



PLAYTEST
MATERIALS

Compatible with
**MURK
BORNS**

by
Sacha Lightfoot



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FRONT PAPERS: TABLES

Names

Roll *dzo* for **First Name**, **Last Name** and **Nickname** separately:

	FIRST NAME	LAST NAME	NICKNAME
1	Himura	Battosai	Taka no Me / <i>The Hawk's Eye</i>
2	Daichi	Chiba	Umi no Tatsu / <i>The Dragon of the Sea</i>
3	Eiko	Fujiwara	Kaminari no Kiba / <i>Thunder Fang</i>
4	Genji	Hattori	Kawa no Kami / <i>River God</i>
5	Hana	Ito	Yama no Kaze / <i>Mountain Wind</i>
6	Isamu	Matsamune	Kaze no Kensei / <i>Sword Saint of the Wind</i>
7	Toyo	Sakura	Kiri no Oni / <i>Demon of the Fog</i>
8	Ryoma	Sakamoto	Jigoku no Tora / <i>Tiger of Hell</i>
9	Michiko	Okada	Yoru no Kitsune / <i>Fox of the Night</i>
10	Tomoe	Hajime	Kuroi Kiba / <i>Black Fang</i>
11	Osamu	Takahashi	Tora no Oni / <i>Tiger Demon</i>
12	Rei	Uesugi	Neko no Te / <i>Cat's Paw</i>
13	Sachi	Yamagata	Kaze no Tengu / <i>Wind Tengu</i>
14	Saito	Yojimbo	Hitokiri / <i>Man Slayer</i>
15	Ume	Akiyama	Yami no Kishi / <i>Knight of Darkness</i>
16	Yori	Fujimoto	Bakemono no Oyabun / <i>Monster Boss</i>
17	Zen	Miyamoto	Hana no Geisha / <i>Flower Geisha</i>
18	Arata	Ishikawa	Kaminari no Senshi / <i>Warrior of Thunder</i>
19	Jiro	Kitano	Yurei no Tomurai / <i>Ghostly Wanderer</i>
20	Musashi	Matsushita	Kuroi Kage / <i>Black Shadow</i>

Shogun's Demands

Roll *dzo*:

- 1 The finest katanas of a fallen clan.

- 2 The armour of a legendary samurai.

- 3 The head of a fearsome Oni.

- 4 The sacred bell of a peaceful temple.

- 5 A rare and priceless gemstone.

- 6 The fur of a rare and exotic beast.

- 7 A legendary warrior's ancestral banner.

- 8 The first cherry blossom of spring.

- 9 A map to a hidden and forgotten temple.

- 10 The teeth of a fierce sea serpent.

- 11 The golden fan of the Emperor.

- 12 A prized stallion from a rival clan.

- 13 The hair of a powerful sorceress.

- 14 A sacred tome from a remote shrine.

- 15 A rare and dangerous poison.

- 16 A necklace made of jade and gold.

- 17 A mystical relic from a distant land.

- 18 A powerful magical artifact.

- 19 The eye of a Ryu.

- 20 The heart of a Blood Witch.

KUROI KOYOMI: THE BLACK CALENDAR

In the land of **Kage no Shima**, the darkness of the eclipse looms heavy. Each morning, the Game Master (GM) rolls a die to determine the fate of the world.

{d100 - Years of Despair}

{d20 - Two Seasons}

{d10 - 3 Months of Shadows}

{d6 - 30 Days of Night}

{dz - Days of Pain}

A result of **1** activates a Woe. The die used is determined by the GM and the group. The GM then rolls **d66** to determine which Woe befalls the world, each one more terrible than the last.

The same Woe will not occur twice.

1:1 *The winds of death shall blow through the land. The undead rise and those who fall shall not rest.*

1:2 *The eclipse grows stronger, blotting out the sun for a week. All that remains is the pale light of the dying moon.*

1:3 *The earthquakes and splits asunder, revealing long-forgotten tombs filled with cursed treasures.*

1:4 *The demons of jigoku shall rise, bringing with them a horde of twisted creatures. In their passing, they leave behind only destruction and chaos.*

1:5 *Betrayal is in the air. Allies turn on one another and the bonds of trust are shattered.*

1:6 *Blood will flow like a river, staining the ground and attracting the attention of savage beasts. Those who survive will be forever changed.*

2:1 *The dead will rise and walk again, not as mindless zombies, but as revenants seeking revenge on those who wronged them in life.*

2:2 *The mists will become thick and suffocating, swallowing up entire villages and leaving no trace of their existence.*

2:3 *The ground will become treacherous and unstable, opening into sinkholes and swallowing buildings whole.*

2:4 *A great storm will come, blackening the skies, and unleashing destructive winds and lightning strikes that will devastate the land.*

2:5 *A plague will spread across the island, causing those afflicted to suffer a slow and agonizing death, with no cure in sight.*

2:6 *The spirits of the land will turn against humanity, causing the flora and fauna to become hostile and attack on sight.*

- 3:1** *And the sky will be bloodied, and it will rain ash and cinder for a full day.
The land will be burned, and those who breathe it will be cursed.*
-
- 3:2** *And a great plague will descend, afflicting all those who are unclean.
They will weep pus and shed tears of blood, and their bodies will twist and writhe with unending pain.*
-
- 3:3** *The Forgotten shall rise, and the darkness of the world shall swallow the light.
Those who are found wanting will be devoured, and those who are spared will be forever changed.*
-
- 3:4** *And the sea will swallow the shore, and all that is built upon it will be lost.
The waves will surge, and the winds will howl, and none shall escape the wrath of the ocean.*
-
- 3:5** *The drowned shall walk, and their eyes shall glow with an unholy light.
They will call out to the living, beckoning them to join them in their watery graves.*
-
- 3:6** *And the dead shall rise, driven by a hunger that cannot be sated. They will come in endless waves,
seeking to consume the flesh of the living and add their numbers to the horde.*
-
- 4:1** *The dead shall walk the earth, their putrid flesh tearing through the soil to feast on the living.*
-
- 4:2** *The sky will darken, and the air will turn foul as a swarm of locusts descends upon the land, leaving
nothing but destruction in their wake.*
-
- 4:3** *The shadows shall grow long and twisted, reaching out to ensnare the unwary and drag them down to an
eternal darkness.*
-
- 4:4** *The ground will split and vomit forth a horde of skeleton ronin, intent on consuming the souls of the
living.*
-
- 4:5** *The sea will boil and churn, disgorging all manner of kappa onto the shore to wreak havoc on the land.*
-
- 4:6** *The very fabric of reality will warp and twist, unleashing beings of unfathomable power and malice
upon the world.*
-
- 5:1** *The moon bleeds black. The tides rage. And all those who hear it can hear a kami whispering your name.*
-
- 5:2** *The dead claw their way out of the earth.
They come for the living and the unliving, and no one can tell the difference.*
-
- 5:3** *The trees wither and die. The leaves turn to ash, and the wood is rotten. In their place sprout thorns,
and the vines strangle those who pass.*
-
- 5:4** *The sky fills with locusts. They swarm and devour everything in their path.
And with each mouthful, they grow larger and stronger.*
-
- 5:5** *The city is overrun by the rats. They swarm in the streets, in the alleys, and in the houses.
And they will not be denied.*
-
- 5:6** *The sky turns red, and the world is cast in a sickly glow.
The air is thick with ash, and the ground is slick with blood.*

6:1 *The skies are on fire. The heavens rain ash. The air is toxic and breathing it can cause madness.*

6:2 *The dishonoured rise and walk the earth.
They are not content to rest in their graves and seek vengeance upon the living.*

6:3 *The waters turn black and become a living nightmare. The creatures that live in them are twisted and unnatural, and those who drink from them will be cursed.*

6:4 *The earth begins to shift and slide, and whole towns are swallowed by shadows.
The ground itself seems to be turning against the living.*

6:5 *The veil between the worlds is thinning.
Oni from the fortress emerge to prey on the inhabitants of the world.*

6:6 *A great plague sweeps across the land, killing all in its path.
Those who are infected become mindless husks, driven to spread the disease to others.*

The seventh **Woe** will always be **7:7**, and the world finally dies. The seventh seal is broken for the seventh and final time.

The end has come, and there is no hope for the living. The only thing left to do is to accept the inevitable fate of the world and make peace with the coming darkness. In the Japanese tradition, it is said that everything must return to its source. With the breaking of the seventh seal, the world returns to the void from which it came.

"In accordance with the ancient samurai traditions, take this cursed book and seal it away in a place where no one may ever find it again, lest the Woes befall the world once more."

HONOUR

In the world of **Rōnin**, a character's honour is everything. A code of honour is followed, and to violate it is to risk disgrace and shame beyond measure. The characters must walk a tightrope, always mindful of their code's tenets and the consequences of their actions.

There is no forgiveness for those who lose their honour. It is a stain that can never be washed away, a mark that will follow them for the rest of their days. And yet, the people of **Kage no Shima** still cling to their codes, even in a world that seems to have forgotten the meaning of honour.

In this dark and dangerous world, the characters must be constantly vigilant, for the slightest misstep could mean the end of their honour and their very lives. They must be willing to make great sacrifices to preserve their honour, for without it, they are nothing.

When a character in **Rōnin** dishonours themselves, the Game Master may summon the spirits of fate to cast judgement.

The severity of their actions dictates the loss of honour, the GM decides what die is rolled and subtracted from their honour score (ranging from a **d3** for a slight misstep up to a **d10** for the most heinous of actions).

At the end of each session have players plead their case for honourable actions, if the GM deems them worthy, they may roll a **d3** and add it to their honour score, but remember it's their job to uphold their tenets, only going above and beyond earns a reward.

The mechanics of **Rōnin** enforce the gravity of honour and bushido, putting the player's moral fortitude to the test. It challenges them to make hard decisions and pay the price, all for the sake of honour and the warrior's path.

“And if they can't cut it, they can go back to their pathetic, dishonourable lives.”

It's not just the job of the GM to decide what actions are dishonourable or honourable, let the players know they may get bonuses or penalties to rolls for being honest about actions...

*Only players using **The Unseen Virtues** may lie about their actions to the GM.*

Players are free to make up their own tenets if they decide to make a custom character.

The Ronin's Creed

Resilience	<i>Endure and overcome hardship, never giving up in the face of adversity.</i>
Freedom	<i>Be free from the expectations and constraints of society and is free to pursue their own path and goals. However, they must always be mindful of the consequences of their actions.</i>
Personal Mastery	<i>Constantly strive to improve their skills and abilities, to become a true master of their craft.</i>
Empathy	<i>Understand and empathize with the suffering of others, and to show compassion and mercy when it is called for.</i>
Discipline	<i>Have the self-discipline and self-control to master their own emotions and impulses, and to act with clarity and purpose in all situations.</i>
Dignity	<i>Face death with dignity and honour, and never fear the unknown.</i>

Bushido

Courage	<i>Face challenges and adversity with courage and bravery, never backing down or showing fear.</i>
Honesty	<i>Be truthful in all your words and deeds and avoid deception or trickery.</i>
Honour	<i>Maintain a strong sense of personal honour and integrity, and always strive to live up to the ideals of the samurai.</i>
Loyalty	<i>Show unwavering loyalty to your lord and clan and prioritize their interests above your own.</i>
Self-Control	<i>Control your emotions and impulses and avoid acting impulsively or recklessly.</i>
Self-Sacrifice	<i>Be willing to sacrifice your own life or well-being for the sake of others, especially for your lord or clan.</i>

Noble Truths

Simplicity	<i>Live simply and humbly, free of worldly attachments.</i>
Harmony	<i>Seek to bring balance to all aspects of life.</i>
Compassion	<i>Show compassion and mercy to all, even enemies.</i>
Perseverance	<i>Never give up, even in the face of adversity.</i>
Serenity	<i>Remain calm and composed, even during chaos.</i>
Honesty	<i>Always speak and act truthfully and hold yourself to the highest moral standard.</i>

The Unseen Virtues

Deception	<i>Use your skills of deception to achieve your goals, but never let your true intentions be known.</i>
Ruthlessness	<i>Show no mercy to those who oppose you.</i>
Loyalty	<i>Remain loyal to your allies and those who hold power over you, even if it goes against your personal interests.</i>
Discretion	<i>Keep your actions and intentions secret, revealing them only to those you trust.</i>
Adaptability	<i>Be prepared to adapt and change your plans at a moment's notice to achieve your goals.</i>
Perseverance	<i>Never give up, even in the face of seemingly insurmountable obstacles.</i>

The Rules of the Divine

Respect for Nature	<i>Show reverence and respect for the natural world and its power.</i>
Balance	<i>Seek to maintain balance and harmony between the physical and spiritual worlds.</i>
Wisdom	<i>Use your knowledge and wisdom to guide your actions and decisions.</i>
Compassion	<i>Show compassion and empathy for all living beings, even those who are different or oppose you.</i>
Patience	<i>Be patient and wait for the right time to act, rather than rushing into action.</i>
Perseverance	<i>Never give up, even in the face of seemingly impossible odds.</i>

The Gambler's Way

Honour Among Thieves	<i>Show respect and loyalty to fellow Bakuto and maintain a strict code of conduct among yourselves.</i>
Resourcefulness	<i>Use whatever means necessary to achieve your goals, whether it be through cunning, brute force, or diplomacy.</i>
Bravery	<i>Face danger with courage and determination, even if it means risking your life.</i>
Self-reliance	<i>Rely on your own skills and instincts to survive and thrive.</i>
Camaraderie	<i>Forge strong bonds with your allies, and never abandon them in times of need.</i>
Adaptability	<i>Be prepared to change your plans and methods as circumstances dictate.</i>

The Yamabushi's Path

Enlightenment *Pursue spiritual clarity amidst worldly chaos.*

Harmony *Maintain balance with nature's elements and wisdom.*

Healing *Utilize divine energies to soothe suffering.*

Exorcism *Expel malevolent spirits plaguing the world.*

Discipline *Uphold Shugendō's austerity, forsaking worldly luxuries.*

Tradition *Honour and respect ancient rituals and practices.*

The Dancer's Code

Expression *Embrace your unique self, expressing it without restraint.*

Rhythm *Life's a dance; move with its rhythm, not against it.*

Passion *Let your emotions fuel your actions, turning fights into fiery dances.*

Grace *Show elegance in every step, even in chaos.*

Courage *Face challenges boldly, as a dancer embraces the stage.*

Innovation *Constantly improvise, surprising everyone with unexpected moves and actions.*

The Sumo's Oath

Endurance *Embrace the storm, stand your ground, weather adversity.*

Strength *Harness physical power, demonstrate it wisely and responsibly.*

Patience *Learn to wait, to watch, to seize the right moment.*

Respect *Honour your opponents, acknowledge their strengths, regardless of the outcome.*

Discipline *Rigorously train your body and mind, fortify your spirit.*

Tradition *Uphold the ancient practices, respecting the wisdom they embody.*

THE GAME

Some are searching for wealth, some for salvation. Some say the end of the world can be avoided, but that remains to be seen. In this unforgiving world, you are defined by your honour and what you possess.

*While set in a fictional Edo period Japan; warriors in **Rōnin** can be any race, creed, or gender. In **Rōnin**, it's your honour that defines you.*

You begin with **2d6 x 10** Ryo (if using a custom character), a Waterskin (**d4** uses), and Food (**d4** uses).

Remember, in this world, your currency and your life are both equally fragile.

Character Creation Steps

1. *Randomize your starting equipment.*
2. *Randomize your Weapons and Armor.*
3. *Roll for your abilities.*
4. *Roll for your Hit Points.*
5. *Name your character, but be warned, it will not save you.*

Optional Rules:

1. *You can start by either choosing or randomizing a class, then follow the instructions for that class to roll for **Features**, **Ryo**, and **Equipment**.*
2. *You can also roll on the **Awful Afflictions**, **Broken Bodies**, **Terrible Traits** and **Grim Chronicles** tables for additional character background and personality traits.*
3. *Depending on your class, you can also roll a certain number of **Virtues**, if you don't have a class, roll a **d2** for the number of **Virtues**.*

Creating a Playable Character (PC)

At the beginning of your journey, you possess only what you carry.

Roll **d6**:

- 1-2** *Empty-handed.*

- 3** *You have a backpack that can hold up to 7 small items.*

- 4** *You have a sack that can hold up to 10 small items.*

- 5** *You have a small wagon or one above item of your choosing.*

- 6** *You have a trusty pack animal, such as a donkey, or one of the above options of your choosing.*

Roll **d12**:

- 1** *Rope (30 ft)*

- 2** ***Spirit+4** Torches*

- 3** *Lantern with oil for **Spirit+6** hours*

- 4** *Magnesium strip*

- 5** ***Random unseen text***

- 6** *Firecrackers with **Spirit+4** uses*

- 7** *Healers Kit with **Spirit+4** uses (heals **d6 HP** and stops bleeding/infection)*

- 8** *Metal file and lockpicks*

- 9** *Bear trap (**Spirit DR14** to spot, **d8** damage)*

- 10** *Black powder bomb (sealed bottle, **d10** damage)*

- 11** *Poisoned shuriken (**d4** shuriken, **Resilience DR12** or **d8** damage)*

- 12** *Silver talisman against dark spirits (Defence against spirits **DR10**)*

Roll **d12**:

- 1 Sake Jug (**d4** uses)

- 2 Enchanted Charm (re-rolls one failed Ability Test)

- 3 Small Snake (**d4** HP, bite **d4**, only obeys you)

- 4 Cloak of Shadows (**Spirit+4** when attempting Stealth)

- 5 Firestarter Kit (magnesium strip, flint and tinder, and dry tinder)

- 6 Set of Lockpicks and a Metal File

- 7 Smoke Bombs (**d4** uses, creates a smoke screen, obscuring vision)

- 8 Kusari-Gama Chain (**d4** damage, can be used as a grappling hook)

- 9 Worn Tanto (**d4** damage)

- 10 Poisoned Needles and Blow Gun (**d4** doses, **d8** damage)

- 11 Spool of Thin Wire (10 feet)

- 12 Lard

Abilities

Swiftness: *Defend, balance, swim, flee*

Spirit: *Perceive, aim, charm, wield Powers*

Vigor: *Crush, lift, strike, grapple*

Resilience: *Resist poison/cold/heat, survive falling, Parry*

To generate each ability score, roll **3d6** (adding or subtracting the relevant skills on the optional class tables) and use the following table to determine the score:

1-4	-3
5-6	-2
7-8	-1
9-12	±0
13-14	+1
15-16	+2
17-20	+3

For Player Characters *not* created with the optional classes, they can roll **4d6** and drop the lowest die for two of their abilities. However, when the character is later improved, an ability score cannot exceed **+6** or **-3**.

During character creation, roll **3d6** to determine a character's starting Honour score (*creating an integer and not a modifier*).

Honour can be gained or lost through a character's actions, and it affects how NPCs react to the character and can also grant certain benefits or penalties. The GM determines when Honour is gained or lost based on a character's actions, and the Honour score can fluctuate throughout the game.

Honour below 10 is considered to be Dishonourable and Honour above 10 is considered to be honourable.

Optional Classes

1 Forgotten Rōnin

The **Forgotten Ronin**, a man without a master, he roams the land with his sword at his side and his honour as his guide. He's a samurai of the road, a warrior of the wilds, seeking fortune and adventure wherever they may be found.

His skills are sharp, his heart is ashes, but he's a man on the outside looking in. He's not bound by the rules of society, nor is he burdened by its obligations. He's a lone wolf, a rebel, a force of nature. And when trouble comes to town, he's the one they call on to set things right.

d2 Virtues

HP: *Resilience + d10*

Honour Tenets: *The Ronin's Creed*

Starting Stats: *Roll 3d6*

Swift	+1
Spirit	-2
Vigor	+2
Resilience	+2
Honour	-1 (<i>Result only, modifier not generated using table</i>)

Starting Equipment:

- *A worn but serviceable katana (d8 damage)*
- *A set of traveling clothes*
- *1d6x10 Ryo (currency)*
- *A letter of introduction (can be used to gain an audience with a local lord or official)*
- *A straw hat*

Features: *Roll d6 or choose one*

1. **Ronin's Resolve.** The Forgotten Ronin can draw upon their inner strength and resolve in times of great need. Once per day, they may roll **d6** and add the result to any one roll they make.
2. **Haunted Blade.** A cursed blade that whispers to them in moments of stress. Once per combat, the Ronin can choose to make a sacrifice to the blade, granting it power for a single strike. The sacrifice can be anything from losing **d4** HP to discarding an important item. The next time the Ronin attacks with the blade, they roll twice and take the higher roll, the strike deals an extra **d8** damage. However, after the strike, the blade becomes uncontrollable and attacks a random target, including the Rōnin or their allies, until the end of the ronin's next turn.
3. **Masterless.** If the Forgotten Rōnin's honour score is below 10 they may Parry at **DR12**.
4. **Bushi's Blade.** When both the Rōnin and an enemy are wielding a Katana or Wakizashi the attack and defence **DR** is lowered by **2**.
5. **Protector.** The Forgotten Ronin is fiercely protective of their allies and will go to great lengths to defend them. Once per combat, they may protect an ally, adding **+2** to their defence against all attacks until the end of the Ronin's next turn.
6. **Sword Master.** A master of the blade, wielding their sword with deadly precision. They may add their Vigor modifier to damage rolls made with melee weapons.

2 Erudite Samurai

The **Erudite Samurai** is an inquisitive one, with a thirst for knowledge that rivals their love for battle. They're the kind of warrior who can discuss poetry as deftly as they can swing a sword. The erudite samurai knows that true mastery of the blade requires a deep understanding of the world around them.

They use their intellect to gain the upper hand in battles of wit and diplomacy and are not afraid to wield their words as deftly as their swords. In a world where brawn often reigns supreme, the erudite samurai is a rare and valuable gem, a warrior who values knowledge and wisdom as highly as strength and skill.

dz Virtues

HP: Resilience + d8

Honour Tenets: Bushido

Starting Stats: **Roll 3d6**

Swiftness	-1
Spirit	-1
Vigor	+2
Resilience	+1
Honour	+2 (Result only, modifier not generated using table)

Starting Equipment:

- *A fine Katana (d10 damage)*
- *A Wakizashi (d6 damage)*
- *A set of sturdy armour (tier 2)*
- *A collection of books and papers (may contain information)*
- *3d6x10 Ryo (currency)*

Features: *Roll d6 or choose one*

1. **Scholarly Training.** The Erudite Samurai has received extensive training in the arts of literature, philosophy, and the sciences. If in honourable standing (**above 10 Honour**) they may add **+4** to a damage roll once per day.
2. **Philosophy of War.** A deep understanding of the nature of conflict allows them to predict their enemies' movements and plan accordingly. Once per combat, the Erudite Samurai can predict the next move of their opponent and gain a **+2** bonus to their attack roll against that opponent. This ability can only be used if they have had at least one round to observe their opponent's fighting style.
3. **Tactical Genius.** A master of strategy and tactics. They may use their **honour** score if in honourable standing (**above 10 Honour**) to gain an advantage in combat, reducing the **DR** of a parry to **DR₁₂**.
4. **Precise Strike.** Trained to strike with precision, finding the weaknesses in their opponents' defences. Once per combat encounter, they may add a bonus to their attack roll equal to their **Vigor** modifier.
5. **Intimidating Presence.** Knowledge and training make them a formidable opponent. Once per day, they can intimidate their enemies, lowering the **DR** of their next attack by **4**.
6. **Zen Focus.** Once per day, they can enter a state of zen-like focus, granting them a **+1** bonus to all ability rolls for a duration of **10 minutes**.

3 Drunken Monk

The **Drunken Monk**, swaying and stumbling like a drunkard yet wielding the power of a raging storm. They are a master of Zen Buddhism and have honed their skills in the art of drunken fighting to a deadly level.

Don't be fooled by their appearance, for they move with an otherworldly grace that belies their drunken state. These wandering monks often find themselves on a quest for enlightenment or may lend their services as bodyguards and enforcers to those who can afford them. With their combination of martial arts and spiritual insight, the **Drunken Monk** is a force to be reckoned with, and a true master of the way of the warrior.

d4 Virtues

HP: Resilience + d8

Honour Tenets: Noble Truths

Starting Stats: *Roll 3d6*

Swiftness	+2
Spirit	+2
Vigor	+1
Resilience	-2
Honour	-1 (<i>Result only, modifier not generated using table</i>)

Starting Equipment:

- *A set of monk's robes and sandals*
- *A gourd of sake (d6 uses)*
- *A set of brass knuckles (d6 damage)*
- *1d6x10 Ryo (currency)*

Features: *Roll d6 or choose one*

1. ***Drunken Fist.*** Fight with an unpredictable, fluid style that confounds opponents. They may add their **Spirit** modifier when making unarmed attacks.
2. ***Five Finger Death Punch.*** Once per session, choose to strike an opponent with a precision unarmed attack that targets pressure points, dealing extra damage (**6d4**) on a success and stunning the target.
3. ***Roadhouse.*** Once per day, make a brutal attack against an opponent's throat killing them outright. Before making an attack, Test **Spirit DR14**. If successful, the Monk must then make a successful unarmed attack to land the blow.
4. ***Flame Fist.*** Imbue knuckles with mystical fire, dealing extra fire damage (**2d4**) and potentially setting targets on fire. The Monk may only use this ability a limited number of times per day (**Spirit +1**).
5. ***Saké Style.*** When the Drunken Monk is under the effects of alcohol, they gain a temporary **+2** bonus to their melee attacks and defence (One use of saké lasts for an entire combat encounter).
6. ***Drunken Master.*** The ability to improvise weapons and objects in a fight. This allows them to turn any item they come across into a weapon, increasing the damage from a **d4** to **d6**. Additionally, they have a **+1** bonus to initiative rolls while drunk.

4 Corrupted Shinobi

The **Corrupted Shinobi**, a scoundrel of the highest order, has forsaken all traditional honour. Instead, they use their stealth and guile to weave a web of deceit, assassinating their prey from the shadows. No lord or clan can control this wily fiend, for their only true master is their own greed.

Their blades are sharp, their wits sharper, and their hearts as black as the night they stalk. They are the shadow that creeps up behind you, the serpent that slithers beneath your feet. Cross them at your own peril, for they are the **Corrupted Shinobi**, and their loyalty is to only themselves.

dz Virtues

HP: Resilience + d8

Honour Tenets: The Unseen Virtues

Starting Stats: **Roll 3d6**

Swiftness	+2
Spirit	+2
Vigor	-1
Resilience	+1
Honour	-2 (Result only, modifier not generated using table)

Starting Equipment:

- *A set of dark, unremarkable clothing*
- *A pair of matched kusarigama (d6 damage, can be used for ranged attacks)*
- **10 Shuriken d4 Damage**
- *A small vial of poison d6 uses (d4 damage for d4 rounds)*
- **2d6x10 Ryo (currency)**

Features: *Roll d6 or choose one*

1. **Corrupted Techniques.** Various forbidden techniques that allow manipulation of shadows and infliction of horrific curses. Once per day, they can choose one of the following effects: create a pool of darkness to hide in or curse an enemy to take ongoing damage (d4 per round).
2. **Poison Master.** An expert in crafting and applying deadly poisons. They can create one dose of poison during a short rest, and their poisons have an additional d4 damage.
3. **Smoke Screen.** Once per day, the shinobi can create a dense cloud of smoke that provides cover and obscures vision. The smoke lasts for d6 rounds.
4. **Betrayer's Blade.** The Corrupted Shinobi carries a blade that is infused with dark magic and has the ability to absorb the life force of their enemies. Once per day, they can use this ability to deal an additional d8 damage and heal themselves for the same amount.
5. **Shadow Step.** Teleport a short distance by stepping into the shadows. They can use this ability to teleport to a nearby shadowy area. The Shinobi may only use this ability a limited number of times per day (**Swiftness +1**).
6. **Dark Illusion.** Once per combat, they can create an illusory double of themselves, causing enemies to attack the wrong target. When the Shinobi is hit, roll a d6; on an even number the enemy hits the Shinobi, on an odd number it hits the illusion causing it to disappear.

5 Onmyoji

The **Onmyoji**, a conduit of the spiritual world who uses their powers to bend the very fabric of reality to their will. They are feared and shunned with their talk of dead spirits and otherworldly beings.

They may work for the powerful, using their otherworldly knowledge to gain favour and influence. Or they may be outcasts, living in the shadows and using their powers to make a quick coin. They know the secrets of the dead and can communicate with the spirits that linger in this world.

They must be careful not to be consumed by their own greed and desires, for they know that there are spirits out there that would love nothing more than to drag them down into the abyss.

d4 Virtues

HP: Resilience + d8

Honour Tenets: The Rules of the Divine

Starting Stats: **Roll 3d6**

Swiftness	-1
Spirit	+3
Vigor	+2
Resilience	-1
Honour	±0 (Result only, modifier not generated using table)

Starting Equipment:

- *A set of Onmyoji robes and talismans*
- *A random **Unseen Text** and **Shintai Text***
- *A Ghostly Yumi with infinite arrows (d6 damage)*
- *1d6x10 Ryo (currency)*

Features: *Roll d6 or choose one*

1. ***Divining Rod.*** A rod carved from a sacred tree that vibrates and hums when danger is near. When in use, the rod will point in the direction of any nearby threats. Once per day, the Onmyoji can ask the rod a yes or no question and receive a clear answer.
2. ***Ofuda Talisman.*** A sheet of paper inscribed with protective symbols that can be used to ward off evil spirits or curses. The talisman can be used once per day to protect against a single supernatural attack or effect. The Onmyoji must successfully pass a **Spirit** test at **DR12** to activate the talisman and negate the effect.
3. ***Spirit Beacon.*** Once per day, the Onmyoji can use their spirit energy to create a glowing beacon that draws enemies towards it. When used, make a **Spirit** test **DR12**. On a pass, all enemies in the area are drawn to the beacon, distracting them from attacking the Onmyoji. On a fail, the beacon attracts all enemies to the Onmyoji. The beacon lasts for d6 rounds.
4. ***Shadow Binding.*** Attempt to bind an enemy to its shadow, rendering them immobile. To use this ability, test **Spirit DR12**. On a pass, the enemy is unable to move until the end of the Onmyoji's next turn. The Onmyoji may only use this ability a limited number of times per day (**Spirit +1**).
5. ***Text of Exorcism.*** A text containing powerful incantations and symbols that can be used to banish evil spirits or demons. Once per day, the Onmyoji must test **Spirit DR14** to activate the text, which can banish a single spirit or demon (can't be used in Yomi).
6. ***Mirror of Reflection.*** A handheld mirror inscribed with runes that can be used to reflect hostile spells or attacks. Once per day, test **Spirit DR12** to use the mirror, reflecting any spell or attack directed at them. This deals the attack's damage back to the attacker.

6 Bakuto

The **Bakuto**, a crafty sort with a loaded dice and a silver tongue. They'll charm you with their words and bleed you dry with their cards. A master of deception, the Bakuto knows how to get what they want, be it gold or power, without getting their hands dirty.

They dance with danger, walking the razor's edge between life and death, making deals, and playing both sides. They are the underworld's puppet masters, pulling the strings of the criminal world with their slick moves and cold heart.

The **Bakuto's** loyalty lies with themselves and their allies, but they may lend their talents to those who can pay the price. Watch your step, for if the Bakuto is playing, the game is rigged, and the house always wins.

d4 Virtues

HP: Resilience + d10

Honour Tenets: The Gambler's Way

Starting Stats: *Roll 3d6*

Swiftness	-2
Spirit	+2
Vigor	+2
Resilience	-1
Honour	+1 (<i>Result only, modifier not generated using table</i>)

Starting Equipment:

- *A set of stylish, flamboyant clothing*
- *A tanto (d4 damage)*
- *A set of loaded dice and marked cards.*
- *3d6x10 Ryo (currency)*

Features: *Roll d6 or choose one*

1. ***Gambling Luck.*** Bakuto can sense when a game is rigged, or someone is cheating. They get +4 to **Spirit** tests when gambling or playing games of chance. They can also re-roll any one roll, once per day.
2. ***Sucker Punch.*** Bakuto may deal double damage with their first strike in a round.
3. ***Dirty Tricks.*** Bakuto are masters of dirty tricks. Once per combat, they can add +2 to any attack or defence roll by using deception, trickery, or surprise.
4. ***Sleight of Hand.*** Bakuto are skilled at pickpocketing, intimidation, and thievery. They get +4 to **Spirit** tests when attempting these actions.
5. ***Double Strike.*** The Bakuto can make two melee attacks in a single turn, but each attack suffers a -2 penalty to the attack roll.
6. ***Feint.*** The Bakuto can choose to forgo their attack on their turn and instead make a **Spirit** test against **DR10**. If successful, the Bakuto gains a +4 to their next attack also dealing +4 damage.

7 Yamabushi

The **Yamabushi**, ain't your run-of-the-mill warriors. No sir, they're a solitary bunch, cut from a different cloth, steeped in the quiet whispers of mountain trails and fog-shrouded peaks. They know the dance of Shugendō - a spiritual tango drawing its steps from Taoism, Shinto, Buddhism, and the raw poetry of the earth itself.

They pull their power from the heart of the world, and there ain't nothing more potent than that. Healers, exorcists, drinkers of the divine, they weave their lives with threads of the ethereal, mixing the mystic with the martial like some potent brew.

Now, the Yamabushi, they ain't your sword-swinging, horse-riding types, no. They're your high-altitude monks, your mystics with mud-caked boots and stars in their eyes.

d4 Virtues

HP: Resilience + d8

Honour Tenets: *The Yamabushi's Path*

Starting Stats: **Roll 3d6**

Swiftness	+1
Spirit	+2
Vigor	-1
Resilience	+1
Honour	+1 (Result only, modifier not generated using table)

Starting Equipment:

- *A set of monk's robes*
- *A bo staff (d6 damage)*
- *A random Unseen Text.*
- **1d6x10 Ryo** (currency)

Features: *Roll d6 or choose one*

1. ***Mountain's Resolve.*** Once per day, draw upon the spiritual energy of the mountains to gain a +4 bonus to a roll.
2. ***Ascetic's Wisdom.*** Your years of solitude have given you deep insight. Once per day, you may reroll a failed Spirit test.
3. ***Spiritual Martial Arts.*** You are trained in a unique form of martial arts that channels spiritual energy. Once per combat, you may add your Spirit modifier to an attack or defence roll.
4. ***Divine Guidance.*** The Yamabushi has a strong connection to the spiritual world, enabling them to call upon the spirits for guidance and protection. Once per day, the Yamabushi can perform a ritual to seek divine guidance, granting them a temporary bonus of +2 to one ability of their choice for the next hour.
5. ***Mountain's Fury.*** Once per combat, channel the wrath of the mountains into a powerful strike, dealing an extra d6 of damage.
6. ***Mystic's Shield.*** Once per day, use your spiritual energy to shield yourself from harm, reducing the damage of an incoming attack to zero.

8 Wild Dancer

The **Wild Dancer**, that's a character who's raw and reckless, a grim ballet of steel and gunpowder, twisting through the madness of battle like a half-crazed poet on a drunken payday. There's an art to their carnage, a rhythm to their mayhem. They're a heady mix of samurai discipline and wild, gunslinging abandon, turning every bloody skirmish into a theatrical spectacle.

They're a swirling dervish of katana slashes and matchlock pistol blasts, dancing across the battlefield like it's the stage of some grand, grotesque opera. They wade through chaos with the finesse of a prima ballerina and the raw power of a rampaging bull. It's a dance of death, set to the rhythm of clashing steel and booming gunshots.

dz Virtues

HP: Resilience + d8

Honour Tenets: The Dancer's Code

Starting Stats: **Roll 3d6**

Swift	-1
Spirit	+2
Vigor	+2
Resilience	-2
Honour	-1 (Result only, modifier not generated using table)

Starting Equipment:

- *A flashy, decorative kimono*
- *A Katana (d8 damage)*
- *A Tanegashima with Spirit+5 Bullets (d8 damage)*
- *1d6x10 Ryo (currency)*

Features: *Roll d6 or choose one*

1. **Untamed Ferocity.** Once per combat encounter, they may enter a state of untamed ferocity for a number of rounds equal to their Vigor modifier (minimum 1). While in this state, they gain a +1 bonus to both attack and defence rolls, and their matchlock pistol deals an additional d4 damage. However, they lose access to the parry option during this time, as their focus is solely on aggressive combat.
2. **Two-Weapon Fighting.** Skilled at fighting with a weapon in each hand. Once per day attack twice in a round with both gun and katana.
3. **Dancing Defence.** Use graceful movements to dodge attacks. Once per day, dodge an attack that would have hit.
4. **Shooting Star.** Once per combat, perform a flashy attack with the pistol that distracts and confuses the enemy, reducing the DR to attack that enemy by 4 for the next round.
5. **Sword Dance.** Once per day, unleash a flurry of sword strikes, dealing an extra 2d6 of damage.
6. **Wild Spirit.** Your unpredictable nature makes it hard for enemies to anticipate your actions. Once per combat, you may reroll a failed attack or defence roll.

9 Reckless Sumo

The **Reckless Sumo**, well, he's no prince charming, but a boulder among pebbles, stubborn and solid, carved out of raw muscle and grit. They say size is a hindrance, but not for these guys, it's their badge of honour, a testament to their might that ain't shaking for no one. They're schooled in that old sumo wrestling game, trading sword and shield for a chest full of thunder and palms that can uproot trees.

They make their stand on the frontline, immovable, unshakeable, like a lighthouse in the tempest, as if to say, "Come, give it your best shot." These titans, they don't bank on the quick dance of the sword but the slow, painful endurance of the storm. The Sumo class is for those tough nuts who believe in standing firm, outmuscling the odds, and letting the world know they're not going down without a hell of a fight.

dz Virtues

HP: Resilience + dz

Honour Tenets: The Sumo's Oath

Starting Stats: *Roll 3d6*

Swiftness	-2
Spirit	-1
Vigor	+3
Resilience	+2
Honour	+1 (<i>Result only, modifier not generated using table</i>)

Starting Equipment:

- *Traditional Sumo clothing*
- *Hand Chalk (d8 damage)*
- *1d6x10 Ryo (currency)*

****The Reckless Sumo consumes two foods when resting instead of one.***

Features: *Roll d6 or choose one*

1. **Iron Body.** Your body is like a fortress. Once per day, shrug off an attack that would have damaged you.
2. **Sumo Slam.** The Sumo uses their superior strength and mass to deliver a powerful slam attack. Once per combat, they may add twice their Vigor modifier to a melee attack roll.
3. **Mountain's Grasp.** Roll **2d6** and add your **Strength modifier**. If the result is higher than the target's Morale, you manage to grapple them, rendering them unable to attack or move until the start of your next turn. The effect ends early if you are moved or rendered unconscious.
4. **Ring Out.** Once per combat, they may push an enemy out of the immediate combat zone, stopping them from melee attacks for a round.
5. **Chanko Power.** The sumo wrestler's diet of chanko nabe gives them incredible strength. Once per day, they can tap into this power to get a +6 on any Vigor test.
6. **Belly Bump.** The Sumo uses their considerable girth to bump an opponent, potentially knocking them off balance. Next round, attacks against this enemy are made at +4.

Weapons

Roll **d10** – or – Roll **d6** if you start with a text:

- 1 **Shuriken.** Small, hand-thrown blades used for ranged attacks. **d4** damage.
50 Ryo per set of 10

- 2 **Wakizashi.** A shorter Japanese sword used for close combat. **d6** damage.
150 Ryo.

- 3 **Yumi.** A long Japanese bow made of bamboo. **d6** with **Spirit+10** Arrows.
200 Ryo

- 4 **Tanegashima.** A pistol with a matchlock mechanism. **d8** with **Spirit+5** Bullets.
500 Ryo

- 5 **Naginata.** A Japanese polearm with a curved blade. **d8** damage.
250 Ryo

- 6 **Kusarigama.** A Japanese sickle and chain weapon. **d6** damage.
200 Ryo

- 7 **Tanto.** A small, pointed Japanese dagger. **d4** damage.
100 Ryo

- 8 **Bo.** A long staff made of wood or bamboo. **d6** damage.
50 Ryo

- 9 **Nunchaku.** A pair of short sticks connected by a chain or rope. **d6** damage.
100 Ryo

- 10 **Katana.** A traditional, curved Japanese sword. **d10** damage.
300 Ryo

Armour

Roll **d4** – or – Roll **d2** if you start with a text:

1 *Tier 0.* No Armour

No Armour, leaving the character vulnerable to all attacks. Good luck...

2 *Tier 1.* Light Armour, choose one:

Ashigaru Armour. Made of leather and iron scales, this armour provides some protection against attacks but is relatively lightweight. Reduces damage taken by **-d2**.

Kendo Armour. This armour is made of cloth and padded with silk or cotton, providing moderate protection without weighing the wearer down. Reduces damage taken by **-d2**.

3 *Tier 2.* Medium Armour, choose one:

Dō-maru. This armour is made of iron or leather plates laced together with silk or leather cords. It provides excellent protection against attacks while still allowing for agility and movement. Reduces damage taken by **-d4** and imposes a **+2 DR** penalty on **Swiftness** tests. Defence is **DR+2**.

Kusari Armor. This armour is made of interlocking metal rings and provides good protection against slashes and stabs. However, it is less effective against blunt force attacks. Reduces damage taken by **-d4** and imposes a **+2 DR** penalty on **Swiftness** tests. Defence is **DR+2**.

4 *Tier 3.* Heavy Armour

O-yoroi. This armour is made of iron plates and chainmail and covers the wearer from head to toe. It is incredibly heavy and restricts movement but provides the highest level of protection against attacks. Reduces damage taken by **-d6**, imposes a **+4 DR** penalty on **Swiftness** tests, and defence is **DR+2**.

Haramaki. This armour is made of thick leather and iron plates and covers the torso and upper legs. It is less restrictive than full plate armour but still provides excellent protection against attacks. Reduces damage taken by **-d6**, imposes a **+4 DR** penalty on **Swiftness** tests, and defence is **DR+2**.

Texts will never work when wielding two handed weapons or medium/heavy armour.

Texts

Within the game, there are powers rare and true, hidden in ancient **texts** that whisper secrets of untold power.

Each morn, you roll **Spirit+d4**, revealing the number of times you may wield these mystical gifts.

But beware, my friend. Reading from the texts is no simple feat.

Your **Spirit** will be tested, a **DR12** challenge of focus and willpower.

Should you **succeed**, the power of the text shall be yours, but one use shall be taken from your daily supply.

But if you should **fail**, the consequences are dire. Dizzy spells and loss of **dz HP** are the least of your worries. Using texts may fail in ways that leave you trembling and trembling for hours.

And should you stumble, should you fumble, the **Kami's Vengeance** that may ensue are too numerous to name. But they are all too real, and they are all too devastating.

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Unseen Texts

Roll **d10**:

- 1 **Whirlwind Blade.** Unleash a flurry (**d4**) of air strikes against a single enemy, dealing **d6** damage per hit.

- 2 **Soothing Breeze.** Heal **d6 HP** for yourself or an ally.

- 3 **Thundering Roar.** Stun a single enemy for **1** round.

- 4 **Eagle Eye.** Gain **+4** to hit for your next attack.

- 5 **Shadow Step.** Instantly move to any visible location.

- 6 **Burning Blade.** Ignite your weapon, dealing an extra **d4** damage with each hit for **d6** rounds.

- 7 **Steel Barrier.** Gain **+2** to **Swiftness** rolls for defence for **d6** rounds.

- 8 **Spectral Guardian.** Summon a skeletal ronin to fight alongside you for **d6** rounds.

- 9 **Soul Drain.** Deal **d8** damage and gain that much **HP** for yourself (can take you above max HP).

- 10 **Void Blast.** Unleash a blast of negative energy that deals **d8** damage to all enemies you can see.

Shintai Texts

Roll **d10**:

- 1 **Blessing of the Divine.** Restore **d10 HP** to **d2** creatures.

- 2 **Grace of Redemption.** A creature of your choice gains **+d6** on one roll.

- 3 **Speak with the Departed.** Ask three questions to a deceased creature.

- 4 **Divine Shield.** A creature of your choice gains **2d6** extra **HP** for **d3** rounds.

- 5 **Visions of the Beyond.** One creature, dead for no more than a week, is awakened with terrible memories.

- 6 **Bestial Communion.** You may speak with animals for **d20** minutes.

- 7 **Divine Illumination.** Light or darkness for **3d10** minutes.

- 8 **Divine Insight.** You find all traps in your path for **2d10** minutes.

- 9 **Holy Retribution.** **d4** creatures lose **d8 HP** each.

- 10 **Divine Command.** One creature blindly obeys a single command.

Optional Rules

Awful Afflictions

1 Paranoid

2 Sadistic

3 Narcissistic

4 Compulsive liar

5 Self-destructive

6 Envious

7 Antisocial

8 Addicted

9 Short-tempered

10 Greedy

11 Pessimistic

12 Manipulative

13 Careless

14 Aggressive

15 Insecure

16 Hedonistic

17 Fanatical

18 Hypocritical

19 Unreliable

20 Delusional

Broken Bodies

- 1 Staring with a glazed expression.

- 2 Covered in scars or wounds, some of which are infected.

- 3 Missing a limb, using a makeshift prosthesis.

- 4 Emaciated and frail, with sunken eyes and greyish skin.

- 5 Severe burns on face and hands, using a mask to hide them.

- 6 Deaf in one ear, struggling to hear from the other.

- 7 Rotted teeth or missing teeth, speaking with a lisp.

- 8 Crippled, walking with a limp or hunchbacked.

- 9 Covered in boils or blisters, constantly scratching.

- 10 Suffering from a persistent cough or wheezing.

- 11 Covered in insect bites or scars from insect infestation.

- 12 A missing or scarred tongue, making speech difficult.

- 13 Shaking hands or twitching from nervous system damage.

- 14 Severely obese or suffering from malnutrition, always hungry.

- 15 Missing fingers or toes, making fine motor tasks difficult.

- 16 Broken nose, breathing heavily and snoring loudly.

- 17 Permanently scowling or smiling, making social interaction difficult.

- 18 Chronic skin conditions, leaving skin flaky or weeping.

- 19 Recently blinded or suffering from vision problems, struggling to see.

- 20 Cracked and discoloured nails, with signs of fungal infection.

Bad Habits

- 1 You compulsively hoard any small trinkets or objects you come across, often to the detriment of your party.

- 2 You have a crippling fear of enclosed spaces or the dark, making it difficult for you to explore certain areas.

- 3 You can't resist the urge to speak your mind, even if it means making enemies or getting into trouble.

- 4 You're addicted to a particular substance (alcohol, drugs, etc.) and will go to great lengths to get your fix.

- 5 You have a habit of stealing things that aren't yours, even when it's not necessary or beneficial.

- 6 You struggle with anger management issues and tend to lash out violently.

- 7 You suffer from chronic insomnia and have trouble sleeping through the night.

- 8 You're prone to bouts of paranoia and conspiracy theories, even when they have no basis in reality.

- 9 You have a terrible memory and often forget important details or information.

- 10 You're a chronic procrastinator and struggle to complete tasks in a timely manner.

- 11 Obsessed with counting and arranging objects.

- 12 Constantly mumbling to yourself, even in public.

- 13 Stealing small, insignificant items when nobody is looking.

- 14 Obsessively polishing and sharpening weapons or tools.

- 15 Telling overly long and irrelevant stories in conversation.

- 16 Secretly using drugs or other illicit substances to cope.

- 17 Constantly fidgeting and cannot sit still for long periods of time.

- 18 Sneezing or coughing loudly and inappropriately.

- 19 Having a strong aversion to being touched or hugged.

- 20 Stealing food from others or hoarding food for yourself.

Grim Chronicles

- 1 Fled from a powerful and dangerous clan, constantly on the run.

- 2 Have a powerful enemy who wants you dead at all costs.

- 3 Possess a rare and valuable artifact that is coveted by many.

- 4 Are under a terrible curse that cannot be lifted.

- 5 Once betrayed a close friend and has been wracked with guilt ever since.

- 6 Are plagued by haunting visions of a dark future.

- 7 Have a shadowy past that is slowly catching up with you.

- 8 Are haunted by a vengeful spirit that will not rest until it gets what it wants.

- 9 Are the only survivor of a massacre that you cannot forget.

- 10 Have a powerful addiction that is slowly destroying you.

- 11 Have angered a powerful spirit that is now out for revenge.

- 12 Are followed by a strange, unexplainable phenomenon that brings chaos and destruction wherever you go.

- 13 Are hunted by a terrifying monster that you cannot defeat.

- 14 Are haunted by a dark secret that, if revealed, could destroy everything you hold dear.

- 15 Have made a powerful enemy of a powerful crime syndicate.

- 16 Have made a deal with a malevolent entity that is slowly taking over your mind and body.

- 17 Are cursed with the ability to see the worst in people and cannot help but voice your thoughts.

- 18 Are plagued by unexplainable nightmares that are slowly driving you insane.

- 19 Are cursed with an insatiable hunger that can never be sated.

- 20 Have been marked by a dark force that will stop at nothing to claim your soul.

The Kami's Vengeance

Fumbling when using a text angers the **Kami**. *Roll dzo:*

- 1 The kami of a nearby shrine has become angered and is wreaking havoc on the surrounding area.

- 2 An ancient curse has been unleashed, causing the dead to rise and attack the living.

- 3 A powerful Onmyoji has been consumed by dark magic and is summoning hordes of demons.

- 4 The ley lines of the earth have been disrupted, causing natural disasters to occur with increasing frequency.

- 5 A powerful artifact has been uncovered, and those who possess it are slowly being driven mad with power.

- 6 A portal to another world has opened, unleashing strange and dangerous creatures into the land.

- 7 The spirits of the land have been disrupted, causing crops to wither and die and the weather to turn chaotic.

- 8 An evil sorcerer has been resurrected and is seeking revenge on those who wronged them in the past.

- 9 A powerful dragon has awakened from its slumber and is causing destruction as it searches for a new hoard.

- 10 An ancient tomb has been opened, and the spirits of the dead are restless and seeking vengeance.

- 11 The moon has been corrupted by dark magic, causing madness and chaos to spread throughout the land.

- 12 A powerful curse has been placed on the ruling family, causing them to become corrupt and tyrannical.

- 13 The kami of a sacred mountain has become enraged and is causing earthquakes and landslides.

- 14 The mists that surround a nearby forest have grown thicker and more dangerous, making travel through the area treacherous.

- 15 A powerful demon has possessed a powerful figure in the government, using their influence to further their own ends.

- 16 A magical plague is spreading throughout the land, causing those who are infected to slowly wither away.

- 17 A powerful artifact has been stolen, and those who possess it are slowly losing their minds as a result.

- 18 The barrier between the living and the dead has been weakened, allowing spirits to possess the living and cause chaos.

- 19 The kami of the sea has become angered and is causing violent storms and dangerous sea creatures to appear.

- 20 The spirits of the dead have risen from their graves and are seeking vengeance on the living.

Equipment

- 1 **Rope (10ft).** Strong, durable rope made for climbing or other tasks.
10 Ryo

- 2 **Candles (5).** A pack of five long-burning candles. Useful for exploring dark places.
10 Ryo

- 3 **Bandages.** A roll of bandages for treating wounds. **Spirit+4 Uses, Heals d4 HP.**
15 Ryo

- 4 **Chalk.** A piece of chalk for marking paths or leaving messages.
3 Ryo

- 5 **Crowbar.** A sturdy metal bar used for prying open doors or crates.
5 Ryo

- 6 **Grappling hook.** A metal hook attached to a length of rope. Useful for scaling walls or climbing.
20 Ryo

- 7 **Hammer and nails.** A small hammer and a pack of nails for building or repairing things.
3 Ryo

- 8 **Healer's kit.** A small kit containing basic medical supplies for treating wounds.
Heals **d6 HP** and stops bleeding/infection.
50 Ryo

- 9 **Lockpicks.** A set of small tools used for picking locks.
15 Ryo

- 10 **Map.** A detailed map of the local area.
15 Ryo

- 11 **Oil (1 pint).** A flask of oil that can be used to light lamps or create fires.
10 Ryo

- 12 **Parchment (5).** A pack of five sheets of parchment. Useful for writing notes or maps.
5 Ryo

- 13 **Quill and ink.** A quill pen and a small bottle of ink for writing.
2 Ryo

- 14 **Rations (5 days).** A pack of dried food, enough to sustain a person for five days.
50 Ryo

- 15 **Shovel.** A sturdy metal shovel for digging or other tasks.
10 Ryo

- 16 **Soap.** A bar of soap for washing oneself or clothes.
5 Ryo

- 17 **Tent.** A small tent for camping or resting.
25 Ryo

- 18 **Torches (5).** A pack of five torches. Useful for exploring dark places or lighting fires.
1 Ryo

- 19 **Waterskin.** A leather waterskin for carrying water.
10 Ryo

- 20 **Whetstone.** A small whetstone for sharpening blades.
5 Ryo

Weapons

- 1 **Katana.** A traditional, curved Japanese sword. **d10** damage.
300 Ryo

- 2 **Wakizashi.** A shorter Japanese sword used for close combat. **d6** damage.
150 Ryo

- 3 **Yumi.** A long Japanese bow made of bamboo. **d6** with **Spirit+10** Arrows.
200 Ryo

- 4 **Tanegashima.** A pistol with a matchlock mechanism. **d8** with **Spirit+5** Bullets.
500 Ryo

- 5 **Naginata.** A Japanese polearm with a curved blade. **d8** damage.
250 Ryo

- 6 **Kusarigama.** A Japanese sickle and chain weapon. **d6** damage.
200 Ryo

- 7 **Tanto.** A small, pointed Japanese dagger. **d4** damage.
100 Ryo

- 8 **Bo.** A long staff made of wood or bamboo. **d6** damage.
50 Ryo

- 9 **Nunchaku.** A pair of short sticks connected by a chain or rope. **d6** damage.
100 Ryo

- 10 **Shuriken (10).** Small, hand-thrown blades used for ranged attacks. **d4** damage.
10 Ryo

- 11 **Tekko-kagi.** Metal claws worn over the fingers for hand-to-hand combat. **d4** damage.
100 Ryo

- 12 **Kama.** A farming sickle adapted for combat. **d6** damage.
150 Ryo

- 13 **Kukri.** A curved Nepalese knife. **d6** damage.
200 Ryo

- 14 **Sai.** A three-pronged metal weapon used for blocking and trapping. **d6** damage.
150 Ryo

- 15 **Tessen.** A metal fan used for blocking and striking. **d4** damage.
100 Ryo

- 16 **Kyoketsu-shoge.** A chain weapon with a sickle on one end and a weight on the other. **d6** damage.
200 Ryo

- 17 **Jutte.** A metal truncheon used for blocking and disarming. **d4** damage.
100 Ryo

- 18 **Kiseru.** A metal smoking pipe used as a makeshift weapon. **d4** damage.
50 Ryo

- 19 **Fukiya.** A blowgun used for ranged attacks. Comes with 10 darts. **d4** damage.
100 Ryo

- 20 **Manriki-gusari.** A chain weapon with weighted ends used for striking and entangling. **d8** damage.
250 Ryo

Services

- 1 Night's lodging at a traditional inn.
2 Ryo

- 2 Tea ceremony with a skilled tea master.
3 Ryo

- 3 Onsen with refreshments.
5 Ryo

- 4 Bodyguard for a day (skilled in martial arts).
30-50 Ryo

- 5 Hire a skilled artisan to create a custom weapon or piece of armour.
100-200 Ryo

- 6 Hire a shaman to perform a ritual or ceremony for good luck.
20 Ryo

- 7 Consult with a wise monk for spiritual or philosophical guidance.
5-10 Ryo

- 8 Hire a skilled tracker or guide for a perilous journey.
50-100 Ryo

- 9 Hire a shinobi (ninja) for a covert operation.
500-1000 Ryo

- 10 Acquire a rare and valuable item from a specialized dealer.
1000-5000 Ryo

Repair Armour

- Tier 1 to 2 - *25 Ryo*
- Tier 2 to 3 - *50 Ryo*

Armour cannot be repaired to a tier higher than its original.

Tests

Tests are made against a **Difficulty Rating**.

To succeed roll **d20** ± your ability with a result equal to or greater than the **DR**. Creatures don't use abilities, they just roll a **d20** against **DR**.

For example, *find bear trap* **DR14** or *resist red poison* **DR12**.

Difficulty Ratings (DR)

DR6 *So simple people laugh at you for failing.*

DR8 *Routine but some chance of failure.*

DR10 *Pretty simple but not simple enough to not roll.*

DR12 *Normal.*

DR14 *Difficult*

DR16 *Very hard.*

DR18 *Should not be possible.*

Honour

In **Rōnin**, honour score dictates a character's status, a reflection of how they are perceived by society. It's a complex game of personal ambition and social responsibility, where actions can earn or cost honour.

Fulfilling tasks or performing heroic deeds may earn the character honour points, while cowardice or breaking tenets may cost them. It's all about striking a balance between one's personal desires and their obligations to their peers and society.

In this world, duels and trials can determine a character's honour, with high honour making it easier to convince others of one's views, and low honour making it a tougher climb. It's also possible to defend the honour of others, such as lords and family, by acting as a second in a duel or clearing someone's tarnished reputation.

*A character's previous honour score can also affect the game, with a **score of above 10** granting a **+1 bonus** when rolling for the next character's abilities and a **score below 10** giving a **-1 penalty**.*

Seppuku

Seppuku may be performed once per character and must not be used to avoid death or the failure of a challenge. It is a way for characters to regain their honour after committing dishonourable deeds and is at **complete GM discretion**.

When a character chooses to perform **seppuku**, they must first make a Spirit test (**DR12**).

If **successful**, the character ritually prepares themselves and their surroundings, meditating on the reasons for their act and writing a death Haiku.

Next, the character takes a ceremonial knife (such as a tantō) and makes a cut across their abdomen. They must then make a **Resilience** test (**DR14**) to endure the pain and continue with the ritual.

If **successful**, the character then disembowels themselves and dies.

If the character **fails** either the **Spirit** test or the **Resilience** test, they are unable to complete the seppuku ritual and instead suffer a debilitating injury (**d8** damage) and roll on the critical injuries table.

This allows the character to roll **2d6+2** and add the result to their **Honour**, they must then go to **Yomi** to fight to be resurrected or make a new character gaining the bonuses or negatives outlined in the **Honour** section.

This mechanic is designed to be respectful while still allowing players to incorporate the concept of seppuku into their game.

Resurrection

Amidst the clashing of swords and blood-stained fields, death is always a shadow that looms over every warrior. But in this land of honour and bushido, even death has a price to pay.

When a warrior falls, they are cast into the depths of **Yomi**, the underworld of demons and spirits. It is there where they must face a terrible foe, a yōkai or oni, and prove themselves worthy of a second chance at life.

*If multiple warriors are slain in the same battle, they all go to **Yomi** and fight side-by-side against the same enemy.*

*When a character reaches **Yomi**, **HP** and all abilities are refreshed - apart from **Virtues**.*

*When reaching **Yomi** mid-battle, wait until the PCs turn in initiative to introduce the **Yomi** conflict and then continue both fights simultaneously, switching between battles.*

Should the warrior be victorious, they will rise from the ashes of defeat and return to the world of the living at full **HP**. But if they should fall, then their fate is sealed forever. The warrior will never walk again on the path of life, and their story will come to a permanent end.

A character can only be resurrected once.

If the player's previous character had an honour score of above **10**, their new character gains a **+1** bonus when rolling for stats. If their previous character had an honour score of below **10**, their new character gains a **-1** penalty when rolling for abilities.

Additionally, if the player successfully defeats the creature, their character will have a scar from the battle. This scar gives the character a **-1** penalty to an ability of their choosing, but it also grants a permanent **+5** bonus to their **Honour** score.

*“So let the warriors take up their swords and let the battles rage on.
For even in death, the price of honour must be paid, and the legacy of
the fallen shall live on forever.”*

Carrying Capacity

You can carry **Vigor +8** normal-sized items without a problem. After that, when testing **Vigor** and **Swiftness**; **DR** increases by **2** (from **12** to **14**, etc.). It is impossible to carry more than twice **Vigor +8**.

Normal-sized items include items like texts, torches, and crowbars, but not heavy objects like anvils, chests, ladders, or corpses.

Hit Points (HP)

Begin with:

Resilience + d8 (*unless using class health calculations*)

In the bleakest of scenarios, only a single point of health, never less.

- **Zero HP** - Broken
- **Negative HP** - Dead (*for now*)

Broken

Roll d4:

1 **Fall unconscious.** d4 rounds, awaken with d4 HP

2 **Roll a d6:**

1-5 Broken or severed limb.

6 Lost eye. Can't act for d4 rounds then become active with d4 HP.

3 **Haemorrhage.** Death in d2 hours unless treated.
All tests are **DR16** the first hour. **DR18** the last hour.

4 **Dead.**

Tatakai (Battle)

Initiative: *Roll d6 at the top of every round.*

1-3 - *Enemies goes first*

4-6 - *PCs go first*

Swiftnes+d6 for individual initiative or to determine who goes first within the group.

Players roll for both their attacks and defences.

Creatures and enemies don't roll dice in combat.

Striking Test **Vigor** DR₁₂

Ranged Test **Spirit** DR₁₂

Defence Test **Swiftnes** DR₁₂

Parry Test **Resilience** DR₁₄

Critical Hit

On rolling a natural 20.

Attack – *Enemy takes double damage (armour/protection is also reduced one tier)*

Defence - *PC gains a free attack*

Fumble

On rolling a natural 1.

Attack - *The weapon breaks or is lost*

Defence - *PC takes double damage and armour is reduced one tier.*

Parry - *PC takes double damage, armour is reduced one tier and weapon breaks*

When armour is damaged penalties to **Vigor** and **Swiftnes** tests are not modified.

Armor reduced **below 1st tier** is ruined and cannot be repaired. For armour repair costs, see **Equipment** page.

Rounds

A round is brief, only enough time for an attack, move, power or a desperate grasp for survival.

It's a heartbeat in the dark of this unforgiving world.

Only ten of these heartbeats make a minute, and in that time, one can witness horrors and find themselves at death's door.

Parrying

Once per combat, the player can choose to **Parry** an incoming attack instead of rolling for defence.

To do this, they must roll a **Resilience** against the defence *DR* of the incoming attack +2.

If **successful**, they not only block the attack, but also riposte and deal their weapon's damage dice immediately. If the player rolls a critical hit (**20**) on their parry, the counterattack deals double damage.

Rest

A short rest will restore a small amount of hit points, **d4 HP**.

Consumes 1 use of food and 1 use of water.

A full night's sleep will restore **d6 HP**. However, if you go without food or drink during rest, you won't regain any **HP**. *Consumes 1 use of food and 1 use of water.*

If you go two days without food, you'll start losing **d4 HP** per day.

And if you're infected or poisoned, rest won't help. Instead, you'll lose **d6 HP** per day.

Take a moment to catch your breath and rest your bones.

Meditation

By taking a moment to meditate, a character can regain their focus and centre themselves.

To do so, the character must spend **1 hour in quiet contemplation**, during which they cannot engage in any activities or combat.

After completing the meditation, the character gains **1** point of **Honour** and chooses one of the following benefits to apply until the end of the day:

- **+1** to **Vigor** tests
- **+1** to **Swift** tests
- **+1** to **Spirit** tests
- **+1** to **Resilience** tests

*A character can only benefit from meditation **once per in-game week**.*

Reaction

When meeting creatures whose reaction is uncertain.

*Roll **2d6**:*

2-3 *You will be slaughtered!*

4-6 *Fury*

7-8 *Apathetic*

9-10 *Almost courteous*

11-12 *Cooperative*

Morale

Most enemies in this world are honourable and will fight to the death to protect their pride and dignity.

Roll for **Morale** if:

- *The leader is killed.*
- *Half the group is eliminated.*
- *A single enemy has only 1/3 of its **HP** left.*

If you roll greater than the creature's **Morale** value with **zd6**, it is demoralized.

Roll **d6** to see if the enemy:

- | | |
|------------|---|
| 1-3 | <i>Fights even harder, driven by their anger and determination to avenge their fallen comrades.</i> |
| <hr/> | |
| 4-6 | <i>Surrenders or retreats, unable to face the shame of defeat.</i> |

Sometimes Maybe Good, Sometimes Maybe Shit

The **GM** is the judge, jury, and executioner of a character's fate. They are the ones who decide when a character has earned the right to get better, to advance to the next stage of their journey. It could be after a harrowing battle, a great feat of cunning, or a sacrifice made in the name of **honour**.

When they earn it:

Increase HP. Roll **6d10**

If the result is equal to or greater than your current maximum **HP**, increase it by **d6**.

Ability Change. Roll a **d6** against every ability

If the result is equal to or greater than the ability, **increase it by 1**, to a maximum of **+6**.

Results below the ability decrease it by 1.

Abilities from -3 to +1 are always increased by **1** unless the **d6** result is **1**.

The ability is then reduced by **1**, but never below **-3**.

Teach Me, Sensei

The apprentice finds a master, a teacher,
and decides to learn from their wisdom and creature.

It takes time and payment, some kind of fee,
whether in money, item, or a service with glee.

After a period of 2d6 days has passed,
a test of ability is what comes at last.

The DR is 12, and it's time to try,
to gain a minor bonus for the ability to apply.

At the end of the training period, the character must put their newfound knowledge to the test, rolling the relevant ability test at **DR12**. If they succeed, they will gain a minor ability bonus related to the type of training they received.

For example:

- **Swiftness** - +dz
- **Spirit** - +dz
- **Vigor** - +dz
- **Resilience** - +dz

A character can only benefit from each bonus once, and they can choose which one they want to take when they train with a teacher.

Blood Feud

If a PC kills or gravely insults another character's family member, friend, or master, they have created a **blood feud**.

The offended character may challenge the offending character to a duel to the death.

The challenged character can either accept or refuse the challenge.

If they refuse, they are **dishonoured**, and their **honour** is permanently reduced by 5.

If they accept, they must fight the challenger to the death. Winning grants **3 honour**, and the loser is sent to **Yomi**, or worse, **death...**

Duelling

In the stark, unforgiving world we've stumbled into, the dance of the duel is a grim ballet. Each participant, an artist, wielding the brush of their blade against the canvas of conflict.

Attack: It's the simplest act, the lash of violence directed at your adversary. You muster your strength, your fury, your desperation, and you let it fly. If your aim is true, your opponent reels, but miss your mark, and you're the one to pay the price.

*Roll **Vigor DR 12**. On Success roll damage, on fail enemy rolls damage.*

Guard: In the heat of battle, you choose to weather the storm, to endure. Success means you stand unbroken, ready to strike back harder in the next breath. But even failure has its merits, for you take but a fraction of the punishment you might have otherwise.

*Roll **Swiftness DR 12**. On Success take no damage and gain +4 to next attack or Riposte, on fail take half damage.*

Riposte: A dangerous gambit, a high wire act without a net. You pit your skill directly against your foe's, seeking not just to deflect their assault, but to turn it back upon them. Triumph here is the sweetest, for you deal a mighty blow while avoiding one in turn. But the price of failure is steep, the retribution swift and brutal.

*Roll **Resilience DR14**. On Success deal double damage, on fail you are dealt a lethal blow.*

OPTIONAL RULES

Virtues

Virtues are blessings or curses bestowed upon you by unknown entities, be it otherworldly powers, divine intervention or simply luck.

*Every character begins with **dz** Virtues.*

Rest for at least six hours to regain spent **Virtues**. Roll the designated die for your class (or **dz** if playing without classes).

Use **Virtues** to:

- *Deal maximum damage with one attack*
- *Reroll a dice roll (yours or someone else's)*
- *Reduce damage dealt to you by **d6***
- *Negate a Critical Hit or Fumble*
- *Reduce the Difficulty Rating (**DR**) of one test by **-4***
- *Automatically succeed a Parry*

Haiku

The player is prompted to write a **Haiku** during their meditation, and test **DR12 Spirit**.

For example, the player could be prompted to write a Haiku about a particular aspect of nature or about their current emotional state.

If they succeed in writing a **Haiku**, they regain **1 Virtue**.

If they fail, they suffer a **-1** penalty to all **Spirit** rolls until the end of the day.

*The **Haiku** can also be used as a tool for divination, where the player writes a **Haiku** and then roll a **d6** to see what message the **Haiku** holds. Or, the player could offer a **Haiku** as a prayer to the gods and depending on the quality of the **Haiku** and the gods' disposition, they could receive a blessing or a curse.*

CREATURES & YŌKAI

Oni

The **Oni**. A beast of pure strength and terror. It stands tall like a titan, its iron club slung over its shoulder. With horns as sharp as knives and a heart as dark as the void, the **Oni** is the stuff of nightmares. To cross paths with an **Oni** is to tempt fate itself, for few have lived to tell the tale of their encounter with this monstrous creature.



HP: 20 *Armour: Thick Hide (-d4)*
Morale: 10 *Weapon: Iron Club (d8)*

Special: Attacks twice but **DR10** to hit.

Tengu

The **Tengu**, a bird-like creature with a long, pointed nose, often with a grin that hints at some devilish amusement. These mischievous beings are notorious for their magical abilities, and some even consider them to be divine. **Tengu** are known for their mastery of martial arts, and their agility in flight and on foot is the stuff of legend. They delight in playing tricks on humans but can also be fearsome adversaries when provoked.



HP: 12 *Armour: Feathered Cloak (-d2)*
Morale: 8 *Weapon: Longsword (d6)*

Special: Flight and takes half damage from poison effects.

Kappa

In the murky depths of rivers and ponds, a mischievous creature lurks, with webbed fingers and toes and a shell on its back. This is the **Kappa**, a water spirit known for its playful yet dangerous nature. The **Kappa's** beak-like mouth houses a mischievous grin, and its shell is said to hold magical powers. Those who encounter a **Kappa** must be cautious, as its trickery and strength can easily overpower an unsuspecting victim.



HP: 8 *Armour: Shell (-d6)*
Morale: 7 *Weapon: Claws (d4)*

Special: Ability to swim and hold breath for extended periods of time.

Kappa Toss. Test **DR12** Strength or be tossed dealing **d6** damage to whoever it hits.

Jorogumo

In the dark corners of Kage no Shima, where the shadows loom like hungry beasts, there is a demon known as **Jorogumo**. She is a shapeshifter, able to transform from a spider into a beautiful woman, and with that beauty comes danger. Her eyes are as alluring as they are deadly, and her voice can lead a man to his doom.

She preys on the lustful and the unsuspecting, using her seductive powers to lure them into her web. And once she has them, she ensnares them with her spider minions and spins illusions to confuse and disorient them. Beware the **Jorogumo**, for her beauty is a trap and her embrace is death.



HP: 10 *Armour: Spider Silk (-d6)*
Morale: 8 *Weapon: Poisonous Stinger, ranged (d4)*
Bite (d8)

Special: Ability to climb walls & ceilings and create illusions.

Alluring Eyes. Test Spirit DR₁₂ or be compelled to approach.

Nue

With the head of a monkey, the body of a tanuki, and the tail of a snake, the **Nue** is a vile and twisted creature, a monstrosity that defies explanation. These strange creatures are usually associated with dark magic and the misfortune that seems to follow in their wake.

It is said that they bring sickness and disaster to those who cross their path, and that their very presence is a harbinger of doom. Never catch eyes with a **Nue**, for its malevolent gaze can bring ruin to all who dare to challenge it.



HP: 8 **Armour:** Shapeshifting Fur (-d2)
Morale: 8 **Weapon:** Poisonous Claws (d4),
Snake Bite (d6)

Special: Can cause infection. If infected take d4 damage per round for 3 rounds.

Malevolent Gaze. Roll d6 each round and on 1-2 deals d8 damage, always hits.

Yuki-Onna

On the coldest nights, when the snow falls heavy and thick, a woman of stunning beauty is said to appear. But beware, for she is no mere mortal. **Yuki-onna**, they call her, the spirit of the snow. She moves with an otherworldly grace, and her icy touch can freeze a man's very soul.

Some say she brings death and destruction in her wake, while others whisper that she offers a path to enlightenment for those brave enough to follow. Whatever the truth may be, one thing is certain: those who cross paths with the **Yuki-onna** will never forget her haunting presence.



HP: 12 *Armour: Ice Shards (-d4)*
Morale: 7 *Weapon: Ice Claws (d6),*
 Blizzard, ranged (d4)

Special: Frozen Curse. Test Resilience **DR12** or be frozen in place for **d4** rounds.

Rokurokubi

The **Rokurokubi**, a creature of legend and myth, is a humanoid being with a neck that stretches on for miles. It is said that they use their shapeshifting abilities to play tricks on humans and cause them great fright. Their very existence is a mystery, and those who have encountered them describe them as both mesmerizing and terrifying. Be wary on your travels, for you never know when you may come face to face with a **Rokurokubi** and be led astray.



HP: 10 **Armour:** Shimmering Scales (-d4)
Morale: 8 **Weapon:** Sharp Teeth (d4)

Special: Can shape-shift into other creatures or objects and can extend its neck to great lengths to attack or spy on its prey.

Grudge. Roll d6 each round, on 1-2 the **Rokurokubi** vanishes but will always return to find the ones who harmed it.

Nure-Onna

The **Nure-onna**, a twisted creature of land and water, whose siren call lures unsuspecting travellers to their doom. With a woman's face and torso, and the slithering lower half of a serpent, she coils around her prey and strikes with deadly precision. Her haunting cries for help echo through the murky swamps and waterways, drawing in those who are foolish enough to listen.

Beware the **Nure-onna**, for she is a master of deception, and her bite is venomous.



HP: 14 **Armour: Scales (-d6)**
Morale: 7 **Weapon: Infectious Bite (d4), if infected (d4 damage for 3 rounds),**
Constrict (d10)

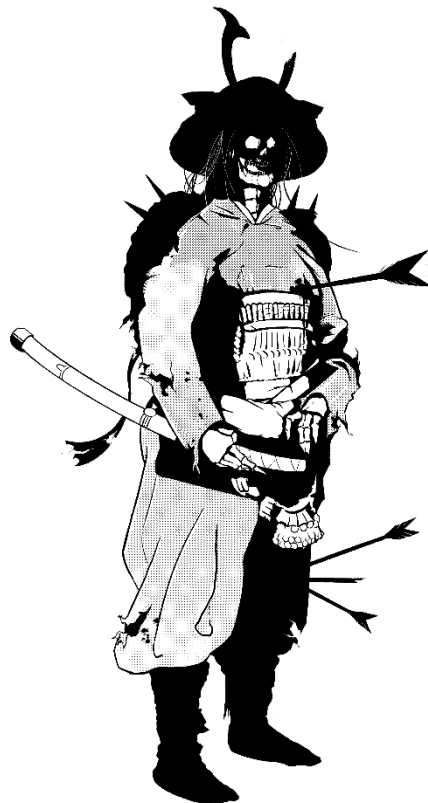
Special: Can swim and hide in water and can use their seductive voice to charm and lure their victims.

Siren Song. At the start of combat, test **Spirit DR14** or attack an ally.

Skeleton Rōnin

The undead samurai, they call them. The restless spirits of those warriors who refused to embrace death's icy grip. They roam the land, driven by an unyielding will to fight on, even though their flesh has long since rotted away.

They are a fearsome sight, with tattered armour and rusted blades, their eyes glowing with an eerie, otherworldly light. Some say they seek revenge for past wrongs, while others believe they simply cannot accept their own mortality. Whatever the reason, they are to be avoided at all costs, for even in death, they are deadly adversaries.



HP: 10 *Armour: Bone Armour (-d4)*
Morale: 9 *Weapon: Katana (d8)*

Special: Immune to critical hits and poison.

Second Chance. When defeated it rises at half HP. Only defeating it a second time kills it for good.

Bandit

They are the outcasts, the scum of society. They lurk in the shadows and strike with a swift, brutal efficiency. They take what they want and leave chaos in their wake. Some are driven by desperation, others by greed or a thirst for power. But all share a willingness to break the law and prey upon the weak. They may be feared or revered, but one thing is certain: they are a force to be reckoned with.



HP: 6 **Armour:** Light Armour (-d2)
Morale: 8 **Weapon:** Wakizashi (d6),
Yumi (d6), ranged

Special: Can use ranged weapons to attack before closing into melee range in one turn.

Komainu

The stone lions stand guard outside the temples and shrines, their fierce visages intended to keep the spirits of the dead at bay. But sometimes, the spirits do not heed their warning and possess the statues, turning them into fierce and dangerous guardians.

The possessed lions prowl the grounds, their stone jaws clacking with hunger for the living. Those who dare to venture near may find themselves in a fight for their lives, as they try to avoid the crushing bite of the stone beasts.



HP: 12 *Armour: Stone Hide (-d6)*
Morale: 10 *Weapon: Bite (d8),*

Special: Cursed Bite. If bitten by a Komainu test **Spirit DR12**. On a failure, swap **Vigor** and **Spirit** ability scores until the beast is defeated.

LEGENDARY CREATURES & YŌKAI

Skeletal Daimyo

The **Skeletal Daimyo**, a towering figure of bone and fury, his gaze fixed with a fiery intensity that pierces the veil of the living and the dead. He is a lord of the samurai, a master of the sword and the art of war, his skeletal frame a testament to his unyielding will and undying spirit.

Some say he was cursed to live on as a skeleton, forever bound to serve his lord in the afterlife, others claim he rose from the grave, driven by an insatiable thirst for power and revenge. He is a warrior of unmatched skill and determination, a legend that has transcended the ages and become a part of the very fabric of Kage no Shima.

HP: 40 *Armour: Undead Flesh (-d6)*
Morale: – *Weapon: Ancient Katana (2d8)*

Special: Unstoppable. The **Skeletal Daimyo** is immune to **Banish** and **Mind Control** effects.

Undead Resilience. The **Skeletal Daimyo** regains **d4 HP** each round.

Oni no Kusabi

The **Oni no Kusabi** (or **Demon Blade**) is a towering monstrosity with skin as hard as steel and a single arm that is a sword of unimaginable power. Its glowing eyes pierce through the darkness like two fiery suns, and its mere presence instils fear in all who behold it. The **Oni no Kusabi** is a demon of destruction, leaving a trail of devastation in its wake as it slashes and cuts through anything in its path. Many have tried to face this beast in battle, but few have survived to tell the tale.

HP: **30** *Armour:* **Metallic Skin (-d6)**
Morale: – *Weapon:* **Sword Arm (d8+3)**

Special: **Fear Aura.** Enemies near **Oni no Kusabi** must roll against **Spirit DR12** or flee.

Demon Blade. On a fumble, the sword arm will cleave through all targets in its path. **Instant Death.**

Umi-Bozu

The **Umi-Bozu** (or **Sea Bonze**) is a spirit of the sea that brings with it a curse of death and destruction. Its massive form, blacker than the darkest night, looms over ships and seafarers, capsizing them with ease. Its power is near limitless, its wrath unquenchable. Many have tried to defeat the **Umi-Bozu**, but few have returned to tell the tale.

HP: 120 *Armour: Inky Darkness (-d8)*
Morale: - *Weapon: Crushing blow (d12),*
Tendrils (d8)

Special: Indestructible. Cannot be harmed except by crits and magic.

Summoning. Can call forth tentacled minions from the deep (**d6 HP**, **d6 tentacle attack**).

Consuming Darkness. Can engulf its enemies in a suffocating darkness, causing them to slowly suffocate and die. Test **Resilience DR14** each round or take **d6** damage.

Kuchisake-Onna

The **Kuchisake-Onna**, oh she's a beauty. With skin as soft as the falling snow and a smile that could break a man's heart. But beware, for beneath that mask lies a mouth slit wide, ready to devour the unwary. She roams the streets at night, seeking out her prey, whispering sweet nothings into their ears before revealing her true, monstrous nature. No one knows where she came from or why she does what she does, but one thing is certain - if you see her, run.

HP: 50 *Armour: None*
Morale: – *Weapon: Razor-Sharp Scissors (d8)*

Special: Horrific Visage. Any creature that looks directly at the **Kuchisake-Onna** must make a **Spirit Test (DR14)** or bow before her.

Slit Mouth. On a successful hit, make a **Resilience** test (**DR14**) or begin to bleed profusely, taking an additional **d6** damage at the start of each of their turns.

Ryu

The **Ryu** is a creature of myth and legend, whispered about in hushed tones around campfires and in smoky taverns. Its serpentine form is both awe-inspiring and terrifying, with scales that glitter like gems in the light of the moon. Its eyes blaze with an intense fire, as if the very flames of hell burned within them.

The **Ryu's** movements are graceful and powerful, as it weaves through the air like a dragon or glides through the water like a sleek fish. It is a force of nature, feared and revered by all who hear its name.

HP: **70** *Armour:* **Diamond-Like Scales (-d6)**
Morale: – *Weapon:* **Flaming Breath (d10), ranged,**
Bite (d8),
Claw (d6)

Special: **Airborne.** Ryu can fly through the air with incredible speed and manoeuvrability, making it difficult to hit with ranged attacks **DR14**

Yomi's Breath. The Ryu can breathe a stream of superheated flames that can incinerate even the strongest of foes. Test **Swiftness DR14**, on a failure reduce all armour to **Tier 0**.



Blood Witch

She was a sorceress of the darkest sort, feared by all who knew of her. Her power was said to come from a pact made with ancient and malevolent forces, and her spells could twist the very fabric of reality. She was not one to be trifled with, for she could summon the most terrifying of demons with but a wave of her hand.

Many believed that she had no heart, no soul, for the things she had done in the name of power were unspeakable. But there were whispers that even she was not beyond redemption, that perhaps there was a spark of humanity buried deep within her blackened heart.

HP: 16 *Armour: Enchanted Robes (-d4)*
Morale: - *Weapon: Yomi's Death Blast (d4), ranged*

Special: Can summon 1 **Skeletal Ronin** to fight for her each round.

Death Blade

The Black Samurai, a lord of death and master of the blade. His eyes burn with an unholy fire, and his sword glows with a malevolent energy. **The Black Samurai** has made a dark pact with the gods of death, granting him the power to drain the life force of his enemies with a single strike. He is feared and reviled by all who cross his path, and his presence brings with it a sense of impending doom.

HP: 18 *Armour: Darkened Samurai Armour (-d6)*
Morale: - *Weapon: Odachi (d10)*

Special: Heals **d6 HP** on every successful hit.

Iron Fist

The warrior of unforgiving iron will. His body, a weapon of perfection, honed through a lifetime of rigorous training. His fists, hardened by years of striking against solid surfaces, can shatter bones like twigs. His mind, a fortress of discipline and focus, allows him to move with precision and speed in the heat of battle. **Iron Fist** is a force to be reckoned with, feared by his enemies, and respected by all who witness his power.

HP: 20 *Armour: Iron Gauntlets & Boots (-d6)*
Morale: - *Weapon: Martial Arts (d8)*

Special: Iron Fist's Crushing Blow. When **Iron Fist** lands a successful attack against a target, test **Resilience DR12** or suffer an injury.

Roll d6:

1 *Broken arm.* The target suffers a permanent reduction of -1 to **Vigor**.

2 *Shattered kneecap.* The target's speed is halved, and they suffer a permanent reduction of -1 to **Swiftness**.

3 *Crushed ribcage.* The target suffers a permanent reduction of -1 to **Resilience**.

4 *Dislocated shoulder.* The target suffers a reduction of -1 to attack rolls and cannot use two-handed weapons.

5 *Fractured skull.* The target suffers a permanent reduction of -1 to **all stats**.

6 *Cardiac Arrest.* The target suffers a heart attack and dies instantly. Hope you died with honour...

Nightingale

She moved like a wraith in the night, her steps silent as a cat's. With a flick of her wrist, a blade flashed in the moonlight, finding its mark in the soft flesh of her target. **The Nightingale** was a creature of shadows and secrets, a master of deception and death. Her skills in stealth and subterfuge were matched only by her deadly precision with a blade. Few could hope to match her in combat, and fewer still could hope to survive an encounter with her unscathed. For **The Nightingale**, there was no honour in battle, no glory in victory - only the satisfaction of a job well done.

HP: 16 *Armour: Lightweight Armour (-d2)*
Morale: - *Weapon: Hidden Blades (d6)*

Special: Shadow Strike. Once per combat, **Nightingale** can disappear into the shadows and emerge behind a chosen enemy, making a surprise attack with a **+2 to defence DR and damage**. If successful, the attack deals an additional **d6** damage. However, if the attack misses, **Nightingale** becomes visible again and cannot use this ability for the remainder of the combat.

BACK PAPERS: TABLES

Encounters

- 1 You stumble upon an old man sitting by a roadside. He asks you for help in finding his lost spectacles. If you succeed in helping him, he will reward you with a powerful talisman.

- 2 You come across a group of bandits, intent on robbing you. Roll for combat.

- 3 You encounter a young woman who is being pursued by a demon. She begs you to help her. Roll for combat.

- 4 You find yourself in a dense forest, where you come across a group of dryads. They offer to guide you through the forest for a fee.

- 5 You stumble upon a ruined temple. Inside, you find a puzzle that must be solved to progress.

- 6 You come across a caravan of merchants, who offer to trade with you.

- 7 You encounter a ronin who is seeking a worthy opponent to fight. Roll for combat.

- 8 You come across a hidden shrine. Inside, you find an ancient artifact that is guarded by a powerful guardian. Roll for combat.

- 9 You find yourself in a dark and eerie graveyard. Roll for a trap.

- 10 You come across a mysterious figure who offers you a deal. If you agree to his terms, he will offer you a powerful reward.

- 11 You stumble upon an old, abandoned mansion. Inside, you find a puzzle that must be solved to progress.

- 12 You encounter a pack of wolves. Roll for combat.

- 13 You come across a traveling monk who offers to teach you a powerful technique.

- 14 You find yourself in a labyrinthine cave. Roll for a trap.

- 15 You come across a group of ninjas who are attempting to assassinate a noble. You can choose to aid them or stop them.

- 16 You stumble upon a portal to another dimension.

- 17 You encounter a group of samurai who are hunting a dangerous criminal. They offer to let you join them in their hunt.

- 18 You come across an abandoned mine. Inside, you find a powerful artifact that is guarded by a trap.

- 19 You find yourself in a haunted forest. Roll for a trap.

- 20 You come across a geisha house. You can choose to rest there for the night or partake in some of their services.

Shrines

1 *Shrine of Vigor.* When you pray at this shrine, test **Spirit DR12**. On a pass, gain +1 to **Vigor** rolls until the end of the day. On a fail, gain -1 to **Vigor** rolls until the end of the day.

2 *Shrine of Swiftmess.* When you pray at this shrine, test **Spirit DR12**. On a pass, gain +1 to **Swiftmess** rolls until the end of the day. On a fail, gain -1 to **Swiftmess** rolls until the end of the day.

3 *Shrine of Resilience.* When you pray at this shrine, test **Spirit DR12**. On a pass, gain +1 to **Resilience** rolls until the end of the day. On a fail, gain -1 to **Resilience** rolls until the end of the day.

4 *Shrine of the Void.* When you pray at this shrine, test **Spirit DR12**. On a pass, gain the ability to speak and understand any language until the end of the day. On a fail, the player is struck with a sudden, inexplicable fear and must make a **Spirit** test **DR12** to avoid running away from the shrine screaming.

5 *Shrine of the Serpent.* When you pray at this shrine, test **Spirit DR12**. On a pass, the player gains the ability to understand and speak to snakes until the end of the day. On a fail, the player is cursed with bad luck and takes a permanent -1 penalty to one of their stats (determined randomly).

6 *Shrine of the Blood Moon.* When you pray at this shrine, test **Spirit DR12**. On a pass, the player gains the ability to see in the dark until the end of the day. On a fail, the player is blinded until the end of the day.

7 *Shrine of the Wind.* When you pray at this shrine, test **Spirit DR12**. On a pass, the player gains the ability to move twice their normal speed until the end of the day. On a fail, the player is slowed down and can only move at half their normal speed for the rest of the day.

8 *Shrine of the False God.* When you pray at this shrine, test **Spirit DR12**. On a pass, the player gains the ability to see people's dreams. On a fail, the player suffers consistent nightmares and has to beat a random monster in their dreams to get a good night's sleep.

9 *Shrine of the Laughing Skull.* When you pray at this shrine, test **Spirit DR12**. On a pass, the player gains a maniacal cackle that unnerves enemies and gives +1 to **Spirit** rolls until the end of the day. On a fail, the player is struck with a sudden sense of dread and is paralyzed with fear until the end of the day.

10 *Shrine of the Shattered Mirror.* When you pray at this shrine, test **Spirit DR12**. On a pass, the player gains the ability to see glimpses of the future until the end of the day. On a fail, the player is haunted by terrifying visions and takes a -1 penalty to all **Spirit** rolls until the end of the day.

11 *Shrine of the Cursed Sword.* When you pray at this shrine, test **Spirit DR12**. On a pass, the player's weapon gains a temporary magical bonus (fire or wind etc). On a fail, the player's weapon becomes cursed and deals -1 damage until the end of the day.

12 *Shrine of the Dark Moon.* When you pray at this shrine, test **Spirit DR12**. On a pass, the player gains the ability to see through illusions until the end of the day. On a fail, the player becomes susceptible to illusions and takes a -1 penalty to **Spirit** rolls when dealing with illusions for the rest of the day.

Treasures

- 1** Katana of the Shogun
1000 Ryo

- 2** Jade Dragon Figurine
500 Ryo

- 3** Golden Lotus Blossom
100 Ryo

- 4** Silver Crane Feather Fan
250 Ryo

- 5** Pearl of Wisdom
50 Ryo

- 6** Bloodstone Amulet
150 Ryo

- 7** Ivory Mahjong Set
200 Ryo

- 8** Silken Obi of the Emperor
500 Ryo

- 9** Silver Inro
100 Ryo

- 10** Golden Tea Ceremony Set
300 Ryo

Traps

- 1 ***Pit trap.*** A concealed pit opens up beneath a character's feet, causing them to fall and take **d6** damage.

- 2 ***Poison dart trap.*** A hidden mechanism shoots out a poisonous dart, dealing **d6** damage and poisoning the victim.

- 3 ***Rolling boulder trap.*** A large boulder is triggered to roll down a corridor, dealing **d8** damage to anyone in its path.

- 4 ***Spring blade trap.*** A sharp blade is released from a concealed mechanism, dealing **d8** damage to anyone in its path.

- 5 ***Net trap.*** A trapdoor opens and drops a net on the character, trapping them and causing them to **lose one turn.**

- 6 ***Fire trap.*** A hidden mechanism triggers a burst of flames, dealing **d8** damage to anyone in the area.

- 7 ***Spear trap.*** A spear is released from a concealed mechanism, dealing **d6** damage to anyone in its path.

- 8 ***Poison gas trap.*** A mechanism releases a cloud of poisonous gas, causing the victim to suffer **d6** damage and become **poisoned.**

- 9 ***Crushing wall trap.*** A wall moves forward, crushing anyone caught in its path for **d8** damage.

- 10 ***Arrow trap.*** A hidden mechanism shoots out a volley of arrows, dealing **d6** damage to anyone in the area.

Weather

- 1 Ashen skies

- 2 Torrential downpour

- 3 Gale-force winds

- 4 Thunder and lightning

- 5 Moonless night

- 6 Still air

- 7 Blinding fog

- 8 Winter frost

- 9 Unrelenting sun from behind the eclipse

- 10 Cherry blossom shower

Corpse Plundering

Roll **d66** (11-66):

- 11 A small purse filled with 50 Ryo.
- 12 A jade figurine worth 100 Ryo.
- 13 A silver hairpin worth 150 Ryo.
- 14 A fine silk robe worth 200 Ryo.
- 15 A golden torc worth 250 Ryo.
- 16 A small pouch filled with precious gems worth 300 Ryo.
- 17 A jar of pungent poison. Apply to a weapon to give it an extra **d6** damage for one hit.
- 18 A necklace made of teeth that grants **+1** to **Spirit** tests to intimidate.
- 19 A jar of angry, venomous wasps. Test **Resilience DR8** or take **d6** damage.
- 20 A small bag of broken glass. Thrown to deal **d4** damage and disorient.
- 21 A scroll of mad ramblings. Test **Spirit DR12** or become confused for **d4** rounds.
- 22 A key to a nearby locked chest or door.
- 23 A pouch of tea leaves worth 50 Ryo.
- 24 A collection of valuable books worth 100 Ryo.
- 25 A quiver of poisoned arrows. Apply poison to arrows for extra **d6** damage.
- 26 A vial of ghostly essence. Drink to become incorporeal for **1d4** rounds.
- 27 A set of throwing knives with balanced blades worth 200 Ryo.
- 28 A pair of boots.
- 29 A small bag of caltrops. Throw to deal **d6** damage and slow the target.
- 30 A silver mirror worth 150 Ryo.
- 31 A blood-stained battle standard worth 100 Ryo.
- 32 A talisman that grants **+1** to all **Spirit** tests.
- 33 A small statue of a dragon worth 300 Ryo.
- 34 A map of a nearby area.
- 35 A golden bracelet worth 200 Ryo.
- 36 A jar of explosive powder. Thrown to deal **d10** damage and stun targets.
- 37 A cursed item that drains one point from a random attribute until removed.
- 38 A set of ornate, engraved chopsticks worth 150 Ryo.
- 39 A collection of rare herbs and spices worth 100 Ryo.
- 40 A bottle of potent liquor worth 50 Ryo.
- 41 A set of shuriken with jagged edges worth 100 Ryo.
- 42 A fine set of calligraphy brushes and ink worth 150 Ryo.
- 43 A bag of vicious, biting ants. Test **Resilience DR8** or take **d6** damage.
- 44 A long silk sash.
- 45 A sacred talisman that glows in the presence of the undead.
- 46 A small bag of enchanted rice that can fill a bowl to feed 3 people once per day. Worth 3 Ryo.

- 47 A vial of poison that can be applied to a weapon or ingested. Test **Resilience DR10** or take **d6** damage every round for 1 minute. *Worth 4 Ryo.*
-
- 48 A silk scarf with intricate embroidery that provides a **+1** bonus to **Spirit** checks for the wearer. *Worth 5 Ryo.*
-
- 49 A pouch of black powder that can be used to create a smokescreen. *Worth 2 Ryo.*
-
- 50 A pouch of flash powder that can blind a creature. Test **Vigor DR10** or blinded for **d3** rounds. *Worth 3 Ryo.*
-
- 51 A set of iron caltrops that can be scattered on the ground to damage enemies or slow them down. *Worth 2 Ryo.*
-
- 52 A small bottle of sake that has been enchanted to provide healing. Drinking it heals **d6** HP. *Worth 6 Ryo.*
-
- 53 A jar of fermented soybeans that provides sustenance and can be used as a distraction. *Worth 1 Ryo.*
-
- 54 A shuriken with an attached chain that can be used to disarm opponents or wrap around limbs to trip them up. *Worth 4 Ryo.*
-
- 55 A small pouch of rare herbs that can be used to create a powerful healing salve. *Worth 8 Ryo.*
-
- 56 A small, intricately carved wooden statue that can be used to summon a minor spirit or demon. *Worth 10 Ryo.*
-
- 57 A pouch of red pepper flakes that can be used to create a cloud of choking smoke or thrown in an enemy's face. *Worth 2 Ryo.*
-
- 58 A scroll with a simple ward inscribed on it that provides protection against one type of elemental damage for a limited time. *Worth 5 Ryo.*
-
- 59 A small bag of salt that can be used to purify or consecrate a small area. *Worth 3 Ryo.*
-
- 60 A short length of rope that has been enchanted to be unbreakable. *Worth 7 Ryo.*
-
- 61 A small, intricately crafted music box that can provide a **+1** bonus to **Spirit** checks for the listener. *Worth 8 Ryo.*
-
- 62 A set of masterfully crafted chopsticks that can be used as a deadly weapon in the hands of a skilled fighter. *Worth 6 Ryo.*
-
- 63 A small bag of enchanted marbles that can be used to create illusions or distract enemies. *Worth 4 Ryo.*
-
- 64 A jar of sweet honey that can provide a small boost of energy and focus when consumed. *Worth 2 Ryo.*
-
- Unidentified potion. When ingested, roll a **d6**:
- 1-2 Gain **1d4** **Vigor** but lose **1d4** **Spirit**
 - 3-4 Gain **1d4** **Spirit** but lose **1d4** **Vigor**
 - 5 Lose **1d4** from both **Vigor** and **Spirit**
 - 6 Gain **1d6** to both **Vigor** and **Spirit**
-
- 66 A map leading to a hidden treasure. But beware, it may not be as easy to obtain as the map suggests. *Treasure worth 500 Ryo.*

Critical Injuries

- 1 **Limb severance.** The attack cuts off one of the target's limbs. They suffer a permanent injury and lose the use of the limb.

- 2 **Bone shatter.** The attack breaks one of the target's bones.

- 3 **Eye gouge.** The attack blinds the target in one eye.

- 4 **Evisceration.** The attack disembowels the target, causing them to suffer massive damage and begin bleeding out.

- 5 **Skull fracture.** The attack cracks the target's skull.

- 6 **Muscle severance.** The attack cuts through one of the target's major muscle groups.

- 7 **Nerve damage.** The attack severs one of the target's major nerves.

- 8 **Tendon severance.** The attack cuts through one of the target's tendons, causing them to lose the use of that limb temporarily.

- 9 **Artery rupture.** The attack severs one of the target's major arteries. They suffer massive damage and begin bleeding out.

- 10 **Joint dislocation.** The attack dislocates one of the target's major joints.