

Welcome

Enter a land of honor and conspiracies. Here, demons walk the streets at night and words kill just as easily as steel. Take on the role of a warrior caught up in a deadly scheme to destabilize the nation. With nothing but a blade and your wits, you will uncover those who would seek the destruction of your homeland and bring them to justice.

What is Solo Roleplaying?

Simply put, it is the telling of a story by oneself. This adventure will have you create a character with different skills and abilities before presenting you with choices and challenges to overcome. No group or gamemaster is needed.

What you need to play:

- Six-sided and ten-sided dice
- This rulebook
- Something to write with and on

Basics of Play

This game uses the Year Zero Engine by Free League Publishing. At its core this means a player will create pools of six-sided dice to roll when determining success or failure.

Making a check

A check is a way to determine whether a challenge is passed or failed. This is done by rolling a number of dice equal to a skill and its corresponding attribute. If a six is rolled on any of the dice, the check is successful.

A player knows to make a check if they read any bold text followed by the name of a skill.

Win their trust (Socialize)

In the above scenario, a player is instructed to make a Socialize check to win someone's trust. To do so, they would count up the points they have in the Socialize Skill and the points in the corresponding attribute (Which is Will). Adding these two numbers together creates a 'pool' or the number of dice to roll for the check..

After rolling, if there are any sixes then the check is successful. Any extra sixes beyond the first may be spent for additional bonuses.

Modifiers

Sometimes a dice pool will need to be modified, such as with easier or harder tasks. In this case, a modifier will appear after the skill in parenthesis. Adjust the dice pool by the number.

Intimidate (Socialize +1)

Pushing a Roll

Players may push, or reroll any dice, at the expense of 1 point of Composure.

- 1's cannot be rerolled.
- The new roll must be kept.

If a player has no points of Composure available they may not push a roll.

Spending Successes

During a skill roll, players may roll additional successes beyond what is needed. They may spend these extra successes to gain advantages. For each additional 6, the player may gain the effect associated with the skill being used.

Skill	Effect
Athletics	Reduce 1 injury value by 3
Strike	Deal +1 damage
Escape	Regain 1 Composure
Investigate	Gain 1 Lead.

Medicine	Reduce 1 condition by 1
Socialize	Gain 1 gold

Character Creation

Overview

To create a character, choose a class, assign points to attributes and skills, and record character details onto the character sheet.

Choosing a Class

Each class gains a unique number of ability and skill points and a trait. A player may gain an additional number of traits based on their Will score.

Peasant

You began from nothing and worked your way up through the ranks until your lord noticed you and bestowed on you the land and honor you deserve. While not as polished as your peers, you have sworn unwavering loyalty to your lord and these lands.

- Gains the Hardy or Quick trait
- Gains a yari and plain cuirass
- Pick 2: Poultice, bandages, or rice wine

Warrior

Country samurai who carries out his lord's wishes both on and off the battlefield. You carry the two swords befitting one of honor.

- Gain the Restrained or Tempered trait.
- Gains a katana and plain cuirass
- Pick 2: Clarity powder, Ninja Dust, or fireworks.

Noble

a private escort to those in the royal family. You have relatives within both the city and the royal court. Great honor is associated without your family name.

- Gain the Honorable or Studious trait.
- Gains a Katana and Fine Clothes
- Pick 2: Rose of Keikoku

Assigning Points

	Peasant	Warrior	Noble
Attributes	10	9	8
Skills	6	8	10
Gold	2	4	6

Attributes

Each class receives a different number of points to spread among their attributes. See chart below. Attributes must have at least 1 point assigned during character creation.

Body. A measure of your physical capabilities, includes constitution, strength and dexterity.

Mind. Your innate intelligence, eloquence and mental prowess. Includes your perception of the natural world.

Will. A measure of grit, drive, charisma and determination.

Skills

There are seven skills used during the game. Each class receives a different number of points to assign to skills.

Athletics. The measure and mastery of one's physical prowess and capacity. Often used for feats of strength and intimidation.

Strike. A measure of martial abilities.

Escape. The ability to withdraw or run from danger.

Investigate. A character's ability to spot clues, recall information, and decipher data.

Medicine. Training in healing and recovery.

Socialize. A measure of someone's charisma, conversational skill and personal charm.

Inciting incident

Roll below for the incident that embroiled you in the scheme and resulted in you becoming ronin.

Scheme (roll 1d6 for each column or choose)

d6	Scheme	Capital Reaction
1	Your lord is dead. Her killer has pinned the murder on you.	Outrage
2	An explosion at the palace took your wife's life.	Cover up
3	You witnessed a traitor leaving the queen's bed chambers.	Terror
4	Money has gone missing from the coffers.	Reprisal
5	Rumors of enemy movement along the border.	Conflict
6	An advisor was seen changing faces.	Sorrow

Spend Gold

Each character begins with a number of starting gold that may be spent on items prior to starting the first investigation.

Phases of Play

Play progresses through a series of Chapters. Each Chapter is structured in the following way:

Step 1: Begin a new Chapter, Set the scene

- Choose a time and place and motivation for the Investigation.

Step 2: Investigate

- Roll for an investigation Event (1d100) and follow the story prompts.

Step 3: Rest

- A player may take 1 rest action.

Step 4: Conclusion

- Ask "Have I solved 10 clues?" If yes then the character moves to the Final Showdown (page #). If not then return to step 1 and roll for a new investigation event.

Set the Scene

Determine where and when each new Chapter takes place Roll for or choose ambient details to help create the scene.

Investigation

Characters will conduct investigations within the city to determine who is behind the current scheme. Each time an investigation is successfully completed a character may discover a clue. A player needs to

successfully find 10 clues before moving to the Final Showdown

To begin a new investigation, roll 1d100 and consult the list of Investigation Events. Each event will give you a scenario, a choice, and a skill test. Should the test be failed, roll a new Investigation Event. If a test is passed, continue to the next prompt.

If an investigation is successful, a player gains 2 experience and begins a new Chapter. If an event was failed then only 1 experience is gained before starting a new event.

If you would roll a result that has already been investigated, choose an event before or after the number rolled.

While investigation, a character may not choose an option with a gold cost if they do not have the requisite gold listed.

Leads

Leads represent knowledge and influence a character has during an investigation. They are accumulated through investigation events and spending additional successes.

To spend a lead, simply remove one point from the character sheet and add one additional d6 to your next non-combat skill check.

Gaining Experience

If a player completes an Investigation event, gain 2 experience. If they fail a roll at any point, gain 1 experience.

Resting

After an investigation concludes, a player may rest. Perform one rest actions from the list below

Rest Actions

Recover

Make an Athletics check. Choose one injury condition and reduce it by 1. You may do this an additional number of times equal to the successes rolled.

Treat Wounds

Choose an injury and make a Medicine check. Remove the injury if successful.

Earn

Make a check (any) and gain gold equal to successes.

Meditate

Regain composure equal to Will.

Train

Spend any number experience points

Focus	Cost
Skill	target score+2
Trait	4

Conclusion

During this phase the player asks the question, 'Have I found all 10 clues?' If the answer is 'yes,' proceed to the final showdown. If less than 10 clues have been found the a new investigation must be started.

Track down information

Make an investigation check and gain 1 lead plus 1 for every success rolled.

Conflict

Step 1. Roll for initiative (Athletics)

If the player wins initiative, they gain +1 to their first action.

Step 2. Player takes an action.

Attack (Strike).

On a success, the foe suffers damage.

On a failure, the player takes damage and then rolls for an injury.

Flee (Escape)

On a success, the character flees and combat ends.

On a failure, the player takes damage and then rolls for an injury.

- A player may consume any item during combat at any time. This does not count as an action.

Step 3. Resolution

Combat ends when:

The player or foe has been reduced to 0 health.

The player has successfully fled.

If the foe is defeated, gain all listed loot and any bonus experience listed.

If a player flees, they gain no loot or experience.

Damage

If a player is hit by an attack, roll 1d10 and add the foe's damage, reducing it for any traits or items you have. This is the damage taken by the player.

Injuries

If a character takes any damage, they suffer an injury.

character has and consult the injury chart. The result is the new injury suffered. Mark it and any associated conditions on the character sheet.

Conditions take effect immediately.

*Items may be used at any point during combat.

Conditions

Conditions are negative effects often gained from suffering injuries. They are:

- Bleeding X- Add X to the next injury roll.
- Clumsy X - (-X) to all Body checks
- Impaired X- (-X) to all Mind checks
- Fearful X- (-X) to all Will checks

Conditions may be added to preexisting injuries.

A player may suffer a condition even if they do not have any injuries. Simply create a new injury with a value of zero, a name matching the condition, and raise the condition.

Add the total damage taken to the highest current injury value the

Foes

Characters will face a myriad of dangerous enemies during their travels through the capital city.

Name - Name of the foe.

Health - Damage foe can take before being defeated.

XP - Any bonus XP gained after defeating this foe.

Attacks *Name* - Attack name and damage a character takes if they fail an attack or flee action.

Armor (Strike X) - Any modifiers the player takes when making an attack action against this foe.

Abilities - Any other abilities, effects, or modifiers

Loot: Loots character gains after defeating this foe.

Name	Health	XP
Angry Labor	2	1
Attack <i>Trusty kakori</i> . Damage +4 Armor <i>Roughspun Clothes</i> (Strike +1) Loot: Random Item		
Brigands	2	1
Attacks <i>Rusty Katana</i> . Damage +2 Armor <i>Worn Leathers</i> (Strike +0)		
Clever Nokai	2	1
Attacks <i>Foul Magicks</i> Damage +0 and Clever Nokai gains 1 HP. Armor <i>Oni Scales</i> (Strike -1) Bonus loot: Random Magical Item		
Enforcers	3	1

Attacks <i>Measured strikes</i> Damage +5. Armor <i>Sturdy uniforms</i> (Strike +0) Loot: Random Item		
Evil Gang	3	1
Attacks 5-6 <i>Overwhelming Flurry</i> Damage +0 Armor <i>Dirty silk clothes</i> (Strike +1) Loot: Random Item		
Elite Ninjas	3	2
Attacks 1-2 <i>Elite Martial Arts</i> Damage +3. Gain bleed +1 to any injury suffered. Armor <i>Smoke black Cuirass</i> (Strike -1) Special: Characters suffer -1 to Initiative checks and Escape checks. Loot: Random Item, Ninja Dust		
Feral Ronin	2	1
Attacks <i>Rending Claws</i> Damage +3 Armor <i>Rough Pelt</i> (Strike -1) Special: Infected Bite After conflict ends, pass an Athletics check or add Impaired +1 to any injury.		
Foul Oni, Major	3	2
Attacks <i>Dark Magic</i> Damage 4, any injury gains Impaired 1. Armor <i>Oni Hide</i> (Strike -1) Bonus loot: Magical Item x 2		
Foul Oni, Lesser	2	1

Attacks <i>Yellowed Claws</i> Damage +3. Any injury gains Bleed +1 Armor <i>Oni Hide</i> (Strike -1) Bonus loot: Magical Item x 1		
Goblin Savages	2	1
Attacks <i>Savage cuts</i> Damage +0, any injury suffered gains Bleed +2. Armor: <i>Oily skin</i> (Strike +1) Bonus loot: Magical Item x 1		
Hired Gun	2	1
Attacks <i>Gunpowder Blast</i> Damage +2, add Bleed 3 to any injury Armor (Strike +0) Loot 1 Random Item, Gold +2		
Imposter Guardsmen	2	1
Attacks <i>Spinning Strike</i> Damage 4. Any injury suffered gains Clumsy +1 Armor <i>Iron Plate</i> (Strike -2)		
Insulted Ronin	2	1
Attacks <i>Sweep blade</i> Damage +0, any injury suffered gains Clumsy 1		
Malgroth	3	1
Attacks <i>Evil Eye</i> Damage +0, Lose 1 Composure Armor <i>Oni Flesh</i> (Strike -1) Bonus loot: Magical Item x 1		
Monstrous Samurai	5	2
Attacks 1-3 <i>Crushing Blow</i> Damage 5. Armor <i>Lacquered Plate</i> (Strike -1)		

Loot: 1 Random Item		
Ninja	2	1
Attacks <i>Poisoned Blade</i> Damage 3 Armor <i>Darkened plate</i> (Strike -1) Loot 1 Random Item x Poultice		
Noble Samurai	3	2
Attacks <i>Power Strike</i> Damage +4, double any bleed effects from injuries suffered. Armor <i>Ashigaru Armor</i> (Strike -1) Loot 1 Random Item, 2 Gold		
Pack of Hounds	2	1
Attack <i>Tearing Bite</i> Damage 1, Any injury suffered gains Bleeding +1 Armor <i>Mangy Pelt</i> (Strike +0) Loot: none		
Proud Yojimbo	3	1
Attacks <i>Furious sweep.</i> Damage +4. Add +1 Bleed to another injury Armor <i>Lacquer Plate</i> Loot: 1x item. 1d6 gold.		
Royal Guard	3	1
Attacks <i>Long-bladed spear</i> Damage 5. Armor <i>Fine Plate</i> (Strike -1) Loot (Item 1)		
Shadow Hunter	3	1
Attacks <i>Dark blade</i> Damage +3. +2. Player suffers -1 to all strikes for the remainder of this Conflict. Does not stack.		

Armor <i>Shadow Plate</i> (Strike -1)		
Shambling Dead	3	1
Attacks 1-3 <i>Fetid Bite</i> Damage +0. Armor <i>Rotting flesh</i> (Strike +1)		
Uwabami Serpent	4	2
Attacks 1-4 <i>Fangs</i> Damage +5 Armor <i>Hardened Scales</i> (Strike -1)		
Wild Spiritspeaker	3	1
Attacks 1-3 <i>Primal Magic</i> Damage +5 Armor <i>Mystic Aura</i> (Strike +0) Loot: (Magic item)		
Young Samurai	3	1
Attacks 1-3 <i>Brash Technique</i> Damage +4 Armor <i>Studious Technique</i> (Strike +1) Loot: 1 Gold, 1 Random item		

Injuries

Injury Table

	Injury (Add damage and Bleed value to 1d10 roll)		
1	Smashed fingers. Gain Clumsy 1	19	Destroyed eye. Gain Impaired 1, Bleeding 1
2	Bruised hand. Gain Clumsy 1	20	Serious concussion. Gain Impaired 1 and Fearful 1
3	Cut Shoulder. Gain Bleeding 1	21	Fractured arm. Gain clumsy 1
4	Cut leg. Gain Bleeding 1	22	Fractured leg. Gain Bleeding 1 and Clumsy1
5	Torn off finger. Gain Clumsy 1.	23	Skull fracture, serious. Gain Clumsy 1, and Impaired 2, Fearful 1
6	Broken nose. Gain Impaired 1	24	Fractured spine, light. Gain Clumsy 2
7	Cut eyebrow. Gain Impaired 1	25	Severed hand. Gain bleeding 3, Clumsy 1
8	Severed ear. Gain Impaired 1. Gain bleeding 1	26	Punctured Organ. Gain Bleeding 3, Clumsy 1
9	Light Concussion. Gain Fearful 1	27	Arterial bleed. Gain bleeding 4.
10	Broken Jaw. Impaired 1	28	Punctured lung. Gain Clumsy 2, Impaired 2, Bleeding 3
11	Broken teeth. Impaired 1	29	Severed arm. Gain Clumsy 2, Bleeding 3.
12	Fractured foot. Gain Clumsy 1	30	Severed leg. Gain Restrained, Clumsy 2, Bleeding 3

13	Fractured hand. Gain Clumsy 1	31	Punctured liver. Bleeding 3, Impaired 1
14	Skull fracture, light. Gain Impaired 1 and Clumsy 1	32	Skull Fracture, open. Gain bleeding 1, Fearful 3, Clumsy 3
15	Venous bleeding. Gain Bleeding 2	33	Fracture spine, serious. Gain Clumsy 2,
16	Fractured Knee. Gain Clumsy 1	34	Severed carotid. Instant death.
17	Fractured shoulder Gain Clumsy 1	35	Destroyed heart. Instant death
18	Internal bleeding. Gain Bleeding 2	36+	Decapitated. Instant Death

Composure

As characters begin to feel the mounting pressure they begin to stress. Cracks begin to show in their composure and while they become sharper and more alert, the possibility of a breakdown can occur.

A character may remove stress by taking a meditate action, which decreases stress by a number equal to their Will.

A character may not choose to suffer stress if they are already compromised (Such as drinking rice wine to remove conditions).

****Either use composure or stress for the language here. Maybe use composure, as it is gained and lost.**

Compromised

If a player ever has 5 points of stress they suffer -1 to all non-conflict skill checks made during investigations.

Traits

Trait	Effect
Hardy	Any rolls for injury are made with a d6.
Opportunistic	When making a Socialize roll, gain gold equal to the 1's rolled.
Keen-eyed	+1 to Investigate checks.
Tempered	When making an Athletics check, you may spend an extra success to perform a free action during the next rest phase.
Studious	+1 to Medicine checks
Bargain Hunter	Roll twice when finding an item and choose the result to take.
Quick	+1 to Initiative checks.
Honorable	+1 to Socialize checks
Evasive	+1 to Escape checks
Mindful	Regain 1 Composure every rest (This is in addition to

	Meditation)
Friendly	May spend extra successes from a Socialize check on the next check you make.
Stubborn	
Restrained	Reduce any damage rolls from missed strikes by 2.

Items

Items can be purchased or found and grant an effect. This effect can be Permanent (P) or Consumable (C) A consumable item is removed from the inventory after it is used.

Items may be resold for half their value in gold, rounded down. If an item has no listed value it is considered to have a value of '0.'

Items may be used at any point during gameplay.

d6 6	Item	G	Use	Effect
11	Ninja Dust	2	C	Immediately end combat. Gain 0 XP.
12	Poultice	1	C	Reduce Injury score by 5
13	Bandages	2	C	Reduce up to two bleed conditions by 1.
14	Master-crafted sandals	3	P	+1 Initiative (limit 1)
15	Fireworks	2	C	+1 to next Strike
16	Fine edge	2	C	+2 to next strike. Limit 1.
21	Smoke bomb	2	C	+2 defense to one roll
22	Rose of Keikoku	1	C	+2 to Socialize check
23	Clarity Powder	1	C	+2 to Investigation Check
24	Fine Kimono	4	P	+1 Socialize checks.
25	Rice wine	2	C	Reduce two conditions by 1, gain 1 stress.
26	Instrument	4	P	During rest, regain 1 Composure

31	Game	4	P	During rest, regain 1 Composure
32	Healer's Kit	3	P	Gain +1 when treating wounds.
33	Lucky pendant	2	C	Reroll injury check, must take new roll.
34	Opium	2	C	Reduce one Injury by 1d10, gain 2 stress.
<div> <div>Armor</div> <div>Gold</div> <div>Use</div> <div>Bonus</div> </div>				
35	Plain Cuirass	2	P	Damage -2
36	Leather Armor	2	P	-3 Damage
41	Ashigaru Armor	4	P	+2 Defense, -2 Damage
42	Emblazoned Cuirass	3	P	-2 Damage, +1 Social
43	Reinforced (Quality)	5	P	+1 Defense to Armor Item (limit 1)
44	Master crafted (Quality)	6	P	Damage -1 (Limit 1)
<div> <div>Weapon</div> <div>Cost</div> <div>Dam</div> <div>Bonus</div> </div>				
45	Katana	4	1 (1H)	+1 Strike
46	Wakizashi	2	1 (1H)	+1 Initiative
51	Tetsubo	4	1 (2H)	Bonus to defend next attack +2 on successful strike
52	Chain scythe (2H)	3	1 (2H)	+1 Initiative
53	Jitte (1H)	2	1 (1H)	
54	Matchlock Pistol	3	1 (1H)	+1 Initiative, +1 Escape to end Conflict
55	Naginata	4	2 (2H)	-2 Initiative
56	Yari	3	1 (2H)	+2 Initiative

d6	Magical Item	Gold	Use	Effect
61	Blessed icon	-	C	Reroll 1 die (take best result)
62	Healing Herbs	-	C	Lose 1 Injury
63	Healing Crystal	-	C	Reduce Injury by 3
64	Tincture of Speed	-	C	Make a strike at any point during combat
65	Enchanted Cloak	-	P	+1 Defense
66	Enchanted blade	-	P	+1 Strike

Weapon Qualities to add

- Thundering (bonus vs undead)
- Holy (bonus vs oni)
- Frightening (bonus vs human)
- Quick (+1 Initiative)
- Sparking (+2 Escape)

The Final Showdown

The character will face the final boss after completing the last rest or discovering the last clue, whichever comes first.

Arriving at the antechamber to the royal chambers you spot two guardsmen just outside. Both are missing the vestiges of the royal guard, and instead bear an eagle's clay tearing a scroll in two on their smoked black armor.

Find another way in (#1)

#1 Find another way in
(Investigation).

Fail The high walls and regular patrols made it impossible to secure another way inside. You would have to face the guards.

Face the guards (#2)

Pass A door used by the servants had been left unlocked. You quietly opened it and passed through.

Enter the passage (#3)

#2 Face the Guards (Conflict)
"Turn back ronin," One steps forward and places a thumb onto the guard of his katana. "What goes on here tonight does not concern you."

Begin Conflict with Imposter Guardsmen.

Fail You are defeated. The guardsmen behead you and hang their prize from the battlements.

Pass Your movements are dizzying to behold. Within seconds the guards lay dead and you move past them.

Move through the door (#3)

#3 Move through the passage
(Special)

You creep through a darkened courtyard, the hairs on the back of your neck standing up. Something is wrong.

Look for danger (#4).

#4 Spot danger (Investigation).

Fail: You miss the coiling body in the shadows.

Pass: Proceed to #5

#4. The giant serpent lunges out at you, barely giving you time to draw your sword.

Begin conflict with Uwutame Serpent.

Fail: you are devoured by the massive beast.

Pass: Proceed to #5.

#5 The crone cackles loudly as she throws burning herbs down upon you. Your vision begins to swim and legs become mush. The old woman lands next to you, dagger in hand.

"He said you might come. If I kill you he will let me eat your heart."

Overcome the noxious fumes (Athletics).

Fail: Proceed to #6

Pass: Proceed to #7

#6 You fall to your knees as the hag drives the blade towards your neck. You catch it a moment before it strikes your neck, but are surprised by the old woman's strength.

"Die! Die!!" Her screams pierce your mind. **Turn the blade on her** (Athletics).

Fail: the hag kills you and eats your heart.

Pass: If you have performed more than 20 investigations, Proceed to #8, otherwise Proceed to #7.

#7 Stepping over the body of the old witch you arrive at a set of massive doors you know leads to the inner sanctum of the palace. You push the doors open and find Lord Katsumi sitting on the royal seat. He raises an eyebrow at the bloody scene behind you.

"I suppose I should have known you would come. My agents told me you refused to back down. Left quite a trail of violence if what they told me is true." Katsumi leans forward and smiles. "They also told me that you were the only one who could foil my plans." He snaps his finger and a massive warrior steps

around a pillar, wicked tetsubo clutched in his gauntleted hand.

Begin Conflict with Monstrous Samurai.

Fail: the massive warrior tears your body apart and throws you from the castle. You are eaten by the birds and rats and soon forgotten.

Pass: Proceed to #9.

#8 As you step into the inner sanctum you feel a hot pain in your back. Reaching over you find a shrunken buried deeply into the muscles. They must have had time to prepare an ambush. A clapping turns your attention to the far wall. "We heard you were coming here." Lord Katsumi strolled from the shadows.

"Did you think you were the only one in the city with eyes and ears? Fool!" The old wizard snaps his fingers and shrouded figures appear around the sanctum. "This is where your meddling ends." Suffer an Injury (Damage +6) then Begin a Conflict with Elite Ninjas
Fail: The ninjas drag you from the palace and toss you into the street to feed the dogs. You are soon forgotten.

Pass: Proceed to #10

#9

The monster falls before your blade with a heavy thump. Lord Katsumi falls from his seat and backs away from your dripping blade. "Wait! We

can work something out. Please!
Just listen!"

Your justice is swift.
You are victorious.

#10 Wit a shout you separate the
last ninja's body in half. Squelching
across the bloody floor you
approach Lord Kastumi.

"Please, please," The old wizard
scrabbles back, raising a hand out
in supplication. "We can come to
some sort of arrangement. Just
listen! Listen!"

Your justice is swift.
You are victorious

Arriving at the antechamber to the royal chambers you spot two guardsmen just outside. Both are missing the vestiges of the royal guard, and instead bear an eagle's clay tearing a scroll in two on their smoked black armor.

Find another way in (#1) or Face the Guards (#2)

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Fail The high walls and regular patrols made it impossible to secure another way inside. You would have to face the guards.

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Fail You are defeated as reinforcements arrive and cut off any chance of escape. The guardsmen behead you and hang their prize from the battlements.

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(Special)

You creep through a darkened courtyard, the hairs on the back of your neck standing up. Something is wrong.

Look for danger (#4).

#4 Spot danger (Investigation).

Fail: You miss the coiling body in the shadows. *Fight the serpent (#5)*

Pass: A hissing sound from the far corner of the courtyard warns you of a fearsome threat. You stay low and to the shadows, hurrying towards a stairwell.

Enter the Estate (#6)

#5 The giant serpent lunges out at you, barely giving you time to draw your sword.

Begin conflict with Uwutame Serpent.

Fail: you are devoured by the massive beast.

Pass: The beast writhes about in death throws as you stumble away. Finding a set of stairs you haul yourself up them.

Enter the Estate (#6)

#6 Enter the Estate (Special)

The stone blocks of the estate shutout much of the din from outside. Padding forward you find yourself in a quiet hallway. A serving girl appears on the far end and her eyes go wide at the sight of you.

Ask for her help (#7)

#7 Ask for help (Socialize)

Fail A quick shake of the head is all you get as she retreats back the way she came. Looking over your wounds you think there must be something close by to help. *Search the room (#8)*

Pass She hesitates but moves forward quickly to help. "We had heard someone was standing up to our lord. I never expected to see you here." She works quickly, helping you sit and addressing your wounds. "I overheard our lord mention he would be in his personal chambers this evening." She gives you directions there. *Remove 1 Injury and Regain 2 Composure. Continue on (#9)*

#8 Search the Room (Investigate)

Fail: You find meager supplies, but are able to bandage your wounds and catch your breath. Gain bandages. Gain 1 Composure. *Continue on (#9)*

Pass: The room holds a few items you can use. *Gain bandages. Gain*

Rice Wine. Gain 2 Composure. Continue on (#9)

#9 Continue On (Special)

Your path leads you to an open parapet of the outer estate wall where banners flutter in the evening wind. Standing, almost as if waiting for you, is a thin and sickly figure.

"Hello, ronin." The voice coughs out, phlegm spattering across the stones. Green light began to dance and writhe around the strange figure's hands. Whoever this was they possessed powerful magic.

On the other side of the man was a door leading forward, but you recall a spiral staircase behind you that led into the estate proper.

Rush the figure (#10) or flee back to the staircase (#18).

#10 Rush the Figure (Conflict)

Begin a Conflict with Wild Spiritspeaker.

Fail The shaman pours unearthly energies into you body. Even as you try to dive away to escape, your flesh and bones melt away. You are defeated.

Pass "Noooo!" The shaman screams and terrible energy bursts from his body and consumes him. Cautiously stepping over the burnt out husk, you move forward.

Move forward (#11)

#11 Move forward (Special)

The room ahead is dark and the air rank. Flies buzz about, their numbers growing as you move deeper. A noise to the side makes you start as you realize some other creature is in here with you.

Flee the room (#12)

#12 Flee the room (Escape)

It is hard to see what lies in your path as you move quickly to find a door.

Fail A glass jar crashes into your head and shatters. Foul liquid spills over your head and face making you gag. *Fight the effects of the potion (#13)*

Pass: You make it through the door as something smashes into the floor behind you. Finding yourself in a temple you turn to face your attacker. An old woman steps into view.

#13 Fight the effects of the potion (Athletics)

Fail You vomit, body beginning to shake. *Gain Fearful. Gain Impaired. Fight the witch (#14). Lose Initiative during your next Conflict.*

Pass Steeling yourself, you face the creature who appears before you. *Fight the witch (#14)*

#14 Fight the Witch (Conflict)

Begin a Conflict with Clever Nokai.

Fail: Screeching in joy the old had carves into your chest.

Pass Her insane laughter is cut short as you cut her head from her body.

Looking around you see that the room you are in appears to be a humble temple which has not seen any use in some time. Resting for a moment here you feel strength flowing back into your body. Regain 2 Composure. Remove a condition.

Leave the temple (#15)

#15 Leave the temple (Special)

The estate is mostly deserted as you move through it. Finally you reach a thin door and can hear chanting coming from the other side. The mastermind of what is going on must be on the other side. As you reach for the door the entire thing explodes.

Dodge out of the way (#16)

#16 Dodge out of the way (Athletics)

Fail A tetsubo the size of a small tree crashes into your chest and sends you flying. Suffer an injury (Damage +4). **Face the giant (#17)** **Pass** you leap back and a tetsubo the size of a small tree barely misses you. Standing on the other side of the wall is a samurai bigger than any you have ever seen.

Face the giant (#17)

#17 Face the giant (Conflict)

Begin a Conflict with Monstrous Samurai

Fail There is nowhere to run. You don't even have a chance to cry out as the samurai lands a deadly blow onto your head, crushing both you and your quest for justice.

Pass: The monster falls with a thud. In the distance of the darkened room comes a clapping.

"I never thought you would make it this far, ronin." And old man steps forward. You have never seen him before, but his presence radiates power.

"Shall we finish this? I never was one for monologues."

Fight the Mastermind (#19)

#18 Flee to the staircase

(Escape)

Fail A bottle smashes into your back and a burning spreads across your shoulders. Shrugging out of your armor you leap down the spiral staircase and continue to a thin wooden door you open to step through. Lose your armor. Dodge out of the way (#16)

Pass You exit onto a rough wooden floor near the kitchen. Moving fast you reach a thin wooden door. Muffled chanting can be heard on

the other side. As you reach out to open it the door explodes in a cloud of splinters as a massive tetsubo breaks through.

Dodge out of the way (#16)

#19 Fight the Mastermind (Conflict)

1

The Mastermind	4	4
Attack Ancient Spells (Damage +4) Lose 1 Item. Armor Curse Robes (Strike -1). Special Evil Curses After suffering an injury, Withstand the Power (Athletics) or		

Fail Eldritch