

ADVENTURES UNLIMITED

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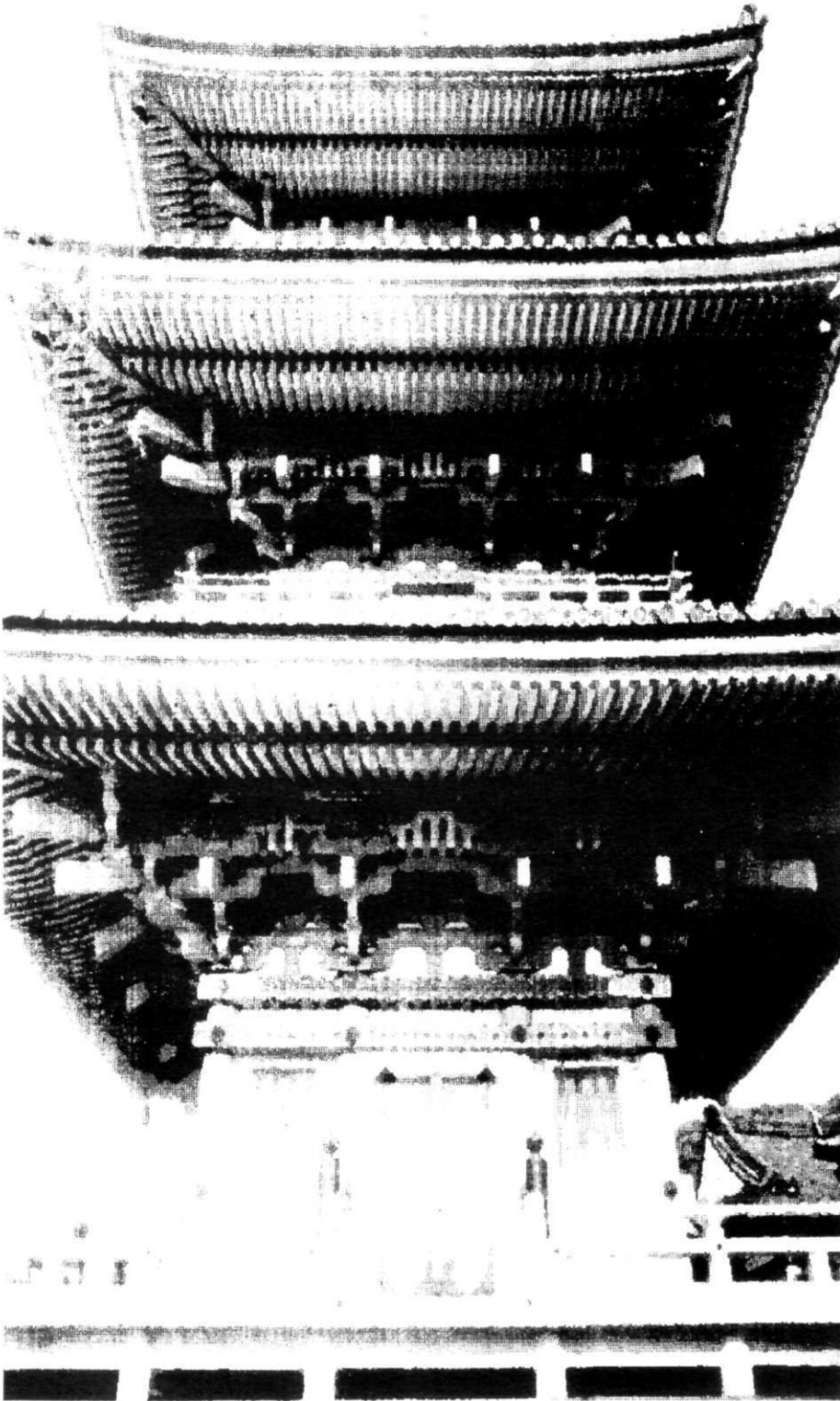
BUSHIDO™

GURPS®

YUREI-JI

The Ghost Temple

Scenario by Mark Arsenault,



Introduction

This is an adventure designed for 3 to 6 characters with a combined total of 12 Levels. Encounters can be adjusted for higher or lower level PC groups. Stats for important NPCs are given with each encounter. All Skill scores for Bonus Skills include the NPC's Level, if applicable.

If you are a player, it is important that you do not read any further, for it will spoil the mysterious encounters and surprises that lurk within.

Synopsis

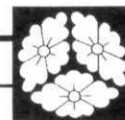
The PCs come upon a small valley containing a near-desolate village with very few inhabitants. The local peasants, as well as many of the local samurai, are fearful and warn the PCs away. Upon investigation, the PCs discover that the local temple has been desecrated and now stands haunted, inhabited by evil kami, oni, and all matter of other nasty creatures. The PCs, upon request of the local peasants or perhaps the local buke, must investigate the ruins and drive out the evil kami and return fertility to this small valley.

Note to the GM

Sakumi village has fallen victim to a plague. Gamemasters are encouraged to re-familiarize themselves with the rules dealing with Plagues, Illness and Healing in the Bushido 2nd Edition rules. These topics are addressed in the Bushido Book 1: Heroes of Nippon in sections 1095.2 Healing (p. 49), and 1095.3 Disease (p. 50).

While the stats for the NPCs are listed at the end of this adventure, the stats for the creatures are not. The GM may simply use the stats listed in Book 2, on the following

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pages: Bakemono (p. 11); Mukade (p. 10). The stats for the evil kami are listed at the end of the adventure.

In addition, GURPS conversion stats are provided for all of the NPCs and creatures, for those GMs who wish to run this adventure in a GURPS Japan campaign (or any other campaign for that matter). The GURPS stats are listed at the end of the adventure, after the Bushido stats.

Involving the PCs

Perhaps the easiest way to get the characters involved in this adventure is to simply have this adventure follow another in which the characters were left traveling a road. Because the adventure takes place in a small valley village, it would be best to have the characters traveling toward some destination through or beyond mountainous or rough terrain.

Individual motivations for characters is more complicated, but needn't be excessively so. Some suggestions for involving PCs of different Professions are listed below.

Characters may have a relative in the local village or, for those of samurai caste, in the local samurai clan, such as Tadaka Roshiro. Others may be spurred on to help by the rumors of evil creatures of bandits to fight (after all, Budo is an important aspect of a developing warrior).

Those of theological persuasion, including pious characters as well as Gakusho, will definitely be motivated by a desire to battle. Overcoming foes of one's religion, besides earning the character extra Experience (Budo or Shugendo), is one of the mainstays of religious characters, especially those of a martial bent. At the very least, providing religious assistance to the townsfolk should be of some inspiration to such characters.

Shugenja characters can exercise spirits just as can Gakusho, and such a setting provides ample opportunity to test one's mettle in the spirit realm as well.

Ninja characters can be hired by an outside religious sect that is allied with the one which owns the haunted temple. Another option is for the local samurai clan to hire the ninja to investigate the temple and discover the secret to restoring it to its original divine nature.

Budoka may find ancient, lost teaching scrolls containing the secret Okuden taught by the Buddhist monks. And last but not least, there is the possibility of finding some wondrous magical artifacts, which are so rare in Nippon.

PART 1: The Warning

The following passage, and any other text in the italic, may be read aloud to the players.

"As you walk along the road, the terrain begins to change, becoming more hilly and rocky. Trees stretch across the road above you, forming an umbrella of green and brown. As you continue to climb into the hills, the road becomes narrower, barely three yards across."

"As you walk over the crest of a large hill, you see a beautiful, basket-shaped valley below. The canopy of trees obscures the valley floor, but wisps of smoke can be seen against the golden, dusk sky, rising between the pines and bamboo. Suddenly, you hear the sound of horse hooves beating the earth, as four mounted samurai approach."

The samurai are patrolling the area for the local fief-holder. Tadaka Yaemon, who is their master. They are dressed in partial light samurai armor (AC 3), each carrying a yari and wearing a dai-sho (katana and wakizashi). The samurai will approach the characters from behind and inquire as to their business.

The samurai will question the PCs' business in the area. They will offer to escort the PCs through the village, but will tell them that no one is allowed to stop at the village. If asked why, the samurai will explain that the village has fallen victim to the plague and that their master has ordered it off limits to all travelers.

Although they speak with a sense of urgency, they will not be rude. A successful Wit ST to spot a Hidden Thing will reveal that the samurai are actually somewhat frightened (an unusual condition for a samurai, to be sure). If this is pointed out, the samurai will deny being afraid, merely stating that they are due back to their master's estate by nightfall.

If the samurai are treated appropriately, they will respond in kind. If treated rudely, or if the PCs are evasive, the samurai will accuse them of being graverobbers and attempt to run them off. If engaged in combat, they will fight for only two turns before riding off to their master's house. If there are any samurai in the party and the samurai are treated appropriately, they will invite the PCs back to their master's house, giving them directions.

"Travel down this road a short ways, then take the path to the left. Our master's house is but a half Ri down the pathway."

The samurai will then depart.

The Cast for BUSHIDO

Tadaka Yaemon (Level 0 Bushi)

BAP: 6 MNA: 1 ZAN: 1 BMA: 4
AC: 3 DAM: +0 HPT: 6

Skills: Kenjutsu (9), Sojutsu (5), Bajutsu (6), Japanese Classics (4), Heraldry (5), Calligraphy (10)

Equipment: Good quality samurai court garb, fan, Master quality wakizashi (the matching katana is in his room).

Tadaka Yaemon's Bodyguards (Level 2 Classic Bushi)

BAP: 13 MNA: 2 ZAN: 1 BMA: 6
AC: 1 (4) DAM: +3 HPT: 36

Skills: Kenjutsu (21) with Precision Strike (14) and Disarm (6) Okuden, Sojutsu (17), Kyujutsu (21), Bajutsu (14), Jujutsu (15)

Equipment: Good quality Dai-sho, Fine quality samurai garb (AC1) with chainmail armor underneath (AC4)

Takada Roshiro (Level 4 Bushi)

BAP: 12 MNA: 2 ZAN: 1 BMA: 5
AC: 1 DAM: +3 HPT: 49

Skills: Kenjutsu (23) with Precision Strike (16) and Disarm (12) Okuden, Sojutsu (18), Kyujutsu (20), Bajutsu (16), Jujutsu (12), Theology: Shinten (12), Japanese Classics (8), Go (14), Heraldry (11), Tea Ceremony (9)

Equipment: Superior quality Dai-sho, Fine quality samurai garb (AC 1)

Common Tadaka Samurai

(Level 1 Classic Bushi Rabble)

BAP: 10 MNA: 2 ZAN: 1 BMA: 5
AC: 1/4 DAM: +2 HPT: 10

Skills: Kenjutsu (14), Sojutsu (13), Kyujutsu (14), Bajutsu (11), Jujutsu (7)

Equipment: Average quality dai-sho, Yari

Evil Kami (Araburu-kami)

BCS: Magic-14, Skills-16 HPT: 40

Saving Throws:

STR 12 DFT 12 SPD 7
HLT 7 WT 2 WL 2

Powers: Astral Presence, Control Phenomena (Plague), Decrease Attribute (Wit)

Spells:

Fire: Burning Touch, Cloak of Smoke, Flame Sphere, Storm of Fire

Metal: Adamant Bonds, Confusing Gaze, Conquering Gaze, Iron Sphere

Skills: Bojutsu, Sumai, Torture, Gambling



The Cast for **GURPS**

Tadaka Yaemon (Level 0 Bushi)

ST 8 DX 12 IQ 9 HT 9

Basic Speed 5.5; Move 5

Dodge 5, Parry 5

Wears samurai court garb (PD 0, DR 1)

Advantages: Status-3 (minor clan head); Wealth (Comfortable)

Disadvantages: Code of Honor (Bushido); Sense of Duty (to clan); Truthfulness; Vow (to avenge father's death); Youth (13 yrs old)

Skills: Administration-3; Area Knowledge (Sakumi village and surrounding fief)-12; Calligraphy-10; Diplomacy-5; Heraldry (Japanese mon) -5; Katana-9; Literature (Japanese Classics)-4; Riding-6; Spear-5
Equipment: Samurai court garb, fan

Weapons:

Wakizashi* (cutting 1d-1, impaling 1d-2);

Katana* (cutting 1d, impaling 1d-1)

* both weapons are Master quality

Tadaka Yaemon's Bodyguards

ST 16 DX 14 IQ 10 HT 15

Basic Speed 7.25; Move 7

Dodge 8, Parry 10

Wears samurai garb reinforced with chain (PD 1, DR 3)

Advantages: Combat Reflexes; Status-2 (minor clan member)

Disadvantages: Code of Honor (Bushido); Duty (to clan head)

Skills: Archery-18; Judo-13; Katana-18; Riding-12; Spear-15

Weapons:

Katana (cutting 2d+3, impaling 1d+3);

Wakizashi (cutting 2d+2, impaling 1d+2).

Takada Roshiro

ST 17 DX 15 IQ 11 HT 15

Basic Speed 7.5; Move 7

Dodge 8, Parry 11

No armor, no encumbrance

Advantages: Combat Reflexes; Intuition; Status-2

Disadvantages: Code of Honor (Bushido); Sense of Duty (to clan head)

Skills: Archery-16; Go-10; Heraldry-11; Judo-8; Katana-20; Literature (Japanese classics)-8; Riding-12; Spear-15; Tea Ceremony-5; Theology (Shintenn)-12

Weapons:

Katana (cutting 3d+1, impaling 1d+4);

Wakizashi (cutting 3d, impaling 1d+3)

PART 2: The Fork

"As you walk down into the valley, you come upon a fork in the road. One path runs off to the left and the other continues straight ahead. A signpost to the right, next to the road, reads:

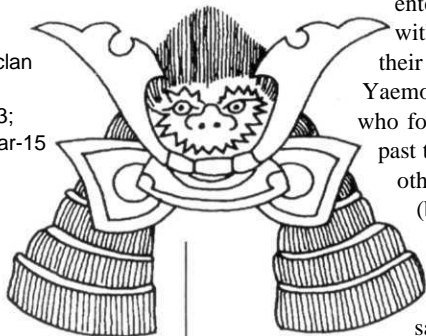
Sakumi village off limits due to a plague. Do not enter. All travelers must divert to the left and report to Tadaka Yaemon, master of Sakumi village and these surrounding lands. By order of Tadaka Yaemon."

If the characters continue straight ahead toward the village they will encounter the checkpoint. If they take the path to the left, they will eventually reach the home of Takada Yaemon (Part 4: Takada Yaemon).

PART 3: The Checkpoint

Approximately a 1/4 Ri from the village (roughly halfway between the warning post at the fork and the village, there is a checkpoint. Present are four samurai from the Tadaka clan. They are wearing AC 3, and each is armed with a yari, MR:2 dai-kyu with 24 willow leaf arrows and 12 armor piercing arrows, and average quality dai-sho. There are also two riding horses tethered to a nearby tree.

The samurai will forbid anyone from entering the village without permission from their master, Tadaka Yaemon, in writing. Anyone who forcibly attempts to get past the guards, or otherwise bypass them (by sneaking past, circumventing the checkpoint, etc.) will be cut down. The samurai will use their dai-kyu to stop anyone not in HTH range. If necessary, two of the samurai will pursue offenders on horseback and attempt to eliminate them, with their bows first and with their katana if all else fails. The samurai will send word to their master in the event of any such incident.



If the party was invited, the guards will recognize them from the descriptions given by the returning patrol. If the PCs are unexpected, the guards will question their presence and report to their master. Ultimately, unless the PCs initiate combat with these samurai, they will be invited inside.

For a map of the estate, Gamemasters may use the standard floorplan of the Inn printed on the back of Bushido: Book 2.

Making Introductions

Once inside, they will be met by Takada Roshiro, Yaemon's senior retainer, and two other samurai guards. Roshiro will be very polite and cordial to the characters, trying to put them at ease. In fact, he is trying to downplay the "plague" situation. Several heimin servants will approach to take the PCs' large weapons (katana, yari, no-dachi, etc.). The characters will be allowed to maintain any weapons not larger than a wakizashi.

Roshiro will explain that the PCs will be meeting with his master over dinner in one hour (one Nipponese hour). They will then be offered a chance to bathe, have their clothes cleaned and sip cha (tea) before eating. The courtesy and sincerity of their hosts are sincere, and players looking for a conspiracy will be disappointed.

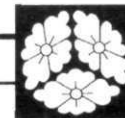
The Dinner

In the main hall, the PCs will be given seats of honor. Roshiro will make a formal announcement and introduction as Takada Yaemon enters the room. All of the occupants bow, as the PCs see two samurai along with a young boy, no more than 13 years old, all dressed in superior quality samurai garb, enter the room. This is Takada Yaemon. He sits at the head of the group and Takada Roshiro sits next to him. His bodyguards sit behind him. Once introductions are made, several female servants will bring in trays of fine Nipponese fare, sake, and anything the characters request that can be reasonably obtained and prepared.

Takada Yaemon is a very reserved young man, but friendly. He is the son of Takada Binzaemon, who recently disappeared during an expedition to the haunted temple. After his father's disappearance, Yaemon assumed his place as rightful heir to the Takada fief. All of Takada Binzaemon's retainers have vowed to remain loyal vassals of his son, Yaemon, until Binzaemon returns or until

PART 4: Takada Yaemon

When the PCs reach the estate of Tadaka Yaemon, they will see several samurai guards around the outer wall, each holding a torch. There are 10 guards total, 2 on each side of the compound, with 2 additional samurai guarding the gate. The guards are all Level 1 Classic Bushi Rabble (use the stats for Common Tadaka Samurai, at the end of this adventure).



their death, whichever comes first. Yaemon relies on his father's senior retainer, Roshiro (now Yaemon's senior retainer), for counsel.

At dinner, Takada Yaemon will explain the situation as it truly is. The Gamemaster may relate the following to the PCs:

"Myfather disappeared one month ago white investigating the Yurei-ji the haunted temple. A year ago, the Fire Lotus sect, who once occupied the temple, sought exceptional financial tribute from our clan. More than 2,000 Koban each year. Their absurd request was denied by myfather and the Fire Lotus monks swore curses against us.

"That year the crops fell to famine, and less than half of the normal harvest was recovered. This infuriated myfather, as he blamed the Fire Lotus sect's curse for the famine. My father took his samurai and raided the temple, killing all of the monks.

"As time went by, the temple, which now stood empty, fell into disrepair. The peasants were forbidden to visit the temple, although they erected a small shrine in the village for the slain monks. Then rumors of strange creatures and evil spirits occupying the temple began to circulate. Myfather thought the rumors to be the result of overactive imaginations of superstitious peasants, and paid them little credence...until the plague.

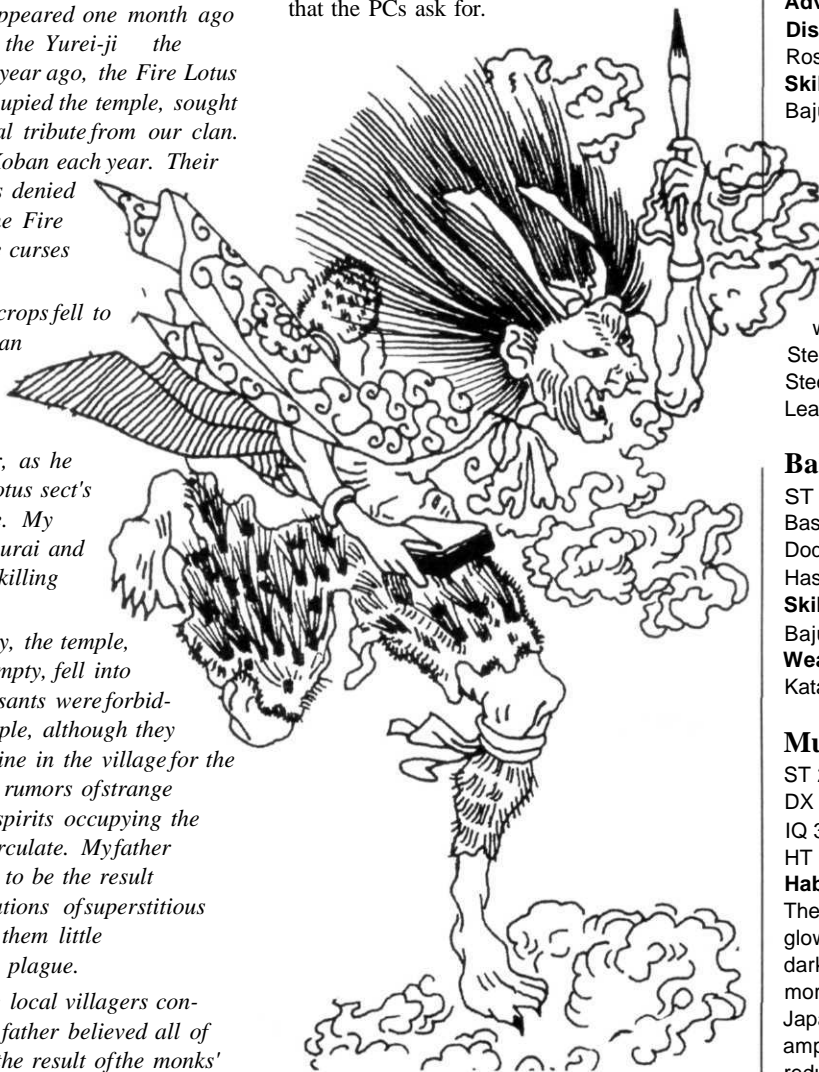
"Last month the local villagers contracted plague. Myfather believed all of these things to be the result of the monks' curse and he went to the temple, alone, to try to find a way to placate the spirits of the monks to restore the village and valley to health."

The above soliloquy represents the sum of what Yaemon knows. He has not sent any of his retainers to the temple for fear of losing them as well, and he has posted the village off limits to all travelers in order to prevent the spread of the plague.

Yaemon will humbly ask the characters for assistance in dealing with the curse on his family, the village and the valley. He will tell the PCs that they may keep any treasure they find and that he will personally reward them, so long as they lift the curse. As he does so, he will bow abjectly, head to the tatami mat,

in Inferior Polite mode. If this doesn't motivate the characters, nothing will.

If the PCs offer to help, Yaemon will provide them with written passes to enter the village, a horse for each party member, and any other reasonable supplies and equipment that the PCs ask for.



PART 5: The Village

The village consists of several dozen farming-style homes, with wood and plaster walls and thatched roofs with high peaks.

The dirt road winds through the center of the village, with homes interspersed among the rice paddies. There is little activity in the village, as most people are tending to the fields in the day and staying indoors at night. Smoke from kitchen fires can be seen rising from several homes.

The original population of the village was 70, consisting of 18 families. The village was recently hit by a plague, however, and nearly half of the villagers have died as a result of it. Most of the remaining villagers and

Common Tadaka Samurai

ST 13 DX 13 IQ 10 HT 12

Basic Speed 6.25; Move 6

Dodge 6, Parry 7

Has partial samurai armor available (see below)

Advantages: Status-2

Disadvantages: Duty (to clan head and Roshiro)

Skills: Kenjutsu-14; Sojutsu-13; Kyujutsu-14; Bajutsu-11; Jujutsu-7

Equipment: Samurai garb, hachi-maki (headband).

Weapons:

Katana (cutting 2d+1, impaling 1d+2);

Wakizashi (cutting 2d, impaling 1d+1);

Yari (crushing 2d+1, impaling 1d+2).

Note: When patrolling, the samurai wear the following armor:

Steel kabuto (helmet; PD 3, DR 4),

Steel cuirass (PD 3, DR 4),

Leather sandals (PD 2, DR 2).

Bakemono-sho

ST 13 DX 14 IQ 8 HT 12

Basic Speed 6.5; Move 6

Dodge 6, Parry 5

Has scraps of old armor (PD 2, DR 3)

Skills: Kenjutsu-11; Sojutsu-13; Kyujutsu-14; Bajutsu-11; Jujutsu-7

Weapon:

Katana (cutting 2d+1, impaling 1d+2)

Mukade

ST 24 Move/Dodge: 12/7 Size: 2 hexes

DX 16 PD/DR:2/4 Weight: 600 lbs.

IQ 3 Damage: 2d+1 imp

HT 14/28 Reach: C

Habitats: Varies

The Mukade is a giant centipede with glowing eyes, which allow it to see in total darkness (IR Vision). The Mukade is the mortal enemy of the tatsu (dragon) of Japanese mythology. The Mukade is amphibious, and its movement is not reduced in water.

The Mukade's bite injects a powerful and deadly poison into the victim. Failure to resist the poison (i.e., failing to make the HT roll) causes 1 die of damage per minute, for 1d3 minutes.

The Hand of Jubei

The Hand of Jubei is a powerful religious artifact. If placed within the pagoda located on the temple grounds, and then prayed over by a Buddhist Gakusho (priest) or pious Buddhist layman, the relic casts a powerful Exorcism spell. The item needn't touch the target of the Exorcism. The target must simply be known to the person praying and named in the prayer. Use of the Hand of Jubei will permanently Exorcise the evil kami and remove the plague from the village.



Evil Kami (Arabru-kami)

ST 19 Move/Dodge: 8/8 Size: 1 hex
DX 19 PD/DR: 0/2 Weight: 150 lbs.

IQ 8 Damage: 1d6+2 cr

Origin: ML (Japan)

HT 14 Reach: C, 1

Habitat: Astral

Skills: Gambling-16, Staff (Bo)-16, Sumo-16, Torture-16

This evil kami exists in the astral plane and is able to float about observing the physical plane unseen. The kami may manifest in physical form, although it can affect the physical plane (using its special powers, casting spells, and so on) while remaining in its astral form as well. Destroying the kami's physical form merely cause it to revert to its natural, astral form. The only way to completely eliminate the kami is to exorcise it.

The kami has the following semi-divine abilities (the use of each power requires a successful roll of 14- by the kami):

The kami can create a plague in a 10 square Ri area (roughly equal to 64 square miles). All HT rolls to resist the plague are at-2 (see GURPS B133).

The plague reduces the victim's HT by 1 each day, for 3d days. Additional symptoms include fever, vomiting, and a general reduction in Fatigue (reduce ST by one half of the HT loss, only for purposes of calculating Fatigue).

In addition to the special powers listed above, the kami has the following spells (from GURPS Magic): Charm-15, Counterspell-14, Enslave-14, Explosive Fireball-14, Fireball-16, Flame Jet-18, Fog-16, Mindlessness-14, Rooted Feet-15, Stone Missile-17.

livestock are infected (75% chance of any villager or animal that the PCs encounter is a carrier). At present there are only 9 families remaining, with a total population of 38.

The Villagers

The villagers will be generally shy around the PCs, and will become fearful and skittish if any Tadaka samurai enter the village. If asked about the disease, they will say that they have been cursed by the kami of the slain monks, and that even though they have erected a small shrine in their honor, the spirits of the monks are still angry. Although the villagers know that they are dying, most have taken an attitude of acceptance. After all, karma is karma, neh?

If asked, the villagers will tell the PCs where the temple is located, but they will not under any circumstances lead them there, for fear of being executed by Tadaka's samurai. If threatened with death by the PCs, the villagers will choose death at their hands rather than defy Tadaka Yaemon's decree. The temple will be easy enough to find following the villagers' directions.

The Plague

The plague in the village has an overall Level of 3. Any characters merely entering the village must make a Health ST at -1 or contract the plague. Anyone drinking water or eating food from the village must make a Health ST at -3 to avoid contracting the plague.

Characters with Physician skill (Igaku) may make a BCS roll to determine if the plague exists on a specific specimen (person, animal, food, etc.). To keep players on their toes, GMs may wish to make this roll for them, revealing only the information gleaned and not the actual die roll. Shugenja using Astral Senses and Gakusho using Perception of Truth can also detect the plague's presence.

PART 6: The Temple

The temple consists of a handful of raised buildings surrounded by a 12' high stone wall. There are four small houses (the priests' quarters), a large temple building, a teahouse, pagoda, a storehouse, a privy, and two gardens, one of stone and the other of plants and shrubs.

All of the buildings are showing signs of wear and lack of maintenance. Much of the grounds are overgrown with weeds and vines (allowing a +1 to Ninjutsu BCS rolls). The entire grounds smells of decay and a cool breeze chills all those who enter.

There is an evil kami who lives on the temple grounds. It is the displaced spirit of the leader of the Fire Lotus monks who were slain by Takada Binzaemon. The kami will actively harass anyone who enters the temple grounds, using its spells and powers freely. Their goal will be to frighten the interlopers into fleeing, but the kami will attack with more ferocity if their opponents refuse to leave, killing if necessary. The kami will prefer to let the bakemono deal with trespassers first, however, so as to reserve its power and size up the opposition.

The Gate: The wooden gate is closed, although the wooden bar is set against the

inner wall. The gate may be pushed open with a Strength ST, or by multiple characters with a combined Strength score of 50. The spell Bursting Bonds will also open the gate with ease.

Nailed to the outside of one door is a crudely written signpost. It is written in Hiragana and reads:

"Beware the dark masters, kami of the darkened hills and muddied waters. Death comes to those who enter, as it came to the human warrior-leader, Tadaka Binzaemon."

The signpost was written by Fuko, the bakemono leader, as a warning to any mortals foolish enough to consider trespassing in his new home.

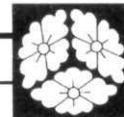
Houses: There are five houses on the grounds. Several of the wooden shutters, or windows covers, have since fallen off. There are 1D3 Bakemono-sho in each house. During the day they will normally be napping (80% chance), requiring two Detailed Turns to awaken and prepare for combat. Otherwise they will be sharpening their weapons, chewing on the gristled meat of their latest kill, telling grossly exaggerated stories, and so on.

Temple Building: The temple building consists of a large, 20' high bronze statue of Buddha. The statue sits against the center of the north wall, facing the village. Various texts in the form of decorative religious scrolls are hanging from each of the walls.

The temple building is the gathering place for all of the bakemono when they pray to the kami. There will be two Bakemono-sho guarding the temple at all times, although there is a 1 in 6 chance that each will be sleeping (roll for each separately).

Pious Buddhist characters and Buddhist Gakusho characters who read all of the scrolls (requiring one half hour) and who make a Wit ST to understand them will receive 1 point of Permanent Ki as well as +05 points to their Butsu-do (Buddhist Theology) score. Characters who do not have the skill gain it at an initial score of 05.

The kami has chosen the statue to reside in. When not wandering about the temple grounds causing one calamity or another in the village, it rests here. Characters defiling or insulting the statue will cause the kami to emerge and attack the offender at once. Destroying or removing the statue will cause the kami to be "exorcised," and it will not return to the temple or village again. Likewise, if a Shugenja or Gakusho performs a successful Exorcism, the kami will be cast out and will not return again.



Teahouse: The teahouse is extremely dirty, and contains the decaying remains of countless slaughtered animals and humans who have since been devoured by the bakemono. Characters making a successful Wit ST to spot Hidden Things will discover 1D6 copper pieces and an ordinary-looking, but magical tanto, which has been enchanted to kill a Bakemono-sho outright if the tanto inflicts even a single Hit Point of damage. It is otherwise a normal tanto in all respects.

Pagoda: The pagoda is a two story tower of Chinese architectural design. There is a door in the base, opening into a small room. The room, large enough for two adults to enter, contains a small shrine with an empty cushion. The interior is dusty and has not been used, nor cleaned, in several months.

Privy: While this item needs little description, it can be said that it is particularly foul, not having been cleaned or tended to in several months. Flies are abundant, and anyone actually entering it and taking a deep breath must make a successful Health ST or become violently ill for 1D3 Detailed Turns.

Well: The well on the grounds is the least polluted of all of the items. Fresh water can be

obtained from it by using the winch and bucket, which are also located here.

Stone garden: The stone garden is unkempt and in no particularly neat order. Weeds are growing up through the white stones, and the faint smell of urine can be detected. Anyone making an effort to clean up the garden will gain 5 On. Those making a successful Craft: Stone Garden BCS will gain an additional 5 On.

Plant Garden: This garden has become overgrown with weeds and unkempt. Besides its degrading beauty, it is also the home of a deadly Mukade. It has nested in the garden and laid a dozen eggs. The protective mother will attack anyone approaching within 10 yards of the garden. The bakemono-sho have learned to stay well away from the garden. Also hidden in the brush is a helmet bearing the Tadaka mon (it is the helmet worn by Tadaka Binzaemon on his last day on this world).

Storehouse: The storehouse contains piles of dirty, soiled cloth, loose rice, several kegs of old sake, rubbish, and the like. There are also several valuable items intermingled with the rest. It is essentially all of the "treasure"

belonging to the bakemono. Among the piles of goods, investigative characters will find: 86 copper; 14 silver; 5 gold; a black bamboo flute (Level 3 Semi-Precious Artwork), an ivory netsuke of an otter (Level 1 Precious Artwork), a wakizashi (Weapon Artifact, +4 BCS), and a mummified hand.

The last item, the hand, is of particular value to the party. It is the Hand of Jubei. It was once possessed by the founder of the Fire Lotus sect, and has since become an artifact of great spiritual power (a Relic, in game terms). The hand was enshrined in the main temple building, but was removed and tossed into the storehouse by the Bakemono-sho (because it wasn't deemed appetizing). Any of the Tadaka samurai or villagers will recognize the hand as a Relic and know that it must be enshrined to function.

The Hand of Jubei may cast the Exorcism spell as a Level 6 Gakusho, but it will function only if enshrined within the pagoda, located elsewhere on the grounds. It has an Effective BCS of 19, and its Religious Power is 24. It has only 3 Charges remaining, however.



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