



JOURNEY TO RED TEMPLE



an Iron Dynasty adventure

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JOURNEY TO RED TEMPLE

AN IRON DYNASTY ADVENTURE

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STORY INTRODUCTION

In the remote fishing village of Jaijen, on the westernmost fringe of the Bright Empire, a sleeping sickness has fallen upon the children. Normally, the village's heroes would be asked to seek out a cure, but all fit men have disappeared, leaving the future of the village in the hands of an ill fated few. The characters do not know it, but they are not the first to go.

LEVELS

This adventure is designed for the hapless heroes of Novice Rank included in the Appendix. These heroes are not normally the kind of characters most players would be inclined to make for themselves, but each character has compensating strengths to go along with their weaknesses. You

Alternately, you can let them select characters based on illustrations and backstory.

Of course, should a player want to make their own character, and you allow it, the following rule applies: a character may have one Edge of Seasoned Rank, providing they meet all other prerequisites.

GENRE CONVENTIONS

To fully evoke the flavor of the Anime and Martial Arts genres that inspired this work, a few rule tweaks are necessary. Should you want a grittier game, choose to ignore any/all of the following factors that apply to all Wild Cards. For even more extreme fantasy, you may apply some of these conventions to Extras as well.

Army of One

Gang-up bonuses do not apply against Wild Cards by Extras, only by other Wild Cards.

Martial Mastery

Unarmed Defender penalties do not apply.

Warrior's Soul

Characters use their Spirit attribute for Guts checks.

Zen Focus

The Called Shot penalty is reduced by 1 for each Rank beginning with Novice.



may distribute the characters as you like, but it works well by reading the character names aloud and throwing out a thumbnail synopsis.



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A FEW MORE NOTES!

Sure, this adventure comes chock full of encounters, but you like to throw something random at your group every once in awhile, don't ya?

For you bloodthirsty souls, we've provided a comprehensive bestiary with an accompanying Random Encounter Chart (see Appendix III). Draw a card for every 2 hours of travel. A face card indicates an encounter. Sound familiar? Good. Then either roll or pick from the Encounter List. (Don't deny it; some of you use a random list like a cafeteria menu.)

During the night, draw 1 card if the party has someone keeping watch and draw 3 cards if they all decide to leave the fire unattended and sack out. Red Temple Mountain is unkind to fools!

If you *do* allow players to make new characters, try to limit the characters to ones that are a bit messed up and keep them local for this scenario! Keep their Common Knowledge somewhat limited in scope to help imbue a sense of wonder whenever possible.

SKILL MODIFICATIONS

You'll be glad to hear that there is only one skill tweak and it relates to the scope of the Survival skill. In addition to its normal use, the Survival skill also reflects "knowledge beyond the village" in this scenario. Characters may make a Survival check to reflect area knowledge. Other characters make Common Knowledge (CK) -2 rolls when trying to summon specific facts for an area.

THE CITY OF SHINJU

You will note that there are several references to the City throughout this work and it is a place your players may

wish their characters to visit. It has been intentionally left nebulous as it isn't the focus of this adventure. That being said, should they go there, Shinju is smallish as cities go, but they should be able to purchase anything that you, as the GM, deem reasonable. Just use the prices in the SW core book, probably in terms of Bu, listed below.



STRANGE CURRENCIES

For extra flavor, use the monetary system listed below.

- 1 Zeni (Z) = 1 copper piece = 1 cent
- 1 Zeni string (Zs) = 100 Zeni = 1 buck
- 1 Bu = 1 silver piece (B) = 10 bucks
- 1 Ryo = 1 gold piece (R) = 50 bucks
- 1 Oban = 1 gold plate (O) = 2000 bucks

Got all that? Good. Now on to the adventure!

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ADVENTURE OVERVIEW: CAUSE AND EFFECT

Here are all the events, in chronological order, that lead to the current state of affairs on Red Temple Mountain and why the children of Jaijen fell into a wakeless slumber.

Two months ago, Kofu, a malcontent native of Jaijen, stole a horse, some grain, and a few miscellaneous items and squandered it all in Shinju. During his drinking in the City, he recruited other peasants to throw in with him and become bandits.

A month ago, Kofu's gang managed to waylay people journeying to the Temple, but when they forced a Priest of Kannon out of his hut, the trouble began. The Priest, in retaliation, awoke the Tengu-mischievous wood spirits that drove Kofu and the bandits away, but the trouble really began then. The Tengu did comply with the priest and go back up the mountain, but they played tricks on the Red Temple priests and, in so doing, broke an ancient seal, releasing the Demon Lord Onimura back into the world. The Tengu, afraid of the Demon Lord, retreated back to the Hut and currently hang about the Kodoku Forest causing mischief, refusing to leave the Old Priest alone.

The Demon Lord's evil presence in the world has stricken the sensitive souls of the innocent, thus is the source of the sleeping sickness. His presence, though known by few, awakens the black hearts of dormant demon spirits, beasts, and brings forward the base nature of man.

Raitoro, another native of Jaijen, went to challenge the Old Master of the Temple, but instead discovered Lord Onimura there who forced him into servitude, and

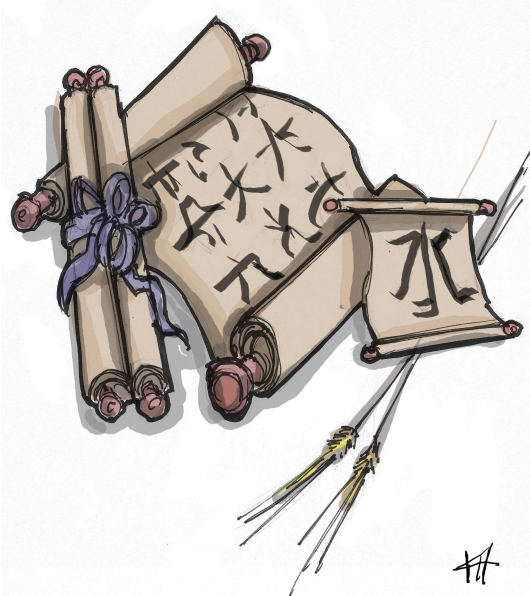
tasked him with preventing any from reaching him while he prepares to unlock the gates to free his army.

The characters begin with the task of going to the Red Temple to fetch a cure for their village and are pulled into this struggle for the very fate of all, good and evil, dwelling on Red Temple Mountain.

The characters are the second group sent on this mission. The last group was sent out secretly a fortnight ago and never returned...

ONE LAST IMPORTANT NOTE!

The one item essential to this adventure is the Celestial Scroll and, as such, is up to you, the GM to properly place. It cannot be left to random chance, so you are entrusted with slipping it somewhere into the adventure, whether it's stuffed in a bandit's shirt or in the gullet of a boar or a gift from a generous Old Priest, the characters **WILL** need this to complete the adventure. Simply put, it is the item that must be used to close the portal. Details of it are found in the Appendix V.



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SCENE 1

MEET THE MAGISTRATE

The characters, local villagers, are summoned before Magistrate Myu. He is a greedy man who dresses in nice silks and lives in the biggest house of the village, a two story stone hut near the village square. He likes to have people into his spacious living room, so they can see the silk wall hangings and ivory bric-a-brac adorning his walls.

He will instruct them that they must journey to the Red Temple. Anyone with Survival skill is used to hunting and foraging in the surrounding countryside and knows that the Red Temple is two days foot travel for a healthy individual. A lame, injured, or obese character extends the travel time to three days.

The villagers are at wit's end and have been pressuring the Magistrate to do something, but he has been hesitant to hire any outside aid. Yesterday, however, his own daughter succumbed to the disease and he is absolutely frantic. A Common Knowledge roll means the character heard about this event. With a Raise, they even witnessed it- it is a small village after all. He tasks them with the job and gives them each 300 yen to use in bringing help back to the village. Additionally, they are given enough rations for 2 days travel each and are told they may need to forage or barter for additional foodstuffs along the way.

With a successful Notice roll, the character sees one of the Magistrate's servants standing outside of the window and peering in occasionally, as if wishing to enter. A Raise on this roll reveals that the servant, a young girl, is holding the reins of a horse. If the girl is pointed out or transportation is mentioned, he will rub

his hands nervously together and suddenly "remember" that the village is able to spare their horse for the journey to Red Temple.

Should the party press for additional foodstuffs or transportation, they may make a Cooperative Persuasion roll. They get one extra day's rations per person for each success and raise. As far as transport goes, success on a separate Persuasion check will get them a swaybacked donkey good for little more than carrying light loads. (It's all the village can spare.)

SCENE 2

THUS BEGINS THE JOURNEY

When the characters exit the magistrate's house, a hopeful handful of people have turned out to wish them luck on their journey. They appear to have little more to offer than their prayers for a safe trip and a bountiful return. It is, after all, a poor fishing village and nothing is to be gained by hanging about- no stores or trade shops to spend any money for any equipment, weapons, or armor. However, the villagers will trail along behind the characters and, when out of sight of the magistrate's place, they produce the appropriate items in Appendix II as gifts to the various characters present.

Read the following passage as the characters head north out of the village.

The road out of the village is one rarely travelled these days for fear of bandits and worse. It winds up the mountainside and its rambling path is hidden by the mountain woods. Higher up the mountain, a strange, dark mist hangs heavy and thick, and the Red Temple's walls can barely be seen.

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The trail is wide enough to travel 4 abreast or 2 on foot with a horse in their midst. On either side of the road, there is thick brush and medium growth forest. (This provides medium cover unless otherwise noted.)

After the characters are about an hour outside of the village, have everyone make Notice rolls. On a Success, the characters hear some noise in the forest about them. It sounds like a deer. Anyone making a Raise sees several figures lurking in the forest on either side of the road.

“Don’t draw your weapons,” says a voice from up ahead and a figure will appear in a cloud of mist with a shortbow in hand. Anyone making a CK roll recognizes the figure as Kofu, one of their fellow villagers who robbed the village of its best horse and stole Lady Myu’s tea set two months ago. He is known to be a tough, mean man and a good fighter. He will raise his bow and point an arrow at the apparent leader and tell the characters to surrender their coins and food and go back to the village.

If the characters surrender their coins and food, he will laugh and call them cowards after having his men come out and gather up the goods. Should anyone draw a weapon or say anything remotely insulting, he will call them fools and yell for his men to cut them down as he fires his bow.

Kofu is lean and wiry, but is tougher than he looks. He fought four years in the Army before deserting and moved to the village of Jaijen two years ago. He volunteered to save the village and scammed what he could before heading for Shinju where he’s already spent all his loot and gathered up some other mean-spirited peasants to waylay people along the road.

Trouble further up the mountain drove Kofu and his men down the mountainside towards leaner pickings.



KOFU

This small-hearted peasant seeks to hide his shame by beating down his fellow men and robbing them of anything they may have. He typically scares them away or knocks them unconscious so he can rob them again in the future.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Stealth d8, Notice d8, Shooting d6, Intimidate d6, Taunt d6

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Mean, Arrogant

Edges: Combat Reflexes

Gear: Wakizashi (Str+2); Small Bamboo Shield (Parry+1); Shortbow(Range: 6/12/24; Damage: 2d6; RoF: 1), Arrows(20), 6 Rice Balls, 60 Yen, 1 Bottle of Sake

PEASANT BANDITS(10)

Poor, down-trodden, and desperate, these newly made bandits have learned to fill their bellies by following Kofu’s orders and trust him completely.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: None

Edges: None

Gear: Wooden Club (Str+1), Loot Bag

AFTERMATH

The bandits will fight until 6 of them and Kofu fall in combat. Kofu keeps out of melee as long as he can, by running about and firing his bow at the most obvious threats on the battlefield. Once forced into

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battle, he relies on foot and elbow strikes, not drawing a weapon until he is wounded and then he calls for a retreat of his forces. If 6 of his men fall, he calls for a retreat as well. Kofu is no hero, if caught and captured, he tells the characters of the strange goblin men that his men saw further up the mountainside and how they were driven away from “their” hut in the middle of the night, after just getting settled in. With an Intimidate roll, he tells them where the hut is by describing landmarks (see Scene 4), but flatly refuses to accompany them. If forced to go with them, he attempts escape at the first possible opportunity.

The Peasants can be recruited to accompany the characters but must be fed or they will begin to suffer fatigue. They have not eaten in over a day. Kofu force marched them down the mountainside looking for victims and game.

Should Kofu’s gang win, they tie the characters up and take all of their belongings and head towards Shinju. By the time the characters come around from unconsciousness and work themselves out of the ropes, Kofu is a day’s journey ahead of them.

SCENE 3

SILVER WILLOWS PASS

Six hours travel along the road takes the characters to Silver Willows Pass. This pass is an ancient work of remarkable engineering where part of the mountain was literally shattered to make a path to the coastline. Now great silver-leaved willows mark the spots where heroes of another age might have battled. Any character making a Common Knowledge roll knows that Silver Willows Pass is the

site of an ancient battlefield and rumoured to be haunted by restless spirits.

The road twists through the pass where the mountain rises to a height of twenty feet on either side. A chilling wind blows up for a moment as the characters enter the pass, making the willows seem to whisper. There is NO other way to Red Temple, save to follow the road ahead. Successful Survival skill checks indicate that scaling the mountains would be treacherous (Climbing -4) and slow going.

It takes about 3 hours to travel through the pass. The whistling winds make it hard to hear anything (-2 to all Notice rolls.) Draw 2 encounter cards for each hour in the pass. Each encounter drawn indicates the party encounters an Okotta. Request a Knowledge (Occult) roll. Alternately, anyone with an AB may make a CK -2 roll. A success recognizes the ghost as an Okotta, while a raise recalls their weakness.



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OKOTTA

Okotta, called the Enraged, are the ghost forms of warriors that died in battle fury. They are in white kimonos and have white triangles upon their foreheads. Each wields a silvery katana and they have no legs beneath their robes. Their only purpose is to kill.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10

Pace: 6; **Parry:** 7; **Toughness:** 6

Treasure: Special (see below)

Special Abilities:

~Fearless: Okotta are immune to Fear and Intimidation

-Physical Immunity: Cannot be harmed except as listed under Weaknesses (below.) Magical attacks affect Okotta normally.

~Weakness (White Triangle): An Okotta hit by a called shot to the White Triangle (-6) must make a Vigor roll versus the damage. If successful, it takes damage normally. Should it be Shaken or Wounded in this manner, it disappears. If it fails, it is permanently destroyed and its blade clatters to the ground, intact.

-Weakness (Blade Link): If disarmed, the Okotta disappears as its blade hits the ground and shatters.

-Silvery Katana (Str+4): The blade of the Okotta gives off a silvery shimmer. If a character is lucky enough to win one of these treasures, it is treated as an Enchanted Weapon and no Okotta will attack him unless provoked.

THE SECOND HOUR...

into the pass the characters encounter Raitoro. If they are in battle with an Okotta, he offers no aid. Raitoro simply stands in his red kimono, waiting. When given the opportunity, he speaks.

Note: If you're playing the adventure as scripted with the enclosed characters, Raitoro has a history with Wisdom Lee. It's the archetypical former student, old master formulae which can interject lots of fun and roleplaying opportunities. While we're on that point for a moment, even if you're NOT using the characters in the Appendix, it NEVER hurts to link characters into the action. Just substitute a few words in the text and you have a fun little rivalry that really increases the roleplaying excitement!

Read the following passage aloud.

"Food for the new masters of the Mountain! And look who it is! My old master and his---retinue? You have saved me a trip down to the village. Attack them and kill them all! Mind their flesh is not too mutilated. The Lords will want to rend it themselves!"

The Renegade of Red Temple, Raitoro is a former disciple of Wisdom Lee who eventually left to study at Red Temple. After killing a man during a training exercise, he left for the war and served as a samurai in the Court of Governor Hang until Kamimori's rise and then went ronin.

His journeys recently brought him back to the Mountain of his birth and he marched to the temple to challenge the Master. Upon arriving, he discovered the Temple in disarray and a new Master- Demon Lord Onimaru who gave him the choice to serve as his bushi or be served on his plate. He gifted Raitoro with several mystical powers and wishes him to keep any strangers from travelling up his mountain while he prepares to break the seals to bring his demon army through.

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RAITORO

Often called the Raven for his dark hair, Raitoro is an accomplished Samurai, now in the service of Demon Lord Onimaru.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Stealth d8, Notice d8, Shooting d8, Intimidate d6, Taunt d6

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 8

Hindrances: Greedy, Vengeful (Major), Quirk (Hates Archers)

Edges: Level Headed, Sweep, Quick Draw, AB: Demon Touched

Gear: Katana (Str+4), Wakizashi (Str+2); 4 Rice Balls, 50 Ryo, Bone Necklace (+2 Toughness), Elixir of Iki-Ryo* (2 doses)

Spells: Armor (Trapping: Earth Wraps Skin), Boost Attribute (Green Glow)

Power Points: 15

*Each dose of this foul-tasting potion puts the drinker into a Berserk Rage (Str increases 1 die type and gains benefits of the Berserk Edge) for d4+4 rounds. During this time, he will attack the nearest target, friend or foe, unless he makes a successful Smarts roll.

SOLDIERS(6)

These veterans have no other desire than to fight for their master, Lord Raitoro.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Mean, Greedy

Gear: Wakizashi (Str+2), Lacquered Shield (+1 Parry)

AFTERMATH

Raitoro will fight to the bitter end,

refusing to parley. He will gloat about how “this battle won’t matter in three days” and other such things. If defeated, Raitoro repents. He tells them that Onimaru prepares to unleash hell upon the Mountain when the stars are right and vows that the blood of every disciple will stain the Temple steps.

The GM, at his discretion, may reveal as much about Raitoro’s relationship with Lord Onimaru as he wishes.

This is a perfect opportunity to pass on the Celestial Scroll, if you haven’t already done so. (Maybe Onimura gave it to Raitoro to destroy? Maybe the last honorable bit of Raitoro sought a way to save his people or to hedge his bets against the Demon Lord?)

When the conversation draws to a close, he apologizes for bringing dishonor to his family even as blood boils out of his mouth and through his very eyes and he convulses and dies.

Success on a CK check for a Wizard at -2 or a Knowledge (Occult) reveals that there is an alignment of the stars in three nights and the boundaries between this world and that of Heaven and Hell will be at its closest. Red Temple is 2 days away as is the City. Journeying to the City first will make the travel to the Temple take 2 additional days. A successful Notice roll reveals a woodland trail into Kodoku Forest.

SCENE 4

KODOKU FOREST

To make the best time, the characters must journey through Kodoku Forest, an old-growth forest that provides medium cover when travelling or heavy should someone

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be running, crawling, or hiding behind a tree. Anyone that makes a successful CK roll will remember tales from their childhood about this forest and how their parents always told them of the tengu (goblins) that dwell in the trees. Anyone making a raise remembers that the Tengu resemble humans, but are dangerous mischief makers and excellent swordsmen and the tales of how “bad things happen only when you leave the trail through Kodoku.”

As long as the characters stay on the trail, they are safe from Tengu, but if they venture off, the Tengu in the woods notice and trail them. The Tengu are not hostile under normal circumstances, but are agitated at breaking the Seal when teasing the priests of Red Temple. Additionally, there are tiger traps in the forest. If you draw a Joker for an encounter, someone falls into a tiger pit if they fail a Notice roll (-2).

If Kofu or one of his Peasant Bandits revealed the tale of the hut earlier, the characters can easily recall several prominent landmarks- a tumbled down ruin of an old tower, the rotting remains of a broken cart, and a stagnant pond with three grotesquely huge stone frogs. The first they can see from the trail, but they must journey off the trail for a distance of an hour before reaching the next landmark. Near the pond, they can see a small thatch hut with smoke coming out of the chimney. Otherwise, the GM can draw their attention to the hut as he best sees fit or ignore it altogether. It's not essential to the party's overall success.

THE HUT

Nishu and his men drove an elderly man out of his thatch hut and claimed it as their own. They had no idea that the man was a

Priest of Kannon, Goddess of the Moon, and was powerless to stop them during the day. At night, the Old Priest awakened the Tengu to drive the men away. They did his bidding, but have refused to go back up the mountain and now bother the Old Priest in little ways. Any treasures that Kofu and his men had are now gone. The Old Priest will reward the party if they can fetch him some “moon-kissed” river water so he can exorcise them. He is too exhausted to go himself. Each night spent in the vicinity causes all characters to make a Spirit roll or suffer a level of Fatigue from the pranking caused by the Tengu. The river is an hour's trek to the west.

The Tengu, hiding not far off, hear of this plan and are none too happy. They will wait until the characters near the river to attack.

Should the characters return with at least a flask full of moonwater, he will reward them with a magical orangish-white Moonstone and instruct them on its use, should they ask. When crushed underfoot (an action), it summons forth a Water Elemental that appears adjacent to the character and is under the character's command for 5 rounds before vanishing.

OLD PRIEST

This Hermit Priest of Kannon dresses in simple white robes, leaning heavily on his staff at all times. He is friendly and kind.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d4, Vigor d4

Skills: Fighting d4, Stealth d8, Notice d8, Taunt d8, Healing d10, Faith d10

Charisma: -1; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Elderly, Quirk: Reclusive, Code of Honor (Teachings of Kannon),

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Power Limitation (Spells may only be cast at night)

Edges: AB: Priest

Gear: Staff, Robes, 10 Rice Balls, 1 Moonstone of Kannon

Spells: Moon Glow (Armor), Touch of Kannon (Healing), Night's Robes (Invisibility), Summon Wood Spirits (Entangle)

Power Points: 10

TENGU(6)

These forest spirits are mischevious and mean-spirited. They appear as mountain hermits from a distance, carrying staffs. Up close, they are quite tall, have wrinkled red skin, and extremely long noses. They cast the shadow of a bird.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d10, Notice d8, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Treasure: Special (see below)

Gear: Tachi (Str+3)

Special Abilities:

~Fearless: Tengu are immune to Fear and Intimidation

~Weakness: Easily insulted. Opponents gain +2 to Taunt attempts

~Expert Fighters: Tengu get a Wild Die with all Fighting Rolls

~Defensive Shapechanger: When Shaken, Tengu may shift into crow form as a free action. Shifting back is a free action as well. If Wounded, they make a Spirit roll to shift form and fly away as a free action as well.

THE RIVERSIDE

The gentle flowing river is the home of a Kappa, a water demon. It does not reveal itself in the daylight hours as sunlight turns it to stone. As the characters rest or camp by the River, they can see (with a Notice roll-2) tiny bubbles coming to the

surface of the water as darkness falls. If the Kappa is not noticed, he creeps from the water and attacks. Make an opposed Stealth versus Notice roll. If it succeeds, he gets the Drop on one unfortunate character.



KAPPA

Appearing as a large cross between an ape and a turtle, the Kappa is a bloodthirsty creature that feeds on fish, fowl, and especially man. It rarely wanders far from its home.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+1, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d8, Swimming d8

Pace: 6; **Parry:** 6; **Toughness:** 8

Treasure: Special (see below)

Gear: None

Special Abilities:

~Fearless: Kappa are immune to Fear and Intimidation

~Armor+2: Tough Shell protects its torso.

~Dark Vision: No penalties for poor lighting.

~Claws: Str+2

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~Regeneration (Fast): Make a healing roll to regenerate each round. Fire stops the regeneration, as does cutting off its head.

~Weakness (Sunlight): A Kappa exposed to Sunlight must make a Spirit Roll each round or turn to stone until sunset.

AFTERMATH

After defeating the Kappa, the characters may dive into the river to explore for treasure. With a successful Swimming roll, they can find a passage that comes up into a small cave- the Kappa's lair. Amidst broken bones of men and beasts, they find 5 bu (1 bu= \$10) and a Ring of Thorns. This ring enables the wearer to ignore 1 point of wound penalties.

SCENE 5

WAYSIDE SHRINE

The road picks up again on the other side of Koduku Forest, evidently winding out of the City to the Southeast. Nothing of note happens until mid-afternoon where the characters note a small wayside shrine to Hachiman, God of War and Divine Protector, along the road. Should any characters stop to look at it, they can easily see it is in a state of disrepair. The wooden offering bowl set in the recess, however, is free of weeds and debris and holds 5 bu.

If a character takes any part of the offering, he is Cursed and loses all remaining bennies. Additionally, he gains the Hindrance of Bad Luck until atonement is made. The effect of defacement to the Shrine is up to the GM. Should a character place an item of worth or a sufficient portion of their wealth into the offering bowl, they gain a Minor Blessing (a benny). Should the characters take the time to clean and successfully repair the Shrine (Repair +2 and 2 hours), they are

Blessed for the remainder of this adventure (treat all participating characters as Champions when battling further supernatural forces, SWR, p.28.)

SCENE 6

THE BOW AND THE BOAR

The characters have an opportunity towards dusk to down a boar for dinner. Anyone making a successful Notice roll, hears something rooting around in the forest. With a raise, they can spot it about 20 yards away- a boar in a small glade eating large, wild mushrooms. It gets -2 to Notice rolls as it is really enjoying its grub. Shooting from the roadside incurs a heavy cover penalty (-4), but the characters may use Stealth to close range. As long as the boar doesn't Notice, they may get the drop on it (+4 Hit and Damage).

A character with Survival may bleed it, skin it, and properly preserve it with a successful roll. This is enough meat for 1 week for all characters. This process takes several hours. If it is searched for treasure, a Notice roll reveals a Dragon's Eye ruby that can be fitted to the end of any weapon, giving it the Flame ability (+2 damage) on command (as a free action) and generating light in a Medium Burst Template centered on the wielder. Remember, targets hit by a flaming weapon may catch fire (SWR, p. 95.) Any character with Knowledge (Occult) or an AB: CK check may roll to recognize it and be able to decipher the etched runes (the command word.) Additionally, the glade area looks to be a good, safe campsite, off the road and not far from a stream of fresh water. No matter where they camp, the following event takes place.

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SOMETIME, DURING THE NIGHT

Characters standing guard see a bluish-white lantern glow approaching. This is a ghost-lantern (p.21) that will attempt to lure the character off a nearby ravine to their doom. If the characters are asleep, a crunching in the woods will awaken them. Should the ghost-lantern successfully mesmerize the character, other characters may attempt to make a Notice roll to hear him crashing through the brush, towards the pretty light. The ghost-lantern seeks to lure the character off a nearby ravine to their doom and feed upon their essence. The ravine is 3 rounds away if the party camped in the Boar Glade or 3 rounds otherwise. The ghost-lantern isn't picky about his victim, any soul will do.

AFTERMATH

The ravine looks treacherous to travel down (Climb-2). Character can also see the glow of what can only be more ghost-lanterns (2-4). If they do make the climb they find 1 Oban, 200 Zeni, and a Greater Healing Potion (see power, SWR, p. 83) amidst thorns and hapless corpses with a successful Notice roll. Should they try and fail their climb roll, they take 3d6 damage and tumble down to the lair of the Ghost-Lanterns the hard way. A Fear Check will be necessary as they land in a pile of desiccated bones and see the Ghost Lanterns.

SCENE 7

RED SAMURAI CHECKPOINT

Just as the mountain trail straightens out into a more serious incline, the party sees a great barricade composed of red-lacquered bamboo that is split and broken. Just beyond the barricade about 30' distant can be seen an even greater wall formed out of the trees and mountain itself. The barricade is 20' high and is tougher than it

appears. It has a Toughness of 10. The guards will be alert and waiting if it takes more than 1 effort to break through.

When the characters enter, they see they are in an enclosed area with 10 soldiers practicing. A figure dressed in Red Samurai Battle dress sits in a wicker chair on a wooden dais watching. The Red Samurai does not enter the fray unless provoked, half his men fall, or he sees one of the characters attempting to meddle with the inner gate. The wall here is 40' in height and the gate is made of Starmetal, a dark iron with a Toughness of 15 and impervious to magic.

The Red Samurai claps his hands as the characters land. "You did well to cross the barricade," he says. "Now my men may put their training to the test."

At these words, he rises, draws his blade in one fluid motion and directs his men to attack. When half the men fall, six soldiers arrive on the battlement the following round and begin firing down. Their stats are identical to the soldiers, save their gear includes the Shortbow (Range: 6/12/24; Damage: 2d6; RoF: 1) and 20 arrows.

SOLDIERS (10)

These soldiers are identical to the ones seen earlier, save stronger and better equipped.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d8, Shooting d6

Pace: 6; **Parry:** 7; **Toughness:** 7

Hindrances: Mean, Loyal

Edges: None

Gear: Tachi (Str+3), Lacquered Shield (+1 Parry), Boiled Leather (+1)

JOURNEY TO RED TEMPLE

RED SAMURAI

The Demon Lord may possess properly prepared suits of armor and journey short distances into the world. Otherwise, his strength is not yet enough to allow him to venture beyond the mystical wards of the Temple grounds. He is clumsier and weaker in this armor, than in his native form.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d8, Vigor d10

Skills: Fighting d8, Notice d8, Stealth d8, Swimming d8

Pace: 7; **Parry:** 7; **Toughness:** 9

Treasure: Special (see below)

Gear: Katana (Str+4), Black Key

Special Abilities:

~Fearless: He is immune to Fear and Intimidation.

~Expert Fighters: He gets a Wild Die with all Fighting Rolls.

~Construct: +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half damage; immune to poison and disease.

~Improved Sweep: He may attack adjacent targets at no penalty.

~Spirit Form: When the armor is destroyed, his spirit returns instantly to his body and he is dazed for a round.

The gate is adorned with red runes and locked with a complex mechanism of unworldly design. Lockpicking attempts are at -4. The Black Key on the Red Samurai's belt will unlock it.

AFTERMATH

The characters may successfully scavenge armor and equipment. The Red Samurai Armor (+2) may be adjusted to fit any male character. Suits of leather armor (+1) can be salvaged as desired. Should they take much time, have more archers assault

them from the rooftop to hurry them along.

SCENE 8

BLACK MIST, RED TEMPLE

The characters, once inside, find themselves surrounded by a dark black mist that makes it impossible to see clearly more than 10' out. Torchlight extends the distance out to a Medium Burst Template around the torchbearer.

As they slowly move up the path, they can hear moaning sounds all around them and can make out the rough forms of shambling peasants that have closed into a ring around them. The characters all need to make a Fright check as the zombies move into the light, for some of these undead creatures once lived in their village!

ZOMBIE PEASANTS (10)

Still dressed in their village rags, some of these peasants are familiar, some not. Play up the relations between them and party members. "There is your cousin, Yellow Ochi, well, looks like he made it this far..."

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Treasure: None

Gear: None

Special Abilities:

~Claws: Str+1

~Fearless: They are immune to Fear and Intimidation.

~Undead: +2 Toughness, +2 Recover from being Shaken. Called shots do no extra damage. Arrows and other piercing attacks do half-damage.

JOURNEY TO RED TEMPLE

~Weakness (Head): Shots to a zombie's head are +2 damage and piercing attacks do normal damage.

The characters may elect to fight through them, but they will have to contend with them shortly anyway and it will compound their problem.

After either defeating or outrunning the zombies, the characters see the Red Temple looming up ahead. Outside the temple doors are a half dozen of Demon Lord Onimura's corrupted warriors standing with swords drawn. They will close to attack.

Six archers will begin firing from the temple roof on the third round of combat. Treat them as Corrupted Soldiers with Shortbows (Range: 6/12/24; Damage: 2d6; RoF: 1) and 20 arrows each. Any surviving zombies will join the combat in the third round as well.

CORRUPTED SOLDIERS(6)

These soldiers have been corrupted by the Demon Lord. Their skin is black, flaking, and they smell of burned flesh. Their eyes burn red. They cause Fear.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 9

Hindrances: Mean, Loyal

Edges: Quick, Demon-Touched (+2 Toughness, +2 Recovery from Shaken)

Gear: Tachi (Str+3), Lacquered Shield (+1 Parry), Boiled Leather (+1)

AFTERMATH

The characters should break through the lines and head within the Temple. The Corrupted Soldiers will press the battle,

but not the zombies. Within the walls, it is deadly quiet and torches flicker from wall sconces. Signs of disorder and dried blood can be seen everywhere. A brilliant reddish-green glow pours from beneath a set of double doors at the end of the hallway.

SCENE 9

SEALING THE DEMON GATE

Beyond the barred double-doors, Lord Onimura himself waits with the undead forms of Kofu and Raitoro standing on either side of him, their flesh burned and flayed. To their right is a swirling black portal pulsing steadily like a heart. With each pulse, a reddish-green glow emanates from its center and the gate expands noticeably outward. It has a strangely calming, hypnotizing effect. Each character looking at it needs to make a Spirit roll or be Shaken. Each round there is a 50-50 chance of a Corrupted Soldier erupting out of it.

Read the following to the characters as they enter the room.

This can be none other than Demon Lord Onimura. He stands over 7' tall and wears black ceremonial armor and his face is mummified and gilded with gold. Horns twist from his forehead and his eyes glow reddish green. He grins slightly, making his face even more grotesque. "We finally meet, in the flesh, so to speak. You have been bothersome, but no matter. Your end is near and my reign shall soon begin. No one escapes me. Serve me in this life or the next, it makes no difference at all." With those words, Kofu and Raitoro draw their weapons as one and approach.

Treat Kofu and Raitoro as Corrupted

JOURNEY TO RED TEMPLE

Soldiers with one fundamental difference. If they fall in combat, they rise the next round as demonic energies pulse from the gate and animate them.

If the characters managed to arrive in Red Temple prior to the alignment of the stars, it is only these three. Otherwise, there are a dozen more corrupted soldiers here to stave off the heroes.

A character must spend three consecutive rounds reading the Celestial Scroll aloud to close the Demon Gate. If the character received a Minor Blessing at the Way Shrine, it only requires two rounds. If the character received a Major Blessing, it takes but one round.

When the reading of the Celestial Scroll is completed, Demon Lord Onimura recoils and rushes into the portal even as the room is filled with brilliant light, destroying any corrupted soldiers that still may be about.

Read the following passage to your players.

Lord Onimura pauses in the portal and looks back over his shoulder and gives a wry grin. "Next time, we will see how well you fare. Next time." The gate slams shut and the room is cast into the soothing golden glow of the Celestials floating before you.



DEMON LORD ONIMURA

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d10

Pace: 7; **Parry:** 9; **Toughness:** 9

Treasure: None

Gear: Katana (Str+4), Wazakashi (Str+2)

Special Abilities:

~Arcane Resistance: +2 Armor against damage causing powers; +2 to trait rolls to resist opposed powers

~Armor (+2)

~Elite Soldier: Ambidextrous, Combat Reflexes, Improved Block

~Fearless: He is immune to Fear and Intimidation.

~Size+1

AFTERMATH

The Celestials smile down upon the characters for just a moment. Read the following text as the leader speaks.

"You have done well this day. Lord Onimura is driven back, but I fear that the battle is not over, for the Seven Seals have been broken. He may arise again. Now return to your homes and rest well. Your quest is done. The sickness that spread across your mountain is gone. You have saved your village's children."

SCENE 10

EPILOGUE

Depending on your game style and that of your players, you may elect to have them journey back down the mountain. If so, any Blessed status will be in effect and you only need to draw an encounter card once per day. Sealing the Gate will be considered atonement enough for Hachiman and the Curse will be lifted.

If, however, you want to wrap up the night with that mythical, feel-good feeling, the Celestials bathe the characters in a cool, yellowish-white light, healing all wounds, and transporting them instantly back to the outskirts of Jaijen where all is well again in their sleepy little fishing village.

~fin~

JOURNEY TO RED TEMPLE

APPENDIX I

CHARACTER OVERVIEWS

Here's the thumbnail breakdown of the enclosed characters. Full write-ups and illustrations of the characters are in Appendix IV (starting on page 24.)

1. Cho-Cho. Nicknamed "Chow-Chow", he is a gluttonous wizard not known for his bravery.
2. "Dragging Bear" Burima. Once a recognized warrior, a battlefield accident left him lame.
3. Kuro "The Rat" Kandai. A gnome-like inventor who likes blowing things up.
4. Noble Nodin. A fine archer with an extreme Code of Honor.
5. Sango the Swift. A naturally talented fighter that does not like to leave her enemies standing. Or alive.
6. Wisdom Lee. An old man with a mind full of knowledge and a mouth full of sake.

APPENDIX II

ITEM DISTRIBUTION

Each character will be "gifted" with certain items by the villagers after meeting with the Magistrate. You may vary it as you wish, but please bear in mind that the adventure doesn't really allow an opportunity for the characters to do much shopping.

CHO-CHO ("CHOW-CHOW")

~Magical Dagger (Str+2)
~Healing Poultices (6) +4 Healing rolls

"DRAGGING BEAR" BURIMA

~Bamboo Armor (+2 Armor; Weight 25; Covers Torso, Arms, and Legs)
~Bokken (Wooden Training Katana) (+1 Attack, Str+3 Damage)
~Wakazashi (Str+2)

KURO "THE RAT" KANDAI

~Blunderbuss
~Flint & Steel
~20 Shots (w/powder)

NOBLE NODIN

~Longbow
~Quiver with 40 Arrows
~Wakazashi (Str+2)

SANGO THE SWIFT

~Katana (Str+4)
~Dagger (Str+1)

WISDOM LEE

~A Blessed Staff (Str+4)
~2 Bottles of Sake

JOURNEY TO RED TEMPLE

APPENDIX III

RANDOM ENCOUNTER CHART

1-3	BANDITS
4	BOAR
5	DEER
6	GHOST
7	GHOST LANTERN
8	OKOTTA
9	ONI
10-12	PEASANT
13-14	PEDDLER
15-16	SHINTO PRIEST
17	SOLDIER
18-19	TENGU
20	TIGER

BANDITS (D4+4)

These outlaws are independents that have moved into the area and will just as soon slit a throat as not.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Greedy, Mean

Edges: None

Treasure: d10 Zeni per 4 bandits

Gear: Leather armor (+1), various weapons



BOAR (D4)

Wild boars are hunted for their rich meat. They are tenacious fighters, especially when wounded.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Treasure: None

Special Abilities:

~Berserk: When a boar is wounded, it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but Parry is reduced by 2. It also ignores wound penalties.

~Gore: If a boar can charge at least 6" before attacking, it adds +4 to damage.

~Tusks: Str+1

DEER (D3)

Wild deer of the Bright Empire are often thought of as signs of good omen in the day and a bad omen at night. They are non-combative unless it is mating season.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d4, Notice d6, Stealth d6

Pace: 10; **Parry:** 4; **Toughness:** 6

Treasure: None

Special Abilities:

~Antlers(Male Only): Str+2

~Bite: Str

~Fleet footed: Deer roll a d10 when running instead of a d6.

~Gore: If a deer can charge at least 6" before attacking, it adds +4 to damage

GHOST(1)

Restless spirits of the dead haunt some regions of the Bright Empire. The ghost is typically the spirit of a woman who wants vengeance upon humanity for her suffering. They do not wander far from where they were slain, so may be outrun. How they treat characters depends entirely on their reaction to them. All reaction rolls are at -4 plus any Charisma modifiers the characters may possess.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidate d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

Pace: 6; **Parry:** 4; **Toughness:** 6

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Gear: Thrown objects (Str+1)

Treasure: None

Special Abilities:

~Ethereal: Ghosts are immaterial and may only be harmed by magical attacks.

~Fear-2: Ghosts cause Fear checks at -2 when they reveal themselves.

~Weakness(Prayer): A Blessed character or a Priest may attempt to exorcise the Ghost through prayer. They must be within Spirit inches to attempt this. It is an Opposed Spirit roll. If the ghost fails, it is banished, otherwise, nothing happens.

GHOST LANTERNS (P4)

Appearing as glowing balls of brilliant white light, Ghost Lanterns are evil spirits preying upon the life essence of the living. They try to lure their victims into secluded areas where they may drain their life away at their leisure.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Spellcasting d10

Pace: 8; **Parry:** 5; **Toughness:** 3

Treasure: None

Special Abilities:

~Charm: Ghost Lanterns may use the Puppet power (SWR, p. 84) on a single target with normal PP cost. As long as they keep the victim in sight, it costs nothing to maintain duration. They have 15 PP towards this end.

~Drain: By making a touch attack against a charmed victim, a Ghost Lantern may attempt to drain their life. The victim must make an opposed Spirit roll or take a level of Fatigue. Recovering fatigue lost in this manner takes an hour of complete rest. This does NOT disrupt a Charmed victim. Each successful drain restores 5 PP to the Ghost Lantern.

~Ethereal: Ghost Lanterns are immaterial and may only be harmed by magical attacks.

~Fear: Should they choose to reveal their horrific natural appearance, they instill fear.

~Size-2: Ghost Lanterns are 1' in diameter.

~Small: Attackers are -2 to attack Ghost Lanterns due to their small size.

~Weakness(Prayer): See the entry for Ghost.



OKOTTA (1)

Okotta, called the Enraged, are the ghost forms of warriors that died in battle fury. They are in white kimonos and have white triangles upon their foreheads. Each wields a silvery katana and they have no legs beneath their robes. Their only purpose is to kill.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10

Pace: 6; **Parry:** 7; **Toughness:** 6

Treasure: Special (see below)

Special Abilities:

~Fearless: Okotta are immune to Fear and Intimidation

-Physical Immunity: Cannot be harmed except as listed under Weaknesses (below.) Magical attacks affect Okotta normally.

~Weakness (White Triangle): An Okotta hit by a called shot to the White Triangle (-6) must make a Vigor roll versus the damage. If successful, it takes damage normally. Should it be Shaken or Wounded in this manner, it disappears. If it fails, it is permanently destroyed and its blade clatters to the ground, intact.

-Weakness (Blade Link): If disarmed, the Okotta disappears as its blade hits the ground and shatters.

-Silvery Katana (Str+4): The blade of the Okotta gives off a silvery shimmer. If a character is lucky enough to win one of these treasures, it is treated as an

JOURNEY TO RED TEMPLE

Enchanted Weapon and no Okotta will attack him unless provoked.

ONI (D4+1)

These corrupt, malevolent demons appeared on Red Temple Mountain with Lord Onimura and now terrorize travellers indiscriminately. In their natural form, they are human sized winged demons. As an action, they may shapechange into the form of a handsome man or beautiful woman.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6

Pace: 8; **Parry:** 5; **Toughness:** 3

Treasure: None

Special Abilities:

~Arcane Resistance: An Oni gets +2 Armor against damage-causing powers and +2 on trait rolls to resist opposed powers.

~Claws: Str+1

~Demon: +2 to recover from being Shaken; Immune to poison and disease; half-damage from non-magical attacks except blessed weapons.

~Shapechange (Limited): An Oni may change into a man or a woman. In their envy, the human form is always attractive.

~Weakness (Prayer): An Oni reverts to demon form in the presence of a prayer and must make a Spirit roll or be stunned. Using a prayer against an Oni already in demon form causes it to go Berserk.

PEASANTS (D6+1)

Poor and downtrodden, make a reaction roll to determine their intent.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Shooting d4, Notice d6, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: ~

Edges: ~

Treasure:

Gear: Knife (Str+1), Farm Equipment (Str+2)

PEDDLER (1)

A peddler is a travelling merchant who tries to make a relatively honest living. Make a reaction roll, taking the best Charisma modifier to determine how much his mark-up will be. It will be from 20% with a neutral result modified $\pm 10\%$ for each step increment. His backpack unfolds into a small table and he carries all manner of random goodies.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6

Pace: 8; **Parry:** 5; **Toughness:** 6

Hindrances: ~

Edges: Strong-willed, Fleet Footed

Treasure: Special

Gear: Knife (Str+1), Staff (Str+2)

While the Peddler typically has “1 or 2” of the more common items the players might want from the “big city”, the GM should be cautioned as to what the characters may be able to strip off their dead body. Typically treasure should consist of a few odd bits of junk in their backpack worth maybe a Ryo or two. They are mystically protected in this regard, enabling them to travel about the Empire with little fear of being robbed or attacked.

SHINTO PRIEST (1)

A wandering holy man of the mountain, depending on his reaction to the party and their story, he may be convinced to join their quest.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d4, Vigor d6

JOURNEY TO RED TEMPLE

Skills: Faith d8, Fighting d8, Notice d6, Persuasion d6, Shooting d6, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 5
Hindrances: Code of Honor, Pacifist (Minor), Vow (Heal the Sick)
Edges: AB: Priest, Power Points
Gear: Knife(Str+1), Staff(Str+2), Holy Symbol
Powers: 15 PP, Deflection, Healing, Light

SOLDIER (2D4)

Most soldiers in the Bright Empire are corrupt and little more than better equipped bandits. They enjoy the opportunity to berate peasants and take what they like as "protectors of the people."

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6
Skills: Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d8, Stealth d6
Pace: 6; **Parry:** 7; **Toughness:** 7
Hindrances: Code of Honor, Pacifist (Minor)
Edges: Combat Reflexes
Gear: Bamboo Armor (+2), Bamboo Shield (+1 Parry), Wazakashi (+2). Some are equipped with crossbows (Range: 15/30/60, Damage: 2d6.)

TENGU(6)

These forest spirits are mischevious and mean-spirited. They appear as mountain hermits from a distance, carrying staffs. Up close, they are quite tall, have wrinkled red skin, and extremely long noses. They cast the shadow of a bird.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d10, Notice d8, Stealth d8
Pace: 6; **Parry:** 8; **Toughness:** 6
Treasure: Special (see below)
Gear: Tachi (Str+3, Parry +1)

Special Abilities:

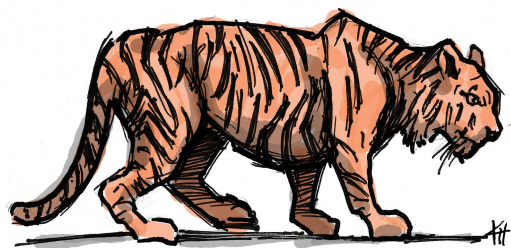
~Fearless: Tengu are immune to Fear and Intimidation
~Weakness: Easily insulted. Opponents gain +2 to Taunt attempts
~Expert Fighters: Tengu get a Wild Die with all Fighting Rolls
~Defensive Shapechanger: When Shaken, Tengu may shift into crow form as a free action. Shifting back is a free action as well. If Wounded, they get one opportunity to make a Spirit roll to shift form and fly away as a free action as well.

TIGER (1)

Roaming the mountain forests, the Tiger is a deadly encounter, not afraid to combat a man.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d12
Skills: Fighting d8, Notice d8, Stealth d10
Pace: 8; **Parry:** 5; **Toughness:** 8
Treasure: None
Special Abilities:

~Claws: Str+2
~Fleet footed: Tigers roll a d10 when running instead of a d6.
~Rake: A Tiger that gets a raise on its attack roll has pinned its target while raking it with its claws and teeth. The opponent may only attempt to escape the pin as his action, which requires a raise on an opposed Strength roll.
~Size+1: Tigers of the Bright Empire are typically 9' in length and weigh over 500 pounds.



JOURNEY TO RED TEMPLE APPENDIX IV

CHO-CHO

Once a sleek court wizard of the Governor, Cho-Cho fled during the Imperial riots years ago to the most remote place he could find- Jaijen. Known to eat when he is happy, he is quite rotund these days, wearing his nickname of Chow-Chow among the villagers with pride.

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Persuasion d8, Spellcasting d10, Stealth d6

Charisma: 0; **Pace:** 4; **Parry:** 5; **Toughness:** 6

Hindrances: Obese, Quirk: Gluttonous, Yellow

Edges: AB: Wizard, Power Points

Gear: Robes, Sandals, Torches (3), Bandages (6)

Power Points: 15

Powers: Bolt, Healing



JOURNEY TO RED TEMPLE

"DRAGGING BEAR" BURIMA

Following in the footsteps of his father, the Silver Dragon is no small feat, but Burima, called Little Mountain as a youth, seemed destined for greatness. He joined the Army at sixteen and quickly moved up the ranks. By the age of eighteen, he commanded men twice his age and he seemed well on his way to be a general by his twentieth year. A freak battlefield accident befell him on his nineteenth birthday and left him lame in his left leg. Although he still wanted to serve, his commander had no choice but to send him home. Now, six years later, he works the fields hoping someday to find glory again in battle.

Race: Human

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Notice d6, Gambling d4, Riding d4, Shooting d4, Stealth d6

Charisma: 0; **Pace:** 4; **Parry:** 7; **Toughness:** 7

Hindrances: Heroic, Lame

Edges: Brawny, Combat Reflexes

Gear: Robes, Sandals



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KURO "THE RAT" KANDAI

Kuro moved to Jaijen with his father from Shinju when but a boy. Years later, everyone learned that they left the City because he burned down half the marketplace with his experiments. A brilliant young prodigy of sixteen, he spends most of his time tinkering with things at the edge of the village, hoping to bring the village into the modern age.

Race: Human

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Intimidate d6, Taunt d8, Notice d6, Repair d10, Shooting d8

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 3

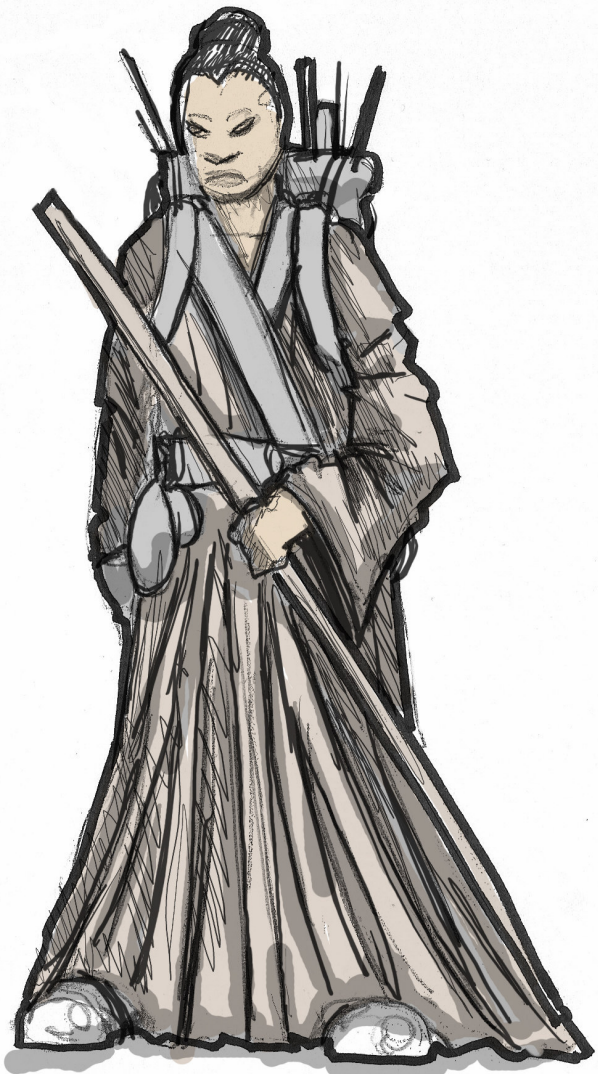
Hindrances: Curious, Small

Edges: AB: Gadgeteer, McGyver,
Strong Willed

Gear: Tool kit, Robes, Sandals

Power Points: 10

Powers: Blast (Bamboo Mortar),
Burst (Fire Cannon)



JOURNEY TO RED TEMPLE

NOBLE NODIN

From his youth, Nodin hoped to one day be a Samurai and practiced swordsmanship and archery every day after his chores and read books of the heroes of the Bright Empire every night before drifting off to sleep. He joined the military just a year ago and hoped to serve with honor, but found all his dreams shattered when they plundered a village on the border of the kingdom. Now with a price on his head, Nodin refuses to compromise his honor for the sake of a corrupt land.

Race: Human

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d10, Notice d6, Shooting d12, Stealth d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Code of Honor, Wanted for desertion by the Military,
Quirk (Minor): Won't fire into melee

Edges: Marksman

Gear: Robes, 20' Rope, Sandals



JOURNEY TO RED TEMPLE

SANGO THE SWIFT

Found abandoned, on a battlefield, Master Lee took her in and raised her until she turned seventeen when she decided to join the military. Her skills showed much promise, but her refusal to take prisoners got her into trouble on more than one occasion. Currently, she spends most of her days hunting in the forests of Red Temple Mountain and her evenings refining her sword technique. She longs for an opportunity to get back in the fray and, at nineteen, feels there is no challenge she cannot overcome.

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d12, Notice d6, Shooting d6, Stealth d6, Survival d6

Charisma: 0(-4); **Pace:** 6; **Parry:** 8; **Toughness:** 5

Hindrances: Bloodthirsty, Overconfident

Edges: Frenzy, Quick

Gear: Bokken (Training Katana, Str+2), Robes, 20' Rope, Sandals



JOURNEY TO RED TEMPLE

WISDOM LEE

Once a martial arts master, Wisdom Lee fell into his cups over twenty years ago and never crawled back out. A receptacle of knowledge, Wisdom Lee has long been a teacher to the villagers of Jaijen and keeps his mind fit despite the signs of age upon his body.

Race: Human

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d12, Healing d8, Knowledge (Arcana)d8, Knowledge (Red Mountain) d8, Riding d6, Throwing d6

Charisma: 0; **Pace:** 5; **Parry:** 8; **Toughness:** 4

Hindrances: Elderly, Habit(Major):Alcoholic

Edges: Jack-of-all-Trades, Level Headed

Gear: 2 Bottles of Sake, Robes, Sandals, Straw Hat



JOURNEY TO RED TEMPLE

APPENDIX V

THE CELESTIAL SCROLL

Within an ivory scrollcase adorned with mystic symbols inlaid with goldleaf is a pristine sheet of vellum with a simple chant of peace on it. Any character with an AB or Knowledge(Arcana) may make a CK roll to identify it as a Celestial Scroll. A Celestial Scroll is a relic from another day, an item created in the great temples of Osaka and given to their champions during the Unrest. Its purpose is simple, to seal the rifts between the planes.

Any literate character may attempt to activate the scroll's powers. The character must be within 3" of the Gate and must read it aloud for three consecutive rounds. Should a character be interrupted in any way, such as being Shaken, they must begin all over. At the end of these three rounds, the character must make a Spirit roll to successfully bring forth the Celestials. Failure results in having to begin the process all over.

The Celestials appear as golden, ethereal, androgynous forms radiating light and peace.



JOURNEY TO RED TEMPLE

AFTERWORD

I want to personally thank you for purchasing the first adventure for Iron Dynasty™ and hope you have a blast playing in this mythical realm of Japanese fantasy known as the Bright Empire.

If you like it, tell your friends and feel free to drop us a line as well. If you didn't, let us know that too (along with specifics, if you'd be so kind), so we'll know what to look out for in future releases. We don't just make games, we play them.

Send all emails to id@realityblurs.com. We'll read 'em. Honest.

This should serve to whet your palate just a bit for what's in store in Iron Dynasty: Sins of the Samurai™. Remember, if you want to check out what's in the works for the Blur, visit our website at www.realityblurs.com. We keep it as fresh as sanity allows. Now get back to gaming.

Best Regards,

Sean Preston
President, Reality Blurs

Proper attire for an evening out
in Scatterpoint?



Top hat and Runeblade.