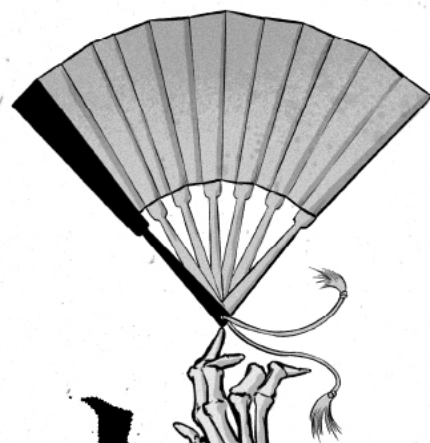


SLIGHTLY
RECKLESS
GAMES

SRG

Compatible with
MURKBORG

RONIN



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GAMES

SAG

Compatible with
MÖRK BORG

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FRONTPAPERS

Names

Roll *d20* for *First Name*, *Last Name* and *Nickname* separately:

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

Shogun's Demands

Roll *d20*:

- 1 The finest katanas of a fallen clan.
- 2 The armour of a legendary samurai.
- 3 The head of a fearsome Oni.
- 4 The sacred bell of a peaceful temple.
- 5 A rare and priceless gemstone.
- 6 The fur of a rare and exotic beast.
- 7 A legendary warrior's ancestral banner.
- 8 The first cherry blossom of spring.
- 9 A map to a hidden and forgotten temple.
- 10 The teeth of a fierce sea serpent.
- 11 The golden fan of the emperor.
- 12 A prized stallion from a rival clan.
- 13 The hair of a powerful sorceress.
- 14 A sacred tome from a remote shrine.
- 15 A rare and dangerous poison.
- 16 A necklace made of jade and gold.
- 17 A mystical relic from a distant land.
- 18 A powerful magical artifact.
- 19 The eye of a Ryu.
- 20 The heart of a Blood Witch.

Encounters

- 1 An old man sits by the roadside. He asks you for help in finding his lost spectacles. If you succeed in helping him, he will reward you with a powerful talisman.

- 2 A group of bandits intend to rob you. Roll for combat.

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

- 4 In a dense forest, you come across a group of Kodama. They offer to guide you through the forest for a fee.

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

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

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

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

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

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

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

- 12 A pack of hungry wolves have been following you. Deal with them.

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

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

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

- 16 You stumble upon a portal to another dimension.

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

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

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

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

Shrines

When you pray at a shrine, *Test Spirit DR12*. Effects last until the end of the day unless otherwise stated.

1 ***Shrine of Vigor.*** PASS: +1 to Vigor tests. FAIL: -1 to Vigor tests.

2 ***Shrine of Swiftess.*** PASS: +1 to Swiftess tests. FAIL: -1 to Swiftess tests.

3 ***Shrine of Resilience.*** PASS: +1 to Resilience tests. FAIL: -1 to Resilience tests.

4 ***Shrine of the Void.*** PASS: gain the power to speak and understand any language. FAIL: struck with sudden, inexplicable fear. Test Spirit DR12 to avoid running away from the shrine screaming.

5 ***Shrine of the Serpent.*** PASS: gain the power to understand & speak to snakes. FAIL: cursed, take a permanent -1 penal° to a random ability.

6 ***Shrine of the Blood Moon.*** PASS: gain the power to see in the dark. FAIL: you are blinded.

7 ***Shrine of the Wind.*** PASS: can move ±ice your normal speed. FAIL: slowed down and can only move at half your normal speed.

8 ***Shrine of the False God.*** PASS: gain the power to see people's dreams. FAIL: consistent nightmares of a random monster, which must be defeated in your dreams if you ever want a good night's sleep again.

9 ***Shrine of the Laughing Skull.*** PASS: gain a maniacal cackle that unnerves enemies and gives +1 to Spirit tests. FAIL: sudden sense of dread and paralyzed with fear.

10 ***Shrine of the Shattered Mirror.*** PASS: gain the power to see glimpses of the future. FAIL: haunted by terrifying visions and take a -1 penalty to all Spirit tests.

11 ***Shrine of the Cursed Sword.*** PASS: your weapon gains a magical bonus (eg. fire), +d4 damage. FAIL: your weapon is cursed, you take 1 damage on any successful attack you make.

12 ***Shrine of the Dark Moon.*** PASS: gain the power to see through illusions. FAIL: become susceptible to illusions, take -1 penalty to Spirit tests when dealing with illusions.

Treasures

1	Katana of the Shogun (d12 damage) 1000 Ryo
2	Jade Dragon Figurine 500 Ryo
3	Golden Lotus Blossom 100 Ryo
4	Silver Crane Feather Fan 250 Ryo
5	Pearl of Wisdom 50 Ryo
6	Bloodstone Amulet 150 Ryo
7	Ivory Mahjong Set 200 Ryo
8	Silken Obi of the Emperor 500 Ryo
9	Silver Inro 100 Ryo
10	Golden Tea Ceremony Set 300 Ryo

Traps

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

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

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

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

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

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

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

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

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

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

Weather

- 1 Ashen skies

- 2 Torrential downpour

- 3 Gale-force winds

- 4 Thunder and lightning

- 5 Moonless night

- 6 Still air

- 7 Blinding fog

- 8 Winter frost

- 9 Unrelenting darkness

- 10 Cherry blossom shower

Corpse Plundering

Roll d66 (11-66):

- | | |
|----|--|
| 11 | small coinpurse 50 Ryo |
| 12 | jade figurine 100 Ryo |
| 13 | silver hairpin 150 Ryo |
| 14 | fine silk robe 200 Ryo |
| 15 | golden torch 250 Ryo |
| 16 | pouch with precious gems 300 Ryo |
| 21 | scroll of mad ramblings (Test Spirit DR12, confused for d4 rounds) |
| 22 | key to a nearby locked chest or door |
| 23 | pouch of tea leaves 20 Ryo |
| 24 | collection of valuable books 100 Ryo |
| 25 | quiver of d6 poison arrows |
| 26 | vial of ghostly essence (incorporeal for d4 rounds) |
| 31 | blood-stained battle standard 100 Ryo |
| 32 | magical talisman (+1 to all Spirit tests) |
| 33 | small statue of a dragon 300 Ryo |
| 34 | map of a nearby area |
| 35 | golden bracelet 200 Ryo |
| 36 | jar of explosive powder (d10 damage) |
| 41 | set of decorative shuriken with jagged edges 100 Ryo |
| 42 | fine set of calligraphy brushes and ink 150 Ryo |

43 bag of vicious ants (Test Resilience DR₁₀, d4 damage)

44 long silk sash 60 Ryo

45 sacred talisman that glows in the presence of undead

46 small bag of enchanted rice, can feed 3 people once per day

51 set of iron caltrops 2 Ryo

52 bottle of sake that has been enchanted to provide healing (d4 uses, heals d6HP)

53 jar of fermented soybeans 1 Ryo

54 a set of hyoshigi 12 Ryo

55 pouch of rare healing herbs (d4 uses, heals d4HP)

56 wooden statue, can summon minor spirit

61 music box (+1 to Spirit tests)

62 masterfully crafted chopsticks 6 Ryo

63 enchanted marbles 10 Ryo

64 jar of sweet honey 2 Ryo

Unidentified potion. When ingested, roll d6:

- | | | |
|----|-----|-------------------------------------|
| | 1-2 | Gain 1d4 Vigor but lose 1d4 Spirit |
| 65 | 3-4 | Gain 1d4 Spirit but lose 1d4 Vigor |
| | 5 | Lose 1d4 from both Vigor and Spirit |
| | 6 | Gain 1d6 to both Vigor and Spirit |

66 map leading to a hidden treasure (treasure worth 500 Ryo)

Debilitating Injuries

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

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

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

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

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

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

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

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

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

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

THE ENDLESS ECLIPSE

The air in **KAGE NO SHIMA**
is **THICK** with the stench of
blood and the promise of **violence**.

It is a world where factions war over scraps, and the only honour to be found is in the sharpened edge of a blade. But there is more to this land than the spilt guts of its warriors. It is a place where the line between life & death is blurred, where the spirits of the dead walk with the living, and where the eclipse casts a shadow over all.

The day the Eclipse took hold, the people gazed upward in awe, revering its rare beauty as the heavens donned a cloak of dusk. Temples filled with prayers, the streets with festivals, believing this to be a sign of divine spectacle. But as days turned to weeks, and weeks into endless cycles, the novelty waned into despair. The celestial event, once celebrated, now hung over them - a spectre refusing to depart, its dark veil an unending curse.

ONCE FULL OF LIFE, NOW VOID OF HOPE.

The demons and the dead haunt its every corner, and the blood flows as freely as the sake. The warriors that roam this cursed land, they're not fighting for honour or redemption. They're fighting for survival, for the chance to live another day in this godforsaken place.

The Land of the Endless Night, my friend, is a place of DARKNESS & FILTH

—

Nisshoku's Endless Shadow, like a good day long gone, the sun is just a faded memory. Night becomes the norm, with all sorts of crawlies making the darkness their playground. Daybreak is just a lighter shade of darkness, the sky bleeding purples and reds like bruises on the cosmos. It's a quiet spectacle that whispers of day without ever breaking the night's reign. This eerie light grants little favour to the fields below, where crops stretch skeletal limbs towards a sun they remember but no longer feel. The harvests are meagre, eked out from the earth by hands that mimic the stubborn defiance of the flora they tend.

T

The waters, too, have not been spared by the eclipse's touch. Streams and rivers catch the sky's reflection, flowing with an otherworldly glow, while the ocean's surface roils with colours that have no place in the palette of the deep. Fishermen cast their nets more from habit than hope, their catches more often kissed by the strange light than by the warmth of day.

T—

In the heart of endless dusk, the islanders have learned to live with the land's new cadence, sowing and reaping not just to survive, but to assert their place in a world forever changed. They stand, neither bowed nor broken, beneath a sky that blends dawn with dusk, their resilience as much a part of KAGE NO SHIMA as the very air they breathe, tinted by the hues of an eclipse that refuses to end.

| T—

They've gotten tough, real tough, making do in a world that's had its colours drained. Rōnin roam like ghosts, hunting for a scrap of purpose on streets that don't remember daylight. Those flirting with the dark arts, grabbing power with both hands, try to punch back at the night that's swallowing us whole. Even the samurai, those proud warriors, they're just sell-swords now, their honour priced like fish in a market. Some old-timers are still hanging on, gripping their traditions like a lifeline, thinking maybe, just maybe, they can bring back a glint of what was lost.

正

These people will gladly stand toe-to-toe against this nightmare. Because here, when you're staring into the abyss, the only thing to do is to stare it down until it blinks. And that, my friend, is where the dawn starts — not in the sky, but in the grit and guts of those refusing to break.

Each battle is a test of grit and will, a fight for survival in a world that's gone to the Yokai & Demons. And the only way to make it through is to be smarter and stronger than the next warrior, to stay one step ahead of the darkness that's always lurking in the shadows. Here, in this world of neverending night, those who survive must be quick with a blade, even quicker with their wits, and willing to take risks that would turn a sane man mad.

So, if you're brave enough,
if you're stupid enough,
if you're desperate enough to face the horrors
that await you in the Land of the Endless Night, then sharpen your sword,
tape your fists, and come on in.

**The sake's on us,
but the survival's up to you.**

KAGE NO SHIMA

A wasteland of darkness and death. A place where the sun has all but given up, leaving its inhabitants to rot in an endless twilight. The once-beautiful landscape now lies barren, ravaged by war, famine, and the countless horrors that have emerged from the shadows.

In the ruins of once-great cities, a few brave souls remain, clinging to their own codes of honour and bushido. The warriors and wanderers of Kage no Shima stand tall, fighting to maintain order and protect their people from the ever-present threat of darkness. But more so, themselves.

It is a world of constant struggle and hardship, where every day is a battle for survival. But even in the face of such overwhelming **DARKNESS**, there is a glimmer of hope. For those who are the possibility of resurrection through mystical means offers a chance to continue the fight against willing to risk everything, the terrors that stalk the land.

Imperial Palace

At the heart of Kage no Shima lies the Imperial Palace, once the seat of power for the ruling shogunate. But the endless eclipse has turned the once-bright halls into a place of gloom and despair, where the only light comes from the flickering candles and torches that illuminate the way. It is said that the palace is cursed, haunted by the ghosts of those who died there.

The surviving nobility have become corrupted by the darkness, their once-illustrious titles now stained with greed and malice. It is said that the Shogun himself still resides within its walls, his power growing with each passing day. *The air is thick with the scent of death, and the sound of the wind through the broken walls is like the whispering of the dead.*

AND YET, for those who survive the horrors that lurk within, there may be a chance for redemption, a way to restore the light to a world lost in shadow.

The Rōnin Quarter

The Ronin Quarter lies in the Forsaken District, on the fringes of the city, amidst a bamboo forest, the ronin and outcasts of Kage no Shima make their home. Here, life is cheap, and the rules of society are often ignored. The streets are filled with the desperate and the daring, each seeking their fortune in the shadows of the city.

The buildings of the Ronin Quarter are falling apart, and the people who live there are no better off. They have lost their honour and their way, struggling to survive in a world that has abandoned them. But despite the darkness that surrounds them, the ronin of the quarter still cling to a sense of purpose and pride. They may be outcasts, but they are still warriors, and they will fight to protect their own.

The Ronin Quarter is a place of danger and risk, but for those brave enough to face it, it can also be a place of opportunity and adventure. Here, the line between life and death is razor-thin, and the rewards are worth the risk. So, step into the shadows and embrace the chaos, for in the Ronin Quarter, anything is possible.

The Floating Market

The merchants of The **Floating Market** are a rough and tumble lot, willing to do whatever it takes to make a profit. Anything can be bought or sold, from the **MUNDANE** to the taboo. The market is a sprawling labyrinth of boats and merchants, filled with the scents of exotic spices and the clashing of swords. It is a place where secrets are traded, and fortunes are won & lost in a single breath.

The market is a place of cut-throat competition and backstabbing deals. One must tread carefully here, for danger lurks around every corner. The Floating Market offers possibilities, where the right deal can change one's fate forever.

The Hidden Village of the Shinobi

In the depths of the forest, hidden away from the prying eyes of the world, lies the elusive Hidden Village of the Shinobi. Here, the ninja reign supreme, practicing their lethal arts of deception and assassination with an icy precision. The village is a closely guarded secret, known only to a select few who are initiated into its shadowy realm.

Its inhabitants move in silence and darkness, carrying out their deadly missions with a grace that is both beautiful and terrifying. The shinobi are masters of blending in with their surroundings, and can slip in and out of places undetected, leaving no trace of their presence behind.

It is said that the village is ruled by a mysterious council, an organization shrouded in secrecy and whispers. They oversee the training of the shinobi, ensuring that their skills are honed to perfection, and that they are always ready for whatever lies ahead. Few have seen the council or even know of their existence, but those who have speak of them in hushed tones, with a mix of fear and awe.

Monastery of the Iron Fist

By a tranquil lake, there lies a monastery where monks train to fight with their bare hands. They are the Iron Fist, a secret order of warriors who have mastered the ancient art of combat. They live a life of discipline and sacrifice, forsaking the comforts of the world for the power that comes with mastery of the self.

The monastery is a place of serene beauty, surrounded by dense blue fog and the sound of trickling water. Here, the monks train for hours on end, pushing their bodies and minds to the limit. They learn to harness their inner power, using it to strike with deadly precision. The Iron Fist are renowned for their ability to strike with force and speed, their fists and feet like hammers that shatter stone. Those who are deemed worthy are initiated into the order, becoming some of the most feared fighters in the land. But the path to mastery is a long and difficult one, and not all who enter the monastery survive the gruelling training.

For those who do, however, the reward is great. They become legends, feared and respected in equal measure. They are the Iron Fist, and their power is unmatched.

Dojo of the Seven Swords

A place of discipline and tradition, where the greatest swordsmen are forged. Here, the students are trained in the way of the katana, honing their skills to a razor's edge. A sprawling complex, with its many training grounds and lecture halls, all under the watchful eye of the sensei. He is a stern master who demands nothing but the best from his students, pushing them to their limits in the pursuit of perfection.

Only those who prove themselves worthy of the sensei's instruction will become one of the legendary swordsmen that the dojo is known for. And those who fail to meet the standards will be cast aside, left to wander the land as ronin or worse. The Dojo of the Seven Swords is a place of both honour and danger, where the path to mastery is paved with blood and sweat.

Fortress of the Oni

Amidst the treacherous mountains lies a cursed fortress, the **Fortress of the Oni**, shrouded in darkness and fear. It is said to be the stronghold of a powerful demon clan that has long terrorized the surrounding regions. Many brave souls have ventured into its depths, seeking the treasures that lie within or the chance to slay the demon lord that calls it home. But few return, and those that do often carry the scars of their journey with them.

The fortress is an ancient and imposing structure, built to withstand the ages and the horrors that haunt it. Amidst the treacherous mountains lies a cursed fortress, It is a place of legend and fear, one that has claimed the lives of many who dared to face its terrors.

Port of the Dead

A once-bustling harbour that now lies in ruin, a desolate place of mystery. The ghosts of the past linger here, haunting the shattered buildings and broken ships. The few who dare to enter are met with a sense of DREAD, a feeling that something is watching from the shadows.

The port was once a beacon of trade and commerce, but the darkness that now shrouds the island has transformed it into a place of death and decay. A curtain of thick fog hides the harbour, and the waves are said to be haunted by the spirits of those who have died during the eclipse. The port is a place of fear and despair, a warning to all who dare to challenge the power of the darkness that has engulfed Kage no Shima.

Gambler's Pit

Tucked away in a valley, kissed by misfortune, lies The Gambler's Pit. The kind of place where stories of riches turn into late-night laments in smoky izakayas. Sulphuric steam rises from the hot springs, a stark contrast to the cold-hearted bets and icy glances exchanged on worn-out gambling tables. Streets echo with the sounds of laughter, despair, and the clink of another round of sake being poured.

The nights are long, and hope is a currency as volatile as the games. In this village of vice, every corner holds a secret, and every shadow could be fortune or folly. Just remember, in The Gambler's Pit, every win has its price, and every loss tells a tale.

FACTIONS

The Shogunate

The ruling faction of *Kage no Shima*, headed by the SHOGUN, is a powerful force to be reckoned with. They hold the fate of the island in their hands, controlling the military might and wielding great political power. The shogun is a cunning and ruthless leader, who uses his position to maintain the status quo and expand his influence at any cost.

Composed of an elite group of samurai and nobles, each with their own agendas and ambitions, they are masters of intrigue and manipulation using their power and influence to advance their own interests. The common people of *Kage no Shima* are but pawns in their game of power, mere tools to be used and discarded as needed.

Despite their dominance, the ruling faction is not without enemies. There are those who seek to overthrow the shogun and restore honour and justice to the land. These rebels operate in secret, plotting and scheming to bring down the corrupt rulers and free the people from their tyranny.

In this land of darkness and despair, the ruling faction is a force to be feared, but also one that can be challenged. The battle for the fate of *Kage no Shima* rages on, and the outcome is far from certain.

The Rōnin Brotherhood

The wandering rōnin of *Kage no Shima* are a ragtag group of warriors, each with their own code and sense of honour. Coming together out of necessity, the Brotherhood made an oath to fight against the corruption that plagues their land. They roam the countryside, taking on jobs and missions to help those in need, waging an indefinite guerilla war on the powerful samurai lords and daimyo oppressors.

Outcast from society and stripped of their status, these rōnin must now fend for themselves, making them fearless and unpredictable. Once initiated into the Brotherhood, each member is bound by an oath of duty and camaraderie. Despite their disreputable status, the rōnin embody their own take on the virtues of bushido, living by their own code of honour in a world where such principles have all but disappeared.

The Shadow Clan

The shinobi clan, they move through the shadows like whispers in the night. Their silence is their deadliest weapon, for they can slay a man before he even knows they are there. With their own code of honour - a nefarious set of rules that they live and die by - their loyalty, well, it's not to the people or rulers of the land. It's to the clan.

Using their skills to gather information, sabotage their enemies, and eliminate those who threaten the clan, they blend in with their surroundings like shadows in the night.

But who are they, really? No one knows for sure. Shrouded in mystery, a secretive and elusive clan operating in the darkness. Some say that they have members in positions of power, pulling the strings of rulers and dictating the course of events. Either way, the shinobi are thriving in *Kage no Shima's* post-eclipse landscape, capitalising on this endless night.

No matter the truth, one thing is certain - the shinobi are feared and respected throughout the land with many willing to pay a high price for their services. They are a force to be reckoned with, and their influence extends far beyond what anyone can see.

The Iron Monks

The Iron Monks of the Monastic Order are a secretive group who have taken a vow of silence, forsaking their words in favour of martial arts and meditation. They dwell in a remote monastery, far from the politics and power struggles of the land.

The embodiment of discipline and self-control, these silent monks practice their unique form of martial arts to attain enlightenment and inner peace. Before they master the art of fighting, the monks seek to master themselves, and they do so with the utmost dedication and focus.

Despite their neutrality in the affairs of the land, the warrior monks are known to offer their services to those in need. Their skills in combat and knowledge of human physiology make them valuable allies and respected advisors. And yet, they remain a mysterious and elusive group, their true intentions and beliefs known only to themselves.

KUROI KOYOMI: THE BLACK CALENDAR

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

{**d100** - *Years of Despair*}

{**d20** - *Seasons of Agony*}

{**d10** - *Months of Shadows*}

{**d6** - *Weeks of Night*}

{**d2** - *Days of Pain*}

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

The same Woe will not occur twice.

1:1 A sunbeam pierces the eternal eclipse, revealing a hidden temple. The inscriptions within predict untold calamities.

1:2 Will-o'-the-wisps lead many astray. Those who follow are lost or forever cursed.

1:3 Bioluminescent sea creatures swarm the shores. Their glow is beautiful but deadly.

1:4 The sky briefly brightens, mimicking daylight. The harsh light makes many blind or mad.

1:5 Lanterns flicker erratically. Some see omens; others foresee darker days.

1:6 A forest light reveals a Spirit World portal. Skeletal Ronin cross into the realm of the living.

2:1 Gale-force winds whip through the villages, carrying whispers of malevolent spirits with them.

2:2 All birds fall from the sky, dead. A stifling silence ensues, making the land even more unsettling.

2:3 A dust storm sweeps across the island, obscuring vision and causing widespread respiratory issues.

2:4 The air thickens and becomes difficult to breathe. Elderly and the young are the first to suffer.

2:5 A sudden absence of wind causes fires to rage out of control, consuming everything in their path.

2:6 Mysterious winds carry an otherworldly melody across the land. Those who hear it are plagued by relentless nightmares.

- 3:1 Rivers reverse direction without explanation, leading many to get lost or pulled into treacherous currents.
-
- 3:2 The sea turns red, and whatever is caught in it comes out mutated or lifeless.
-
- 3:3 A torrential downpour floods the island, bringing the Umi-Bōzu inland.
-
- 3:4 Water sources spontaneously dry up, followed by widespread drought and desperation.
-
- 3:5 Ice forms inexplicably on the water's surface, freezing everything that touches it.
-
- 3:6 Mists roll in from the sea, disorienting people and leading them into dangerous territories or even vanishing them altogether.
-
- 4:1 The earth trembles, swallowing buildings and splitting the land. From the chasms, ghostly whispers emanate.
-
- 4:2 Mountains rumble and release a horde of stone spirits that petrify anyone they touch.
-
- 4:3 Fertile soil turns to sand overnight, devastating crops and leading to food scarcity.
-
- 4:4 Ancient trees uproot themselves, stalking villages and causing destruction in their wake.
-
- 4:5 A sinkhole appears, revealing an underground cavern filled with forgotten oni artifacts. Those who touch them are cursed.
-
- 4:6 Rock formations shift to form the visages of vengeful gods, spreading fear and religious unrest.
-
- 5:1 Fires spontaneously ignite across the land, and the flames are an eerie blue. They resist all efforts to be extinguished.
-
- 5:2 A volcanic eruption nearby spews a type of magma that, instead of cooling, continues to burn.
-
- 5:3 Unexplained wildfires rage, and in the ashes, a Ryu rises.
-
- 5:4 Temples' eternal flames go out simultaneously. No matter what is tried, they cannot be relit.
-
- 5:5 Fireworks explode prematurely, causing not just physical harm, but also setting loose spirits trapped within.
-
- 5:6 A meteor shower sets the sky ablaze, and where the meteors land, cursed craters are formed that taint the land around them.
-

- 6:1 The already darkened sky turns pitch black for three days and nights. All lights flicker and fail, leaving everyone in inescapable darkness.
-
- 6:2 Shadows become sentient, stalking and consuming those who wander alone at night.
-
- 6:3 Yōkai manifest more frequently and aggressively, pulling people into Yomi.
-
- 6:4 A black mist envelops the island, and anyone who enters it either vanishes or returns irreversibly changed.
-
- 6:5 The stars in the night sky rearrange themselves to spell out an ominous prophecy, causing mass hysteria.
-
- 6:6 Dark energy surges across the sky as a rift to Yomi tears open. A malevolent demon escapes, wreaking havoc and terror across the land.

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

The end has come. In the Japanese tradition, it is said that everything must return to its source. With the breaking of the seventh seal, the world returns to the void from which it came.

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

THE GAME

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

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

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

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

Character Creation Steps

1. *Randomize your **Starting Equipment**.*
2. *Randomize your **Weapons and Armor**.*
3. *Roll for your **Abilities**.*
4. *Roll for your **Hit Points**. (**Resilience** +**d8** for custom characters)*
5. ***Name** your character, but be warned, it will not save you.*

Optional Rules:

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

Abilities

Swift*ness*: Defend, balance, swim, flee

Spirit: Perceive, aim, charm, wield Texts

Vigor: Crush, lift, strike, grapple

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

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

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

For custom characters, they can roll **4d6** and drop the lowest die for each ability. However, when the character is later improved, an ability score cannot exceed +6 or -3.

During character creation, roll **3d6** to determine a character's starting Honour (*creating an integer and **not a modifier***) adding or subtracting the relevant class modifier.

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

Honour below 10 is considered to be Dishonourable and Honour equal to or greater than 10 is considered to be honourable.

Optional Classes

1 Forgotten Rōnin

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

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

dz Virtues

HP: Resilience + d10

Honour Tenets: The Ronin's Creed

Starting Stats: **Roll 3d6**

Swiftess +2

Spirit -2

Vigor +2

Resilience +2

Honour -1 (Result only, modifier not generated using table)

Starting Equipment:

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

Features: *Roll d6 or choose one*

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

However, after the strike, the blade becomes uncontrollable and attacks a random target, including the Rōnin or their allies, until the end of the Ronin's next turn.

2 Erudite Samurai

The **Erudite Samurai** is an inquisitive one, with a thirst for knowledge that rivals their love for battle. They're the kind of warrior who can discuss poetry as deftly as they can swing a sword.

They know that true Mastery of the Blade requires a deep understanding of the world around them. They use their intellect to gain the upper hand in battles of wit and diplomacy. A master of tactics and culture. In a world where brawn often reigns supreme, the erudite samurai is a rare and valuable gem, a warrior who values knowledge and wisdom as highly as strength and skill.

d2 Virtues

HP: Resilience + d8

Honour Tenets: Bushido

Starting Stats: ***Roll 3d6***

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

Starting Equipment:

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

Features: *Roll d6 or choose one*

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

3 Drunken Monk

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

Don't be fooled by their appearance, for they move with an otherworldly grace that belies their drunken state. These wandering monks often find themselves on a quest for enlightenment or may lend their services as bodyguards and enforcers to those who can afford them.

With their combination of martial arts and spiritual insight, the Drunken Monk is a true master of the way of the warrior.

d4 Virtues

HP: Resilience + d8

Honour Tenets: Noble Truths

Starting Stats: **Roll 3d6**

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

Starting Equipment:

- A set of monk's robes and sandals
- A gourd of sake
- A set of brass knuckles (d4 damage)
- 1d6x10 Ryo

Features: *Roll d6 or choose one*

1. ***Drunken Fist.*** The Drunken Monk fights with an unpredictable, fluid style that confounds opponents. They may add their **Spirit** modifier when making unarmed attacks.
2. ***Five Finger Death Punch.*** Once per session, choose to strike an opponent with a precision unarmed attack that targets pressure points, dealing an additional **6d4** on a success and stunning the target.
3. ***Roadhouse.*** Make a brutal attack against an opponent's throat potentially killing them outright. Before making an attack, Test **Spirit DR14**. The attack requires the monk to make a successful attack and may only be used on a surprised opponent.
4. ***Flame Fist.*** Knuckles imbued with mystical fire, dealing **1d4** additional fire damage and potentially setting targets on fire. The Monk may only use this ability a limited number of times per day (**Spirit +1**).
5. ***Sake Style.*** When the Drunken Monk is under the effects of alcohol, they gain a temporary **+2** bonus to their melee attacks and defence.
6. ***Drunken Master.*** Turn any item into a weapon, increasing the damage from a **d4** to **d6**. Additionally, they have a **+1** bonus to initiative rolls while drunk.

4 Corrupted Shinobi

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

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

d2 Virtues

HP: Resilience + d8

Honour Tenets: The Unseen Virtues

Starting Stats: *Roll 3d6*

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

Starting Equipment:

- A set of dark, unremarkable clothing
- A pair of matched kusarigama (d6 damage, melee + ranged)
- 10 Shuriken (d4 Damage)
- A small vial of poison (d6 uses, d4 damage for d4 rounds)
- 2d6x10 Ryo

Features: *Roll d6 or choose one*

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

5 Onmyoji

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

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

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

d4 Virtues

HP: Resilience + d8

Honour Tenets: The Rules of the Divine

Starting Stats: **Roll 3d6**

Swiftress -1

Spirit +3

Vigor +2

Resilience -1

Honour ±0 (Result only, modifier not generated using table)

Starting Equipment:

- A set of robes and talismans
- A random Unseen Text and Shintai Text
- A Kiseru, a metal smoking pipe used as a makeshift weapon (d4 damage)
- 1d6x10 Ryo

Features: *Roll d6 or choose one*

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

6 Bakuto

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

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

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

d4 Virtues

HP: Resilience + d10

Honour Tenets: The Gambler's Way

Starting Stats: *Roll 3d6*

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

Starting Equipment:

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

Features: *Roll d6 or choose one*

1. ***Gambling Luck.*** Bakuto can sense when a game is rigged, or someone is cheating. They get +2 to **Spirit** tests when gambling or playing games of chance. They can also re-roll any one roll, once per day.
2. ***Sucker Punch.*** Take a swing before they know what hit 'em. Deal double damage with their first strike in a round.
3. ***Dirty Tricks.*** Pull a fast one to gain the advantage. Once per combat, add +2 to any attack or defence roll by using deception, trickery or surprise.
4. ***Sleight of Hand.*** The art of pickpocketing, intimidation, and thievery. They get +4 to **Spirit** tests when attempting these actions.
5. ***Double Strike.*** A master of dual wielding. Make two melee attacks in a single turn, but each attack suffers a -2 penalty to the attack roll.
6. ***Feint.*** Choose to forgo their attack on their turn and instead **Test Spirit DR10**. If successful, the Bakuto gains a +4 to their next attack also dealing +4 damage.

7 Yamabushi

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

They pull their power from the heart of the world, and there is nothing more potent than that. Healers, exorcists, drinkers of the divine, they weave their lives with threads of the ethereal, mixing the mystic with the martial like some potent brew. Now, the Yamabushi, they're not your sword-swinging, horse-riding types, no. They're your high-altitude monks, your mystics with mud-caked boots and stars in their eyes.

d4 Virtues

HP: Resilience + d8

Honour Tenets: *The Yamabushi's Path*

Starting Stats: Roll 3d6

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

Starting Equipment:

- Robes and sash adorned with pom-poms
- A bo staff (d6 damage)
- A random Unseen Text.
- 1d6x10 Ryo

Features: *Roll d6 or choose one*

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

8 Wild Dancer

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

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

***d2* Virtues**

HP: Resilience + d8

Honour Tenets: The Dancer's Code

Starting Stats: ***Roll 3d6***

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

Starting Equipment:

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

Features: *Roll d6 or choose one*

1. ***Untamed Ferocity.*** Once per combat encounter, they may enter a state of untamed ferocity for a number of rounds equal to their **Vigor** modifier (minimum 1). While in this state, they gain a +1 bonus to both attack and defence rolls, and their matchlock pistol deals an additional d4 damage. However, they lose their ability to Parry during this time, as their focus is solely on aggressive combat.
2. ***Two-Weapon Fighting.*** Skilled at fighting with a weapon in each hand. Once per day, attack twice in a round with both gun and katana.
3. ***Dancing Defence.*** Use graceful movements to dodge attacks. Once per day, dodge an attack that would have hit.
4. ***Shooting Star.*** Once per combat, perform a flashy attack with the pistol that distracts and confuses the enemy, reducing the **DR** to attack that enemy by 4 for the next round.
5. ***Sword Dance.*** Once per day, unleash a flurry of sword strikes, dealing an extra zd6 of damage.
6. ***Wild Spirit.*** The Wild Dancer's unpredictable nature makes it hard for enemies to anticipate their actions. Once per combat, they may reroll a failed attack or defence roll.

9 Reckless Sumo

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

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

d2 Virtues

HP: Resilience + d12

Honour Tenets: *The Sumo's Oath*

Starting Stats: *Roll 3d6*

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

Starting Equipment:

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

*The Reckless Sumo consumes 2 food when resting instead of 1

Features: *Roll d6 or choose one*

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

10 The Sword Saint

The Sword Saint - Not just any fencer, but the epitome of duelling mastery. With a blade that dances elegantly and strikes with deadly precision, their every move is a masterclass. Their footwork is fluid, their accuracy unmatched.

A duelling legend, with a legacy of foes bested and a spirit that remains unyielding. In the dance of steel, they're always a step ahead.

d2 Virtues

HP: Resilience + d8

Honour Tenets: The Sword Saint's Discipline

Starting Stats: ***Roll 3d6***

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

Starting Equipment:

- A set of worn armour (tier 3)
- Odachi (d10 damage)
- 1d6x10 Ryo

Features: *Roll d6 or choose one*

1. ***Artful Execution.*** A true master of their chosen weapon, the Sword Saint is capable of performing strikes of unparalleled precision. Once per combat, they can execute a perfect strike, ignoring their opponent's armour or natural defences.
2. ***Unyielding Focus.*** In the heat of battle, the Sword Saint's focus never wavers. Once per combat, they can enter a state of heightened concentration, reducing all incoming damage by half for one round.
3. ***Blade's Spirit.*** Once per session, they can pour their spirit into a single, devastating strike, adding their **Honour** score to the damage roll.
4. ***Ancestral Weapon.*** The Sword Saint's weapon is old, passed down through generations. Once per day, the Sword Saint can call upon the spirits of their ancestors to guide their blade, granting them a reroll on any one attack roll.
5. ***Harmonic Duel.*** When engaged in combat with a single opponent, the Sword Saint finds a rhythm in the clash of steel. Once per duel, they can predict their opponent's next move, gaining advantage on their next attack, defence, or riposte roll.
6. ***Unyielding Discipline.*** Years of strict discipline make them a formidable opponent. Once per day, they can intimidate their enemies, lowering the **DR** of their next attack by -4.

Honour

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

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

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

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

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

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

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

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

Players are free to make up their own tenets, using the ones provided as inspiration, if they decide to make a custom character.

The Ronin's Creed

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

Bushido

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

Noble Truths

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

The Unseen Virtues

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

The Rules of the Divine

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

The Gambler's Way

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

The Yamabushi's Path

Enlightenment	Pursue spiritual clarity amidst worldly chaos.
Harmony	Maintain balance with nature's elements and wisdom.
Healing	Utilize divine energies to soothe suffering.
Exorcism	Expel malevolent spirits plaguing the world.
Discipline	Uphold Shugendō's austerity, forsaking worldly luxuries.
Tradition	Honour and respect ancient rituals and practices.

The Dancer's Code

Expression	Embrace your unique self, expressing it without restraint.
Rhythm	Life's a dance; move with its rhythm, not against it.
Passion	Let your emotions fuel your actions, turning fights into fiery dances.
Grace	Show elegance in every step, even in chaos.
Courage	Face challenges boldly, as a dancer embraces the stage.
Innovation	Constantly improvise, surprising everyone with unexpected moves and actions.

The Sumo's Oath

Endurance	Embrace the storm, stand your ground, weather adversity.
Strength	Harness physical power, demonstrate it wisely and responsibly.
Patience	Learn to wait, to watch, to seize the right moment.
Respect	Honour your opponents, acknowledge their strengths, regardless of the outcome.
Discipline	Rigorously train your body and mind, fortify your spirit.
Tradition	Uphold the ancient practices, respecting the wisdom they embody.

The Sword Saint's Discipline

Precision	Every movement, every strike, every parry should be measured and precise.
Mastery	Strive to perfect your art, constantly seeking improvement.
Discipline	Train the mind as well as the body, maintaining focus and clarity.
Valour	Face combat and adversity with bravery, without fear.
Respect	Honour your opponents and their skills, recognizing their worth.
Legacy	Preserve the ancient way of the sword, honouring the wisdom of past masters.

What You Start With

Equipment

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

Roll **d6**:

- | | |
|-----|---|
| 1-2 | Empty-handed. |
| 3 | You have a backpack that can hold up to 7 small items. |
| 4 | You have a sack that can hold up to 10 small items. |
| 5 | You have a small wagon or one above item of your choosing. |
| 6 | You have a trusty pack animal, such as a donkey, or one above item of your choice |

Roll **d12**:

- | | |
|----|---|
| 1 | Rope (30 ft) |
| 2 | Torches (Spirit+4) |
| 3 | Lantern with oil for Spirit+6 hours |
| 4 | Magnesium strip |
| 5 | Random Unseen Text* |
| 6 | Firecrackers with Spirit+4 uses |
| 7 | Healers Kit with Spirit+4 uses (heals d6 HP and stops bleeding/infection) |
| 8 | Metal file and lockpicks |
| 9 | Bear trap (Spirit DR14 to spot, d8 damage) |
| 10 | Black powder bomb (sealed bottle, d10 damage) |
| 11 | Snake venom shuriken (d4 shuriken, Resilience DR12 or d8 damage) |
| 12 | Silver talisman s (defence against yokai DR10) |

[*Unseen Texts page 59](#)

Armour

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

- 1 **Tier 0.** No Armour, leaving you vulnerable to all attacks. Good luck...
-

- 2 **Tier 1.** Light Armour, moderate protection without weighing the wearer down.
Reduces damage taken by **-d2**.

Choose your style:

Ashigaru Armour. Leather and iron scales.

Kendo Armour. Cloth and padded with silk or cotton.

- 3 **Tier 2.** Medium Armour, excellent protection against attacks while still allowing for agility and movement. However, it is less effective against blunt force attacks. Reduces damage taken by **-d4** and imposes a **+2 DR** penalty on **Swiftness** tests. Defence is **DR+2**.

Choose your style:

Dō-maru. Iron or leather plates laced together with silk or leather cords.

Kusari Armor. Interlocking metal rings.

- 4 **Tier 3.** Heavy Armour, incredibly heavy and restricts movement but provides the highest level of protection against attacks. Reduces damage taken by **-d6**, imposes a **+4 DR** penalty on **Swiftness** tests, and defence is **DR+2**.

Choose your style:

O-yoroi. Iron plates and chainmail that covers the wearer from head to toe.

Haramaki. Thick leather and iron plates covering the torso and upper legs.

Weapons

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

1	Shuriken (10). Small, hand-thrown blades used for ranged attacks. d4 damage. 10 Ryo per set of 10
2	Tanto. A small, pointed Japanese dagger. d4 damage. 20 Ryo
3	Yumi. A long Japanese bow made of bamboo. d6 with Spirit+10 Arrows. 30 Ryo
4	Bo. A long staff made of wood or bamboo. d6 damage. 10 Ryo
5	Naginata. A Japanese polearm with a curved blade. d8 damage. 70 Ryo
6	Kusarigama. A Japanese sickle and chain weapon. d6 damage. melee/ranged. 40 Ryo
7	Wakizashi. A shorter Japanese sword used for close combat. d6 damage. 30 Ryo.
8	Nunchaku. A pair of short sticks connected by a chain or rope. d6 damage. 15 Ryo
9	Tanegashima. A pistol with a matchlock mechanism. d8 with Spirit+5 Bullets. 150 Ryo
10	Katana. A traditional, curved Japanese sword. d10 damage. 100 Ryo

Fight with bare fists if you so choose:

Unarmed Attacks. **d2** damage.

Texts

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

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

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

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

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

But if you should **fail**, the consequences are dire. Dizzy spells and loss of **d2 HP** are the least of your worries. Using texts may fail in ways that leave you trembling and trembling for hours.

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

[*The Kami's Vengeance, Page 61*](#)

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

Unseen Texts

Roll **d10**:

- | | |
|-------|---|
| 1 | Whirlwind Blade. Unleash a flurry (d4) of air strikes against a single enemy, dealing d6 damage per hit. |
| <hr/> | |
| 2 | Soothing Breeze. Heal d6 HP for yourself or an ally. |
| <hr/> | |
| 3 | Thundering Roar. Stun a single enemy for 1 round. |
| <hr/> | |
| 4 | Eagle Eye. Gain +4 to hit for your next attack. |
| <hr/> | |
| 5 | Shadow Step. Instantly move to any visible location. |
| <hr/> | |
| 6 | Burning Blade. Ignite your weapon, dealing an extra d4 damage with each hit for d6 rounds. |
| <hr/> | |
| 7 | Steel Barrier. Gain +2 to Swiftness tests for defence for d6 rounds. |
| <hr/> | |
| 8 | Spectral Guardian. Summon a skeletal ronin to fight alongside you for d6 rounds. |
| <hr/> | |
| 9 | Soul Drain. Deal d8 damage and gain that much HP for yourself (can take you above max HP). |
| <hr/> | |
| 10 | Void Blast. Unleash a blast of negative energy that deals d8 damage to all enemies you can see. |

Shintai Texts

Roll **d10**:

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

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

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

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

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

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

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

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

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

- 10 ***Word of the Gods.*** One creature blindly obeys a single command.

The Kami's Vengeance

Fumbling when using a text angers the **Kami**. *Roll d20:*

- | | |
|----|--|
| 1 | Your shadow detaches and acts of its own volition. It mimics your actions but always seems to be one step ahead of you. |
| 2 | Reality around you shifts erratically. Roll a d6 at the start of your turn: on a 1-3, your speed is halved, on a 4-6, it's doubled. |
| 3 | Your reflection in mirrors and waters is distorted, appearing as an older, more haggard version of yourself. |
| 4 | A continuous whisper haunts your ears, reciting your deepest regrets. Test Spirit DR12 to focus on tasks requiring concentration. |
| 5 | Objects you touch intermittently turn to dust, rendering them useless. |
| 6 | Every step you take leaves a wet imprint, regardless of your footwear or the surface. |
| 7 | Birds are inexplicably drawn to you, often gathering in large numbers to watch you silently. |
| 8 | Whenever you speak, a cacophony of voices emerges, echoing your words in various tones. |
| 9 | Arcane energy buzzes around you. Whenever you read a text, the ground around you cracks with ethereal energy. |
| 10 | A spiteful mouth emerges on your neck, loudly voicing your inner thoughts and fears. It only quiets when fed with fresh blood. |
| 11 | Your eyes bleed out and fall, yet your sight remains tethered to them, wherever they lie. |
| 12 | Flowers and plants wilt upon your touch, and trees shed their leaves as you pass by. |
| 13 | Water turns to blood in your presence. Drinking it requires a Resilience DR12 to avoid vomiting. |
| 14 | Sleep offers no respite. You constantly wake up in unfamiliar surroundings, though everything returns to normal in the blink of an eye. |
| 15 | A continuous drizzle follows you, even indoors. Surfaces you walk on become slippery, requiring a Swiftiness DR12 to avoid falling. |
| 16 | Wind howls and picks up when you're outdoors, making it challenging to hear or be heard. |
| 17 | Your bones gain sentience and malevolence. In moments of stress, they twist and contort within you, causing unbearable pain and internal damage. D6 damage |
| 18 | Your presence causes fresh food and drink to spoil instantly. |
| 19 | When making eye contact with another, both you and the individual see fleeting visions of each other's most traumatic experiences. |
| 20 | Ghostly hands attempt to pull you underground. Soft terrains become treacherous, requiring a Swiftiness DR14 to maintain balance. |

Tables

Equipment

10 Ryo	Backpack	holds up to seven items
15 Ryo	Bandages	spirit+4 uses, heals d4 hp
20 Ryo	Bear Trap	spirit DR14 to spot, d8 damage
4 Ryo	Biwa	short-necked wooden lute
40 Ryo	Black Powder Bomb	single sealed bottle, d10 damage
10 Ryo	Candles	pack of five, long burning
3 Ryo	Chalk	piece of chalk
5 Ryo	Crowbar	sturdy, metal crowbar
3 Ryo	Dice	set of dice
5 Ryo	Firecrackers	make a bang, spirit+4 uses
10 Ryo	Gourd Of Sake	drinking vessel full of sake
20 Ryo	Grappling Hook	metal hook attached to a length of rope
5 Ryo	Hammer & Nails	small hammer and a pack of nails
50 Ryo	Healer's Kit	d4 uses, heals d6 hp, stops bleeding/infection
4 Ryo	Lantern	comes with oil, spirit+6 hours
15 Ryo	Lockpicking Kit	set of small tools used for picking locks
4 Ryo	Magnesium Strip	can be ignited
6 Ryo	Manacles	metal bands joined by a chain
15 Ryo	Map	detailed map of the local area
3 Ryo	Mirror	small, handheld mirror
10 Ryo	Oil	pint of oil in a flask
5 Ryo	Parchment	five sheets of parchment
10 Ryo	Poison	small vial, d6 uses, d4 damage for d4 rounds
2 Ryo	Quill & Ink	quill pen and small pot of ink
50 Ryo	Rations	pack of dried food, five uses
10 Ryo	Rope	ten feet long, durable
15 Ryo	Sack	holds up to ten items
2 Ryo	Shakuhachi	bamboo flute
5 Ryo	Shovel	for digging, etc.
25 Ryo	Small Wagon	can haul large, heavy items
5 Ryo	Soap	wash your clothes or yourself
2 Ryo	Straw Hat	very fashionable
25 Ryo	Tent	for camping and resting
1 Ryo	Torches	pack of five
10 Ryo	Waterskin	carries water
5 Ryo	Whetstone	keep your blades sharp

Weapons

1	Shuriken (10). Small, hand-thrown blades used for ranged attacks. d4 damage. 10 Ryo per set of 10
2	Wakizashi. A shorter Japanese sword used for close combat. d6 damage. 30 Ryo
3	Yumi. A long Japanese bow made of bamboo. d6 with Spirit+10 Arrows. 30 Ryo
4	Tanegashima. A pistol with a matchlock mechanism. d8 with Spirit+5 Bullets. 150 Ryo
5	Naginata. A Japanese polearm with a curved blade. d8 damage. 70 Ryo
6	Kusarigama. A Japanese sickle and chain weapon. d6 damage. melee/ranged. 40 Ryo
7	Tanto. A small, pointed Japanese dagger. d4 damage. 20 Ryo
8	Bo. A long staff made of wood or bamboo. d6 damage. 10 Ryo
9	Nunchaku. A pair of short sticks connected by a chain or rope. d6 damage. 15 Ryo
10	Katana. A traditional, curved Japanese sword. d10 damage. 100 Ryo
11	Tekko-kagi. Metal claws worn over the fingers for hand-to-hand combat. d4 damage. 15 Ryo
12	Kama. A farming sickle adapted for combat. d6 damage. 15 Ryo
13	Kukri. A curved Nepalese knife. d6 damage. 20 Ryo
14	Sai. A three-pronged metal weapon used for blocking and trapping. d6 damage. 25 Ryo
15	Tessen. A metal fan used for blocking and striking. d4 damage. 15 Ryo
16	Kyoketsu-shoge. A chain weapon with a sickle on one end and a weight on the other. d6 damage. 25 Ryo
17	Jutte. A metal truncheon used for blocking and disarming. d4 damage. 10 Ryo
18	Kiseru. A metal smoking pipe used as a makeshift weapon. d4 damage. 10 Ryo
19	Fukiya. A blowgun used for ranged attacks. Comes with 10 darts. d4 damage. 30 Ryo
20	Manriki-gusari. A chain weapon with weighted ends used for striking and entangling. d8 damage. 45 Ryo

Services

1 Ryo Drink.

2 Ryo Warm meal.

3 Ryo Night's lodging at a Ryokan.

6 Ryo Tea ceremony with a skilled tea master.

8 Ryo Onsen with refreshments.

1000+ Acquire a rare and valuable item from a specialized dealer.

For Hire

30+ Ryo Bodyguard for a day, skilled in martial arts).

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

5+ Ryo Consult with a wise monk for spiritual or philosophical guidance.

50+ Ryo Hire a skilled tracker or guide for a perilous journey.

100+ Ryo Hire a skilled artisan to create a custom weapon or piece of armour.

500+ Ryo Hire a shinobi for a covert operation.

Animals

10 Ryo Snake

20 Ryo Dog

5 Ryo Chicken

25 Ryo Monkey

30 Ryo Donkey

Repair Armour

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

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

Tests

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

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

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

Difficulty Ratings (DR)

DR6 So simple people laugh at you for failing.

DR8 Routine but some chance of failure.

DR10 Pretty simple but not simple enough to not roll.

DR12 *Normal*.

DR14 Difficult.

DR16 *Very hard*.

DR18 Should not be possible.

Carrying Capacity

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

*Normal-sized items include items like texts, torches, and crowbars,
Heavy objects are things like anvils, chests, ladders, or corpses.*

Honour

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

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

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

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

Seppuku

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

When a character chooses to perform **seppuku**, they must first **Test Spirit DR12**.

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

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

SUCCESS

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

FAIL

If the character **fails** the **Spirit Test** they cannot begin the ritual.

If the character fails the **Resilience Test**, a 'second' can behead the character to complete the ritual. If the character is beheaded by the second, **they halve the Honour Roll result**.

If there is no second, they suffer **d8** damage and roll on the **Debilitating Injuries** table (*Frontpapers*).

HONOUR ROLL

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

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

Resurrection

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

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

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

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

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

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

A character can only be resurrected once.

If the player's previous character had an **Honour** score equal to or greater than **10**, their new character gains a **+1 bonus** when rolling for each ability. If their previous character had an **Honour** score of below **10**, their new character gains a **-1 penalty** when rolling for each ability.

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

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

Hit Points (HP)

Begin with:

Resilience + d8 (unless using class health calculations)

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

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

Broken

Roll **d4**:

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

2 Roll a d6:

1-5 Broken or severed limb.

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

Haemorrhage. Death in **d2** hours unless treated.

3 All tests are **DR16** the first hour. **DR18** the last hour.

4 ***Dead.***

Tatakai (Battle)

Initiative: Roll d6 at the top of every round.

1-3 - Enemies go first

4-6 - PCs go first

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

Players roll for both their attacks and defences.

Creatures and enemies don't roll dice in combat.

Striking Test **Vigor** *DR12*

Ranged Test **Spirit** *DR12*

Defence Test **Swiftness** *DR12*

Parry Test **Resilience** *Defence DR+2*

Critical Hit

On rolling a natural 20.

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

Defence - PC gains a free attack

Parry - Enemy takes double damage (armour/protection is also reduced one tier)

Fumble

On rolling a natural 1.

Attack - The weapon breaks or is lost

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

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

When armour is damaged penalties to **Vigor** and **Swiftness** tests are not modified. Armor reduced below 1st tier is ruined and cannot be repaired. For armour repair costs, [Repair Armour \(page 64\)](#).

Rounds

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

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

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

Parrying

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

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

If **successful**, they not only block the attack, but also riposte and deal their weapon's damage dice immediately. If the player rolls a critical hit (**20**) on their **Parry**, the counterattack deals double damage and reduces the enemy's armour tier by 1.

Duelling

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

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

Test Vigour DR 12. SUCCESS roll damage. **FAIL** enemy rolls damage

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

Test Swiftess DR 12. SUCCESS take no damage and gain +4 to next **Attack** or **Riposte**.
FAIL take half damage

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

Test Resilience DR14. SUCCESS deal double damage. **FAIL** you are dealt a fatal blow)

Morale

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

Roll for **Morale** if:

- The leader is killed.
- Half the group is eliminated.
- A single enemy has only $\frac{1}{3}$ of its **HP** left.

If you roll greater than the creature's **Morale** value with **2d6**, it is demoralized.

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

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

Reaction

When meeting creatures whose reaction is uncertain.

Roll **2d6**:

2-3	You will be slaughtered!
4-6	Fury
7-8	Apathetic
9-10	Almost courteous
11-12	Cooperative

Blood Feud

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

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

The challenged character can either accept or refuse the challenge.

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

If they accept, only death or victory awaits. Winning grants 3 **Honour**, and the loser is sent to **Yomi**, or worse, **death...**

Rest

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

Consumes 1 use of food and 1 use of water.

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

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

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

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

Poison runs its course. But **infection** must be dealt with, perhaps with a Healer's Kit?

Meditation

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

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

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

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

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

A Chance to Improve

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

When it is **EARNED**, do the following:

Increase HP. Roll 6d10

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

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

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

Results below the ability decrease it by **1**.

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

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

Teach Me, Sensei

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

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

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

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

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

For example:

- **Swift**ness - +dz
- **Spirit** - +dz
- **Vigor** - +dz
- **Resilience** - +dz

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

Virtues

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

Every character begins with **dz Virtues**.

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

Use **Virtues** to:

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

Haiku

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

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

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

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

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

Optional Tables

Broken Bodies

- | | |
|----|---|
| 1 | Staring with a glazed expression. |
| 2 | Covered in scars or wounds, some of which are infected. |
| 3 | Missing a limb, using a makeshift prosthesis. |
| 4 | Emaciated and frail, with sunken eyes and greyish skin. |
| 5 | Severe burns on face and hands, using a mask to hide them. |
| 6 | Deaf in one ear, struggling to hear from the other. |
| 7 | Rotted teeth or missing teeth, speaking with a lisp. |
| 8 | Crippled, walking with a limp or hunchbacked. |
| 9 | Covered in boils or blisters, constantly scratching. |
| 10 | Persistent cough or wheezing. |
| 11 | Covered in insect bites. |
| 12 | A missing or scarred tongue. |
| 13 | Shaking hands or twitching from nervous system damage. |
| 14 | Severely obese or suffering from malnutrition, always hungry. |
| 15 | Missing fingers or toes. |
| 16 | Broken nose, breathing heavily and snoring loudly. |
| 17 | Permanently scowling or smiling, making social interaction difficult. |
| 18 | Chronic skin conditions, leaving skin flaky or weeping. |
| 19 | Recently blinded or suffering from vision problems. |
| 20 | Cracked and discoloured nails, with signs of fungal infection. |

Grim Chronicles

- 1 Fled from a powerful and dangerous clan, constantly on the run.
- 2 Have a powerful enemy who wants you dead at all costs.
- 3 Possess a rare and valuable artifact that is coveted by many.
- 4 Are under a terrible curse that cannot be lifted.
- 5 Once betrayed a close friend and has been wracked with guilt ever since.
- 6 Are plagued by haunting visions of a dark future.
- 7 Have a shadowy past that is slowly catching up with you.
- 8 Are haunted by a vengeful spirit that will not rest until it gets what it wants.
- 9 Are the only survivor of a massacre that you cannot forget.
- 10 Have a powerful addiction that is slowly destroying you.
- 11 Have angered a powerful spirit that is now out for revenge.
- 12 Are followed by a strange, unexplainable phenomenon that brings chaos and destruction wherever you go.
- 13 Are hunted by a terrifying monster that you cannot defeat.
- 14 Are haunted by a dark secret that, if revealed, could destroy everything you hold dear.
- 15 Have made a powerful enemy of a powerful hidden clan.
- 16 Have made a deal with a malevolent entity that is slowly taking over your mind and body.
- 17 Are cursed with the ability to see the worst in people and cannot help but voice your thoughts.
- 18 Are plagued by unexplainable nightmares that are slowly driving you insane.
- 19 Are cursed with an insatiable hunger that can never be sated.
- 20 Have been marked by a dark force that will stop at nothing to claim your soul.

Bad Habits

- 1 Compulsively hoard any small trinkets you come across, often to the detriment of your party.
- 2 Crippling fear of enclosed spaces or the dark.
- 3 An urge to speak your mind, even if it means making enemies or getting into trouble.
- 4 Addicted to a particular substance and go to great lengths to get your fix.
- 5 Habit of stealing things, even when it's not beneficial.
- 6 Anger management issues. Tend to lash out violently.
- 7 Chronic insomnia.
- 8 Paranoia. You make up conspiracy theories, even when they have no basis in reality.
- 9 A terrible memory, often forget important details or information.
- 10 Persistent procrastinator.
- 11 Obsessed with counting and arranging objects.
- 12 You mumble to yourself, even in public.
- 13 Always losing important items.
- 14 Weapons and tools must be kept CLEAN.
- 15 Telling overly long and irrelevant tales in conversation.
- 16 Collect ears and whisper secrets into them.
- 17 Constantly fidgeting. Can't sit still.
- 18 Loud, nervous sneezing.
- 19 Hate being touched.
- 20 Stealing food from everyone and hoarding it.

Awful Afflictions

1	Paranoid
2	Sadistic
3	Narcissistic
4	Compulsive liar
5	Self-destructive
6	Envious
7	Antisocial
8	Addicted
9	Short-tempered
10	Greedy
11	Pessimistic
12	Manipulative
13	Careless
14	Aggressive
15	Insecure
16	Hedonistic
17	Fanatical
18	Hypocritical
19	Unreliable
20	Delusional

CREATURES & YŌKAI

Oni

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



HP: 20

Armour: Thick Hide (-d4)

Morale: 10

Weapon: Iron Club (d8)

Special:

Attacks twice but **DR10** to hit.

Nue

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

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



HP: 8

Armour: Shapeshifting Fur (-dz)

Morale: 8

**Weapon: Poisonous Claws (d4),
Snake Bite (d6)**

Special:

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

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

Bandit

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



HP: 6

Morale: 8

Armour: Light Armour (-d2)

Weapon: Wakizashi (d6),
Yumi (d6, ranged)

Special:

On a successful melee attack, steals one random item.

Yuki-Onna

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

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



HP: 12

Morale: 7

Armour: Ice Shards (-d4)

**Weapon: Ice Claws (d6),
Blizzard (d4, ranged)**

Special:

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

Komainu

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

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



HP: 14

Morale: 7

Armour: Stone Hide (-d6)

Weapon: Bite (d8),

Special:

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

Nure-Onna

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

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



HP: 14

Morale: 7

Armour: Scales (-d6)

Weapon: Bite/Constrict (d10)

Special:

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

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

Rokurokubi

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



HP: 10

Morale: 8

Armour: Shimmering Scales (-d4)

Weapon: Sharp Teeth (d4)

Special:

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

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

Skeleton Rōnin

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

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



HP: 10

Armour: Bone Armour (-d4)

Morale: 10

Weapon: Katana (d8)

Special:

Immune to critical hits and poison.

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

Kappa

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



HP: 8

Armour: Shell (-d6)

Morale: 7

Weapon: Claws (d4)

Special:

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

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

Tengu

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



HP: 12

Armour: Feathered Cloak (-d2)

Morale: 8

Weapon: Longsword (d6)

Special:

Flight and takes half damage from poison effects.

Jorogumo

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

She preys on the lustful and the unsuspecting, using her seductive powers to lure them into her web. And once she has them, she ensnares them with her spider minions and spins illusions to confuse and disorient them.



HP: 10

Morale: 8

Armour: Spider Silk (-d6)

**Weapon: Poisonous Stinger (d4, ranged),
Slash (d8)**

Special:

Ability to climb walls & ceilings and create illusions.

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

LEGENDARY CREATURES & YŌKAI

Skeletal Daimyo

Meet the bone lord of battlefields past, the **Skeletal Daimyo**. Standing tall, every fragment of his cursed skeleton exudes an authority that defies death itself. This master of the blade is both a paradox and a parable. Just a man, handed immortality in the form of bare bones. Was he cursed? Or was clawing his way out of the grave an act of pure, undying will? Either way, the Skeletal Daimyo is a ghastly sight on the dark tapestry that is Kage no Shima.



HP: 40

Morale: —

Special:

Armour: Undead Flesh (-d6)

Weapon: Ancient Katana (2d8)

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

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

Oni no Kusabi

Picture a beast with skin like a tank's armour and an arm that's not an arm, but a sword—a godforsaken blade that could cleave fate itself. This is **Oni no Kusabi**, a demon with eyes like wildfire, sweeping through reality and carving it anew with every swing. Everyone's been told not to play with knives; this guy didn't get the memo. Few have tangled with him and fewer live to share their failure...



HP: 30

Morale: —

Armour: Metallic Skin (-d6)

Weapon: Sword Arm (d8+3)

Special:

Fear Aura. Enemies near Oni no Kusabi must Test Spirit DR12 or flee.

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

Umi-Bozu

Imagine the sea coming alive, turning dark and vengeful. That's **Umi-Bozu**, a hulking shadow with tidal waves for fists. Boats? Their toys. Hope? A joke. The salt in the air isn't just from the ocean—it's from the tears of sailors who've seen them and never made it back to tell the tale...



HP: 120

Morale: —

Armour: Inky Darkness (-d8)

Weapon: Crushing blow (d12),
Tendrils (d8, ranged)

Special:

Indestructible. Cannot be harmed except by Critical Hits and magic.

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

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

Kuchisake-Onna

Ah, the **Kuchisake-Onna**. Imagine being seduced by Venus only to discover she's got the appetite of a Venus flytrap. When the night grows dark, she's out on the prowl, her face an eerie combination of angelic and demonic. She might murmur something that sounds like love but is really a death sentence. A beauty hiding a beast, a soft-spoken nightmare—see her and you better pray your legs work better than your luck.



HP: 50

Armour: None

Morale: —

Weapon: Razor-Sharp Scissors (d8)

Special:

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

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

Ryu

A serpent in dragon's clothing, its scales flashing like jewels you can never afford. Eyes ablaze, as if challenging Yomi itself. Watching it glide through air or water is like watching nature write poetry—haunting, grandiose, inevitably tragic. Both a marvel and a horror, this creature creates a fine line between being awestruck and becoming prey...



HP: 70

Morale: —

Armour: Diamond-Like Scales (-d6)

Weapon: Flaming Breath (d10, ranged),
Bite (d8),
Claw (d6)

Special:

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

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

YOMI DEMONS

Blood Witch

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

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

HP: **16**

Armour: **Enchanted Robes (-d4)**

Morale: —

Weapon: **Yomi's Death Blast (d4, ranged)**

Special:

Soul Summon. Can summon 1 **Skeletal Ronin** to fight for her each round.

Death Blade

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

HP: **18**

Armour: **Darkened Samurai Armour (-d6)**

Morale: —

Weapon: **Odachi (d10)**

Special:

Life Drain. Heals **d6 HP** on every successful hit.

Iron Fist

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

HP: 20

Armour: Iron Gauntlets & Boots (-d6)

Morale: —

Weapon: Martial Arts (d8)

Special:

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

Roll d6:

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

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

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

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

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

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

Nightingale

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

HP: **16**

Armour: **Lightweight Armour (-d2)**

Morale: —

Weapon: **Hidden Blades (d6)**

Special:

Shadow Strike. Once per combat, **Nightingale** can disappear into the shadows and emerge behind a chosen enemy, making a surprise attack with a **+2 to defence DR and damage**. If successful, the attack deals an additional **d6** damage.