

IRON NINJA BURGER MONKEY



FOR USE WITH
NINJA BURGER:
THE RPG!

9th Level Games &
aethereal FORGE

IRON NINJA BURGER MONKEY

AN HONORABLE EXPANSION TO NINJA BURGER THE RPG!

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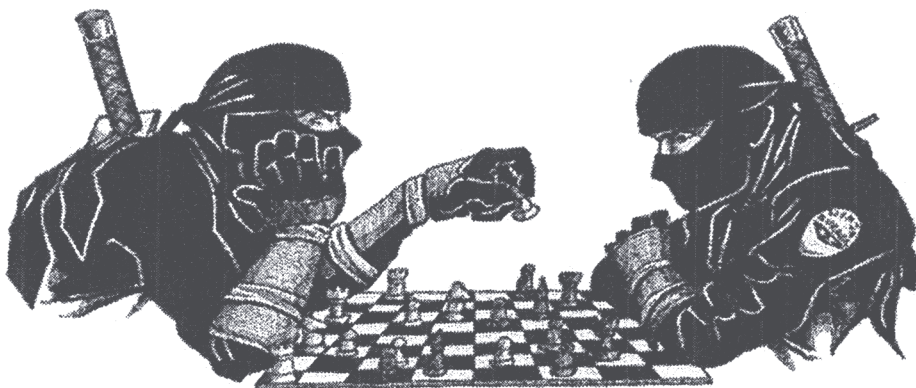
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INTRODUCTION

Due to the overwhelming success* of **Ninja Burger: the RPGI**, the enlightened Ninja Masters, in their benevolence, have decided to release supplemental information regarding the Ninja Burger™ corporation's inner workings. And, in what we can only describe is their wisest move ever, they have once again given us the honor of presenting this information to the public - this time in the guise of expansion material for a role-playing game. The Ninja Masters have provided us with detailed information on the various clans and their functions within the greater Ninja Burger™ Corporation as well as a copy of their employee incentives program. This program details the rewards offered to Ninja in return for successfully completing deliveries.



* Dealing with Ninja has given us quite a unique view of success. What once we measured in book sales now we measure in body count. When presented with the finished copy of **Ninja Burger: the RPGI** the honorable Ninja Masters saw fit only to kill half the design team, and I for one thought we were all goners.

NINJA BURGER™ AND THE CORPORATE WORLD

All Ninja start at the bottom of the business ladder. Many secretly yearn to improve their station in life by means of a promotion from the delivery department to a management team. Even though Ninja Burger™ is an Equal Opportunity Employer and Ninja are free to apply for any position they feel they are qualified for*, the clans each have a reputation for excellence in a particular aspect of corporate operations.

Ancient Clan	Area of Expertise
Clan of the Hidden Ranch	Corporate
Clan of 1,000 Islands	Human Resources
Clan of the Blue Trees	Marketing
Keepers of the Secret Sauce	Accounting
House Gaijin	Secretary Pool or Mailroom
Lo Cal	Internal Security Consultants

The gaining of these reputations is tied to the various clans' training, educational and developmental philosophies. A Ninja's clan training oftentimes influences a Ninja's actions in the field. The following is a list of the various Ninja Clans, which department(s) they excel in, and their Traditional Clan Goals. A Ninja must announce if he will attempt to complete a Traditional Clan Goal before he is deployed for delivery. He should be careful not to announce which specific goal he is working towards as that would reveal his clan and that information is SECRET!

Traditional Clan Goals

Clan of the Hidden Ranch - Corporate

While making a delivery if a Clan of the Hidden Ranch Ninja observes another Ninja successfully completing one of their Traditional Clan Goals they may, upon successfully returning from their delivery, claim that the other Ninja's success was achieved by their helpful supervision. If they complete this task they regain 1 point of honor at the end of the mission. Ninja of this clan may only attempt their goal if another Ninja has announced that they will attempt to complete a Traditional Clan Goal.

Clan of 1,000 Islands - Human Resources

Even Ninja know that although Human Resources is useless, there is no way to eliminate it; the modern world runs on paperwork. Once per delivery a Clan of 1,000 Islands Ninja can reduce the loss of honor by 1 point by filling out the appropriate paper work, which only they can find. Filling out the paperwork properly requires 1 full turn to complete; the Ninja may take no other actions.

* Ninja are a very proud. If a Ninja should ever fail to attain a position they apply for, it is permitted and expected that they commit Seppuku to atone for their failure. As this greatly reduces the applicant pool the Human Resources department eagerly supports it.

Clan of the Blue Trees - Marketing

If people don't know who you are they can't order from you. During the course of a delivery if a Clan of the Blue Trees Ninja successfully delivers two leaflets to non-customers they regain 1 point of honor at the end of the mission.

Keepers of the Secret Sauce - Accounting

To the Keepers of the Secret Sauce's accountants, the most cost effective way to increase profits is to eliminate your competition. If a Ninja from the Keepers of the Secret Sauce Clan kills an employee from a competing fast food chain during a delivery they regain 1 point of honor at the end of the mission.

House Gaijin - Secretary Pool & Mailroom

As they are viewed with some disdain by Ninja born and bred in Japan, the House Gaijin Ninja are relegated the most menial jobs. At the beginning of each mission they are given an envelope that they must deliver to a non-customer, chosen by the Ninja Manager, while making their standard delivery. If they succeed in this task they regain 1 point of honor at the end of the mission.

Lo Cal - Internal Security Consultants

As consultants, the Lo-Cal Ninja are experts in prolonging the problem. If a Lo-Cal Ninja observes another Ninja fail while trying to complete their Clan Goal during a mission they gain 1 point of honor at the end of the mission.

NINJA BURGER™ EMPLOYEE PERKS

The honor of working for Ninja Burger™ is a reward in itself. However, after reading numerous books about good business practices, the Ninja Masters decided to institute an incentive program to entice their employees to rise to even greater levels of perfection. Ninja accumulate these perks by successfully completing deliveries. The Ninja Burger™ Perks Chart shows which incentives a Ninja gains, based on the number of deliveries she has successfully completed.

Ninja Burger™ Perks	
Deliveries	Perk
1	Personal Day
2	Employee Discount
3	Benefits
5	Personal Day
7	Training
9	Vacation
11	Personal Day
13	Gold Watch
17	Training
19	Promotion

Personal Day - Ninja may use personal days to do whatever they see fit, but most prefer to spend them in quiet contemplation or in light training to gain 1d6-1 KI or HITS. This temporary bonus can raise the Ninja over their normal allotment of KI or HITS but can not be regained through meditation or healing. A Ninja may save personal days but can never spend more than 1 in between missions. Once a Ninja uses a personal day it is lost.

Employee Discount - Having proven your loyalty to the company, you are given a hefty discount on all Ninja Burger™ products. Employees who have access to this perk may start the game with an additional bag of tasty Ninja Burger™ food that they can pull from their Ninja Pockets without having to roll on the chart.

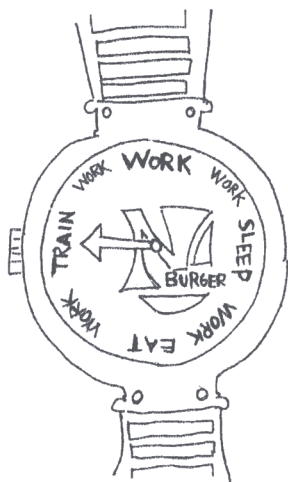
Benefits - Your 90-hour waiting period is over and you are now eligible for the company sponsored medical insurance program, Black Cross / Black Shield. Like any HMO, the participating doctors are not encouraged to work overly hard putting their patients back together. This being the case, at the end of any successful mission a Ninja with this coverage can attempt to have their lost HITS restored. Roll 1d6-1 to determine how many HITS a Ninja regains.

Training - The Ninja is sent to night school to hone her skills and gain a new mastery. Choose a skill group in which the Ninja does not already have two masteries and roll 1d6; count down that many skills from the top of the list, to see which new skill the Ninja gains mastery over. If the Ninja rolls a 6 they may chose any skill from the list. If a Ninja is already a master of a particular skill and they roll for the same skill again they are an unfortunate Ninja. There is no double mastery and you may not choose a new one!

Vacation - As Ninja are not interested in spending their vacation lounging on a beach and there is no excitement an amusement park can offer that their job does not surpass daily, Ninja devote their Vacations to an even more rigorous schedule of personal development than their ordinary routine. A Ninja may only take a vacation once; the extra training allows them to add three points to their Stats. These three points can be divided however the player sees fit, as long as the results are whole numbers. The HR employment tracking system does not accept fractions or decimals!

Gold Watch - For your many days and weeks of outstanding service you are awarded an official Ninja Burger™ Gold Watch. This handsome timepiece proudly bears the Ninja Burger™ corporate logo, is water resistant to 5,000 feet, accurate to .00001 of a second and has been completely blackened to mesh with the Ninja Burger™ official corporate uniform. Once per delivery, a Ninja with a Gold Watch can press the special black button to stop time. This allows the Ninja to immediately take a free turn. If used during the Ninja Manager's or another Ninja's turn the interrupted party immediately stops their turn and patiently waits for the Ninja using the watch to perform his actions. After the Ninja using the watch has completed their turn, the interrupted player completes theirs.

Promotion - All your diligent work and devotion has paid off. You are promoted out of delivery and into the ranks of the greater Ninja Burger™ Corporation. Had your name been known, it would have been proudly displayed upon the plaque with all the other Ninja who have proudly delivered their 19th meal. However, as that information is a SECRET you must take comfort in knowing that yours is the newest blank, brass tag on Ninja Burger™ Employee of the Week plaque. When promoted all Ninja are assimilated into the greater Ninja Burger™ Corporation; as such if you want to keep playing you will have to create a new Ninja.



INTRODUCTION TO TIME TRAVEL

Everybody knows how cool Ninja are, but only a select few are privy to the knowledge that Ninja are actually the Masters of the Time-Space™ continuum. As such, it is sometimes necessary for Ninja to travel back in time to prevent unauthorized temporally buoyant enemies from causing a universe shattering paradox (or to make the occasional SUPER rush delivery).

As television and films have proven on numerous occasions, time travel is rife with danger. How does the time travel work? Is it physically possible to travel through time? Can you change the past? Will it affect the present? When is now? If this was a serious work of science fiction we would attempt to explain the answers to these questions in a manner that meshed well with the science of the fictional world. However, this is just a game about delivering burgers quickly, efficiently and without being noticed, and we didn't really feel the need to waste time on the superfluous details. So, in a nutshell:

How does the time travel work?

This information is SECRET, ask the Ninja Masters at your own peril.

Is it physically possible to travel through time?

Do you think the Ninja Masters would have approved this book if it weren't?

Can you change the past?

Yes, but only if the Ninja Managers have approved the change.

Will it affect the present?

Yes, so be careful who you kill!

When is now?

The Ninja Masters are of the opinion that if you have time to ask thought-provoking theoretical questions you have far too much free time on your hands.

While operating in the past, it is imperative that Ninja do not arouse suspicion. Thus all Ninja are specially equipped with temporally appropriate weapons and equipment before departing on a mission into the past. Since the first few forays into the past met with disastrous results (not the least of which were the 'disappearance' of the unicorn and the 'loss' of Atlantis) all Ninja are required to adhere to a special set of rules known as the Optimus Directive while engaged in any temporal encounter. The Optimus Directive is a set of rules that should govern a Ninja Burger™ employee's actions while operating in the past. Failure to adhere to these rules will result in a very stern corporate reprimand!



The Optimus Directive

1. The enemies of Ninja Burger™ must be stopped.
2. Avoid wan-ton killing, you never know whose honorable ancestor you may be striking down.
3. Advertise, Advertise, Advertise!

Memo from the Ninja Masters

As there has been some confusion over Corporate Policy #34 - The Greater Ninja Burger™ Corporation's Position on Temporal Genocide, the Ninja Masters have decided to revise the wording and content of the article and republish it. Your immediate adherence to the following, Corporate Policy #34 (Revised), is mandatory. Anyone whose actions are deemed to be in non-compliance with this policy will face immediate termination of their employment as well as the loss of benefits, pension, and great quantities of blood.

Corporate Policy #34 (Revised)

The Greater Ninja Burger™ Corporation's Position on Temporal Genocide

Date Policy Established: Unknown

Date Policy Last Reviewed: 2002, July 4.

Content Owner: Vice President - Temporal Concerns

Statement of Policy

Ninja Burger™ and its affiliates has deemed senseless death and destruction bad for business! You are not only killing yesterday's customer, but their entire line of consuming descendants as well. At Ninja Burger™ we may not respect our customers, but we do recognize that without them we don't get paid. Also, each time someone finds a horde of bodies all slain to the exacting standards of a Ninja* it makes it more difficult to dissuade them, and the rest of their community, from believing in Ninja. Never was this truer than in the past. Think about it! In the olden days people believed in just about anything: the world is flat, witches float, and bell-bottoms are cool. When the masses find a pile of expertly slain bodies and someone whispers "Ninja" everyone's going to believe it. That is why it is of the utmost importance that, when in the past, Ninja avoid both making their presence known and decimating the population.

ANCIENT WEAPONS AND EQUIPMENT

While outfitting themselves for any endeavor it is imperative that Ninja select their weaponry from the appropriate armory. Should the Ninja Manager feel that the Ninja might be forced to take a jaunt into the past then he must ask them to select their starting weapon from the Ancient weapon list. As Ninja are always prepared for any eventual-ity, while in the past they can only select items from their Ninja Pockets loaded with Ancient Equipment.



* A smart Ninja may believe that they can circumvent this rule by killing a horde of people sloppily: this Ninja should be immediately directed to Corporate Policy #5. (See the House Rules! Section, for more information.)

Ancient Ninja Weapons!

2. Rocket (KAYAKU-JUTSU) 6 DAM +Wild, +BOOM, +Large (A very large bottle rocket. While generally reserved for celebrations, the rocket is also useful for creating a diversion. If you are very lucky Ninja the elimination of your foes at great range is also a nice bonus.)

3. Fan (TAI-JUTSU) 2 DAM +Fast, +Defensive, +Throw (A small metal folding fan with an amazingly intricate design painted on its leaves.)

4. Tonfa (BO-JUTSU) 4 DAM +Defensive (An ancient wooden weapon that is now commonly used by most police officers.)

5. Ladle (BO-JUTSU) 3 DAM +Cook (A large wooden spatula* with a large curved blunt head in place of the smaller razor-thin one found on the modern utensil.)

6. Naginata (YARI-JUTSU) 6 DAM +Reach, +Large (An ancient spear with a long, curved head.)

7. Ninja-to (KENPO-JUTSU) 7 DAM (The standard Ninja sword, a timeless classic!)

8. Three-Piece Rod (KUSARIGAMA-JUTSU) 4 DAM +Entangle, +Large (Nunchaku with another rod connected by another length of cord.)

Dart Poison (1d6)

1. Deadly Rancid-Wasabi Poison - Target must make two STRENGTH rolls at 4 dice, and take 4 DAM for each failed roll.

2-3. Hot & Spicy Salsa Poison - Target must make a STRENGTH roll at 4 dice, and take 5 DAM if they fail.

4-5. Ninja Poison Sauce -Target must make a STRENGTH roll at 3 dice, and take 3 DAM if they fail.

6. Mild Ninja Poison Light - All the taste of a full-bodied Ninja Poison with 1/2 the calories and none of the DAM.

9. Darts (SHURIKEN-JUTSU) 0 DAM + Throw (1d6 small metal throwing darts. By themselves, they are relatively harmless; however, each is coated in a secret Ninja poison that can have devastating effects. After a Ninja strikes their opponent with a dart roll 1d6 on the Dart Poison Chart to determine the type of poison that it was coated in.)

10. Tai Chi Sword (KENPO-JUTSU) 4 DAM +Bright, +Fast (A very ornate ancient sword with a small cross guard and bright ribbons attached to the base of the hilt.)

11. Chopsticks (YARI-JUTSU) 2 DAM +Throw (Common eating utensils.)

12. Sai - (BO-JUTSU) 5 DAM +Defensive (A small metal pole with two horn-like prongs that jut out above the handle.)

+BOOM - Does damage to EVERYONE in the square where it explodes. If a Ninja should happen to miss with a +BOOM weapon you need to determine which square was actually hit by the attack. To accomplish this, roll 1d6 and consult the +BOOM Deviation Chart. All directions are figured from the target, based on the direction that the attack came from.

+BOOM Deviation (1d6)

1. Whoa There! - Long By 1 Square

2. Couldn't Get It Up! - Short By 1 Square

3. A Little To The Left! - 1 Square to the Left

4. No! Your Other Left! - 1 Square to the Right

5. It's Out-A-Here! - Player picks a direction and rolls 1d6 to determine the distance in squares.

6. Oh No! - Ninja Manager's Choice!

* Spatulas haven't been invented yet. The Ninja Masters prefer not to arouse the native's suspicion so when Ninja travel far back in time they are armed with more appropriate kitchen ware. This way, bodies don't start turning up with grievous spatula wounds on them.

+Bright - The gaily colored ribbons affixed to its hilt increases the DIFFICULTY of all INTONJITSU sneaking rolls by 1 die.

+Cook - All MAKUDONARUDO cooking rolls are made at -1 die DIFFICULTY, when using this weapon.

+Defensive - A Ninja may spend an action to fight defensively with this weapon, increasing their Combat Dice by 1 until their next turn.

+Entangle - A Ninja may spend an action to attempt to entangle their opponent with this weapon. Make an attack roll as normal. If it is successful the target must make a 3 dice AGILITY roll or lose their next turn.

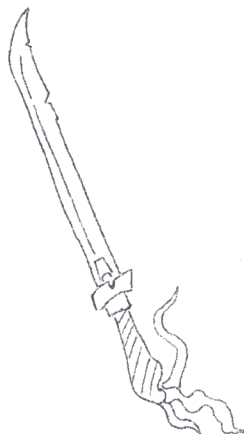
+Fast - When using this weapon a Ninja may make one free additional attack with no penalty to the roll.

+Large - A Ninja needs 2 hands and at least 7 fingers to use this weapon.

+Reach - A Ninja can use this weapon to strike opponents 1 square (5-10 feet) away.

+Throw - A Ninja can throw this weapon with no penalty to the attack roll. Obviously this removes the weapon from the Ninja's inventory.

+Wild - This weapon is very difficult to fire accurately and you suffer a penalty of 2 dice when using it.



Ancient Ninja Pockets Chart

	1	2	3	4	5	6
1	Snake Eyes!	Comb	Eye-Patch	Ancient Weapon	Jug of Sake	NB™ Meal
2	Eye-Patch	Eggshell Grenade	Ancient Special	1d6 Darts	NB™ Meal	1d6 Darts
3	Leaflets	Ancient Weapon	Eggshell Grenade	NB™ Meal	Leaflets	Jug of Sake
4	Matches	Ancient Special	NB™ Meal	Eggshell Grenade	Ancient Special	Ancient Weapon
5	Ancient Weapon	NB™ Meal	Jug of Sake	Matches	Eggshell Grenade	Eye-Patch
6	NB™ Meal	Leaflets	1d6 Darts	Ancient Special	Comb	Eggshell Grenade

Ancient Ninja Equipment!

1d6 Darts - See the Ancient Ninja Weapons! Section.

Ancient Special - The new and improved Ancient Special affords the Ninja 2 choices. They can retrieve something they placed in their pockets earlier in the game or roll on the Equipment chart found in **Ninja Burger: the Role-Playing Game!** or from any future **Ninja Burger: the RPG!** supplement.

Ancient Weapon - Roll 2d6 and receive the corresponding weapon from the Ancient Ninja Weapons! list.

Comb - An intricately carved ivory hair comb. When this item is drawn from a Ninja's secret pocket, a pretty young Asian girl with a green Tai Chi sword appears and attacks the Ninja. She will relentlessly pursue the Ninja until he surrenders the comb (which would result in the loss of 1 point of honor) or she is dead.

Asian Girl S:14 A:15 K:12 E:14 / CD:4 / Green Sword 8 DAM / KENPO-JUTSU

Eye-Patch - Anyone who's ever watched Saturday afternoon Kung-Fu theatre knows the guy wearing the eye-patch is always one hardcore, bad ass dude! Upon donning the patch, you gain +3 STRENGTH, +2 AGILITY, -3 KI, -2 EXTRANEIOUS. This effect lasts until it is removed or the Ninja loses any honor.

Eggshell Grenade - As eggs have been around for quite some time it is perfectly acceptable for a Ninja to use eggshell

grenades in ancient times. To use a grenade simply throw it at a target, then make a SHURIKEN-JUTSU roll. The DIFFICULTY is the target's COMBAT DICE or 1 if the target is an inanimate object. Roll on the Egg Type Chart to determine the grenade's contents after the attack has been resolved.

Jug of Sake - A small clay pot filled with rice wine. After drinking some you must make 2 STRENGTH rolls to determine if you become inebriated. The difficulty of each roll is equal to X (X = the number of drinks you've taken). If you fail both rolls you pass out for 1d6+X turns. If you only fail 1 roll you become drunk: +3 STRENGTH and +3 EXTRANEIOUS for d6+X turns, -3 KI, and -3 AGILITY for 2d6+X turns. If you make both rolls, nothing happens. (1 Jug contains 3 drinks.)

Leaflets - A fist-full (1d6-1) leaflets with a cute Ninja Burger™ logo on the bottom describing the sublime burgers that will be available in the future. Leaflets should be distributed to future customers, the peasants - one to a person, please!

Egg Type (1d6)

1. Snake (KO Powder) - Everyone in the room must make a 3 dice STRENGTH roll; if they fail, they fall unconscious for 1d6 turns.

2. Flea & Tick (Itching Powder) - All non-Ninja in the room must make a 3 dice EXTRANEIOUS roll, if they fail, they itch uncontrollably for 1d6 turns. Itching uncontrollably requires 2 actions per turn.

3. Pepper (Sneezing Powder) - All non-Ninja in the room must make a 3 dice KI roll, if they fail, they sneeze uncontrollably for 1d6 turns. Sneezing uncontrollably requires 1 action per turn and negates any attempt to sneak or hide.

4. Fried (Black Powder) - The grenade exploded on the target for 1d6 DAM, everyone else in the room takes 1 DAM from egg shell fragments.

5. Soft Boiled (Baby Powder) - Everyone in the room must make a 3 dice AGILITY roll, anyone who fails is covered in a fine coat of white, scented talcum powder.

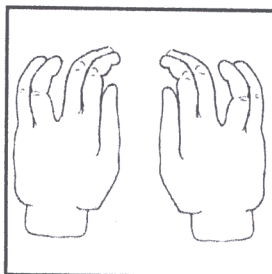
6. Imitation (Powdered Egg) - Just add water and you have a white pasty substance with ½ the fat, and 1/3 the cholesterol of an actual egg. 0 DAM, 2 DAM if eaten.

Matches - 3 Ninja Sure-Light™ Matches that can be used anywhere. These matches will function under any conditions - underwater, in space, etc. However, fire, like Ninja, is bound by natural laws and if you are hoping for anything more than a brief spark or small flicker in such an environment you are out of luck.

Ninja Burger™ Meal - The Ninja Burger™ Meal provided for delivery in ancient times has been standardized. At first Ninja would attempt to explain the multitude of choices available to their customers but their primitive minds were unable to comprehend them all. As such the Ninja Masters have decided to simply provide their most popular item*, Combo #1.

ANCIENT NINJA WUJENITSU!

While they can be used by all Ninja, the following WUJENITSU are favorites of Ninja who are veterans of the time stream. This may have something to do with the fact that these Ninja are more in tune with their mystical energies and thus able to produce a wide variety of effects. More likely, it is simply because these WUJENITSU weren't included in **Ninja Burger: The Role-Playing Game!** and the Ninja who bought this book just want to show off.



1. Hishou I-Guru Tsume (Flying Eagle Claw) This deadly magic enables the Ninja to streak towards their opponent lightning quick and strike with blinding speed. The target may be anywhere within 3 squares (15 feet) of the Ninja. The DIFFICULTY of this WUJENITSU is the target's COMBAT DICE +2. If successful, the Ninja gouges the target twice doing 4 DAM per gouge. Note: The Ninja must move in a straight line to his target. If there are any obstacles in the way, they must make a 4 dice AGILITY roll to maneuver about each or they slam into it for 5 DAM.

2. Senpuu Haneru (Whirlwind Leap)

This mystical motion will lift the Ninja up to 50 feet into the air. Should the Ninja wish to change the direction of her flight she can do so by 'kicking off' a wall or some other object. To accomplish this the Ninja must make a 3 die TAIJUTSU roll.

Stand, toss one arm over your head, and twirl in place once for every 5 feet of height your Ninja is attempting to leap.

Stand, raise your left arm until it is level with your chest and then tap the index finger of your right hand against the wrist of your left three times

3. Suro-Ichiji Kata (The Slow Time Kata)

Use of this kata allows a Ninja to slow the progression of time around him and enables him to take an additional turn. This turn happens immediately after the current player's turn is finished. The DIFFICULTY of this WUJENITSU is 4 dice and attempting it costs the Ninja an additional point of KI.

* As determined in a millennium long, double blind taste test between the various Ninja Burger™ products conducted in secret as part of the Ninja Burger™ Cares School Lunch Program.

4. Toko Hiosuki Kata (The Endless Queue Kata) The Ancient Empires of China and Japan were driven by the power of bureaucracy. This resulted in lines of people endlessly awaiting permission to perform simple functions. Use of this kata allows a Ninja to tap into the "Hell of Endless Red Tape" and funnel raw bureaucratic energies at their victims. The DIFFICULTY of this WUJENITSU is equal to 1 plus the number of targets. If successful, the targets are forced to queue up into a single file line. The effect lasts until the victim makes a 2 die KI roll to break free of the queue.

Stand with both your arms in front of you, palms up. Pull your hands towards your face and then drop them to their previous position three times.

NEW HOUSE RULES!

The BILL-SAN & TED-SAN'S EXCELLENT ADVENTURE Rule

Ninja are always prepared, even if it means going back in time to plant equipment they might find useful during the mission. Once per game a Ninja may "find" any one weapon or piece of equipment that was left for them by their future self. To use this house rule the player must stand up at the table and announce his Ninja's name and a piece of fortune cookie wisdom. Example: "I am Bill Shinto Preston Esquire.... Be excellent to one another." Use of this rule will result in the loss of 1 point of honor. Ninja may only use this house rule when in the past.

The HEY, ISN'T THAT A NINJA Rule

In modern times, Ninja have the luxury of centuries of PR carefully designed to obfuscate the truth of their existence. It took hundreds of years to create the "mythical" brand image of the Ninja; thousands of Ninja-hours were spent purging every mention of Ninja from accredited historical records. Thousands more were spent spreading unbelievable tales of their exploits.

In ancient times, while this process was just beginning, some people still believed that Ninja existed. Without any physical proof, however, this belief is certain to die out. To ensure the proper extermination of this belief it is DOUBLY important that Ninja remain unseen in the past. Should a Ninja be seen by a peasant in the past and that peasant survive the delivery, the observed Ninja loses 2 points of honor, (instead of the 1 point of honor that the Ninja normally loses). In addition, as peasants really enjoy watching a good fight, after recognizing a Ninja they are *sure* to yell for the town guard, two of whom will show up in 1d6 turns.

The OH MY BUDDHA! THEY KILLED KENNY-SAN Rule

Though Ninja are very careful to avoid it, there is always the possibility that a native could meet an untimely (no pun intended) death as a result of negligent time travelers. While it is impossible to calculate its full effect on the future, there is a chance that the person killed was the honorable ancestor of one of your fellow Ninja or the dishonorable ancestor of one of the foes you are chasing through time. When a commoner is killed by someone from the future, roll 2d6. On the result of a 2, the person was actually the ancestor of one of the enemies of Ninja Burger™. The Ninja Manager chooses one of the time traveling enemies and removes him from the game. On the result of a 12, the person was the ancestor of a Ninja Burger™

employee. The person who caused the death rolls 1d6 and counts that many seats to his left, ignoring the Ninja Manager. The Ninja of the person sitting in that seat is immediately removed from the game.

The REVISED CORPORATE POLICY #5 Rule

Corporate Policy #5: YOU are a reflection of Ninja Burger™.

As such, whenever you are in the uniform you are expected to perform to the companies exacting standards: be it in the kitchen; on the phone; or massacring the weak, dishonorable masses. Be warned: should you choose to violate Ninja Burger™ policy you will be reprimanded accordingly. You are a big Ninja and are expected to act appropriately. However, should you attempt to disguise your infraction as the shoddy workmanship of a gaijin then you will incite the wrath of the Ninja Masters. As soon as they notice you must immediately roll on the Horrible Disgrace chart of their choice.

The STORM SHADOW Rule

To avoid a death by means of dishonor you may voluntarily convert to the Lo Cal clan. To do so, you must select one other Ninja at the table against whom you or your family have a vendetta. Stand up and announce the grudge to everyone present. After you have finished, bow and retake your seat. The other players will vote on the substance of your grudge. If it is deemed worthy, then you are spared the dishonorable death and thrust into the Lo Cal. You are given a cool, white, sleeveless uniform. Your new mission is to avenge yourself against the Ninja who has wronged you. NOTE: If you are already a dirty, low-down Lo Cal Ninja then you cannot utilize this rule, die you dishonorable dog! ALSO NOTE: Should one of the other players be Snake Eyes the grudge must be against him; however, there is no voting after you relate your story, you automatically succeed.



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TO KEEP ABREAST OF THE NEW AND EXCITING
DEVELOPMENTS WITHIN THE GREATER NINJA
BURGER™ CORPORATE EMPIRE!**

ANCIENT DISHONORABLE DISGRACE

Ancient Horrible Disgrace Chart (2d6)

2. Warning Issued by a Time Cop
3. Crushed by a Falling Telephone Booth
4. Morlocks Attack
5. Mugged by a Time Bandit
6. Whacked Paradoxical
7. Beaten with a Super-Sonic Screwdriver
8. Hit and Run
9. Bored by a Time Lord
10. Caught in a Police Call Box as it Materializes
11. Make a Quantum Hop
12. Sliding into Second

2. Warning Issued by a Time Cop - A washed up Dutch martial artist in an ill fitting police uniform issues you a citation for the unauthorized generation of paradoxical dishonor. Luckily, you recognize him from one of his earlier films and since you mention how much you liked it, he's willing to let it slide - this time.

3. Crushed by a Falling Telephone Booth - A silver telephone booth containing 2 bodacious gaijin rockets out of the sky and totally slams into your Ninja ass. Take 6 DAM. After they notice that they've struck someone, the gaijin and the phone booth disappear in a burst of light.

4. Morlocks Attack - A weakening of Time-Space™ and the need for eleven Dishonorable Disgraces caused a rift in the fabric of reality. This rift allowed a pack of 1d6 Morlocks to pass into ancient times and they are hell bent on staying there... then... when or wherever the heck you are. As protectors of the Time-Space™ continuum and a fighter of demons, it is your and every Ninja's duty to stop (i.e. kill) them before they cause any real trouble.

Morlock S:10 A:12 K:8 E:8 / BO-JUTSU / Wicked Club 4 DAM / BO-JUTSU / Eloi Snack Pack

5. Mugged by a Time Bandit - You have a slight feeling of Ninja-vous and then time stops. When it starts again you have the sneaking suspicion that you have been mugged. It seems someone has punched you in the gut and stolen your weapon; take 3 DAM. If you don't have a weapon they take any equipment you are holding. If you have neither, they punch you twice.

6. Whacked Paradoxical - Occasionally, the fabric of Time-Space™ is stretched so thin that things leak over from one reality to another. This is one of those times. A small heavy object (Such as a shot put, briefcase, or dog) that was thrown in another dimension has slipped through a Time-Space™ fissure and crossed into our world. The laws of motion being what they are, it must continue in a straight line until acted upon by an outside force. In this case the outside force is the back of your head; take 4 DAM.

7. Beaten with a Super-Sonic Screwdriver - A tall, curly haired man wearing a long scarf beats you with a funny looking shiny metal tube. He smacks you 3 times and each smack does 2 DAM. After he whacks you thrice he disappears.

8. Hit and Run - A silver sports car comes screaming out of nowhere and plows into you and everyone else in the square. Everyone in the square takes 4 DAM; everyone in adjacent squares takes 2 DAM.

9. Bored by a Time Lord - An evil looking man with an evil looking goatee wearing an evil looking black outfit has begun to divulge his evil plan - a plan so stereotypically evil and easy to defeat that it pains you to hear it. Make a 3 dice BO RYAKU roll. If you are successful you resist the urge to sleep and are easily able to avoid his evil trap. Otherwise you fall asleep and are at the evil time lord's (The Ninja Manager's) mercy for 2 turns.

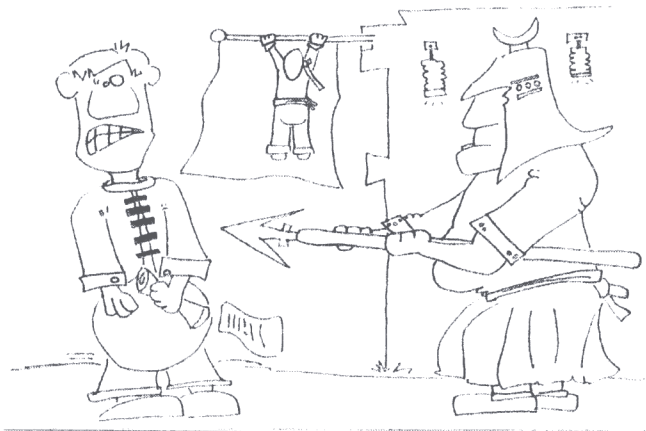
10. Caught in a Police Call Box as it Materializes - You were walking along minding your own business when a blue police box began to materialize around you. Your Ninja Reflexes™ take over and you attempt to leap out of the way. Make a 3 dice AGILITY Roll. If successful, you avoid becoming one with the box, otherwise one of your hands (Ninja's choice) is caught in the box as it phases into this plane of reality. You take 5 DAM and lose any honor points (fingers) that remained on that hand.

11. Make a Quantum Hop - You exchange bodies with the commoner closest to you, who just happens to be one of your ancestors. If more than 1 commoner is equidistant from your current position, then the Ninja Manager chooses which one is actually your ancestor. As a commoner, you have access to all of your Ninja Skills and 10 fresh new fingers (AKA points of honor) but are bereft of all Ninja equipment and training. Your stats are now all equal to those of a commoner. If you are able to successfully complete your mission as a commoner, the Ninja Masters will return you to your rightful body before the next mission.

12. Sliding into Second - You are moving stealthily along when a shimmering portal opens above you. Three men (one fat, one African-American and one geek) as well as a woman are deposited at your feet. While pondering the implications of this phenomenon, another portal opens beneath your feet and you are whisked away into a parallel earth. You are no longer part of this game, but do make a fortune selling tasty Ninja Burger™ products in an alternate earth. If you want to keep playing you'll have to make a new Ninja in this universe.

END OF THE EMPLOYEE SECTION!

If you are not playing the Ninja Manager stop reading the book now! Should the Ninja Manager catch you reading beyond this point, standard operating procedures require that you lose 1 point of honor.



NINJA MANAGER'S SECTION

New Enemies

KUNG-POW FRIED CHICKEN™ (KpFC)

(Slogan: - You no do chicken right, I do chicken right!)

KpFC is a recent addition to the fast food arena founded by General Tso, the former leader of a Tsouth East Asian Drug Cartel. Colonel S. Anders is in charge of their fast food operations. They mainly focus on Flash-Frying Chicken (using the Colonel's secret recipe and special blend of one herb and / or tspice - gunpowder) to varying degrees of hardness; "Original," "Extra Hard," and "Get a Hammer." Tiny KpFC tstands now litter the country; tselling fatty black-powder burned chicken parts in wicker buckets, while General Tso marshals his forces to take over the world. They also have great biscuits.



General Tso Assassin - Trained in the jungles of Tsouth East Asia, these fighters of freedom are trained from an early age in the tsubtle arts of infiltration and assassination and can expertly approximate weights of anything up to 1 kilo. They favor jungle camo pants, black wife-beater t-shirts, and a whole lot of gel in their hair.

General Tso Attack Chicken - An accident while attempting to create chickens with 8 drumsticks, Attack Chickens are used by Tsoldiers as bloodhounds, guard dogs and the occasional bucket of Extra-Toughy Roughy.

KpFS Tservice Associate - This is your every day, ordinary KpFC employee. They are the underpaid inner city youths responsible for all the menial tasks that keep the emerging franchise running.

General Tso Tsoldier - These are the tstreet-level grunts of Tso, using MSG SMGS. They tstand ready to tstrike at a moment's notice.

Ancient Enemies

Governor - Like most imperial functionaries, the Governor has grown fat, lazy and corrupt over time. He over-taxes the peasants, withholds food, etc. He's pretty much your stereotypical cowardly and evil beaurocrat.

Functionary - No one is sure what exactly these men do, but you are sure to find them wherever you find government officials.

Inept Guardsman - These guardsmen are poorly trained, poorly equipped and have a penchant for getting in one another's way.

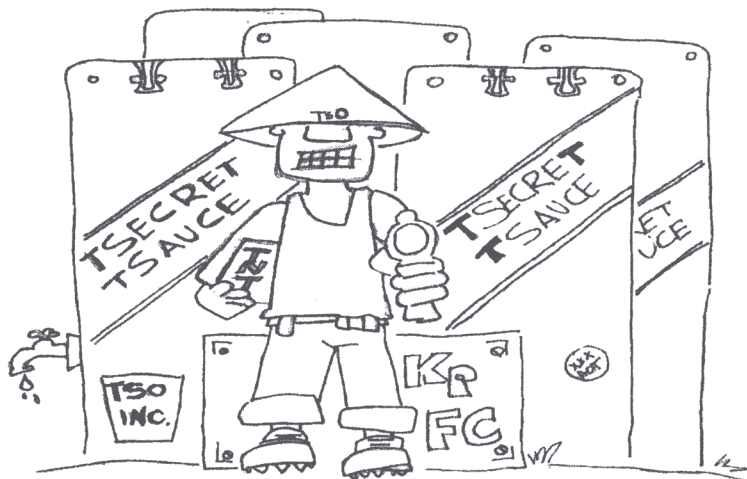
Inept Sergeant - Basically, he is the fattest guardsman who gets better pay and more vacation time.

Less-Inept Captain - The captain is the meanest and toughest of all the guardsmen (or the Governor's nephew). Generally, when a new guard post is established all the guards get together to select the new captain. Anyone can apply and they compete in three categories; Loud Yelling, Evil Glances and Congeniality. The possible candidates are rated by the rest of the guards and the person with the highest overall score becomes the captain. In the event of a tie the winner is decided by the always popular Mortal Combat in a Swimsuit competition.

Scow-Ling Monk - The Scow-Ling monks devote their lives to quiet meditation, reflection and the study of martial arts. As you might expect, they are pretty good at it. While generally champions of the downtrodden and oppressed, this particular branch has decided to take the quick and easy path and has joined the Governor's tyrannical regime.

Peasant - Yesterday's peasant is tomorrow's IT professional! This being the case it behooves Ninja Burger™ Employees not to kill their own customer base. However sometimes accidents do happen; make certain to enforce The OH MY BUDDHA! THEY KILLED KENNY-SAN Rule when they do.

Name	S	A	K	E	Weapon	DAM	Skill	Equipment
KpFC Assassin	10	12	10	8	Machete	5	SHINOBI IRI	Darts
KpFC A. Chicken	12	12	4	6	Beak	3	TAI-JUTSU	None
KpFC Associate	5	5	5	8	Tray	2	MAKUDONARUDO	None
KpFC Tsoldier	8	8	6	6	Tai Chi Sword	4	KENPO-JUTSU	None
Governor	8	6	8	12	Fist	1	None	Gold Coins
Functionary	2	4	6	8	Quill	1	KYOJITSU	Scroll
Guardsmen	8	8	6	8	Bo	5	BO-JUTSU	None
Sergeant	10	6	8	10	Tai Chi Sword	4	MAKUDONARUDO	Jug of Sake
Captain	12	8	10	12	Naginata	6	YARI-JUTSU	Eye-Patch
Scow-Ling Monk	12	14	14	10	Hand/Head	4	TAI-JUTSU	None
Peasant	3	3	3	10	Fist	1	None	Sake/Food



"IRON NINJA BURGER MONKEY, THE ADVENTURE!"

The Ninja Manager should not read the italicized parts aloud. These parts contains information about the adventure that non-managerial Ninja should not be made privy to until the Ninja Manager deems it appropriate.

Introduction

The Ninja Manager should read the following aloud to all Ninja.

"One of Ninja Burger's™ most insidious enemies, Kung-Pow Fried Chicken (KpFC), has developed a time machine. With it they have sent operatives into the past to eliminate a simple street vendor. They believe this vendor might be the ancestor of a Ninja who (they believe) became one of the founding Ninja Masters of Ninja Burger™. As Ninja have long had the ability to move through time, and as they are the guardians of the Time-Space™ continuum, the honorable Ninja Masters decide to send a team of employees back in time to prevent the assassination. Not because the vendor is actually the ancestor of an honorable Ninja Master, but because it was one of his descendants that first brought Cola to the East, in turn allowing the Ninja Masters to perfect the beverage and re-introduce it to the West. Plus, they hope to prevent a temporal paradox that could have disastrous long reaching effects... like the destruction of the universe, which could only be bad for business."

The Ninja Masters have provided the Ninja with the following information about the village they are being sent to.

1. The Royal Governor and his garrison of poorly trained troops rule over the town.
2. There is a masked man who fights for justice and litters the ground with leaflets; he calls himself the Iron Ninja!

Deliveries

In order to bolster the future success of the company Ninja Masters select certain individuals in the past to sample the hand-fried goodness of Ninja Burger™. It would be the height of folly to believe that we could fully understand the extent of the Ninja Masters' selections we do know that those chosen always attain some measure of fame in their lifetime and they all rave about burgers, even though most of the people they are raving to have no idea what a burger is! Perhaps it has something to do with one of the slogans that the marketing department was kicking around... "Eat Ninja Burger™"! The taste that was foretold of in your grandfather's, grandfather's, grandfather's time."

Before play begins the Ninja Manager should assign each Ninja, starting with the Ninja on his right (and continuing to the Ninja on his left) a customer from the following list:

Peasant Pb, Peasant Pc, Head Chef, Guard Captain, Governor's Wife, Governor
*If there are more than six Ninja, the other Ninja should make deliveries to patrons in **Location 4 The Restaurant** or functionaries in **Location 1 The Governor's Mansion**.*

Goals

In addition to their delivery, each Ninja is charged with the protection of Peasant A and the elimination of the three* KpFC Assassins.

**Add one Assassin for each Ninja playing beyond six.*

If the Ninja Manager wishes to add an even greater element of difficulty to the delivery he can assign the Ninja the following Secondary Mission Goals based on their Ninja Clan.

Clan of the Blue Trees - Replace Iron Ninja leaflets with Ninja Burger™ Leaflets.

Clan of the Hidden Ranch - Acquire the Royal Seal from the Emissary

Clan of 1,000 Islands - Protect the Iron Ninja

Keepers of the Secret Sauce - Relieve the Governor of his Gold Coins

House Gaijin - Deliver leaflets to three commoners in the promenade

Lo Cal - Kill the Iron Ninja and the Burger Monkey

Map Rules!

Ninja Insertion Point: The Ninja Burger™ Employees all start at **Location 7**. This is also the location that they must reach after completing their delivery to be brought back to their correct time.

Climbing Buildings: Climbing can be very important for Ninja wishing to enter or exit a building without attracting a lot of attention. Except for **Location 4 The Restaurant** all of the buildings are two stories tall and require a 3 dice TAI-JUTSU roll to climb them. The Restaurant and the small tents in **Location 5 The Promenade** require only a 2 dice TAI-JUTSU roll to ascend.

Rooftop Travel: Ninja (both flesh and Iron) and their enemies may find it useful to travel by rooftop. Doing this is relatively straightforward until you come to the end of the roof, at which time it begins to get tricky. When leaping from one rooftop to another count the number of squares that separate the buildings. The result is the DIFFICULTY of the TAI-JUTSU roll to make the leap. If successful, you land on the target rooftop. Otherwise you fall to the ground with a "THUD," taking 1d6 DAM from the fall.

Windows: Glass was a very rare luxury in this time and you won't find much of it in this town. None of the windows have glass in them; they are simply open holes in the side of the buildings, some with shutters that can be closed over them. Opening the shutters quietly requires a 2 dice SHINOBI IRI roll.

Non Player Character Rules!

Assassin Rules! The KpFC Assassins start at **Location 8**. Each turn they move two squares closer to **Location 3 The Silo**, unless they encounter a guard patrol, which delays them for a turn, or a Ninja, which slows them until either the assassins or the Ninja has been dealt with. Like the Ninja, the assassins attempt to avoid attracting the attention of the locals. After arriving at The Silo they spend 1 turn setting up. One assassin stands guard on the stairs while the others assemble a

sniper rifle on the platform at the top. Once they have the rifle assembled they take three shots at the target, one shot each turn for 3 turns. The first two are 3 dice KAYAKU-JUTSU rolls. The third is 4 dice, because the target has hit the dirt. If they miss with all three shots they give up all attempting to be secretive and go attempt to kill him with their machetes.

KpFC Assassin 1 S:10 A:12 K:10 E:8 / CD:3 / Rifle 5 DAM, Machete 5 DAM / SHINOBI IRI, KAYAKU-JUTSU

KpFC Assassin 2, 3+ S:10 A:12 K:10 E:8 / CD:3 / Machete 5 DAM / SHINOBI IRI

Iron Ninja Rules! The Iron Ninja is an ancient Ninja who fights to protect the poor and oppressed and distributes pamphlets containing cheerful messages to the downtrodden. By day the Iron Ninja is a well-respected doctor who specializes in treating the poor with acupuncture. The Iron Ninja is very crafty - so crafty that his actions seem almost random. On his first turn the Ninja Manager should roll a 1d6 to determine what the Iron Ninja's goal will be. He will continue attempting to perform this action for 3 turns, then the Ninja Manager rolls again. He begins in **Location 5 The Hospital**.

1. Harass the Governor at **Location 1 The Governor's Mansion**.
2. Harass the guards at **Location 1 The Governor's Mansion**.
3. Harass the guards at **Location 2 The Barracks**
4. Distribute leaflets in **Location 6 The Promenade**
5. Head home to treat the sick in the hospital.
6. Head home to treat the sick in the hospital.

Iron Ninja S:15 A:14 K:16 E:14 / CD:3 / Fist 5 DAM / TAI-JUTSU / Leaflets

Burger Monkey Rules! The Burger Monkey is the Iron Ninja's sidekick. She is very young, but as they knew how to train Ninja in the old days, is still quite formidable. When not assisting in the fight for justice, she enjoys healing the sick and random acts of charity. After determining the Iron Ninja's actions roll 1d6. If the result is odd, the Burger Monkey is with the Iron Ninja, assisting in the fulfillment of his goal. Otherwise she remains at the hospital tending the sick. Like the Iron Ninja, she begins in **Location 5 The Hospital**. After the Emissary arrives she stays with the Iron Ninja at all times.

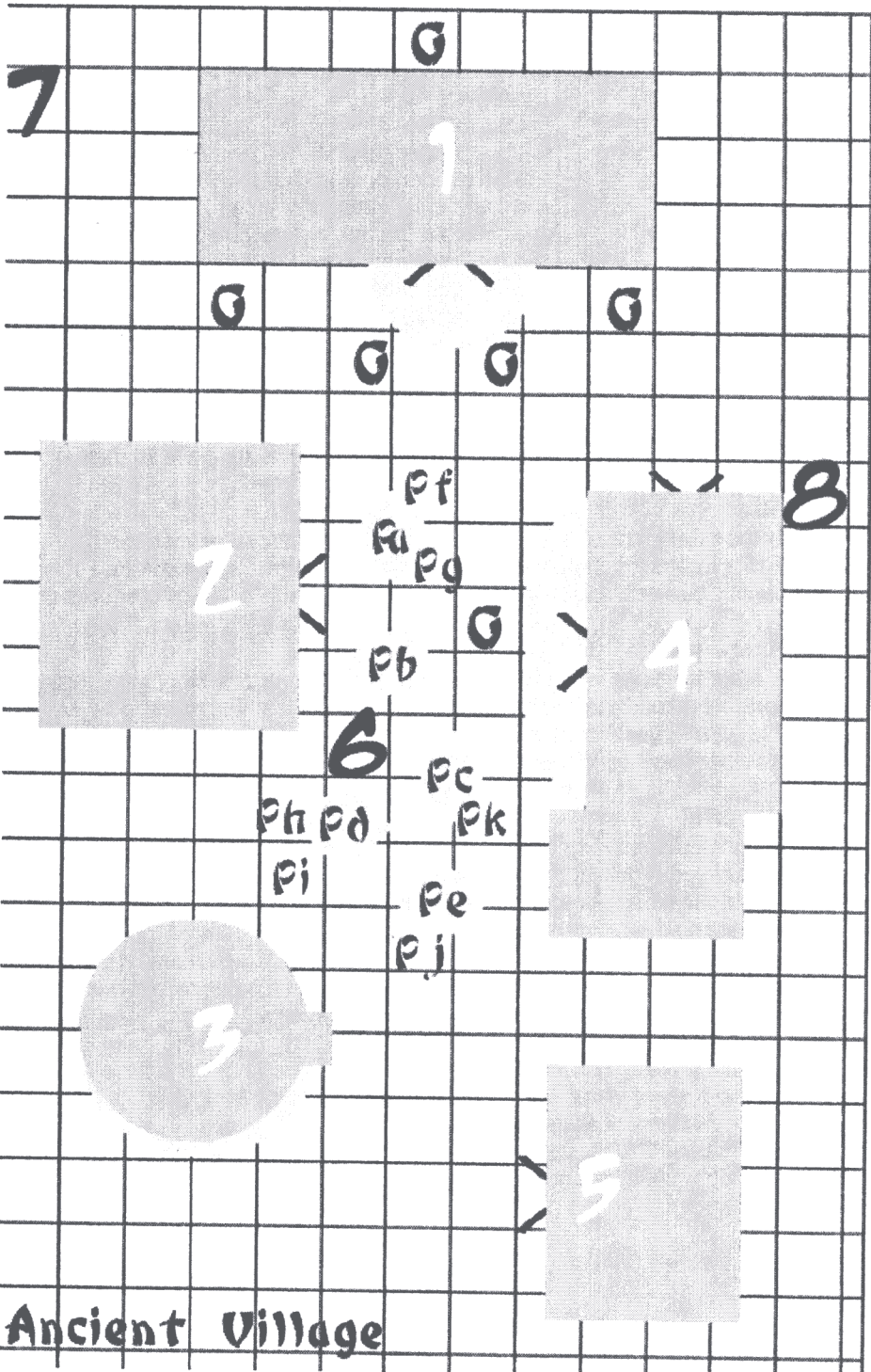
Burger Monkey S:13 A:13 K:14 E:12 / CD:3 / Fist 3 DAM / SEISHEN / Medicinal Herbs

Emissary Rules! The Emissary was sent from the Emperor's court to deal with the Iron Ninja. Apparently, word of the Iron Ninja's exploits has spread beyond the province and the emperor, knowing how inept most of his functionaries are, sent a heavy hitter to deal with the problem. He stands nearly 7 feet tall, wears extravagant robes and is trained in the deadly art of SLEEVE-JUTSU! He can actually cause the sleeves of his robe to elongate and strike with enough force to shatter bricks. The Emissary arrives in **Location 7** on the 5th turn, he goes straight for the Iron Ninja who he tries to kill.

The Emissary S:18 A:18 K:18 E:18 / CD:4 / Sleeves* 4 DAM (+Reach +Entangle +Fast) / SLEEVE-JUTSU / Royal Seal



* Sleeves (SLEEVE-JUTSU) 4 DAM +Reach +Entangle +Fast (Very long, ornate, and deadly sleeves attached to a very fashionable silk robe.)



Area Descriptions!

Ancient Village Legend

- 1. The Governor's Mansion
- 2. The Barracks
- 3. The Silo
- 4. The Restaurant
- 5. The Hospital
- 6. The Promenade
- 7. Ninja Burger™ Employee's Start / Finish Point
- 8. KpFC Assassin's Starting Point
- G. Guards
- Pa-Pk. Peasants

1. The Governor's Mansion

This ornate home is the dwelling place of the imperial Governor and his family. It is a brightly colored, well maintained, and well guarded building. There is a large wooden door in the south face of the house and there are shuttered windows along the second floor. Before the massive doors lays a stone dais raised slightly above the ground.

2. The Barracks

The Barracks is a large squat, drab building in poor repair; most of the shutters are missing from the first floor and the doors squeak loudly whenever they are used. The second floor, which seems to be in slightly better shape than the first, was probably added recently. Its windows still have all their shutters and all of them are closed.

3. The Silo

The Silo is the tallest structure in the town, standing slightly taller than the mansion. Like most silos it's a big red circular building with a spiral staircase winding up its side. At the top of the stairs is a small platform which overlooks the town.

4. The Restaurant

Unlike the other buildings in the town, the restaurant is only one story high. While not in as pristine a condition as the Governor's mansion, it still appears to be well looked after. The larger entrance is located on the eastern face of the building and opens out onto a huge deck. There is another, smaller, entrance on its northern face.

5. The Hospital

This is a simple, quiet building located in the far corner of the town. There are numerous shuttered windows on the first floor and a flimsy bamboo door that stands open to the west. As you approach you smell the faint odor of incense.

6. The Promenade

There are five small tents set up in the center of town, all of which are all made out of the same dingy and rugged off-white cloth. In each tent a commoner is attempting to sell his various wares to other commoners who are walking by.

Pa - Adama's Tea & Coffee Hut™

Pb - Gorden-san's 'Fresh' Fish (A Ninja who makes a 2 dice CHIMON roll realizes that there is no body of water within a week's travel of this town)

Pc - Crazy Larry's Discount Rugs

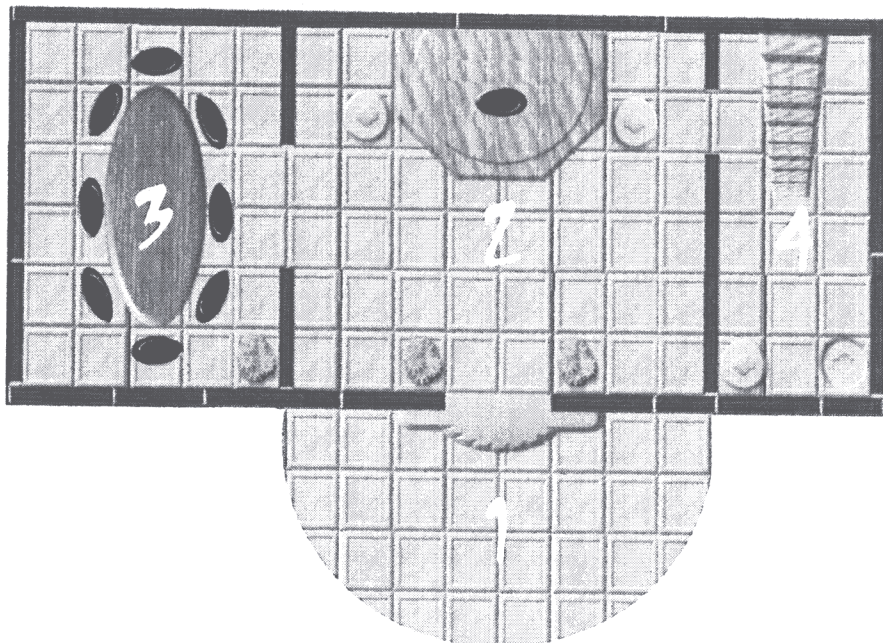
Pd - Imitation Teenie Taby® stuffed animals

Pe - Sweat Shop™ Bootleg Logo T-Shirts

Pf-Pk - Shoppers

G. Guards

Two Inept Guardsmen on patrol



The Governor's Mansion, First Floor

1. Entrance

This is the entry plaza to the Governor's mansion. A low stone platform, with a statue of a large monkey in its center, leads to two massive and well polished wooden doors that stand open. There are guards on either side of the door as well as a peasant who is sweeping the platform.

Peasant, Sweeping S:3 A:3 K:3 E:10 / CD:1 / Broom 1 DAM / No Skill

Guardsmen, Inept 1 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Guardsmen, Inept 2 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Doors - Opening or closing them requires a 4 dice TAI-JUTSU roll.

Statue - This is a large statue of a monkey made entirely out of metal. You see two Iron Ninja leaflets here. If the Ninja find the statue offensive they can shatter it with a successful 6 dice attack roll.

2. Court

This is a large receiving hall. The northern third of the room is dominated by a large platform on which rests an ornate wooden throne. Flanking the platform are two statues of a jolly fat green man. An older man sits in the throne listening to cases brought to him by the various peasants in the town. Occasionally, he turns to consult with one of his functionaries. The gallery before the platform holds a number of peasants, two bonsai trees flanking the entrance way and some guards-

men, one of whom is exceedingly large and seems to be bossing the others around. A large doorway leads to the west and smaller doorway leads to the east; each has a guard before it. To the south are the large wooden doors that exit into the village.

Governor S:8 A:6 K:8 E:12 / CD:2 / Fist 1 DAM / No Skill / Gold Coins

Functionary 1 S:2 A:4 K:6 E:8 / CD:1 / Quill 1 DAM / KYOJITSU TENKAN HO / Scroll

Functionary 2 S:2 A:4 K:6 E:8 / CD:1 / Quill 1 DAM / KYOJITSU TENKAN HO

Peasant 1 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill / Bowl of Rice

Peasant 2 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill / Bowl of Rice

Peasant 3 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill / Bowl of Rice

Peasant 4 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill / Bowl of Rice

Guardzman, Inept 1 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Guardzman, Inept 2 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Guardzman, Inept 3 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Guardzman, Inept 4 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Sergeant, Inept S:10 A:6 K:8 E:10 / CD:2 / Tai Chi Sword 4 DAM /

MAKUDONARUDO / Jug of Sake

Throne - It's really an amazingly well constructed chair. If a Ninja makes a 3 dice CHOHO roll while looking at the throne they notice a small box is hidden underneath it. The box contains gold coins.

Statue - It's a simple Buddha statue nicely carved out of wood. If the Ninja find it offensive they can demolish it with a successful 4 dice attack roll.

Bonsai - A small well manicured shrub or bush. Hiding behind it would require a 4 dice INTONJITSU roll.

South Door - The door begins the game opened. Opening or closing them requires a 4 dice TAI-JUTSU roll.

3. Meeting Room

This room is dominated by a huge wooden table, around which eight well crafted wooden chairs have been placed. Three of the chairs are occupied - two by officious looking men and the third by a peasant seeking legal council. However, each time she attempts to speak the functionaries talk right over her. There is a large doorway on the room's eastern wall.

Functionary 1 S:2 A:4 K:6 E:8 / CD:1 / Quill 1 DAM / KYOJITSU TENKAN HO

Functionary 2 S:2 A:4 K:6 E:8 / CD:1 / Quill 1 DAM / KYOJITSU TENKAN HO /

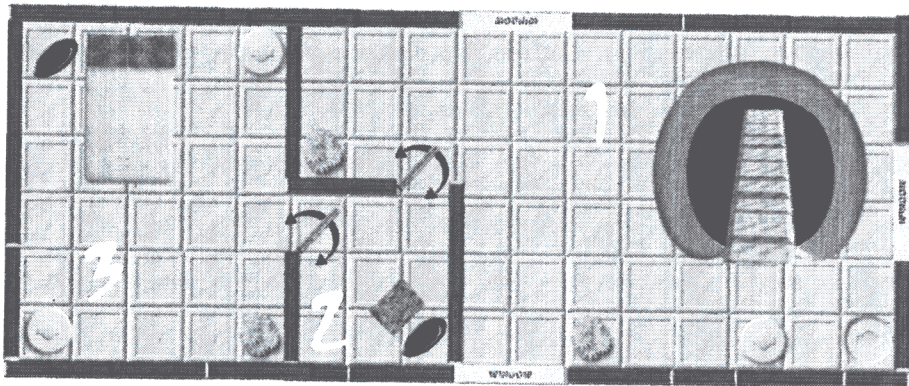
Scroll

Peasant S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill / Jug of Sake

4. Stairwell

A finely carved wooden stairway leads from this room to the second floor. You see more statues of the jolly green fat man against the southern wall and a doorway leading to the west.

Statue - It's a simple Buddha statue nicely carved out of wood. If the Ninja find it offensive they can demolish it with a successful 4 dice attack roll.



The Governor's Mansion, Second Floor

1. Large Empty Room

This is a very large and nearly entirely empty room. Except for the statues of the jolly green fat man standing against the southern wall and the guard standing against the room's western wall, the room is completely empty. There is a stairway leading down and a door to the southwest.

Guardman, Inept S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Door - The door begins the game closed. Opening the door silently requires a 2 dice SHINOBI IRI roll. If the door is not opened quietly the guard in **Location 2 The Study** awakens when someone enters.

Statue - It's a simple Buddha statue nicely carved out of wood. If the Ninja find it offensive they can demolish it with a successful 4 dice attack roll.

2. The Study

There is a small writing desk and chair in this room. There is a guard napping on the chair. There is a closed door to the west

Guardman, Inept S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Desk - This is a much cluttered little wooden desk. On top of all the clutter, however you see an Iron Ninja leaflet

Northeast Door - The door begins the game closed. Opening the door silently requires a 2 dice SHINOBI IRI roll. If the door is not opened quietly the guard in **Location 1 Large Empty Room** notices and will attack any intruder he sees.

West Door - The door begins the game closed. Opening the door silently requires a 2 dice SHINOBI IRI roll. If the door is not opened quietly the occupants in **Location 3 The Bedroom** will yell for help if they see an intruder.

3. The Bedroom

This bedroom is enormous and lavishly decorated. Silk tapestries hang from every wall and all the furniture, a chair and a bed, is fabulously ornate. However, some of the room's effect is lost due to the fact that clothing covers everything. You can

barely tell that the statues are of the happy green little fat man! In the bed, an older woman is hastily disrobing a solemn looking youth who can't be half her age. There is a door to the east. *The occupants are otherwise engaged but if they do see an intruder they will yell. If they yell, any guard left on this floor will arrive on the next turn and two more guards will arrive on the following turn.*

Functionary, Young S:2 A:4 K:6 E:8 / CD:1 / Quill 1 DAM / KYOJITSU TENKAN HO / Scroll

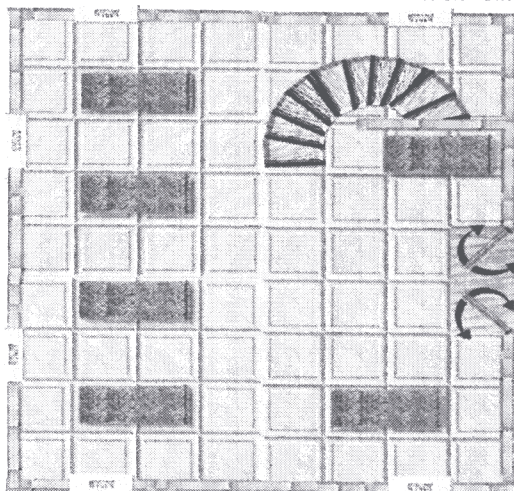
Governor's Wife S:3 A:3 K:3 E:16 / CD:1 / Fist 1 DAM / No Skill

Bed - This is a solid, well-made, four-post bed covered in brightly colored silk sheets. If the Ninja look under the bed they see a small chest; if opened they find some gold coins and a comb.

East Door - The door begins the game closed. Opening the door silently requires a 2 dice SHINOBI IRI roll. If the door is not opened quietly the occupants in

Location 3 The Bedroom will yell for help, if they see an intruder. The guard in **Location 2 The Study** awakens when someone enters.

Statue - It's a simple Buddha statue nicely carved out of wood. If the Ninja find it offensive they can demolish it with a successful 4 dice attack roll.



The Barracks, First Floor

The first floor of the barracks is packed with small cots and off-duty guardsmen lounging about. There is a large door to the east that leads outside and a spiral staircase that leads to the second floor.

Guardsmen, Inept 1 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Guardsmen, Inept 2 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

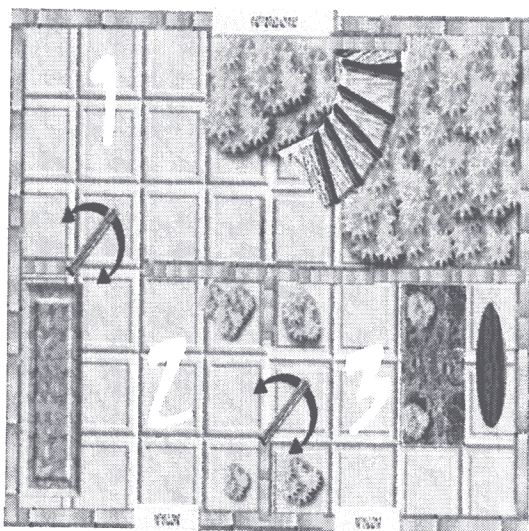
Guardsmen, Inept 3 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Guardsmen, Inept 4 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Guardsmen, Inept 5 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Cot - There is nothing remarkable about them; they're simple cots. If a Ninja looks underneath one they find a random weapon, roll on the Ancient Weapon Chart.

The Barracks, Second Floor



1. Bonsai Room

This room is filled with tiny, expertly trimmed trees and shrubs arranged on various small platforms to give the room a nice layered effect. There is a small door leading to the south, a spiral staircase leading down and a guard admiring all the little plants.

Guardsmen, Inept S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU

Bonsai Forest - A large number of well manicured shrubs and bushes. Hiding within it requires a 2 dice INTONJITSU roll.

Door - The door begins the game opened.

2. Study

This is a small, tidy, well-lit room containing a bookshelf and a pair of bonsai trees. There are doors to the north and east.

Bookshelf - A simple pressboard bookcase. There are numerous books on bonsai and one Iron Ninja leaflet.

Bonsai - A small well manicured shrub or bush. Hiding behind it would require a 4 dice INTONJITSU roll.

East Door - The door begins the game closed. Opening the door silently requires a 2 dice SHINOBI IRI roll. If the door is not opened quietly the guard captain in **Location 3 Captains Room** looks up and rings for backup if they see an intruder.

North Door - The door begins the game opened.

3. Captain's Room

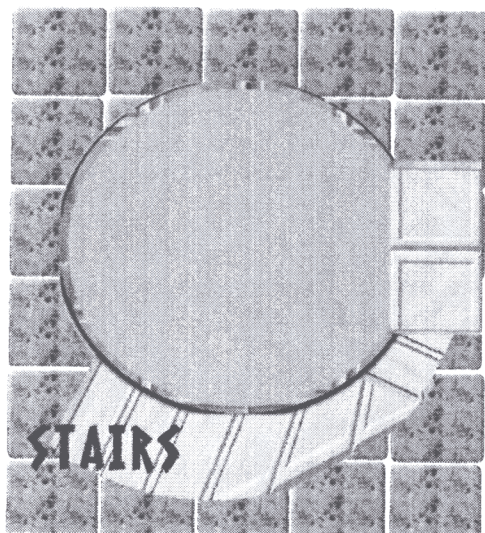
This room contains a very large desk covered in bonsai trees and the various tools one uses in trimming said trees. A man sits behind the desk gazing at them and occasionally picking up a tool to prune a little tree. There is a door in the west wall. *The captain is otherwise engaged but if he sees an intruder he rings a secret bell. Any guard left on this floor will arrive on the next turn and two more guards will arrive on the following turn.*

Captain, Less-Inept S:12 A:8 K:10 E:12 / CD:2 / Naginata 6 DAM / YARI-JUTSU / Eye-Patch

Bonsai - A small well manicured shrub or bush. Hiding behind it would require a 4 dice INTONJITSU roll.

Desk - This is a plain wooden desk. There is a random weapon, roll on the Ancient Weapon Chart to determine which.

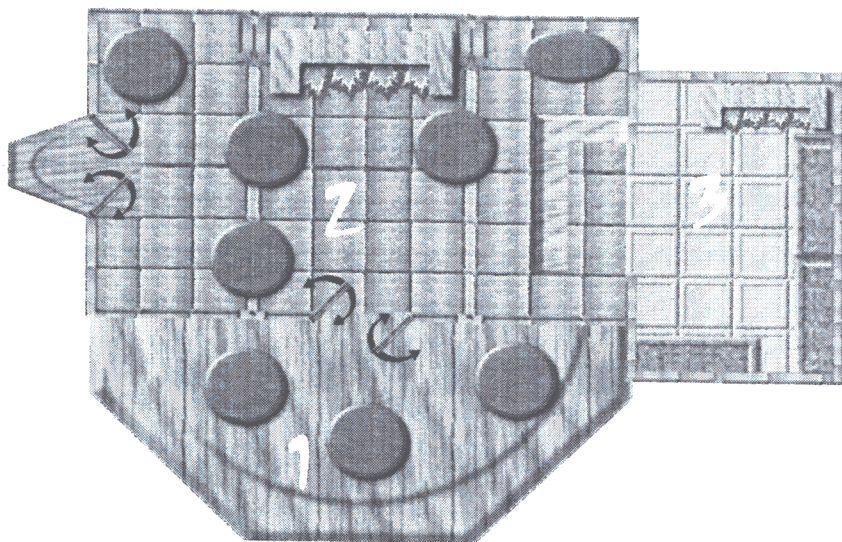
West Door - The door begins the game closed. Opening the door silently requires a 2 dice SHINOBI IRI roll. If the door is not opened quietly the guard captain in **Location 3 Captains Room** looks up and rings for backup if he sees an intruder.



The Silo

This is a tall cylindrical building filled with grain. A staircase begins at the rear of the silo and circles up to a platform at its top.

Platform - From the platform you have an eagle's eye view of the entire town. There is also a small doorway looking into the silo. You notice that it's about half filled with grain.



The Restaurant

1. The Deck

To take advantage of the mild weather the proprietor of this restaurant has added a deck to his restaurant. It is made out of wood and allows him to serve a few more tables' worth of people on sunny days. Beyond the deck is the main entrance to the restaurant, two hefty wooden doors. There is one waiter bustling about serving the patrons who decided to dine out of doors.

Waiter S:3 A:5 K:3 E:12 / CD:2 / Tray 1 DAM / No Skill / Bowl of Rice

Patron 1 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill / Bowl of Rice

Patron 2 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill / Jug of Sake

Patron 3 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill / Bowl of Rice

Door - The door begins the game opened. Opening or closing them requires a 3 dice TAI-JUTSU roll.

Table - It's an ordinary table, breaking it requires a successful 2 dice attack roll.

2. Main Room

The main room of this restaurant is very hot; for some reason they decided that they needed the fireplace lit on this beautiful spring day. The place is rather crowded. There are a number of patrons and a few guards eating at the various tables with waiters hastily bringing out food. There is a bar to the south where a very fat guard and the barkeep are having a lively conversation. Every once in a while he barks an order at one of the other guards and they snap to attention. The main entrance is through the bulky wooden doors to the west. There is a smaller door leading outside to the north, and a doorway into the kitchen behind the bar to the south.

Waiter 1 S:3 A:5 K:3 E:12 / CD:2 / Tray 1 DAM / No Skill / Jug of Sake

Waiter 2 S:3 A:5 K:3 E:12 / CD:2 / Tray 1 DAM / No Skill / Bowl of Rice

Barkeep S:10 A:4 K:8 E:12 / CD:1 / Dao 5 DAM / KYOJITSU TENKAN HO
Patron 1 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill / Bowl of Rice
Patron 2 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill
Patron 3 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill / Jug of Sake
Patron 4 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill
Patron 5 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill / Bowl of Rice
Guardsmen, Inept 1 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU
Guardsmen, Inept 2 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU
Guardsmen, Inept 3 S:8 A:8 K:6 E:8 / CD:2 / Bo 5 DAM / BO-JUTSU
Sergeant, Inept S:10 A:6 K:8 E:10 / CD:2 / Tai Chi Sword 4 DAM /
 MAKUDONARUDO / Jug of Sake

Fireplace - This is a very large fireplace with a mantle on top. There is a tea kettle hanging in the flames and upon the mantle is an Iron Ninja Leaflet. Fire is HOT! Anyone touching the flames takes 1 DAM, anyone who ends up in the fireplace takes 1d6 DAM.

West Door - These doors begins the game opened. Opening or closing them requires a 3 dice TAI-JUTSU roll.

North Door - The door begins the game opened.

Table - It's an ordinary table; breaking it requires a successful 2 dice attack roll.

3. Kitchen

This kitchen is a frenzy of activity. Chefs chop and stir while waiters and bus boys weave all about them. This seemingly chaotic activity is actually being orchestrated by the head chef who stands in the corner and directs the help with a good deal of grunting and pointing. There is a fireplace against the east wall and a doorway out to the main room to the north.

Bus Boy 1 S:4 A:4 K:3 E:14 / CD:1 / Tray 1 DAM / No Skill

Bus Boy 2 S:4 A:4 K:3 E:14 / CD:1 / Tray 1 DAM / No Skill

Waiter S:3 A:5 K:3 E:12 / CD:2 / Tray 1 DAM / No Skill / Bowl of Rice

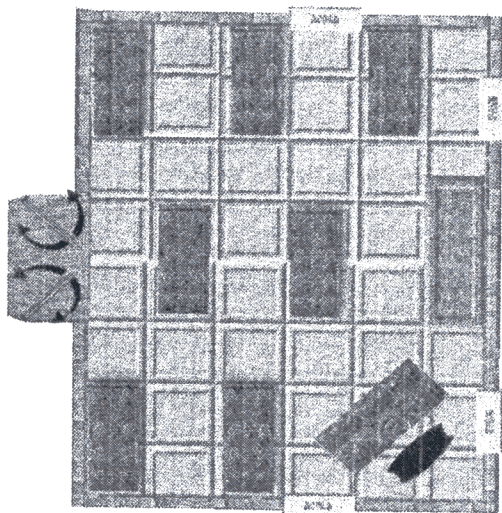
Chef 1 S:6 A:5 K:6 E:8 / CD:2 / Kitchen Knife 2 DAM / MAKUDONARUDO

Chef 2 S:6 A:5 K:6 E:8 / CD:2 / Rolling Pin 2 DAM / MAKUDONARUDO

Chef 3 S:6 A:5 K:6 E:8 / CD:2 / Large Spoon 2 DAM / MAKUDONARUDO

Head Chef S:12 A:8 K:8 E:10 / CD:2 / Large Knife 3 DAM / MAKUDONARUDO,
 KENPO-JUTSU

Fireplace - This is a very large fireplace with a mantle on top. There is a large pot of rice hanging in the flames. Fire is HOT! Anyone touching the flames takes 1 DAM, anyone who ends up in the fireplace takes 1d6 DAM.



The Hospital, First Floor

An aura of peace and solitude pervades this large room. The windows are all shuttered and the dim light mixed with the thick smell of incense seems to demand rest and recuperation. There are a number of cots about the room, most of which are occupied by sick and recuperating villagers. The only doors exit to the town and are on the west wall. There is also a small bookshelf against the east wall, and a desk in the southeast corner. You also notice that there is a ledge that runs along the perimeter of the room - but you don't see any stairs. *Anyone who enters the first floor of the hospital must make a 3 dice KI roll, if they fail they succumb to the powerful incense being burned and must take a nap for 2 turns. Any Ninja who falls asleep on the job loses 1 point of honor.*

Patient 1 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill

Patient 2 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill

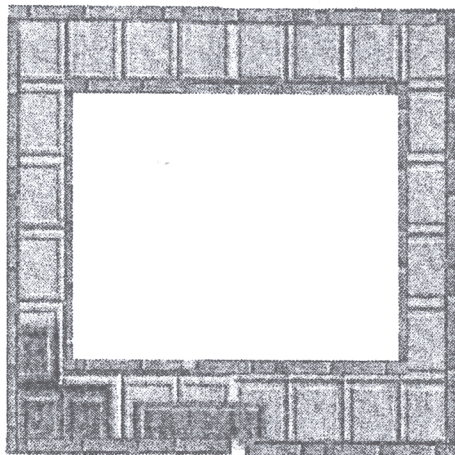
Patient 3 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill

Patient 4 S:3 A:3 K:3 E:10 / CD:1 / Fist 1 DAM / No Skill

Shelf - *This is a small bookshelf with numerous volumes on the care and treatment of various ailments and diseases. There is a small package of herbs sitting atop the bookshelf. This is a package of medicinal herbs.*

Desk - *This is a very simple wooden desk with a large silver incense burner resting on top of it.*

Ledge - *This looks like some sort of storage area but you see no obvious means of accessing it; there is no ladder or any stairs leading to it. A Ninja could jump or climb to the ledge with a 4 dice TAI-JUTSU roll, if the roll is failed the Ninja falls, taking 2 DAM.*

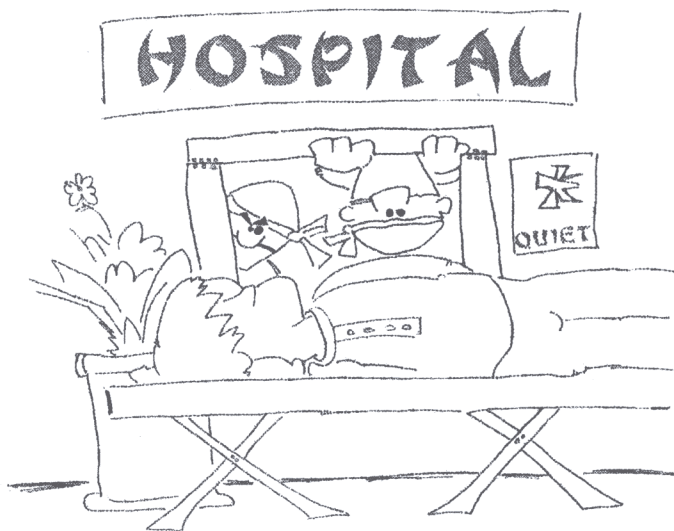


The Hospital, Second Floor

This looks like a storage area. There are boxes stacked in the southwest corner and a cabinet along the south wall. *Getting down requires a 3 dice TAI-JUTSU roll. If the Ninja fails they fall, taking 1d6 DAM.*

Boxes - There are a number of boxes stacked here; they all are filled with Iron Ninja leaflets.

Cabinet - This is a finely carved wooden cabinet. Inside you find two rockets and a rope ladder which is attached to the wall and looks like it reaches down to the floor. If the Ninja use the rope Ladder it reduces the TAI-JUTSU rolls for moving between levels by 2 dice.





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