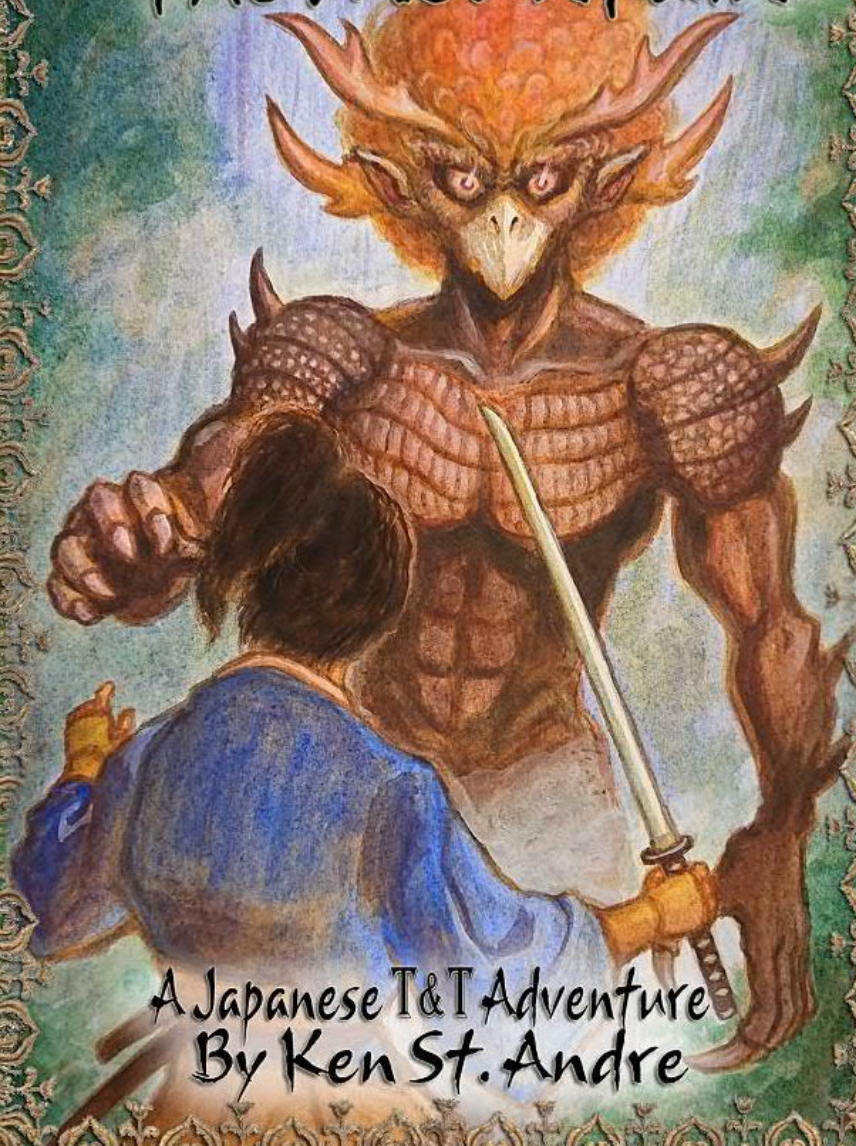
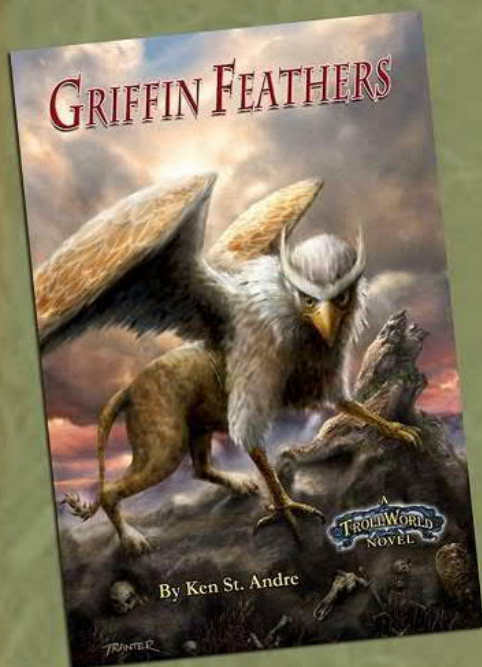


# Coming Down the Mountain



A Japanese T&T Adventure  
By Ken St. Andre

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# COMING DOWN THE MOUNTAIN; *A Japanese T&T Adventure*

By Ken St. Andre



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Edited and Designed  
by David A. Ullery

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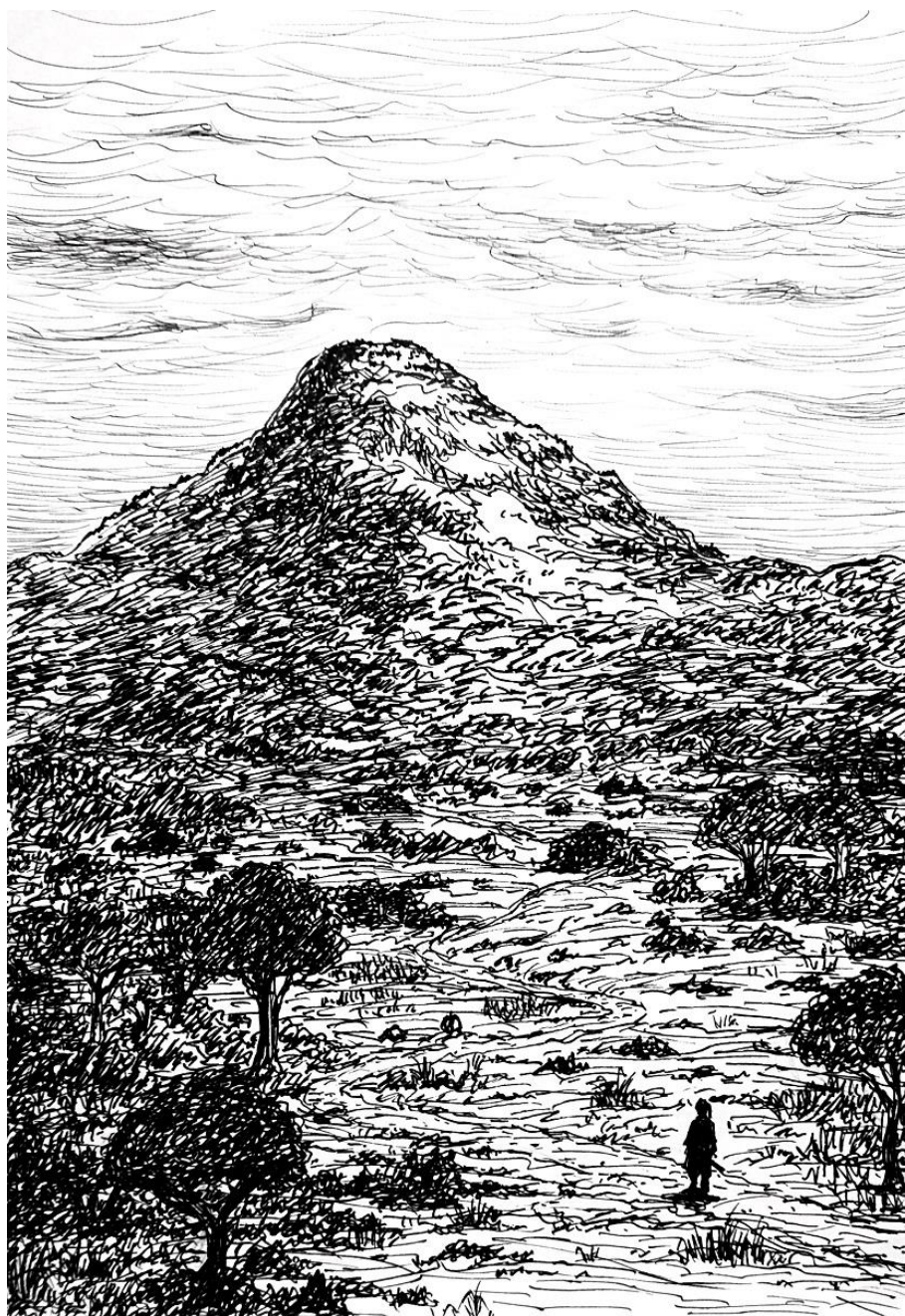


# COMING DOWN THE MOUNTAIN; A Japanese T&T Adventure

By Ken St. Andre



**Introduction:** You are a Samurai warrior. Your daimyo (clan chief) has just ordered you to climb Mount Kitsune and escort the venerable hermit priest who lives in the Kitsune temple down to the lord's estate at the foot of the mountain. It is a simple job, and should not take more than 3 or 4 days. This is an adventure for T & T warriors of any level though it is meant for characters of level 3 to 7.



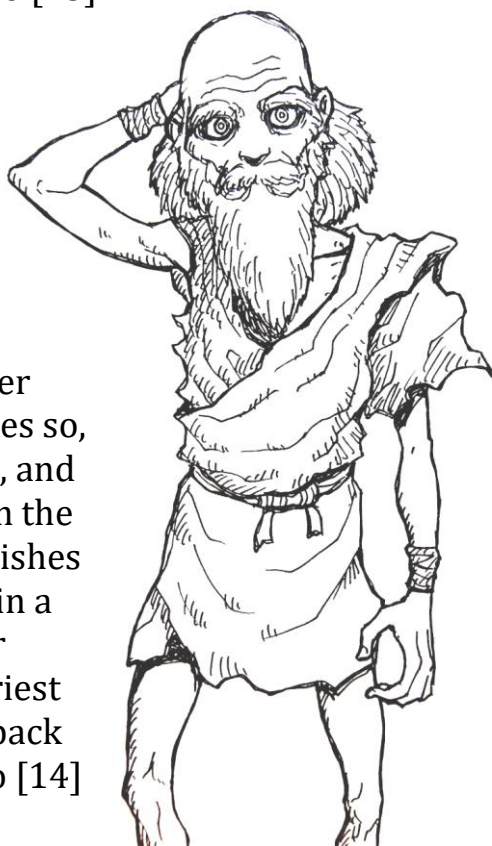
[1] Mount Kitsune is not the largest mountain in Japan, but it is the largest on this island. It fills the center of the island and effectively separates the east coast from the west, and the north coast from the south. Although it is a volcano, it has not erupted for hundreds of years. The slopes are richly forested and have plenty of wild game. There are many paths and trails through the forests and over the foothills that surround the main peak. There are some paths that are used enough to become small roads, and these connect small villages on the outlying slopes, and merchants frequently travel these roads to bring goods to the people who live far from the daimyo's court and city on the east coast. Go to [11]

[2] A wave of dizziness passes over you, and you fall down. Perhaps the spider-demon's talons were poisoned. You lose consciousness. When you awaken it is night. Your wounds have been bandaged, but you are alone. You recover half of your missing CON. Your blessed katana is gone—the priest must have taken it. You still feel weak, and after taking a drink of water, you fall into a restless slumber that lasts until sunrise. When you awaken you must decide what to do. If you follow the priest back up the mountain, go to [42]. If you realize that you cannot win and decide to go down the mountain and report to the daimyo, go to [52]. If you think that you have lost your honor, and that only death awaits you in the daimyo's court, go to [66].

[3] The old priest looks at you with some amazement. "Truly, you are a peerless warrior, but you are using your gifts for evil. For this heinous deed, I curse you to die by drowning.' You feel a chill of supernatural horror as he says this. Permanently reduce your Luck and Charisma attributes by 1 point each.

"I fought in self-defense, and in pursuit of my duty. I have pledged to take you to the daimyo's court and I will do so." Take 200 adventure points for slaying the kappa. Go to [13].

[4] "Warrior, you have chosen wisdom at last," says the priest. "I may be able to save you." He falls upon his knees and begins chanting in a language you have never heard before. As he does so, the skies begin to clear, and the feeling of menace in the air abates. When he finishes chanting, it is once again a beautiful clear summer afternoon. Then the priest begins to calmly walk back up the mountain. Go to [14]



[5] “Then I will go over you,” you shout. You reach up as high as you can to find the top edge of the wall, but there is no top edge that you can reach.

You dash at it and try to break through or knock it over, but you only bruise your shoulder. After a while you return to the path where the priest is sitting serenely and chanting.

“I see that you did not get around the wall,” the priest gloats.

“How long will this wall remain?” you ask.

“As long as it takes for you to relent and let me return to my home.” Go to [15]

[6] When the sun comes up the wall fades away and disappears. You wake the priest and together you walk the last quarter mile to the gates of the daimyo’s town. Go to [16].

[7] It is dark before you finally admit to yourself that you are lost. Well, there is nothing to do but make camp and wait for the morning. Like all Japanese forests, this place is haunted. Make a L1SR on Luck to see if the yokai leave you alone during the night. If you make the saving roll, you will sleep restlessly and awaken with first dawn. After a few hours of wandering you find your way back to a place you recognize. Go to [74]. If you

fail the saving roll, then something more exciting happens—go to [35].

[8] Your lord listens carefully to your story, and at the end, he smiles. “You did your best, and you returned to me when you failed. You are just a man. Perhaps the old priest does not need to come down off his mountain now. I will give him another ten years to change his mind. You may return to your home now.” The adventure is over. Take 50 a.p. The End.

[9] The battle has been difficult and you feel yourself tiring. Roll 1D6 and subtract that amount from your STR attribute, reducing your combat adds appropriately. If your STR is reduced to less than half of what you started with, go to [2]. Otherwise, return to [79] and fight another combat round.

[10] The battle continues. If you were the one that took damage and battled on, return to [50] and fight another round. If you are beating the kappa, go to [23].

[11] You are walking—you expect it to take you a day or two to reach the summit. You begin to hear the sounds of struggle. Men are shouting. You hear the ring of metal on metal. You come around a corner and see a small merchant troop beset by a dozen brigands. The merchants are defending themselves with clubs and cudgels, but they are



outnumbered and the bandits have knives and a few even have old swords. One merchant is down and the others won't be able to hold out for long. What do you do? If you rush in to help the merchants go to [48]; if you rush in to help the bandits, go to [56]. If you think this is not your problem, you may take a side path and go around the robbery by going to [64].

[12] You realize that there is no honor in dragging the priest down the mountain against his will. Reluctantly, you untie the priest, and apologize for the inconvenience you have caused him. He mumbles a few words of forgiveness and then trudges back up the mountain path. Now, what will you do? If you decide to get off the mountain and report to the daimyo, go to [52]. If you think that you have lost your honor, and that only death awaits you in the daimyo's court, you may take another path, leave this land, and become a wandering Ronin—a masterless samurai outlaw. If you choose that, you may take 100 a.p. and keep the character, but this adventure is over for you.

[13] Before you resume your journey you spend some time patching up your wounds. If you have been injured, you may recover 2 CON points by applying bandages and salves that you carry with you at all times. When you have recovered from the fight, you once again pick up the priest and continue down the mountain path. Go to [43].

[14] You realize that you have failed your mission to return with the priest. Death is frequently the result of such a failure. The honorable thing to do is to continue down the mountain and report to your lord. The smart thing to do is to turn aside, abandon your lord and your duty and become a Ronin—a wandering, masterless samurai. If you decide to do the smart thing, go to [66]. If you do the honorable thing, go to [60].

[15] You sit down and glare at the priest. It is now quite dark as the moon is still below the tree line in the east, and there is only starlight to see by. He is only a dim gray form a few feet away from you.

“You could be resting comfortably at home in just a few minutes if you simply allow me to return to my shrine,” says the priest temptingly.

Do you give up? If you allow the priest to return to his shrine, simply say so, and go to [25]. If you refuse to give up, and try to think of a way to get past this barrier, go to [57]. If you decide to try and kill the wall with your sword, go to [65].



[16] You have arrived at the daimyo's court. The guards take you and the priest to the bath house, where you have a chance to freshen up and make yourselves presentable to the daimyo. If you are wounded or hurt in any way, your injuries are treated. You get a few hours of rest, and then you and the priest are summoned to an audience with the daimyo. Go to [26].



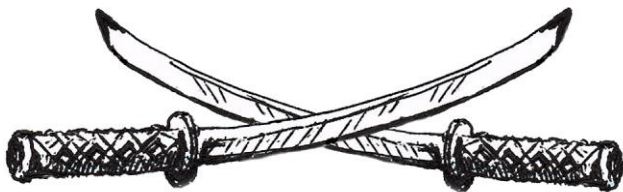
[17] Pulling out your wakizashi, you charge into the battle, shouting your samurai war cry. Roll 1D6. That many of the 12 outlaws break and run for it when you appear. The rest all turn to face you. Each brigand has a monster rating of 18 (they get 2D6+9 each). The merchants will help you in the fight—they provide a total of 40 hits on your side of the general melee. If the brigands lose the combat round, any that are not slain will run away. If they win the combat round, the merchants will run away, leaving you to fight the brigands on your own. If the robbers run away, go to [47]. If you lose the combat round, the outlaws will keep attacking, keep fighting until you are either slain, or you win a round. If you die, close the book. If you win, go to [47].



[18] The lord grows impatient halfway through your tale and barks a command to the other samurai in the room. They seize you, disarm you, and drag you off to a prison cell. There you remain in dishonor for 3 years until your daimyo gets ill and dies. (He was poisoned by his wife.) Then you are released, told to leave, and never return. Your character is now a Ronin, a masterless warrior. Take 80 a.p. and hit the road. The End.

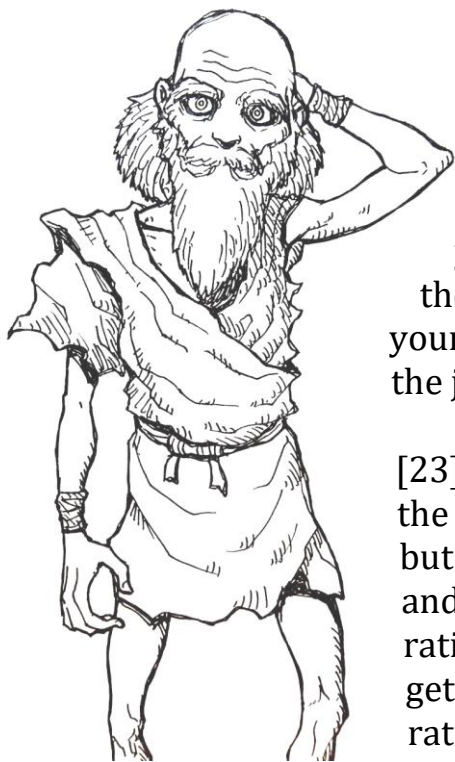
[19] You take a vicious cut at the wall. As the metal strikes the stone, you hear what sounds like a gong ringing loudly. Your sword shatters into a dozen pieces, one of which flies into your face leaving a nasty cut just below your eye. Roll 1D6 plus 1 to see how many CON points you lose. This is a permanent reduction. But with a shriek the wall also shatters and disappears. Heedless of the blood flowing down your face, you seize the priest and dash down the path. Soon you come to the gates of town and the guards on duty see you coming and open the gates for you. Go to [16].

[20] The oni has a monster rating of 200. (21D6 + 100 combat adds) There is nothing to do now but fight for your life. Your swords are blessed; they are effective against it, but are they enough? Fight to the finish. If it slays you, the priest will get free, and go back up the mountain. If you slay it, go to [68].





[21] As you climb the mountain gets steeper and the path gets narrower, but the day remains fine, except for a brief shower in mid-afternoon. Just as the sun is going down you reach a small shrine built of timber and bamboo at the crossroads of 6 paths. It is not the very top of Mount Kitsune, but it is near it. An old bearded priest is sitting upon a tatami mat near the front door. He raises a hand to you in greeting. You approach and bow and comment upon the nice weather and ask if you can join him. He gestures for you to sit. The two of you sit together in silence and watch the sun go down. The priest has not yet spoken a single word to you. Go to [31]



[22] Vowing that you will not allow a little thing like the attack of mountain spirits prevent you from doing your duty, you gather up the old priest, strap him onto your back again, and resume the journey. Go to [62].

[23] Fight another round with the kappa. It still gets 10D6 but if you have wounded it and reduced its monster rating, remember that it only gets half the current monster rating in combat adds. If you

wound the kappa again without killing it, go to [33]. If you slay it outright, go to [3]. If it kills you, close the book. If it injures you with more than spite damage, the priest will again beg you to surrender, save your life, and release him—go to [30].

[24] You quickly go to work at constructing a mask that you think will frighten a demon. You cut out a piece of cloth from your spare garment in your pack. You cut eyeholes in it. With a piece of charcoal you draw extra triangular eyes in parallel lines down the side. You gather twigs and carve them into short little horns and attach them on the sides. You don't bother with a mouth. You write the sacred name of the Buddha on the forehead. Really, the mask is a ludicrous thing, but you don't have much time, or much to work with. You put away your weapons and take out the small copper cooking pot that you always carry with you—that and some pebbles which you place inside it, and then cover it with a improvised cloth covering. This you will keep inside your robes so the demon cannot see it. Just as you think you are ready, the clouds burst open and rain pours down upon you. Lightning strikes less than ten feet away. Go to [34]

[25] "Is there no end to these obstacles?" you ask yourself.

“I resent being called an obstacle,” says the wall. “I am a guardian. I guard the priest.”

“How can I persuade you to let us pass?” you ask.

“The Holy One need only ask me, but there is nothing you can do to pass me by so long as you detain the Holy One against his will.” Go to [49]

[26] Your lord has a love for luxury and grandeur that clearly displeases the ascetic old priest. Elaborate silken tapestries cover all the walls of the audience chamber. Twenty samurai guards are scattered throughout the room. His seven concubines all sit together behind a flimsy butterfly screen that conceals nothing. He bids you come forward and tell him about your journey. (Take 100 adventure points for the successful completion of your task.) The old priest stands quietly beside you, frowning, and looking very unhappy. Go to [36]

[27] Unsheathing your short sword and making as much noise as you can, you stomp forward shouting “Halt, brigands! Justice is upon you!” Make a L2SR on Charisma (25-CHR) If you succeed, go to [55]. If you fail, you will find yourself in combat—go to [17].

[28] “We will just walk around you, O Wall,.” You snarl.

“You can try, but I don’t think you can do it.”

“I will just sit and watch,” says the priest.

You step off the path on the right side, go between a couple of trees, and turn to go around the wall, but, instead you bump into something hard and unyielding. It is dark now, and difficult to see under the cover of the trees, but it sure feels like a wall.

“What?” you blurt.

“I am here in front of you,” answer’s the wall in a melodious voice. “You cannot go around me.” Go to [5]



[29] If the spider-demon has slain you outright, this is the end. The wild spirits of the mountain will rescue and untie the old priest. In time, he will send a message to the daimyo telling of your death and burial on the mountain. If you are wounded, you must decide whether to continue fighting or to surrender and let the priest go. If you continue fighting, reduce your STR attribute by the same amount as you have reduced your CON attribute. If your STR is reduced to less than half of what you started with, go to [2]. Otherwise, return to [69] and fight another combat round. If you surrender, go to [32].

[30] The priest sees that the kappa is hurting you. "Surrender, warrior!" he shouts. "You cannot win this battle." If you agree with him, go to [75]. If you still think you can win, or if you think death is better than dishonor, go to [50] and fight another round.

[31] When darkness has settled upon the mountain the old priest stands up and enters the shrine, beckoning for you to follow. You take off your straw hat and do so. Inside there is nothing but an old tatami for the priest to sleep upon, a small table, and a few tools used for carving wood, a chisel, a sharp knife, a small hammer. The shrine itself is lined with dozens of small figurines carved from wood—each more fantastic in appearance than the one next to it. These are the spirits of the

mountain. By the light of a single candle you see turtle-like kappa, spider-demons, demonic wolves, kasodek umbrella monsters, the crab-like hikigani with their samurai faces, and many more strange and bizarre spirit forms. There is a small wooden bowl full of ginnan and kuri nuts on the table. The priest invites you to satisfy your hunger by eating some of them. He chooses 3 nuts for himself and seems to be quite content with them. You notice that he is very thin. You take a sweet rice cake from your pack and break it in half and offer to share with him. This makes him smile. "Thank you, my son," he says. "It has been more than a year since another pilgrim shared sweet rice with me." He eats two small bites of rice and leaves the rest to you. Go to [41]



[32] You throw down your sword and kneel. The spider-demon stops attacking you, scuttles over to the priest, and soon has him free of his bonds. The priest mutters something about it being better to learn wisdom late than never and trudges back up the path. If you decide to return to the daimyo and tell him what happened, go to [52]. If you think that failure is the same as a death sentence, and you do not wish to die, go to [66].



[33] “Stop fighting!” shouts the old priest. Such is the force of his command that both you and the kappa freeze in your tracks and turn to look at him. “Return to your pool, Kappa-sama,” commands the priest. “I thank you for your efforts, but you cannot save me from this warrior. A greater spirit than you shall do so.” The kappa bows to the priest, nods to you, turns and walks back into the spring, quickly disappearing from your sight. Take 100 a.p. for surviving your fight with the kappa and go to [13]

[34] The stench of ozone fills the air. The thunderclap deafens you. A torrent of rain explodes around you, and out of the dazzle comes the most horrible thing you’ve ever seen—black lizardlike skin, red glowing eyes, burning horns on its head and sprouting from every joint on its body, long dagger-like claws, and instead of a mouth, a kind of eagle’s beak. Bedecked in your mask, with your arms hidden inside your robes, you turn and face the oni. You rattle your noisemaker as loudly as you can, and let out your most horrifying screech—easy enough to do as you are quite horrified by the apparition in front of you. This is the moment of truth. Make a L3SR on either your Charisma or your Luck. If you make the saving roll, go to [44]; if you fail, go to [54].



[35] You awaken to feel a hot breath upon your face. Opening your eyes you look directly into the face of a demon-wolf. You know it is no ordinary beast by the way it acts, by the green flames

flickering where the pupils of its eyes should be, and by the cold grating voice that says, "You are forsworn, samurai, and now your soul belongs to me."

"Leave me, demon, and I will let you live," you whisper, all the while seeking the handle of your katana. You knew the risk of sleeping in the forest, which is why you slept in your armor and kept your katana close at hand. The feel of the sword hilt gives you confidence and you roll and spring to your feet. Then begins a true test of speed and skill. The demon-wolf has a monster rating of 98. It gets 10D6 plus 49 combat adds. Fight to the finish. Your blessed sword can harm this oni, but the short sword would be useless. If you win the fight you will spend the rest of the night on guard, and then find your way back to the main path in the morning. If you survive the fight, go to [74]. If you lose the fight, close the book. Someone else will have to fetch the priest.

[36] The daimyo cannot help but notice that his guest is obviously not pleased with the honor and the attention that he is getting. His flowery speech of welcome breaks off in the middle. "Why do you frown, Holy One? It should be a great honor for you to be my personal priest and advisor in spiritual matters."

"I did not seek this honor," answers the priest. "I would like to return to my shrine, lord. There is no

need for me in this court. You have everything that a man could desire.”

“But you are alone and unguarded from bandits and other hazards way up there.” The daimyo turns to you. “You have seen how he lives. Would he not have a better life here with us?”

“Lord,” you answer, “this holy man is far from alone and unguarded. The spirits of the mountain attend him and protect him. I had the greatest difficulties of my life in obeying you and bringing him down the mountain to you.”

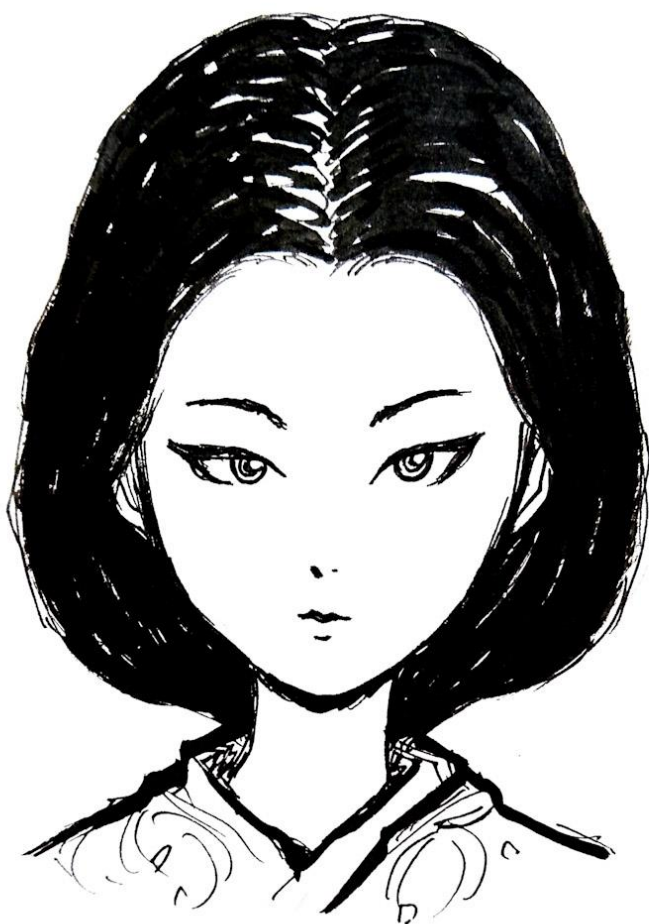
“What do you mean?” Go to [40]

[37] Suddenly lightning strikes not ten feet away from where you are standing. The stench of ozone fills the air. The thunderclap deafens you. A torrent of rain explodes around you, and out of the dazzle comes the most horrible thing you’ve ever seen—black lizardlike skin, red glowing eyes, burning horns on its head and sprouting from every joint on its body, long dagger like claws, and instead of a mouth, a kind of eagle’s beak. It hops like a frog and is upon you. Somehow you manage to lift your swords and slash at it as it approaches. It jumps above your cuts and the fight is on. Go to [20]

[38] You decide that it is foolish and dishonorable to attack a wall with a sword. You go and sit down again. The woman laughs softly. “You have made the right decision,” she says. “Now make another

good choice and let the Holy One return to his shrine.”

If you decide to give in and allow the Holy One to turn back, go to [25]. If you get stubborn and sit there and glare at the wall until you fall asleep, go to [6].



[39] You are fighting 3 brigands. In such situations, samurais rely heavily upon the speed of their attack. Make a L1SR on Speed. (20-SPD). If you succeed, you cut down the first of the three attackers without him even having a chance to defend himself. If you fail, you must fight all 3 of them. Each has a monster rating of 18 (2D6+9). They have no armor. Do the combat. If you win the first combat round, any surviving outlaws will panic and run away. You let them go. Their panic infects the others and all the surviving robbers will flee. If this happens, go to [47]. If they win the first combat round, the fight will continue. Battle it out until either you win a combat round at which point they will all run away go to [17], or you are dead. If you die close the book.



[40] You tell him of the journey down the mountain and how you faced a spider-demon, a kappa, an oni, and the nurikabe wall. The court listens to your tale in wonder, and as you describe the various guardians you hear many gasps of astonishment. You finish by saying, "If you keep the priest here against his will, it seems likely to me that his yokai friends will also come to live in your court. Do you wish to have an oni demon here causing mischief and slaying those that displease it?"

The daimyo looks very thoughtful. He turns to the priest. "Do you really wish to return to your humble and austere shrine on the mountain?"

"Lord, I do," answers the priest, bowing just the slightest bit.

"I will not keep you here against your will. Stay and instruct me in the ways of the spirits at supper tonight. In the morning my faithful servant . . ." he gestures at you, "will accompany you back to your shrine."

"Thank you, lord," says the priest.

You silently groan. It appears that your adventures on the mountain are not finished yet.

The End

[41] After the meal is finished the priest offers you the tatami mat to sleep upon, saying that he will rest upon the doorstep and protect you from the mountain spirits. You refuse and tell him you are accustomed to simply sleeping in your clothing and no mat is required. It is an epic politeness battle, but as you are younger, you win it by emphasizing your respect for his great age and wisdom.

Eventually you fall asleep. The priest is lying upon his mat quietly chanting prayers when you finally close your eyes. Go to [51]

[42] When you reach the mountaintop, you find the intersection of the paths, but there is no longer a shrine there. You realize that the old priest, with the aid of the mountain spirits is hiding from you. Make a L2SR on Luck. If you make it, then you find and recover your katana. If you fail, you do not find the sword. You now have two choices. If you return to your lord and tell him what happened, go to [52]. If you decide that life is better than death with honor, go to [66].



[43] After a short rest you pick up the priest and continue going down the mountain. It is past noon now, and the sky starts to fill with dark gray thunderclouds. After being silent most of the day, the priest now begins to talk to you. "Warrior, you have impressed me with your courage, your courtesy, and your devotion to duty. I do not wish to see you slain in a futile attempt to take me where I do not wish to go."

"I do not think I am in any great danger," you reply. "At this rate of travel, even though your spirit guardians have slowed me down, we should reach the daimyo's court shortly after sunset." Go to [53]

[44] Completely startled by the weird, armless, rattling, screeching figure you present, the oni howls in sudden fear, and vanishes in another flash

of lightning. Your desperate trick worked. Go to [68].

[45] You have never encountered a talking wall before. Now that you look closely, you can see that this one also has a face, the face of a young and modest woman. "Please allow us to pass, O Nurikabe."

"Do you wish to continue your journey, Holy One?" asks the wall.

"No. I wish to return to my shrine," he answers.

"You may pass, warrior, if you allow me to take the Holy One back to his mountain top." Go to [28]



[46] Your enchanted blade has slain the spider-spirit. You get 60 a.p. for the fight. The priest begins to weep. In a voice that cracks with pain, he says “I curse you, samurai. You have slain the spider-demon. Now you shall become one when you die.” Go to [71].

[47] You get 18 adventure points for each robber that you slew plus 25 a.p. for rescuing the merchants. They thank you profusely and ask you to accompany them to the next town. It is close to your planned path, and you accompany them as a guard. There is a small inn at the town, and you stay overnight as the caravan leader’s guest. In the morning after breakfast, you continue climbing the mountain. Go to [21].

[48] You have 2 choices. You can draw your short sword—you would not dishonor your longer weapon by using it on scum like these men—and rush into combat. This is what most samurai would do. If you make this choice, go to [17]. Or, you could use the fact that you are Samurai to simply try and scare the bandits into running away. They are a cowardly bunch of rogues and not used to dealing with trained warriors. If you do that, go to [27]. Choose one of these options.

[49] “Then I surrender,” you groan. “Take him home.”

“Holy One, let us depart,” says the wall.

“Gladly,” answers the priest.

The wall seems to flow around you and then you are alone on the downhill side of the nurikabe. As the moon comes into view, you can see the wall retreating into the distance, moving faster and faster. In a few seconds it is no longer visible, nor is the priest.

Unhappily you contemplate what reaction you will receive when you return without the priest. Go to <F-5.1>

[50] The kappa advances steadily upon you, and begins slashing with its claws. It moves faster and faster as it advances. (The kappa has a monster rating of 98 (10D6 + 49). Fight. If you are dead at the end of a single combat round, close the book. If you have taken more than 5 points of damage, go to [30]; if you have taken less than 5 points of damage or if you have wounded the kappa with more than spite damage, go to [10]. If you have slain the kappa outright, go to [3].

[51] During the night you have many strange dreams, but you feel no fear. In the morning you awaken refreshed to find that the priest is already awake and brewing an herbal tea. A little more rice from his pack makes a breakfast for the two of you. Then he finally gets to the point and asks, “Why have you come all the way up here to see me?” You explain that you are on a mission from the daimyo to bring him back to the court. You tell him that the

lord needs his spiritual guidance because the local spirits are giving him many problems, but he detects the falsehood in your voice. From the tilt of his head and the angle of his eyebrow, you know he doesn't believe you, so you tell him that the daimyo is fearful for his health, and wishes you to bring him off the mountain to his court where he can live out his declining years in comfort. "I do not wish to leave my home," answers the priest. "I will not go with you." Go to [78].

[52] You return to the daimyo's court and tell him the whole story of your journey. A good lord would forgive you for failing under the extraordinary circumstances of the task. But some lords are not as good as others. Make your level 2 saving roll on either Luck or Charisma (your choice). If you make the saving roll, go to [8]. If you miss it, go to [18].

[53] "That will never happen, because the next spirit you face will surely slay you. I can read the omens. The next spirit you face will be a deadly demon from hell, the oni, Imakiyu. Even your blessed blade will be no match for it."

There are legends about the demon known as Imakiyu, and none of them end happily for the people in those stories.

You set the priest down and stop to think about how to deal with an oni. If you have slain either the spider-demon or the kappa outright, then you may

go to [63]. If you did not slay either of your previous challengers, then go to [70].



[54] Momentarily startled by your trick, the oni steps backwards and begins to laugh. “O, ho ho, mortal, that is the funniest thing I have ever seen. I am tempted to let you live if you will simply

release the priest.” Its appearance changes to that of a handsome young man, with still a bit of hellfire in its eyes.

The priest calls out, “Spare this man, O Imakiyu. He is an honorable warrior.”

“Only if he frees you,” says the demon to the priest.

If you agree to let the priest return to his shrine, go to [4]. If you do not agree, there is nothing you can do except draw your weapons and fight—go to [20].

[55] When the brigands see that a samurai is about to attack them, they panic, and flee in all directions. You let them go—after all, you cannot pursue in a dozen directions at once. You get 25 a.p. for rescuing the merchants. They thank you profusely and ask you to accompany them to the next town. It is close to your planned path, and you accompany them as a guard. There is a small inn at the town, and you stay overnight as the caravan leader’s guest. In the morning after breakfast, you continue climbing the mountain. Go to [21].

[56] The bandits see you rushing in towards the fight, and mistakenly think you are attacking them. The three bravest ones turn to fight you; the three most cowardly run away: and the other 6 continue attacking the merchants. Go to [39].

[57] You sit and stare at the wall. It is not just a plain expanse of stone, but is instead a mural of a small hut in the lower left quadrant surrounded by rice fields with a young woman standing in the center. You ask yourself why does this wall have a picture on it? Most walls are simply stone or brick or timber without much in the way of adornment. Make a L3SR on Intelligence. If you succeed, go to [73]. If you fail, go to [67].



[58] You handled the spider-demon. You handled the kappa. You can handle this oni. How powerful can it be? It's just some lesser demon that lives out in the wilderness. Just in case, you take out your whet-stone and sharpen your katana. Then you sharpen the wakizashi (short sword). For the next fight only you may add an extra D6 to the combat value of each weapon. You say a short prayer over your weapons, asking the Lord of Heaven to bless

them and protect you. The priest watches you sadly. Go to [37]

[59] “How can there be a wall built across the path?” you ask in bewilderment. “There was no wall when I came up the path a few days ago.”

“Why don’t you ask the wall?” chortles the priest.

“Walls can’t talk.” you snap.

“I can talk very well,” says the wall. “Good evening to you, warrior. Good evening, Your Holiness.”

“A pleasant evening to you as well, Nurikabe,” says the priest. He sits down on the side of the path. Go to [45]

[60] When you arrive at the daimyo’s court without the priest, rumors begin to fly. The seneschal gives you some time to clean and refresh yourself, and then summons you to the daimyo’s presence. The question now is whether your lord is truly a good lord or not. Make a L1SR on Luck. (20-LK). If you succeed, go to [8]; If you fail, go to [18]

[61] In the morning you ask the priest again to go down the mountain with you. He refuses and demands that you leave his shrine. You apologize for what you must do, but your honor is at stake. You seize him and tie his arms and legs. Then you put him in the chair and tie him to that. He endures it all with a stony face. With some difficulty you

manage to tie the chair on your back. It is an awkward burden, but the old man doesn't really weigh very much. By mid-morning everything is ready. With the old priest strapped to your back, you start down the mountain, thankful that the path is fairly wide and not that steep. Go to [71].



[62] You shoulder your burden and continue carrying the priest down the mountain. He seems surprisingly happy, and is humming a little prayer chant very quietly. Shortly after noon you reach the spring by the side of the trail, and decide to take a brief rest. A cup of clear water would refresh you, and the priest must be thirsty by now. You set his chair down, and then reach into your pack to pull out a small wooden teacup. As you turn toward the spring you hear a gravelly voice say, "You may not have any of my water." You also see a very strange sight—a creature is standing in the bubbling pool of water and frowning at you. It looks something like a cross between a turtle and a man, complete to the shell on its back and the beaked head, but it is standing upright. You notice that there is an indentation in the top of its bright green head, and the cavity is full of water. Although you have never seen one before, you realize that this must be a kappa, a water spirit. Go to [72].



[63] Because you have already slain one spirit (or more) on this journey, you think that perhaps you could be a match for this demon that will soon

appear. Why should you doubt yourself? Make a L2SR on INT. If you make it, go to [77]; if you fail, go to [58].

[64] You find a path that leads off into the forest. You follow it uphill because you think you can avoid getting lost by simply always going up. You haven't reckoned with the fact that there are hills between you and the main slopes of the mountain, and in the dense forest you cannot really see any landmarks. Make a L2SR on INT to avoid losing your way. If you make it, go to [74]; if you fail, go to [7].

[65] Frustrated beyond belief, you draw your katana from its sheathe. Swords do not normally fare well in encounters with walls, but this wall is a spirit, and your sword is blessed. Perhaps it will cut right through it. You stride toward the wall brandishing your sword."

"Samurai, would you attack me, an unarmed woman with your weapon?" asks the wall. "Where is the honor in that? I beg you not to do this."

If you listen to the wall and relent, go to [38]. If you think it is just a trick and swing your sword at the wall, go to [19].

[66] You think that you have lost your honor, and that only death awaits you in the daimyo's court, you decide to take another path, leave this land, and become a wandering Ronin—a masterless

samurai outlaw. When you choose that, you may take 100 a.p. and keep the character, but this adventure is over for you. End.

[67] You look long and hard at the wall, but no solution to your problem occurs to you, except to possibly attack it, and see if you can kill it. Go to [65].

[68] The old priest speaks to you. "I am very tired of riding in your chair. Surely you are tired of carrying me. I will walk with you for the rest of the way.'

"Thank you," you tell him. You recover your rope and put it back in your pack. You also put your anti-demon mask away. It will make a good story when you get back to the daimyo's court.

By now the sun is sinking low in the west and the sky is darkening as sunset approaches. "There should be a nearly full moon tonight," you say. "There will be enough light to walk." Go to [76]

[69] Seeing that the spider-demon is getting the worst of the fight, the old priest shouts "Return to your web, spider-demon-san. You cannot help me." The yokai is reluctant to obey, but it does break free and fly away, squawking unhappily. You turn to the priest and bow, and then say, "Thank you for sending it away. I did not want to kill it." The priest smiles bitterly. "This can all be avoided by simply releasing me." Make a L1SR on INT. (20-

INT). If you make it, go to [12]; if you fail, go to [22].

[70] You turn to the priest and say “If a demon is coming for me, how can I prevail against it.”

The priest looks at you sadly. “The smart thing to do would be to release me. I can banish the demon if I wish; after all, it is my friend and guardian.”

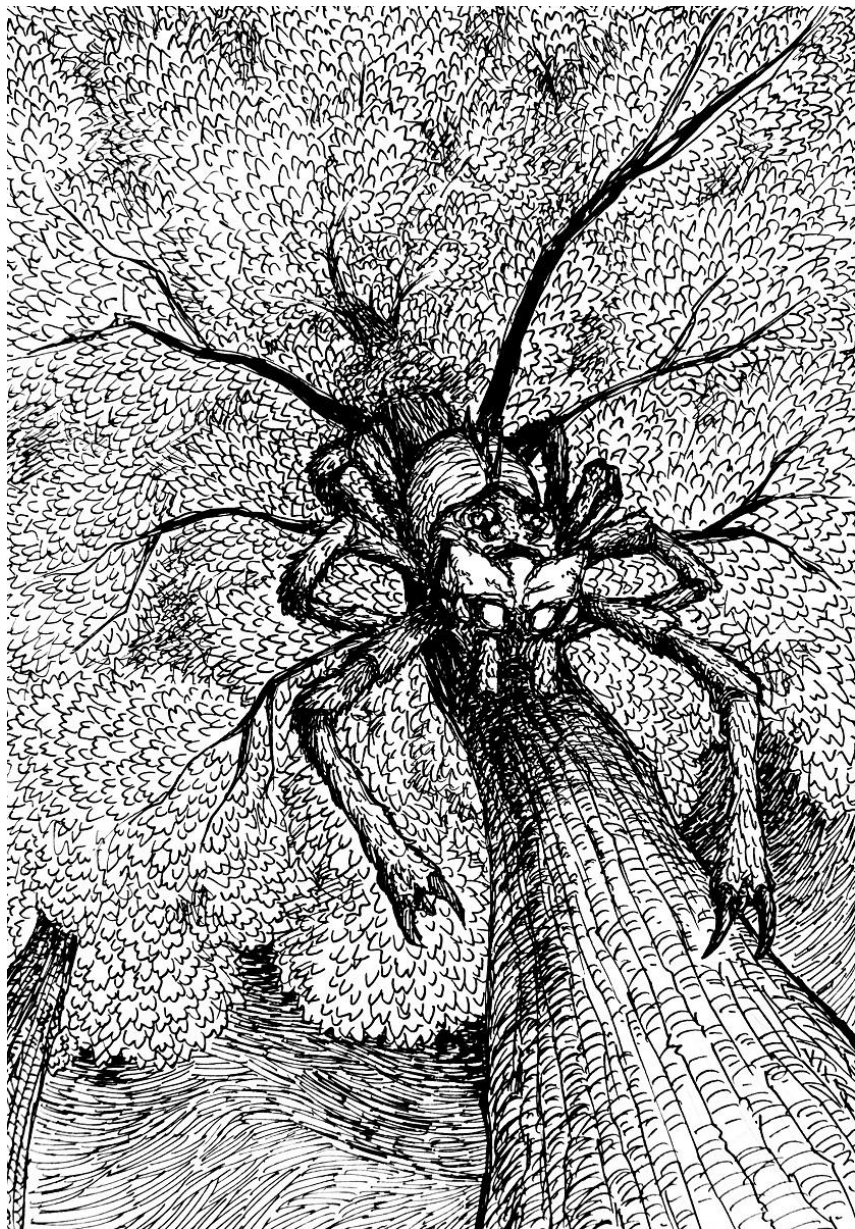
“My honor does not allow me to release you,” you answer, “unless you give me your word that you will accompany me to the daimyo’s court. Is there anything else that I can do against an unbeatable demon?”

“Demons can sometimes be frightened away,” the priest reminds you. “Masks, loud noises . . .”

If you decide to release the priest, go to [4]; if you wish to try and frighten it, go to [24].

[71] About an hour later you have stopped for a brief rest and you hear a rustling noise above you. Looking up, you see a creature from legend descending out of the tree toward you. You have never seen one before, but there can be no doubt that this is a spider-demon and it does not look friendly. Because you expected trouble, you fastened the chair to your body with a slip knot—

one yank, and the chair and the old man fall to the ground. He lets out a little bark of pain as he falls to the stony ground and rolls on his side. This is no way to treat a venerated old man. Go to [79]



[72] The kappa wades ashore and advances upon you with slow and ponderous steps. It has no weapons, but each hand has long black claws instead of ordinary fingers, five claws per hand, and each claw the size of a dagger. "Release the priest and I will not harm you," says the kappa. "Refuse and I will rend you limb from limb."

"Yes, release me," demands the priest. "The kappa is more powerful than the spider-demon. You cannot hope to defeat it in battle. There is no dishonor in surrendering to a superior foe."

You must choose. If you agree to release the priest, go to [75]. If you decide to draw your blessed sword and fight the kappa, go to [50].

[73] You look at the wall and think. Your eyes range from the woman to the house, from the house to the woman, but they keep returning to the house. The house has a door, and doors are meant for getting through walls. You stand up, walk over to the door, and rap upon it with your knuckles. It sounds like wood instead of stone. "A gruff male voice asks "Who is it, and what do you want?"

You state your name and rank and say you want to get past the wall. "Easily done," says the voice, and the door opens. You can see the moonlight shining on the path on the other side of the door. Smiling, you grasp the priest in both arms, pick him up, and

step through the door. As you do so you hear a despairing sob from the woman, and the wall vanishes as if it never existed. Go to [16].

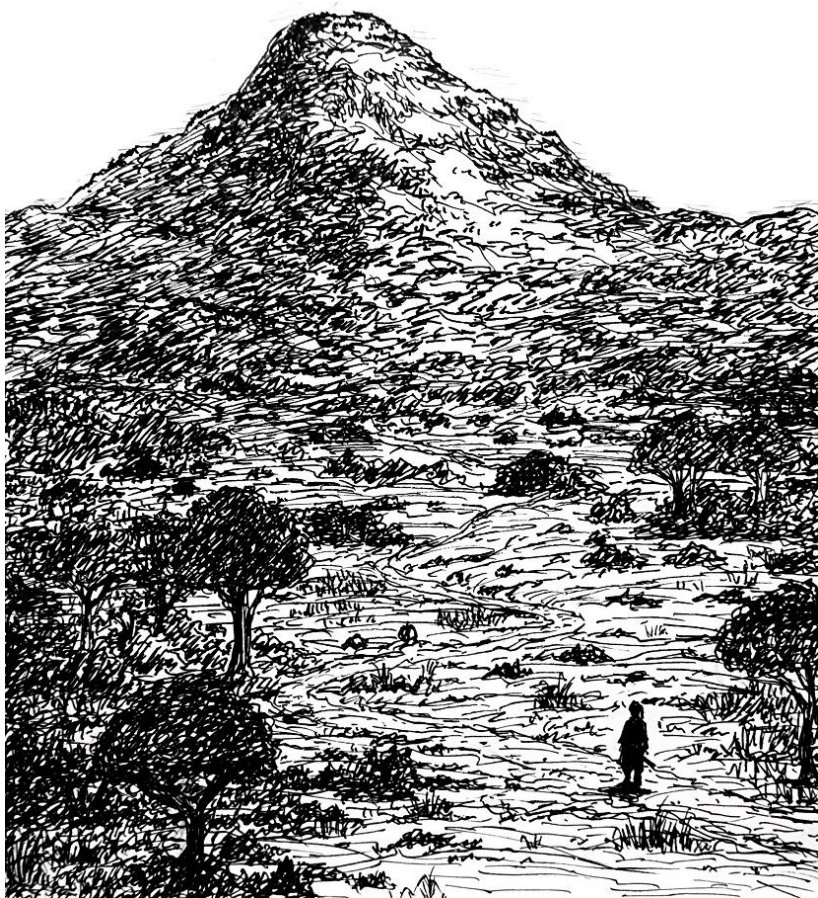
[74] After a couple of hours in the forest you find your way back to the main trail and continue climbing the mountain. Although you think you have simply been prudent, your choice has subtly eroded your character. Reduce your Luck and Charisma by 1 point each. Continue with your mission by going to [21].

[75] You think about the situation quickly. You have never heard of a tale where anyone fought a kappa and won. Kappas may sometimes be tricked, or bribed, or befriended, but fighting is apparently hopeless. If you die while trying to bring the priest to the daimyo's court, it is still failure, and your honor is still lost. You decide to release the priest, and perhaps try some other means of bringing him to the daimyo's court.

Turning to the priest, you bow, and say, "Please call off your aquatic friend. I release you." After saying this, you step up and cut the rope binding him to the chair. The priest stands up and stretches. "You have made the right decision, warrior. I thank you for the pleasant journey." Sarcasm! It hurts worse than a knife wound in combat. Soon the priest is walking briskly back up the mountain path, and you are walking downhill to report your failure to your lord. Go to [52].

[76] “Your challenges are not over yet,” the priest declares. “I think my next guardian will surprise you.

You have reached the forested foothills at the bottom of the mountain now. This is the last hill to descend before reaching the daimyo’s court. As you stride wearily down the path, it suddenly comes to an end in what looks like a painted stone wall that extends from the trees on the left to the trees on the right. Go to [59].



[77] Common sense asserts itself. You know that no ordinary man can match the supernatural strength and ferocity of a demon. Demons can only be dealt with by priests. You have a priest with you, but will he help you? Go to [70].

[78] You reply that you have given your word to bring him safely off the mountain. He merely sits down cross-legged upon his mat and begins chanting prayers. You plead and argue, but now he will not even speak to you. By late afternoon you realize that talk is futile. You regret it, but you can see that you must use force to bring the priest off the mountain. You go into the forest and cut down a few saplings. You use the wood to build a light chair that you can carry upon your back. That night the priest does not speak to you, and does not invite you into the shrine. You sleep upon the porch, an uneasy slumber haunted by many eyes in darkness watching you. You do not sleep very much—too many strange noises and ominous feelings keep you awake, but the night passes without incident. Go to [61]

[79] The spider-demon waits just out of reach, and squawks in a voice you can barely understand. "Release the holy one, and I will not harm you, warrior."

You draw your katana, and answer, "Return to your web, spirit, and I will not harm you. The priest has been summoned by the daimyo, and he must come with me."

The priest speaks for the first time since the journey began. “Your blade cannot harm a spirit, but it can rend you to shreds.”

“This blade can harm it,” you reply. “This blade has been blessed by the emperor himself.”

The spider-demon attacks you, leaping around you and slashing at you with its long, razor-sharp talons. It has a monster rating of 60 (7D6 + 30). Fight. If you manage to do 10 or more points of damage in the first combat round, go to [69]. If you do 60 points of damage or more, go to [46]. If you take damage other than spite damage, go to [29]. If none of these options are valid, go to [9].

End



# Samurai Warrior

Name: \_\_\_\_\_ Class: Warrior

STR: 38    CON: 26    DEX: 22    SPD: 16

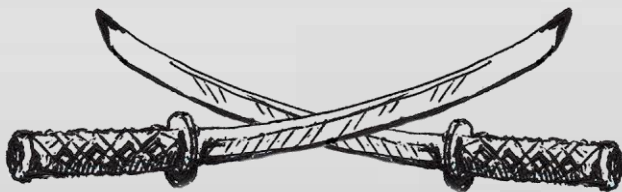
INT: 12    WIZ: 9    LK: 17    CHR: 21

**Combat Adds:** 45

**Weapon:** Blessed katana 4D6 + 3D6 for being a level 3 warrior. Because the sword is blessed it can harm spirit and demon creatures. Wakizashi 3D6 + 3D6.

**Armor:** Lamellar takes 9 hits. Can be doubled if necessary but will degrade if it takes more than 9 hits.

**Other Equipment:** Provisions, clothing, canteen, pack, flint and steel, 30 feet of light cord.





You You are a Samurai warrior, and your clan chief has just ordered you to climb Mount Kitsune and escort a hermit priest who lives in the temple down to the lord's estate at the foot of the mountain. But the hermit doesn't want to go willingly, and he has mysterious and monstrous allies to help him resist you.

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