimi seeks revenge for the slaying of her sister by the then young Yakuza. She has spent her time locating the elusive Makoto and building a suitable plan of vengeance. She is not yet ready to implement a plan but, when she learned of his caravan which carried a box known to her spies to be extremely valuable to the Oyabun, she acted to deprive him of his prize. Shimi seeks a personal revenge on Makoto and so will not ally with any other characters to achieve that end.

Shimi has not yet opened the puzzle box and so does not know of its contents. She does, however, know that a spell has been placed upon it and has, therefore, proceeded with extreme caution in determining the correct method of opening the box. Because of its value to Makoto, she will defend her possession of it in hopes that it will provide a mechanism for her revenge.

The brigand band is kept divided by her into human and non-human contingents. Each is led by a lieutenant. This system, she hopes, will provide a check on either and prevent the usurpation of the leadership by either faction. She rules the humans with fear and keeps the Bakemono in check through Nebari whose essence she holds.

Shimi has the additional powers of Mist Ability which she uses when escape is necessary and Transformation which is her favorite for gathering information.

BAP: 13 MNA: 2 ZAN: 2 BMA: 5
AC: 3 HPT: 24 BUDO: 6

ATTACKS	BCS	DAMAGE
2 Talons	13	1D3
Tantojutsu	11	+1
Magic	18	Level 6 Shugenja; Power: 60

SPELLS: Eyes of True Sight; Tongue of Beasts; Smokes of Nai; Fire Shield 40; Conquering Gaze; Binding of Limbs; Darts of Metal; Metal Shield 30; Darts of Wood; Bar Men; Pure Blood; Fire Blessing.

POWERS: Mist Ability; Transformation

WEAPONS: Tanto envenomed to Level 3 Lethal poison

NOTES: Strength Saving Throw of 16.



SHOSEN MAKOTO (Level 6 Yakuza)

Shosen Makoto is a short but powerfully built man in his late forties. His appearance is marred by a small scar on his right cheek. Though he tells people it came from a bandit's attack on a caravan in his younger days, its true source was the envenomed blade of an Uba whom he slew when he was 25.

Makoto is a powerful figure in local Yakuza circles and has assumed the title of Oyabun for himself. Others in the city would dispute this in private but none have openly challenged his claim. This claim is somewhat hollow as most of the Yakuza gangs in the city operate independently from Shosen's command.

Five years ago Makoto moved to this province from Kyushu when things got too hot for him there. He was able to escape with most of his treasure intact. This enabled him to set up his operation here in Takayama. His financial resources coupled with his natural cunning and ruthlessness made possible his rapid rise in the local Yakuza power structure.

His carefully nurtured and maintained public persona is that of a merchant who deals in imported goods. This serves admirably as a clearing house for stolen goods as well as the center of an information network.

When Makoto first came to Takayama, he visited the daimyo in the hopes of ingratiating himself with the lord. A series of social gaffs and blunders both by himself and his wife led to him being removed from the daimyo's presence. This only increased his hatred of the ruling samurai and caused him to have his wife strangled for her part in his humiliation.

Makoto has developed a plan which encompasses his revenge on the local samurai as well as increasing his own power base for ultimate revenge on certain Kyushu samurai.

Makoto is a cautious man and most secretive. He endeavors to keep the various sections of his life separate from each other. Thus, his daughters do not know of his criminal activities. They even think their mother died of natural causes.

Makoto will rarely allow himself to be alone with anyone other than his most trusted employees and retainers. Even when he does, guards will be stationed to respond rapidly to any call from the Oyabun. He always wears Ninja Armor Class 4 beneath his clothes.

Strength	Deftness	Speed	Health	Wit	Will
8	17	15	15	30	25
DAM	BAP	MNA	ZAN	BMA	HPT
+0	8	2	3	5	33

CAPABILITIES:

Brawl	Climb	Leap	Swim
6	6	8	4

SKILLS: Commerce (19); Sumai (19); Kiserujutsu (19); Shinobi-jutsu (15); Gambling (15); Kenjutsu (10); Tea Ceremony (10); Senjo-jutsu (5); Poetry (5); Katakana (15); Hiragana (15); Kanji (12); Korean (12)

ARMOR: Ninja Armor Class 4 underclothing of Fine quality

WEAPONS: Kiseru; Katana

SHOSEN KOGATARO (Level 2 Yakuza)

Kogataro at 27 is Makoto's only surviving son and his heir apparent. While taller than his father, he retains the stockiness and less than pleasant cast of features present in his sire.

Kogataro is aware of all aspects of his father's operations as he is being trained to take them over when his father passes on or retires. He is nearly as crafty as his father but is somewhat less ruthless. He is, however, something of a bully.

Strength	Deftness	Speed	Health	Wit	Will
10	20	15	15	20	10
DAM	BAP	MNA	ZAN	BMA	HPT
+0	10	2	1	5	22

CAPABILITIES:

Brawl	Climb	Leap	Swim
6	10	8	7

SKILLS: Sumai (18); Kenjutsu (17); Gambling (12); Commerce (10); Shinobi-jutsu (8); Sojutsu (5); Katakana (12); Hiragana (12); Kanji (5)

ARMOR: Armor Class 3 Fine clothing with Ashigaru armor of Class 6 available

WEAPONS: Good Katana; Yari

SHOSEN KIKU (Extra)

Kiku is Makoto's elder daughter. She is less pretty than her sister and jealous of that fact. She lords the fact that she is the elder over Ari and delights in embarrassing Ari in front of their father.

SHOSEN ARI (Extra)

Ari is Makoto's younger daughter and the more beautiful of the two. She takes little note of her sister's animosity but does not wish to displease her father. She has fallen in love with Tetsuhito, a local Sumotori, but keeps this a secret since she knows it would displease Makoto.

UMAI, Bakemono-kunshu

Umai is of large and imposing appearance. He has been a lord of Bakemono in the mountains for over twenty years. He is well-known by almost all non-human inhabitants of the Hida-sanmyaku, if only by reputation. He is ruthless and avaricious but keeps his word once it is given. Such fidelity to his promises has sometimes been more in keeping with the letter of the bond rather than with its spirit.

Long ago, Umai was bested in a contest of wit and skill by a young human warrior by the name of Washima Fuhito. Umai was, at the time, bound to leave the man unharmed. This oath has prevented him from taking direct action against his enemy while Fuhito was rising to power in Hida province. Of late, Umai has come to the realization that he can do more harm to Fuhito by harming those around the daimyo. He has begun to take steps to do just that. The failed kidnapping plot is the most recent example. Umai is currently biding his time while waiting for the daimyo's vigilance to wane.

Though a power in the non-human domains of the mountains, Umai is far from the ruling lord that the inhabitants of the province believe him to be. He does, indeed, have powerful retainers and allies but even he will not consort with demons. Despite his normally good intelligence network, he is unaware of Fuhito's current illness. Needless to say, he is not responsible. He will, however, take joy in the news.

Umai's position in the western reaches of the Hida-sanmyaku is analogous to that of a human daimyo. He expects to be treated as such by any who pass through what he considers his domain. It does not enter into his thoughts that he does not have absolute control of the region either according to human reckoning or that of the non-human population.

Normally, Umai maintains a bodyguard of six Dai-bakemono. Half of these are sorcerors. When he travels, these six will accompany him. If Umai is met in the lair in this scenario pack, the Gamesmaster may assume that the bodyguards are off-duty because the bakemono-kunshu feels very safe in this stronghold.

BAP: 20 MNA: 3 ZAN: 2 BMA: 5
AC: 3/6 HPT: 52 BUDO: 7

Damage: +4 Magic BCS: 18

SKILLS: Ni-To-Kenjutsu (19); Kenjutsu (19); Onojutsu (19); Iaijutsu (15); Yari-nage-jutsu (15); Senjojutsu (15); Kyujutsu (15); Yadomejutsu (14); Karumijutsu (14); Shinobi (12); Calligraphy (15); Poetry (12); All Literacies (12); Go (10)

SPELLS: Fire Eyes; Arrows of Fire; Bursting Bonds; Conquering Gaze; Road of Soil; Castle of Soil; and Armor Invincible.

NOTES: Umai fights with a Nodachi and a Katana when using Ni-To-Kenjutsu. He has sufficient strength to do this without receiving a penalty. These weapons are of Superior quality. His Dai-kyu is a 6 man bow and he always uses Bowel Raker arrows.

Umai has learned the secret of hiding his essence in an object. For the purposes of this scenario pack, this object cannot be found by the Player Characters. It is hidden many Ri away.

WASHIMA FUHITO (Level 6 Bushi)

Fuhito is the head of the Washima clan and is the most powerful lord in Hida province. Though in his late forties, he is normally in excellent health and condition.

Fuhito is a warrior lord and renowned for his skill in battle both as a strategist and a fighter. His is the ruling clan in the province and most inhabitants of the district refer to him as Lord of Hida. Together with his uncle, Kumpei, and his younger brother, Hidemasa, he has brought his clan to where it is today in ten hard-fought years. He has made many enemies along the way.

Before he assumed leadership of the clan, Fuhito wandered Nippon as an adventurer. During this time, he encountered the Dai-bakemono Umai and bested him in a contest that cost the goblin much On among his own kind. Umai swore vengeance but has yet to be successful in carrying out his revenge. Less than a year ago, a plot masterminded



by Umai was foiled. The daimyo's youngest son was kidnapped by agents of the Bakemono-kunshu. Washima samurai hurried to the rescue. They intercepted and slew the felons about four miles southeast of Takayama. The boy was returned to his father unharmed.

The daimyo has four sons: Yoshihide (28), Benkei (24), Asatsune (18), and Yorimoto (8). The youngest lives in the family mansion in Takayama. The middle two are serving in the entourage of the lord of the Tadamasu clan in order to learn their proper stations as samurai. Fuhito has sent his eldest son to Osaka to enroll in a Gentleman's Academy sponsored by the Shogun. This is part of a plan to ingratiate the Washima with the Shogunate. Fuhito hopes to win support in a move against his old rival, Ishiyama Hosomune, who is the head of his clan and the daimyo in the northeast part of Mino province. The Washima also hope that influence with the Shogunate will aid them in their struggle to reduce taxes on goods imported into Hida along the road from Etchu province.

Fuhito also has three daughters. The eldest, Takiko (25), is married to Tadamasu Mabushi, head of the Tadamasu clan. Tomoe (17) and Yoko (13) both reside at the family mansion in Takayama. The Washima hope to use marriages to cement alliances.

The daimyo's wife, Kasuko (age 40), is an experienced courtier and renowned for her grace even though she comes from this backwoods province. Much of this regard is due to her mastery of the tea ceremony and her facility with the koto. Kasuko serves as Fuhito's hostess at formal functions. Fuhito also maintains four concubines and has been known to make regular visits to a certain teahouse in Takayama.

Strength	Deftness	Speed	Health	Wit	Will
22	18	15	24	12	22

DAM	BAP	MNA	ZAN	BMA	HPT
+1	9	2	3	5	50

CAPABILITIES:

Brawl	Climb	Leap	Swim
7	6	8	7

SKILLS: Kenjutsu (19); Kyujutsu (19); Bajutsu (19); Senjojutsu (19); Chikujō-jutsu (17); Atemi-waza (16); Hojo-jutsu (15); Armory (14); Tea Ceremony (14); Sojutsu (12); Hunting (12); Poetry (8); all literacies (10)

ARMOR: Usually Armor Class 3 Superior clothing; Ninja Armor Class 4 and Samurai Armor Classes 6 and 9 available

WEAPONS: Superior Dai-sho; Master 3-man Dai-kyu (pulls as a 4-man bow); Good Yari

NOTES: The daimyo's personal bodyguard consists of four Level 5 Bushi (three are of the Oguroyumi clan) and a Level 4 Shugenja. All have armor similar to the daimyo's available at need. All have Good Dai-sho.

WASHIMA KUMPEI, (Level 4 Scholar)

Kumpei is an elder of the Washima clan. Although 64 years of age, he is still spry enough to get around. He is Fuhito's most valued advisor. Throughout the province Kumpei has long commanded great respect for his learning and wisdom.

The scholar has outlived most of his immediate family and sees little of those surviving. His advanced age is beginning to take effect, and he spends a good deal of his days meditating. Occasionally, his conversations ramble, but he rarely loses track of a point under discussion. Sometimes, he will deliberately act absent-minded to encourage others to be free with information in front of the 'foolish old man.'

Kumpei is greatly concerned over the possible results of the death of the daimyo. He feels that war would not be in the best interests of any of the clans in this part of Nippon at the current time, but he fears that one of the neighbors will be foolish enough to start the strife should they see a weakness in the Washima. He even is afraid that word of illness or incapacity on Fuhito's part might be enough to set such unfortunate events into motion.

Kumpei can serve the Gamesmaster admirably as a source of hints for or suggestions to the Player Characters if they are stumped or at a loss for a course of action. His use in this way should be reserved to necessary times and not used indiscriminately.

Strength	Deftness	Speed	Health	Wit	Will
7	15	8	10	25	20

DAM	BAP	MNA	ZAN	BMA	HPT
-1	7	1	1	3	5

CAPABILITIES:

Brawl	Climb	Leap	Swim
5	5	4	3

SKILLS: Japanese and Chinese Classics (17); all literacies (15); Poetry (15); Rhetoric (15); Calligraphy (12); Butsu-do (8); Go (8); Tea Ceremony (8); Bojutsu (7)

ARMOR: Armor Class 3 Superior clothing

WEAPONS: Staff

NOTES: Kumpei travels with a Level 4 Classic Bushi bodyguard

WASHIMA HIDEMASA (Level 5 Bushi)

At 32, Hidemasa is still in the prime of his life. Physically, he is in better shape than his older brother, Fuhito. He is a superb warrior. Although his good looks cause much discussion among the ladies at the court, he is unmarried at the moment. This situation has arisen from his first wife's death. He is awaiting his brother's arrangement of a suitable marriage to strengthen the clan.

Hidemasa is completely loyal and devoted to his brother. He functions as Fuhito's second in commander and holds the title of Commander of the Citadel in Takayama. The daimyo's army is Hidemasa's responsibility and he takes it very seriously.

Hidemasa is currently childless as his wife and children were all killed in a Ninja attack that was meant for him. Though this was three years ago, it is still a contributing reason to his unmarried state and current mental condition. No one knows who sent the Ninja.

The pressures and responsibilities of his position, as well as the gnawing guilt over his family's death, are beginning to undermine Hidemasa's mental health. Though he is still stable, a serious blow such as the daimyo's death could be unsettling.

During the daimyo's illness, visitors will find Hidemasa uncharacteristically irritable and harsh. He will devote much of his time to caring for Fuhito. Worries over rumors that neighboring daimyo are gathering troops will assail him. He will be further upset that the energy required to prepare the realm for the possibility of war will leave him insufficient to give his lord the care he feels is necessary. Kumpei, if asked, will predict that a healthy daimyo and a good wife are what is necessary to return Hidemasa to his former courteous and good-natured self.

Strength	Deftness	Speed	Health	Wit	Will
27	30	25	25	8	17

DAM	BAP	MNA	ZAN	BMA	HPT
+2	15	3	3	8	53

CAPABILITIES:

Brawl	Climb	Leap	Swim
8	10	13	9

SKILLS: Kenjutsu (19) with Piercing Thrust Okuden (12); Sojutsu (19); Bajutsu (19); Kyujutsu (19); Sumai (18); Hojo-Jutsu (17); Senjo-jutsu (17); Chikujō-jutsu (15); Karumi-jutsu (15); Sueijutsu (15); Yadomejutsu (15); Yari-nagejutsu (12); Hunting (15); Bowyer (14); Calligraphy (14); Court Dance (12); Fue or flute (12); Tea Ceremony (7); Katakana and Hiragana (12); Kanji (8)

ARMOR: Armor Class 3 Good clothing; samurai armor of Classes 6, 8 and 9 available

WEAPONS: Good Dai-sho; Dai-kyu; Good Yari; 3 Yari-nage

NOTES: When engaged at duties at the citadel, or when upset, Hidemasa will usually be partly dressed in one of his suits of armor. This will give him an effective Armor Class equal to half (rounded up) of the value of the suit. He, of course, always wears his Dai-sho but he keeps his Dai-kyu and a quiver of 10 Willow Leaf arrows to hand as well.



Appendices

a LEGENDARY BEINGS

BAKEMONO-TORO

BAP: 14 MNA: 2 ZAN: 1 BMA: 4
AC: 2/+1D6 HPT: 15 + 1D10 BUDO: 2

ATTACKS	FREQUENCY	BCS	DAMAGE
Weapon	—	8 + 2D3	+1
2 Talons	—	6 + 2D3	1D3

DESCRIPTION: Bakemono-sho appear much like Bakemono-sho. That is, they are humanoid goblins with warty skin. They are slow-witted.

Bakemono-toro are distinctive in that when not active they take on the appearance of some object made of stone. Usually, they appear as a stone lantern, hence the name 'Lantern goblin.' When in a stone shape, they are indistinguishable from the real item. The transformation from stone to goblin takes but a fraction of a second and so the goblin can often attack by surprise. When killed, the goblin returns to the stone shape and the item will show the damage caused by the killing blow. Each goblin has but one shape which it may assume. Destroying the stone form of a Bakemono-toro will gain a character no Budo. All of the goblin's accouterments and weapons transform with it.

All Bakemono-toro are naturally immune to the Iron Doom (Stone Death) spell.

CHARACTERIZATION: These goblins share the hatred of humans of their kin. They may be found singly or in groups. They are often used by other legendary beings as guards since they require no upkeep. The magical nature of these goblins causes spells to have difficulty in affecting them. Subtract 2 from the Magic BCS of a character attempting to affect the goblin with a spell.

Bakemono-toro prefer Katana as weapons.

KUMO-KUNSHU

BAP: 8 MNA: 3 ZAN: 2 BMA: 4
AC: 7 HPT: 30+2D10 BUDO: 10

ATTACKS	FREQUENCY	BCS	DAMAGE
Bite	—	10	2D6 plus Fast Lethal poison of Level 1
Web	—	13	special
Magic	—	14 + 2D3	functions as Level 3+D3 Shugenja with Power 100

SPELLS: Mirror of Deception; Mists of Illusion; Mask of Deception; Dark Circle; Road of Water; Walk the Way of Water; Water Shield 90 plus 2D3 other Water spells

DESCRIPTION: Kumo-kunshu have the appearance of immense, bloated spider things. They have two great eyes that glitter with an evil, human-like intelligence as well as six lesser eyes like those of normal spiders. Their webs are strong and require two turns to cut through and subtract 3 from a character's Saving Throw to break free. The webs take 2D3 hours before they become brittle enough to break easily. They may throw these webs up to 15 yards. Kumo-kunshu are surprisingly fast for their size and can move with equal facility on floors, walls, and ceilings.

CHARACTERIZATION: Kumo-kunshu are an embodiment of the dark powers of the night that takes the form of a spider thing. They are not prone to personal combat and prefer to act through agents and spells. Deception is their stock in trade. Though their greatest hatred is reserved for mankind, they have little liking for the male-dominated hierarchy of legendary and supernatural beings of Nippon since all Kumo-kunshu are female.

Kumo-kunshu are natural sorcerors of the Water School. Some (20%) are normal magicians as well. These will know an additional 2D3 spells which may be from any of the Schools. These Kumo-kunshu are worth an extra point of Budo.



Kumo-kunshu are by their nature notorious monsters and so will gain the usual On bonus for any who defeats one.

NOTES: When a Kumo-kunshu is killed, its eyes will solidify into Precious Gems. The two large eyes will become Intensity 4 stones while the rest become Intensity 1.

Webs used in combat by a Kumo-kunshu may be collected for their silk. Each web will yield enough for one pound of silk cloth. This cloth may be used to produce clothing of remarkable texture and durability. Such clothing is of Superior Quality in appearance even if woven by a poorly skilled artisan. When woven by a master, it will have a lifespan of 40 years. This clothing is also able to afford its wearer additional protection. Treat the Armor Class of the clothing as one Armor Class higher. Thus, a suit of Armor Class 3 clothes made of this spider silk has an effective Armor Class of 4. Woven cloth may be turned into clothing on a pound for pound basis.

Shortly after a Kumo-kunshu is killed, its abdomen will burst open releasing 10D6 Dai-kumo. Most of these will scamper off, some to grow to full Kumo-kunshu status in the future. Some of these beasties (2D6) will attack the slayers of the Kumo-kunshu.

DAI-KUMO

BAP: 10 MNA: 2 ZAN: 2 BMA: 4
AC: 2 HPT: 1D6 BUDO: 5

ATTACKS	FREQUENCY	BCS	DAMAGE
Bite	1 - 6	8	1D3

DESCRIPTION: Though small for spider things, these little monsters are about the size of a man's fist. Up to 10 of them can swarm upon a man to attack him.

CHARACTERIZATION: Some (25%) of these beasts will be capable of injecting a Level 1 Fast-acting Paralyzing poison.

Dai-kumo grow in size and evilness. After spending as much as 50 years in a form equivalent to a Hirata-kumo, they will metamorphose into a weaker version of the Kumo-kunshu. They will then seek out a stronghold while growing in size and developing strength and magical ability.

b TEA MAGIC

This form of magic was invented by Kiyomaru who is a master of it. It is a special type of knowledge. A character may acquire up to 99 points of Knowledge in Tea Magic. It is used to impart a magical power to a cup of tea.

To employ the magic, a character obtains the proper herbs in the correct amounts, imparts the magical power, and administers the draught.

Preparing the herbs requires the character to make a BCS roll obtained from the average of the character's knowledge in Herbalism and Tea Magic. This score may not exceed the score in Herbalism. The process takes 1D6 days unless the character has a full selection of herbs at hand. After the time is spent obtaining the correct herbs, the character will gather enough for 2D3 ceremonies.

Imparting the magical power requires that the character know the spell which he intends to place into the herbs. He then casts the spell using his Tea Magic score to generate a BCS instead of his Magic Capability. A character who is neither a Shugenja or Gakusho expends Hit

Points in place of Power to 'cast' the spell. When the spell has been successfully cast, the herbs will hold their potency until the tea is brewed. Any Augmentation spell, 'Pure' spell, or 'Curse' spell may be used for this magic. A critical failure at this stage will result in the infusion having an effect totally opposite from what was intended.

Administering the draught requires a proper tea ceremony. It will serve a number of characters equal to two times the user's level. The character must make a Tea Ceremony BCS and the tea must be drunk while it is hot. If it cools, all magical potency will be lost. (Kiyomaru's personally served infusions retain their potency for 2D6 days). The herbs are not reusable. The ceremony requires 4D10 + 20 minutes.

Tea Magic may be learned and used by characters of any Profession. It is a Bonus Skill for Shugenja. Professions that do not normally use spells must, of course, learn enough of the School to learn the spell desired as well as learning the spell itself. Instead of Power, these characters draw upon their Hit Points. This is treated in all ways like Lethal damage.

In the original **BUSHIDO** campaign, Washima Fuhito survived and he continues to rule Hida province. This is the obvious intention of the adventure. Should the Player Characters fail to save him, any one of several things might happen. They could flee or return to face the consequences. They might return not knowing if they had succeeded to find they were too late, they did the wrong thing, or they are heroes. If the daimyo is dead, they may be given a chance to redeem themselves by returning the eldest son from Osaka before war breaks out. In any case, war or rebellion might occur. What happens is up to the Gamesmaster.

If this product is successful, Fantasy Games Unlimited hopes to bring you more adventures set in the brawling provinces of the independent daimyo who rule the northwest coast of Honshu.