



TAKISHIDO'S DEBT
by
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an official **BUSHIDO**

MINI-ADVENTURE

Takishido's Debt

A Role-playing Mini-Adventure for use with 'Bushido'

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'Bushido' is the name of Fantasy Games Unlimited's Japanese role-playing game. This mini-adventure has been approved by FGU for use with 'Bushido'.

Game Master's Notes

This Scenario is designed for a party of Bushido Adventurers. In our experience most parties tend to be a mixture of various Levels and capabilities and therefore there are few hard and fast rules that can be laid down for this adventure. However, a good mix of professions is essential to the party's success.

The Non-Player Characters within are presented with their Skills and Armour classes in brackets with all additions for Level already made. There is also a Hit Point Check-off for your convenience; simply cross off their hit points as they lose them. Note that the right hand column on each page carries details of the adventure's NPC's whilst the adventure narrative is on the left of each page.

Due to the complexity of the plot it is essential that the Game Master has read and understood all of the text within before attempting to run this adventure.

Lastly, have fun!

Steve Faragher.

In the players travels they have come to the city of Nara in the province of Kawachi. If they have a usual place of meeting (a tea-house for example) the one among them with apparent status closest to a high ranking Ronin will be approached there. If the players are not in the habit of meeting in such a public place they will be approached individually.

They will be approached by an old Ronin in Average Samurai garb who wears the Dai-sho (symbolic of the Buke) and departs himself in a distinguished way. He holds his right arm awkwardly, as it was once injured in an Iaijutsu duel. He will mysteriously, and without introducing himself, inform the players that to learn of an interesting proposition they should meet him at the House of the Crescent Moon, in the Flower district of the city, at the hour of the lesser dog that evening.

A passer-by, or servant at the tea house, will point out to the party that the old man bore a remarkable resemblance to a famed retainer of the local Daimyo (Suzushi Neko) called Rashomon Kagemusha. If the party try to seek out Kagemusha they will be unable to get an audience.

The Old Ronin

If the party arrive at the Crescent Moon as requested, the mysterious old Ronin who looks like Rashomon Kagemusha will introduce himself as one and the same. He is however a Kitsune, posing as Kagemusha; if he has failed his magic BCS when changing to his disguise as Kagemusha his tail will be hidden in his clothes and become a "hidden thing", allowing the players a Wit ST to notice it. If discovered, Takishido the Kitsune will try to use Kitsune-Momoku to convince the party that he is definitely not a fox-spirit, but if this magic also fails he will still put his proposition, adding an explanation of his motives.

Takishido owes Suzushi Neko, Daimyo, of Kawachi, a favour and has devised a scheme to repay his debt. If the party recognise his real form, as long as they are not aggressive, he will explain that Neko saved his cub from some hunters and he is now repaying the debt. He is however too cowardly to carry out the task himself. Neko is unaware of what Takishido is doing as Takishido wants it to be a surprise.

If the party are aggressive Takishido will attempt to escape using "Concealing Cloak". If discovered and pursued, he will use "Darts of Soil" and "Calling Beasts" (Vipers) to cover his flight. If this is not enough he will reluctantly resort to "Watery Doom" and physical combat. Any harm he does to the party will be due to fear rather than malice and he will use subdual options if available.

Takishido will not tell the party, but if everything were to go disastrously wrong he is prepared to commit Seppuku and let those concerned know that he was responsible.

At the Crescent Moon — The Proposition

Once the party have been suitably entertained by geishas, with song, dance, Biwa playing and food, "Rashomon Kagemusha" will explain his proposal; Lord Suzushi Neko, Daimyo of the province, in whose service Kagemusha is proud to continue, has a beautiful daughter called Miruku. Miruku, of whom Neko is inordinately fond, became a house



Takishido

Takishido is a Kitsune.

	ST		
Str:	35 12	Damage:	+ 4
Dft:	60 20	BAP:	30
Spd:	30 10	MNA:	3
Hlh:	20 7	Hit Points:	44
Wit:	33 17	Ki:	0
Will:	17 6	Power:	64
Armour Class:	4/7	Magic BCS:	17
Zanshin:	3	Budo:	6

Takishido casts spells at 6th level. He may cast up to eight spells per day. He also has the power of Kitsune-Momaku.

Spells: School of Soil; Traitor Ground, Pure Flesh, Darts of Soil, Soil Curse. School of Water; Concealing Cloak, Watery Doom. School of Wood; Calling Beasts. School of Fire; Burning Touch.

HPT: |||

Power: |||

guest of Lord Kanazushi Osoroshi, the Daimyo of Yamato (a neighbouring province), remaining there as a guarantee of Neko's part in an agreement between the two lords. The agreement was recently settled in full, but Osoroshi has kept the girl hostage on a technicality.

The players mission will be to gain secret access to the Daimyo's daughter Miruku in Osoroshi's hunting lodge where he is presently staying, and replace her with a double. The party should then escape with Miruku to a rendezvous at a nearby inn.

For successfully completing this mission the party will be rewarded according to their class and station. (The nature of this reward is left to the GM's discretion).

If the party are still interested they must now commit themselves to the scheme or leave.

Once the party commit themselves to the mission, Kagemusha will introduce them to Momo the "Courtesan", the double who is to replace Miruku at the hunting lodge. The party will have to take her with them, of course. Before she enters, Kagemusha will explain that Momo has reasons for going on this mission that it would be impolite to enquire about. An elegant and beautiful young lady dressed in court style will enter and introduce herself as Momo.

Momo is a Ninja in disguise, if a player can make a Wit ST with a penalty of 4 for Momo's Level, and Momo then fails her Hensu-jutsu BCS, the player will become suspicious of her. Her effect number is the chance in 20 that she will be recognised as a Ninja.

Momo carries a poisoned knife with which she intends to kill Osoroshi if given the signal. If the party are unsuccessful in their mission (e.g. get caught, or nearly all killed) she will make good her own escape using whatever means are available. If she is caught she will wait until her own death is imminent and then kill herself using the knife intended for Osoroshi.

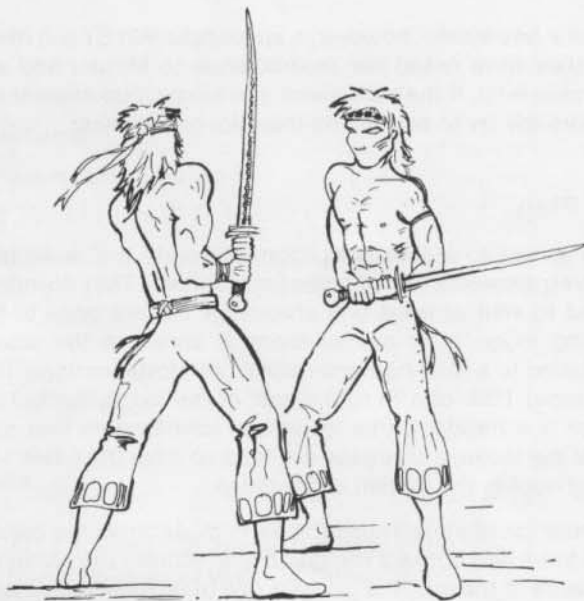
After introducing Momo, Kagemusha will tell the party to go and prepare, and that they should meet him at the Inn of Weary Travellers, near Osoroshi's Hunting lodge in northern Yamato province, a week hence. If players ask for money to equip, Kagemusha has 10 GP per character.

The Inn of Weary Travellers

The Inn is a small establishment, not unlike the one illustrated on the back of Bushido Rulebook II, a couple of Ri to the south of Lord Osoroshi's hanging lodge. Its proprietor is a jolly fellow called Daburu Rumu, who is aided in his running of the place by his wife Uisiki and a local girl called Sodasui.

On arrival weapons will be racked, as is customary, and the players will be shown into the secondary guest room where Rashomon Kagemusha awaits them with Momo (who is in Normal Female garb). When all the party are present Kagemusha will explain the details of his plan.

Staying at the Inn are several lesser Samurai of the Kanazushi clan. They have no reason to suspect the party of anything and will be quite willing to socialise. GM's may use this opportunity to get the players involved in a few competitions — Go, drinking, archery, etc. If any of these



Momo the courtesan

Momo is a 4th level Ninja.

	ST		
Str:	15 9	Damage:	+0
Dft:	22 11	BAP:	11
Spd:	20 11	MNA:	2
Hlh:	20 11	Hit Points	37
Wit:	10 7(11)	Ki:	4
Wll:	10 7	Personal Status:	40
Armour Class:	2(6)	Social Status:	15
Zanshin:	3	Budo:	5

Skills: Ninjutsu (22), Kenjutsu (18), Atemi-Waza (17), Silent Kill (22), Shuriken-jutsu (22), Fuki-Buri-jutsu (18), Karumijutsu (22), Kuji-Kuri (16), Hensu-jutsu (17), Massage (16), Clan Dialect (17), Haygakejutsu (13), Iaijutsu (17), Naginatajutsu (12), Suiejutsu (145), Tantojutsu (17), Torture (16), Lockpicking (13).

Weapons: Two Aiguchi concealed on her person, one of which is coated with Level 6 Lightning Lethal Poison.

HPT: |||

Daburu Rumu: Average Extra
 Uisiki Rumu: Average Extra
 Sodasui: Average Extra

Classic 3rd Level Samurai: AC2 (5):

Skills: Kenjutsu (20), Iaijutsu (16), Go (14), Heraldry (13), Naginatajutsu (16), Kyujutsu (17), Poetry (5).

HPT 39: |||

5. This is a cavern filled with water supplied by a spring in the east wall. It has a low roof (only 1 yard above the water) but the water is only 1 yard deep and could be waded through. In the west wall there is a fissure where water trickles through to (6). Lurking at (B) is a Mizu-Kumo which will retreat along the ledge in (6) if anyone gets into the water, and attack the first living thing that gets out at (B) with a web from 5 yards range. It will then charge in and attack the ensnared victim and anyone else who interferes.

6. The floor of this cavern is 20 yards below the water level in (5). Half the cavern is taken up by a large, dark pool of water. A slow-moving stream runs from the pool to the west. The floor is pebbly. There is a ledge 20 yards up on the north wall. The cavern roof is 30 yards high.

In the pool are 5 Kappa, their presence is a "hidden thing" to anyone in the main cavern as they are underwater, characters looking down from the ledge however, would see their submerged shapes easily. If unnoticed, the Kappa will let the party pass westwards along the cave floor, then attempt to grab Momo and drag her into the water so as to indulge their loathsome tastes. If there are any other females in the party they will be similarly attacked. One Kappa will go for each woman, the rest will fend off any male adventurers. If the Kappas see how important Momo is to the group (Wit ST) they will agree to release her after they have had their way with her and let the party go. Otherwise they will kill her (assuming of course they can capture her at all). If the party are not already aware that she is armed or a Ninja, when she brings out her Aiguchi and uses it to defend her honour the GM should roll a Wit ST to see if any of them catch on. If the party agrees to the Kappas' deal she will suffer the humiliation of the Kappas' attentions but if she survives the adventure will then set about killing off the party one by one.

If the Kappas are attacked by the party from the ledge they will retreat along the stream to the west and wait in ambush.

7. This cave has a 5 yard high roof. On the floor at (C) is the face-down body of what appears to be a Bhuddist priest. A Bo and a sheathed No-Dachi are lying near it. Close examination will reveal that the body has been crushed. On the body is a blood-stained robe, a pouch and a netsuke in the shape of a turtle (Intensity 3 Common Artwork) in the pouch is a small, empty wooden box and 5 gold pieces. If the body is rolled over clutched in its right hand (that will initially be under the body) is a silver reliquary, in it is a bone-shard relic (Level 4, "Basic Healing" 10 Charges, 1 lb. weight).

D. Is a "hidden thing", it is a hole. In the hole lives a Serpent that will attack the weakest looking target that gets within 3 yards of the hole.

8. A family of Boars (9 of them) live here. They will attempt to fight off the party. If the party retreat the Boars will pursue them.

9. Network of Tunnels. Roof is 2-3 yards high.

10. The route up. A stone staircase leads upwards. Momo will change here from her travelling clothes to those of Miruku.

Mizu-Kumo

Poison Level 5. Budo 6.

HPT 16: | | | | | | | | | | | | | | | | | | | | | |

Kappa

No.

1 AC 4: Katana (12), Sumai (19), Magic (11).
Spell: Muscles of Water (3 Times/Day)

HPT 20: | | | | | | | | | | | | | | | | | | | | | |

2 AC 3: Katana (8), Sumai (15), Magic (15).
Spell: Quagmire (3 Times/Day)

HPT 17: | | | | | | | | | | | | | | | | | | | | | |

3 AC 4: Sumai (17), Magic (11).
Spell: Binding of Limbs (3 Times/Day)

HPT 16: | | | | | | | | | | | | | | | | | | | | | |

4 AC 3: Sumai (16), Magic (12).
Spells: Mirror of Deception, Bursting Bonds (2 Times/Day)

HPT 16: | | | | | | | | | | | | | | | | | | | | | |

5 AC 4: Sumai (20), Magic (13).
Spells: Water Curse, Many Waves (2 Times/Day)

HPT 12: | | | | | | | | | | | | | | | | | | | | | |

Serpent

HPT 26: | | | | | | | | | | | | | | | | | | | | | |

Boars

Leader (+ 3 Damage) HPT 31: | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | |

Adults:

1 HPT 25: | | | | | | | | | | | | | | | | | | | | | |
2 HPT 18: | | | | | | | | | | | | | | | | | | | | | |
3 HPT 20: | | | | | | | | | | | | | | | | | | | | | |
4 HPT 22: | | | | | | | | | | | | | | | | | | | | | |

Young:

1 HPT 9: | | | | | | | | | | | | | | | | | | | | | |
2 HPT 11: | | | | | | | | | | | | | | | | | | | | | |
3 HPT 10: | | | | | | | | | | | | | | | | | | | | | |
4 HPT 12: | | | | | | | | | | | | | | | | | | | | | |

The Garden

11. The guard loyal to Suzushi Neko stands here on duty during the hours of the rat each day. His name is Konsatu Horu. If contacted Horu will direct the party to the room where (he believes) Miruku is held hostage; (13). He will explain that Osoroshi is at present in the tea-house playing Go with one of his old friends; Hirattai Soto, and is likely to be busy for hours. Horu will also describe to the party where the other guards are stationed, handing them a small map he has drawn (back cover). He will be replaced by a guard loyal to Kanazushi Osoroshi at the hour of the Ox. In no event will he aid the party other than giving them this information.

G. The guards loyal to Kanazushi Osoroshi. (G6 signifies 6 Guards).

12. The Tea-House. The tea-house door is closed and a dim light glows from within. Its occupants are two men in Samurai court robes playing Go. The older of the two's clothes are decorated with the Kanazushi Mon, and the younger one with the insignia of the Hirattai clan. Any player with skill in Go will, on a successful Wit ST realise that the younger man can hardly play Go at all. They are Suketchi Bukku and Annaisho Chizu, two of Osoroshi's retainers. If disturbed they will seek to wound and capture anyone who they do not recognise (i.e. anyone in the party). If they see Momo and fail their Wit ST they will insist on escorting her back to her room (13). If they recognise her as a Ninja they will attempt to wound and capture her unless she succeeds in her Hensu-jutsu BCS, in which case they will react as above.

13. Guest Room. The room is dark and suffused with the smell of chrysanthemum. Laying on a mattress in the north side of the room is what appears to be the sleeping Miruku. In the N.E. corner of the room is a low, black laquered table with a vase of chrysanthemums in it, there is a green ceramic urn, 4 feet high in the N.W. corner. (Vase is Intensity 5, table 3, urn 3. All are Semi-Precious Artworks).

It will take a successful Wit ST for a character to realise that the sleeping form is actually not Miruku, and another to notice that it is not asleep. The figure is actually an Araburu-Kami.

This Araburu-Kami discovered Takishido the Kitsune's plan and decided to use it to have some fun; it visited Kanazushi Osoroshi and informed him that it had heard that Suzushi Neko planned to replace Miruku with a double. (It does not know about the secret entrance, or that the double is a Ninja). It then suggested that Miruku could be replaced with a double by Osoroshi before Neko's double got into place so that Neko would swop a double for a double. The spirit told Osoroshi that it knew where he could find a peasant girl who was a convincing double. When Osoroshi went to look for the peasant girl he found her as promised. (He had actually found the Kami posing as a peasant girl!!). The Kami then had a lot of fun behaving in a gauche way in respectable company but eventually presented a fair imitation of Miruku. Osoroshi then locked the real Miruku in a secret room (16) and installed the peasant/Kami/Miruku in her place.

Elaborating on the Kami's plan, Osoroshi has decided to discredit Neko by having unbiased witnesses to Neko's replacement attempt. For several days he has kept his house-

Konsatu Horu

Classic 1st Level Bushi: AC4 (5)

Armed with a Naginata and Dai-sho and wearing Light Ashigaru Armour decorated with the Kanazushi insignia.

Skills: Naginatajutsu (13), Kenjutsu (14)

HPT 31: |||

The Guards

Classic 1st Level Bushi: AC4 (5)

Armed with a Naginata and Dai-sho and wearing Light Ashigaru Armour decorated with the Kanazushi insignia.

Skills: Naginatajutsu (13), Kenjutsu (14)

1. HPT 29: |||
2. HPT 31: |||
3. HPT 35: |||
4. HPT 30: |||
5. HPT 26: |||
6. HPT 33: |||
7. HPT 31: |||
8. HPT 28: |||
9. HPT 31: |||
10. HPT 35: |||

Suketchi Bukko

Classic 5th Level Samurai: ZAN 2 KI 5 AC2 (7)

Skills: Kenjutsu (20), Ni-to-Kenjutsu (20), Hojojutsu (16), Tantojutsu (11), Go (21).

A mature man, he wears Samurai Court Clothes fitting for a Daimyo, marked with the Kanazushi Mon. He carries an Average Wakizashi and a concealed Tanto.

HPT 69: |||

Annaisho Chizu

Classic 4th Level Samurai: ZAN 2 KI 4 AC2 (6)

Skills: Kenjutsu (22), Iaijutsu (19), Hojojutsu (13)

A youthful man in Court Clothes decorated with the Hirattai insignia. He has a Superior quality Wakizashi.

HPT 47: |||

The next day

Next day the captured characters will one-by-one be taken before a gathering of the guests in room (18) and questioned about their activities. Osoroshi will lead the questioning if the guests are unaware of the Kami and Orimono if they are. Halfway through the questioning a guard will enter and excitedly report that something important has been found, he will be allowed to bring it in. It is the body of a fox, dead by the method of Seppuku, and attached to it is a message which reads:

"I, Takishido, state that in the disguise of Rashomon Kagemusha, Hatamoto of Lord Suzushi Neko, I did arrange to swap Miruku, guest of Lord Osoroshi with a double, thus freeing my lord from Osoroshi's taunts. I offer my life to expiate my crime".

The guests will be so moved by the fox-spirits statement that in the second above case, consider the party released from blame.

If, however, any one of the party attacked a Daimyo in the course of events he or she will be tried and either imprisoned or invited to commit Seppuku, depending on rank. If a Ninja has attacked a Daimyo he or she will be executed (if he or she does not commit seppuku) unceremoniously at the first opportunity.

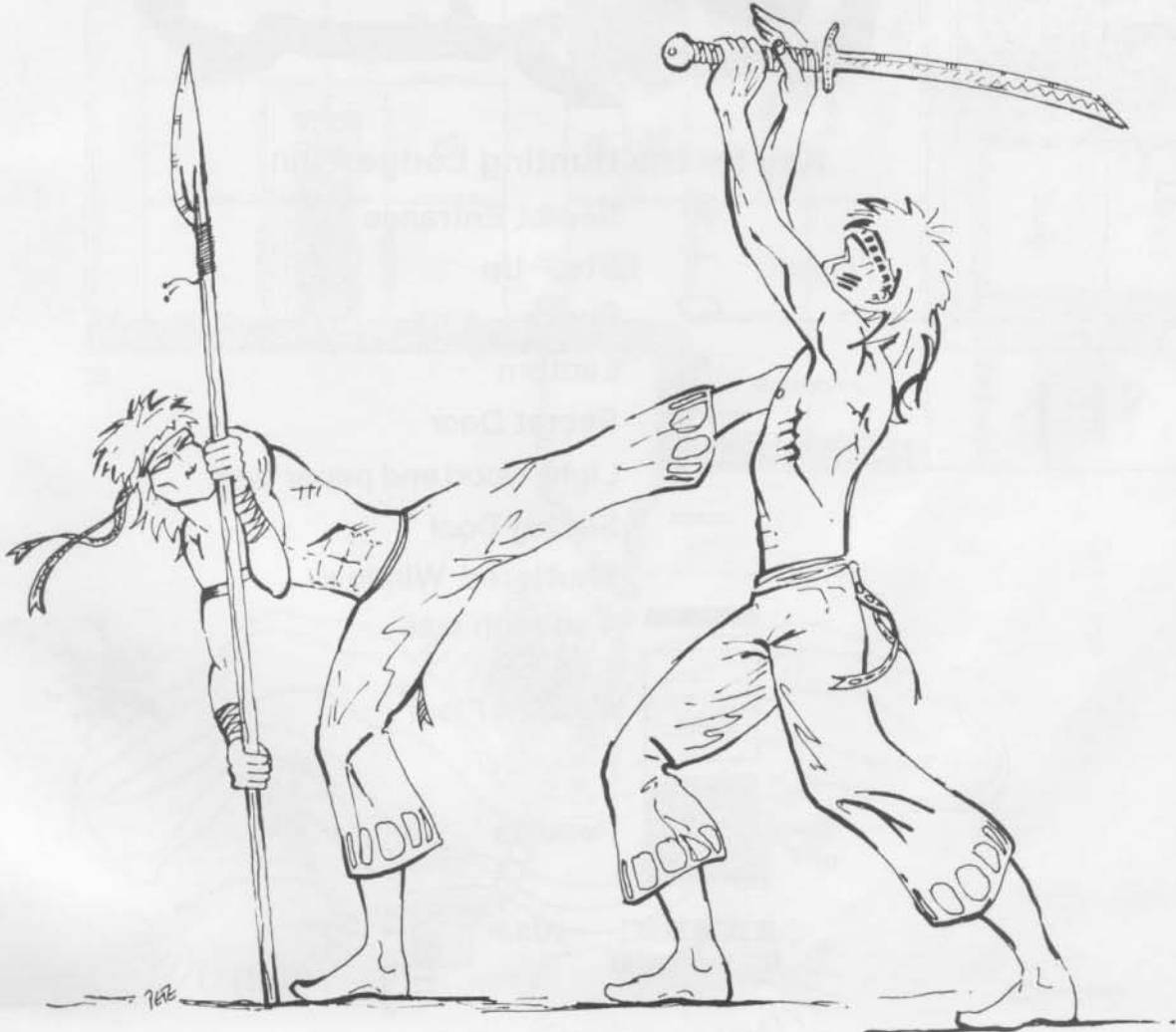
Tobu Tako

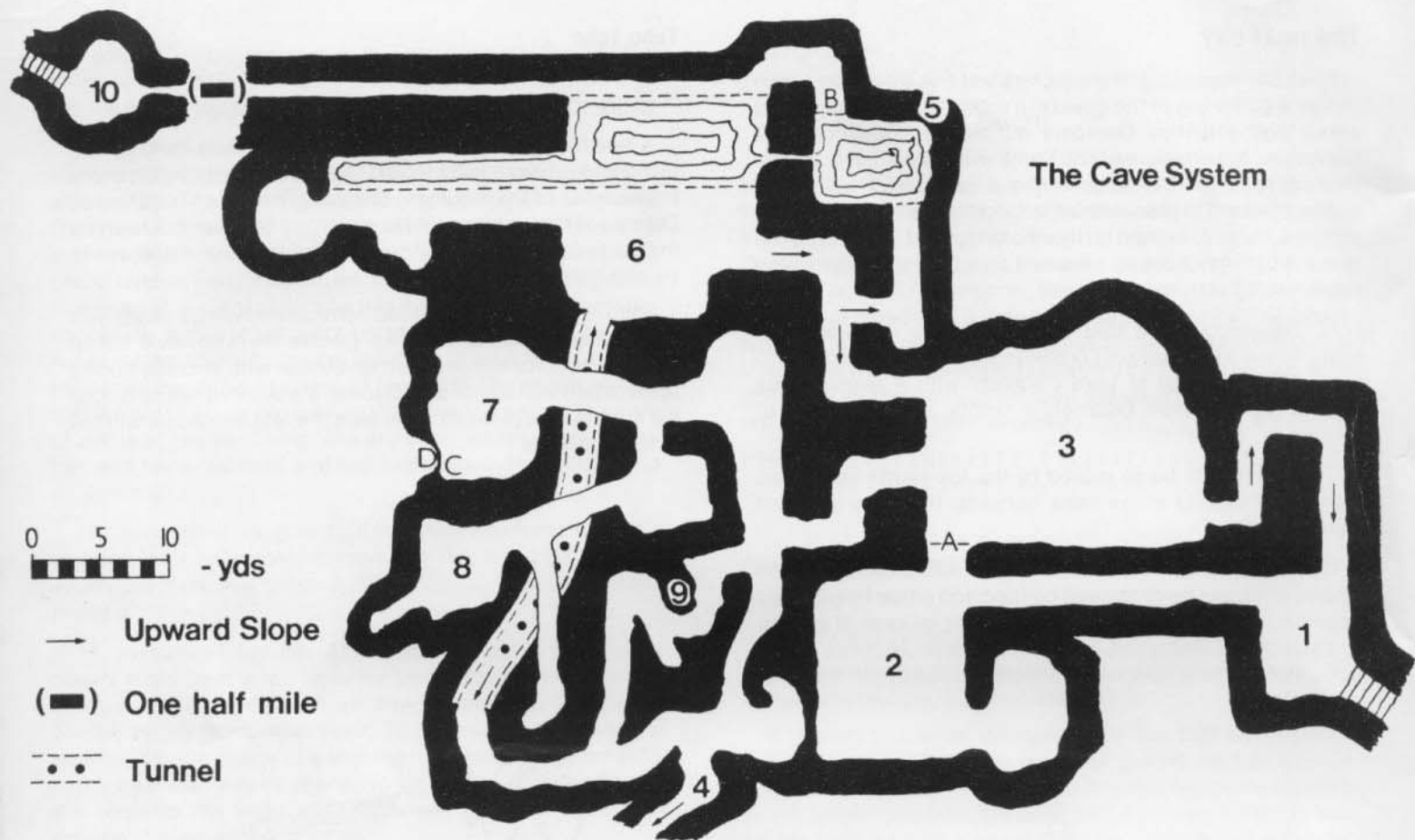
Classic 3rd Level Samurai: ZAN 2 KI 3 AC2 (5)

Skills: Kenjutsu (14), Kite-making and Flying (18)

A youthful, gentle character, whose hobby is making and flying kites. Tako has accepted Osoroshi's invitation to enjoy the benefits of the mountain breezes! The son of Tobu Usagi, Daimyo of Omi, he was told to accept so that he could carry a message to Fusawashii Orimono, and to watch Osoroshi to try and detect his plans.

Tako is a relatively unbiased witness and will go along with any decision made by the other guests. He is however fed up with his host for keeping him up so late with endless boring tales of battle. If Kanazushi Osoroshi is discredited he will, to his surprise, be pleased. If he sees the real Miruku he will fall in love with her.



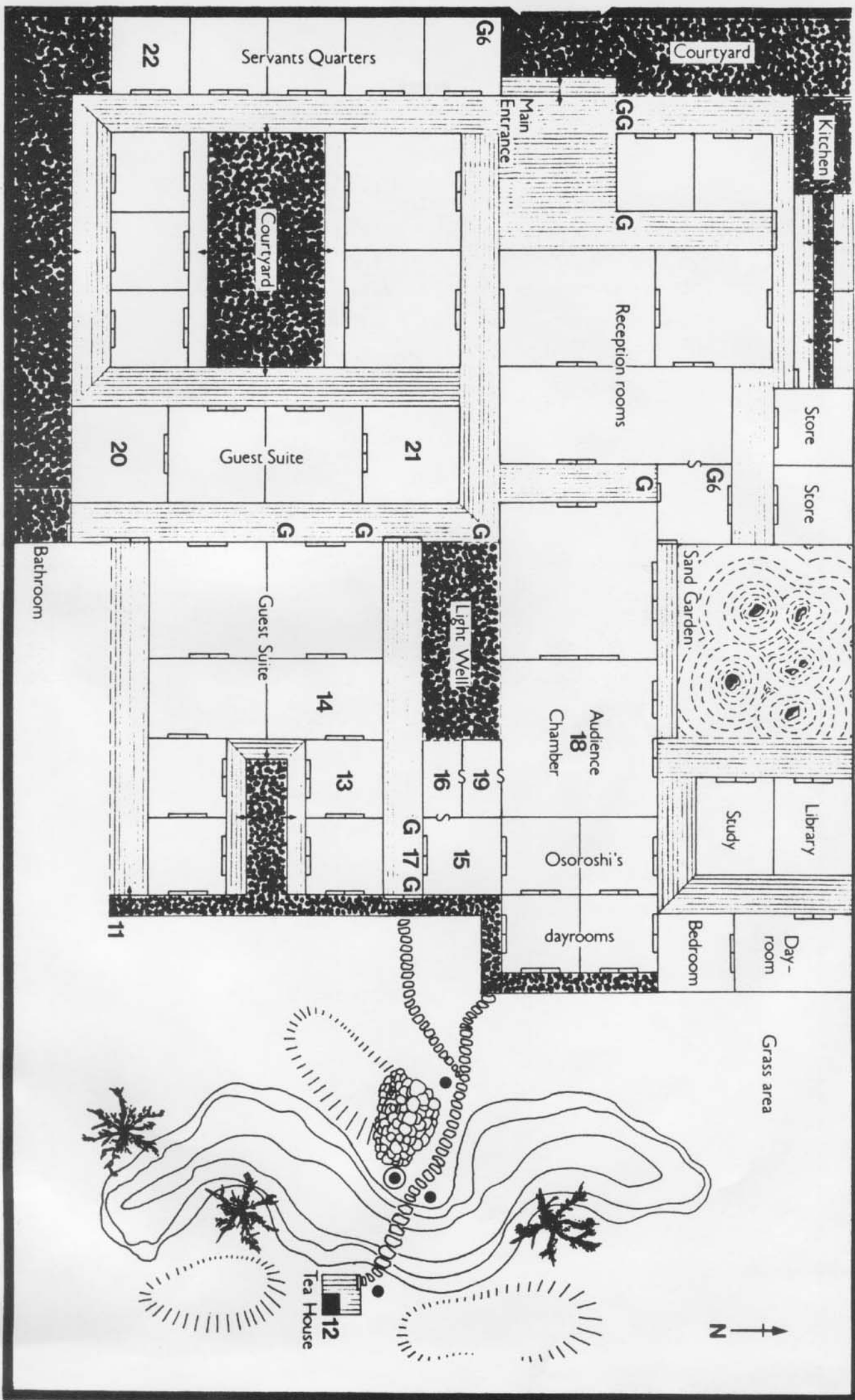


Key for the Hunting Lodge Plan

- ⊙ Secret Entrance
- Step-Up
- ⬢ Rocks
- Lantern
- Secret Door
- Light wood and paper wall
- Sliding Door
- .-.- Shuttered Window
- ▬ 4 yd high wall
- ▨ Wooden Floor
- ▩ Pebbles

0 5 10 - yds.

The Hunting Lodge of Kanazushi Osoroshi



NOTES

100 feet wide profile of the ...



