

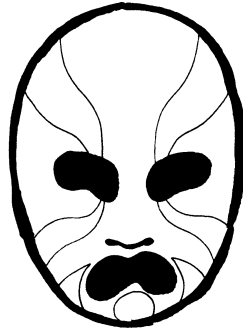


MISSION  
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KAMEN  
LAND OF MASKS

WHERE  
HEROES  
STAND

 **PATHFINDER**<sup>®</sup>  
ROLEPLAYING GAME COMPATIBLE



## WHERE HEROES STAND

### Special Thanks

To Johnn of Gamer Lifestyle and all my fellow boot campers who gave their input. To Rick and Lucus of Fat Goblin Games for letting me play in their world and mine. To everyone who helped test concepts and find holes, thank you.

And, to Julia, for being the brains when I was too close to the wall to find the door.

*Dōmo arigatō.* Thank You.

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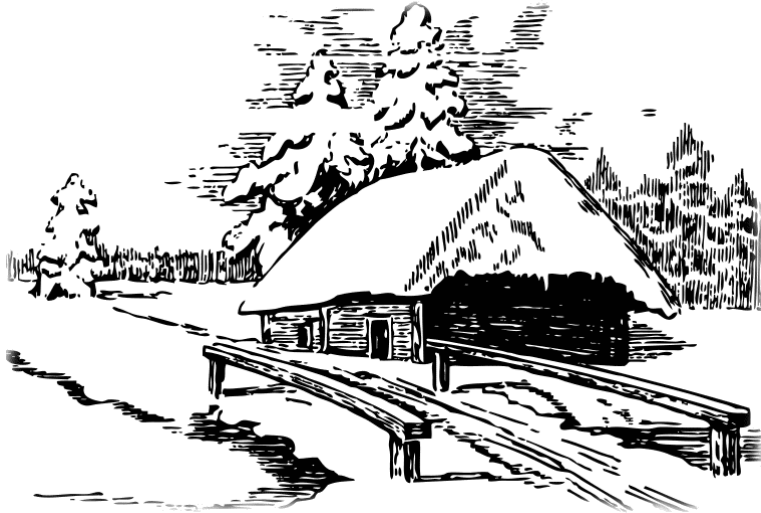
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## Introduction

As the village of Yamamura enjoys an evening of festivities and fireworks, a deadly two-pronged attack is unleashed that will leave the village irreversibly scarred and plunge the land into all-out war.

Designed for six player characters (PCs), with an average party level of 3, this adventure uses the *Pathfinder Roleplaying Game* system. Six detailed characters are provided at the end of this book, or you can have your players create their own, using the provided characters as a guide.



## Synopsis

### Plot

The quiet and peaceful mountain village of Yamamura is throwing its annual autumn festival. A celebration of the last harvest before winter, it brings an influx of visitors. Amongst them are mischievous members of a kitsune den and the Daimyo, Lord Honda. When Honda is assassinated during the fireworks display, his bodyguard forces the PCs to investigate, holding the rest of the village hostage. The investigation leads to a confrontation with three assassins from an organization known as the Tengu's Mask. They are sent as an opportunistic diversion for a larger force of ninja, including a kuwa oni, who have taken over nearby Shiro Castle. Can the PCs retake the castle or will the Tengu's Mask gain control of an important foothold for their planned invasion before the onset of winter?

### Player Characters

**Constable Hideo:** A landless samurai loyal to Honda, who acts as sheriff of Yamamura.

**Inoue Ame:** The older sister of Yuki, she is a talented bard who enjoys gossip.

**Inoue Yuki:** Ame's younger sister, a beautiful woman with

few cares who is discovering her hidden powers as a sorceress.

**Kumagawa Ryuusuke:** An older ranger with a gruff exterior who lives in the woods as a woodcutter. He is the estranged lover of Sanae.

**Old Sanae:** The matriarchal druidic herbalist of the village, Sanae lives with an energy and passion belying her advanced years.

**Father Alberto Vicente:** A Spanish missionary and cleric who has made his home in Yamamura.

### Non-Player Characters

#### The Tengu's Mask:

**Higashi:** He is the leader of the kill team who has had success on several missions and, should he succeed in this mission, will receive a handsome promotion within the Mask. His job is to coordinate the assassination and ensure the escape of the team.

**Kita:** A ruthless alchemist who rigs the firework intended to kill Honda and booby-traps the firework cart.

**Minami:** She is disguised as a *shamisen* player and acts as the eyes and ears of the kill team.

**Tengu's Mask Ninja:** Several other ninja who lie in wait in Shiro Castle.

**Iron Staff:** A *kuwa oni* and the leader of the team that captures Shiro Castle.

## Honda

**Lord Honda:** An obese daimyo whose territory includes Yamamura and several other villages.

**Body Guards:** The Sakamoto brothers, Kazuma and Daiichi, who protect Honda and bully his subjects.

## Kitsune Den

Three kitsune have changed into their human forms and gone to the festival, they are:

**Yuna:** the leader of the group, a sly female. Her purpose is to initiate Kintaro in the ways of humans.

**Madoka:** a mischievous female who came for the fun and fireworks.

**Kintaro:** an inquisitive young male pup, out amongst humans for the first time.

## Villagers

The village of Yamamura is a farming village in the mountains, which consists of the following businesses, owned by various families. See the section entitled *Yamamura* on page 9 for more details.

- Sakura Inn and Bath House.
- Tanuki, a drinking house.
- A blacksmith.
- Three farmsteads, which farm rice and various other crops.
- A rice storehouse, guarded by several samurai.
- General store.
- Constable's Office and Jail.
- Church of the Holy Father.

## Setting

### Timeless Japan

*This is medieval Japan. It is a time of samurai and ninja, of monks and masters, of powerful shoguns and lowly peasants. Drawing inspiration from many periods of Japan's history, and infused with myth, it is a land of beauty and order that survives alongside the savagery of nature and the chaos of constant war.*

### Face and Heart

*The mask of the face hides the truth in the heart. There are countless reasons why folk hide their true intentions, making it hard to discern the reality of things. This is especially true of spellcasters and monsters, and superstition is rife. Trust is never easily given, and mistrust is hidden behind a veil of politeness.*

## The Youkai

*Superstition and folk tales speak of the malicious kappa, the vengeful ghost and the blood thirsty oni. Known collectively as youkai, all manner of monsters, ghosts, and demons are generally passed off as myth.*

*It is often difficult to differentiate between various youkai. When describing monsters to your players, it's best to keep your descriptions vague and avoid labels — youkai gain great power from misleading mortals.*

## Climate

*Japan's weather varies from hot and humid in the summer to cold and snowy in the winter. Spring and autumn are the mildest times of the year and often marked by festivals such as cherry blossom viewing in the spring and the harvest celebrations in the autumn.*

*The land is constantly at the mercy of nature, with earthquakes, typhoons and volcanic activity often bringing disaster. As such, the people of Japan live with a light hold on life, especially in these violent times of constant wars.*

## Magic and Spiritualism

*Magic and magical items are unheard of, while superstition and spiritualism dominate life. Those with arcane abilities use their powers in secret. "Lucky" or "blessed" items are kept hidden. Divine casters rely on their prayers, but like all other magic their spells are less flashy than in a standard fantasy game.*

## Weapons and Wealth

*Most weapons are difficult to obtain if you are not samurai or nobility. PCs are restricted to buying simple weapons, unless they have ranks in the samurai class. Other weapons must be bought off the black market, as detailed on page 9 below. PCs are expected to use their ingenuity and to scavenge what they need.*

## Lord Honda and the Shogun

*Lord Honda is a Daimyo under the Shogun, a powerful man by the name of Daigo. Having won many battles for Daigo's father, Honda won himself favor and much land, land that has strategic significance to the defense of Daigo's entire realm. Lord Honda has neglected his duties and the defenses of the realm have weakened. What remains of Honda's forces are little match for the onslaught that the Tengu's Mask have planned.*

## The Tengu's Mask

*This secretive mercenary group consisting of three tiers, with humans at the lowest level and tengu in the centre. The highest ranks are filled by oni, who are spread throughout the organization, ensuring order and secrecy. The Mask's goal is to destroy Honda's defences, then make a hard push against the exposed Daigo lands before winter. This will draw out Daigo's rivals, sparking a long and bloody war that will profit the Mask. Their first step is a strike against Shiro Castle, but when the opportunity presented itself to kill Honda as well, the Mask made hasty preparations to take his life.*



## Act 1 — Death at the Festival

### 晴天の霹靂 (*Seiten no heki-reki*) *Thunderclap from a clear sky.*

As the festival gets underway, let the PCs introduce themselves. You may want to describe where each PC is and provide some festival related hooks to get the ball rolling, such as an archery contest, rice eating competition, or bout of wrestling. Shortly after that lord Honda and his retainers arrive.

*The festival has begun, and the village is abuzz. Stalls sell food and goods from near and far; the sweet smell of rice cakes and bean paste sweets mingling with the scent of grilled fish and chicken. Shouts of joy and laughter fill the air above the gentle lilting notes of the shamisen.*

*There is a shout and the crowd fall silent. The streets clear quickly as folk jostle you to the verge. Mothers quieten their children and draw them close. Everyone bows low. Lord Honda, Daimyo of these lands, your protector, has arrived.*

### Honda Arrives

Important to the assassination specifically is that each character has some interaction with lord Honda, to establish him as a necessary evil. Feel free to combine these events if PCs are together at any time.

**Hideo** — Lord Honda will call for Hideo specifically and make demands of his time with such menial tasks as getting Hideo to bringing him skewers of chicken. Put the pressure on with the appearance of an unruly drunk or two. Lord Honda will be displeased with anything Hideo does, and use his bodyguards to intimidate him if necessary.

**Ame and Yuki** — Lord Honda’s rude remarks will make even Yuki blush. The fact that Honda drools and has a terrible body odor should keep the girls from wanting anything to do with him.

**Kumagawa** — Have Honda’s bodyguards shove Kumagawa aside to make way for Honda, who will scoff at Kumagawa’s appearance as being “not much better than a wild pig.”

**Sanae** — Honda has little love for the old matriarch and will publicly degrade her at every opportunity as a fat old hag who has the wits of the plants she tends.

**Father Vicente** — Honda is politer to Vicente, but goads Vicente about his vow of celibacy. Honda has given Vicente the right to establish a church in the village, and has no quarrel based on religion, since Honda cares little about the subject.

### Foxes

The Kitsune are young and naive, and this shows when Kintaro, the youngest kitsune (in human form), walks into the woman’s section of the Sakura Bathhouse, causing



shrieks of surprise and anger. The poor kitsune comes running out, followed by women in bathing towels hurling wooden shoes at him. In his flight he knocks over a stall of pumpkins and oranges before he darts down a side alley. Any character in the street making a Perception check against Yuna's Stealth (+2 Dex, +2 for crowd) will notice two young women breaking off to follow him. These are the other two kitsune, Yuna and Madoka, who will go to scold him. Any PCs investigating will find a very apologetic and surprised Kintaro being berated by the two women, who will stop when they notice anyone approach. If the PCs question the kitsune, give them a Perception check to see through their disguise (+13 for Yuna, +15 for Kintaro and Madoka). Yuna, the leader, does most of the talking and threatens Kintaro to be quiet if he tries to speak. If the PCs can separate the three kitsune, give the PCs a +2 to circumstance bonus to interrogate (Sense Motive). The kitsune are not malicious and will flee if threatened, running into the woods and then changing form. They'll make their way back to the Den, discovering signs of the second group of the Tengu's Mask who passed that way earlier, disguised as circus folk.

## With A Bang

The assassin's plan is as follows. Higashi has stationed himself up the road and under a tree, where he sits sipping sake. From his vantage point he can see the fireworks cart, stand and Kita. He can also watch their escape route up the mountain and see where Minami sits playing her *shamisen*. She indicates the go ahead by leaving, which Higashi relays

to Kita by lighting his pipe (Perception DC 30). Kita then fires off his rocket, killing Honda. The remaining two then leave, heading up the mountain through the woods to regroup.

*There is a shrill whistle high in the sky. As you look up, a pink trail of light corkscrews into the night air. A loud crack follows, and a burst of brilliant colored light fills the autumn sky. A great cheer goes up from the street. The fireworks display has begun.*

As the fireworks go off, if the PCs are not already there, bring them into the main street. You can do this through the kind invitation of friendly NPC's or the pushing of the jostling crowd as they move to see this rare spectacle. Lord Honda and his guards take pride of place in the center of the main street, where Honda sits on a golden chair specially brought from his house for the event. He will already be seated when the fireworks begin. When the PCs are in the street, read the following:

*One, two, three great streams of fireworks shoot up into the air. They leave their colored streamers of light lingering in the still night sky before exploding, one after the other, each brighter than the last.*

*Suddenly, there is a flash of blinding light and an ear-splitting boom that throws you off your feet. Something terrible has happened, you realize, as your vision clears to show a scene of*

*chaos, with villagers fleeing in panic or crying out in fear and confusion.*

*Then your eyes fall on the grim scene. Where lord Honda once sat in his golden throne is a charred and smoking mass of flesh and bone.*

Kita, the alchemist, escapes into the woods immediately after he confirms his hit, leaving the wagon trapped. Minami, who left after signaling the all clear for the attack, ditches her shamisen and disguise into the well, picking up her gear hidden behind a shed and heads into the woods, planning to meet up with the other two. Higashi, wanting to be sure of the kill, waits on the rise and watches the street before following and catching up with Kita. The three attempt to join up in the woods, regrouping only as the PCs draw near them, closer to the castle.

#### **Trapped Cart CR 1**

*The cart containing the remaining fireworks has been set to go off if it is moved.*

**Type** Mechanical; **Perception** DC 20; **Disable Device** DC 20

#### **EFFECTS**

**Trigger** touch (moving or shifting the carts contents);

**Reset:** none

**Effect** Atk +5 (1d6 fire damage, as alchemists fire); DC 15 Reflex Save for half; multiple targets (all targets adjacent to the cart)

**Bypass** None.

The Kitsune, confused and fearing discovery, leave shortly after the attack, each making a Stealth check as they move

off. They head into the woods, initially following the tracks of the ninja before they branch off east, towards their den. Masters of disguise and intrigue at home in their own territory, the three easily discern the tracks of the assassins and figure that they are moving up the mountain, a fact that can be obtained should the kitsune become friendly or helpful (they start as indifferent towards the PCs).

Honda's bodyguards, when they recover from their initial shock, order Hideo and the PCs to find the killer. If the PCs don't respond appropriately, they will intimidate the PCs, even taking villagers as hostages and threatening to kill innocents.

Also, the PCs should realize that the attack could have dangerous consequences for the villagers, who could be held responsible if the true murderer is not brought to justice.

## **Yamamura**

Yamamura is one of three villages along the road as it heads west into the province. It falls under the protection of Shiro Castle further up the mountain to the north. The castle's main function is to watch the east-west road into the province. To the south, beyond the crystal clear Aogawa River, the land rises steeply; cliffs that form the base of higher mountains, creating an impassable wall between Daigo's lands and Tanaka lands in the south.

The crisscrossed main street of Yamamura has several establishments, listed below.

**Sakura Inn and Bath house.**

**Owner** Sakurai-san, an immaculate older woman with a keen sense of etiquette. Her husband has been missing for a year now.

**Staff** Sakurai-san's daughter and son.

**Description**

A place to stay the night or enjoy a relaxing bath in a naturally heated spring. Named after the beautiful cherry blossoms, this quaint establishment is frequented by well to-do merchants and travelers.

**Services**

**Room** 5 sp per night.

**Meal** 3 sp per meal, consisting of rice, miso soup and various exquisite dishes, dependent on the season.

**Bath** 1 sp. Towel rental, 1 cp.

Baths are shared but separated by sex. Heated by volcanic vents, they are the perfect way to relax after a hard day's travel.

**Tanuki, A drinking house.**

**Owner** Maetaka-san, a lively middle-aged man who talks too much.

**Description**

A popular haunt for the men of the village and travelers, it is a great place to hear news or enjoy good stories.

**Services**

**Yamasaki Sake** (Quality Sake, served hot or cold), 1 sp (cup)

**Satori Sake** (Medium quality sake, served hot or cold), 5 cp (cup)

**Ocha green tea** 1 cp (cup)

**Meal** a light meal of grilled chicken skewers and various other bar foods for 1 sp (tasty, but a poor meal). A large bowl of rice is an extra 2 cp.

**Tetsuda Smithy**

**Owner** Tetsuda-san, a poor older man who has almost completely lost his hearing. His main duties include fixing tools, for which he is often paid for in goods such as cabbages, turnips and other goods. An able craftsman, Tetsuda-san can produce most metal items given the time and resources.

**Description**

A ram shackled wooden structure that leans slightly, the old smithy bellows smoke during the day, with the ringing of hammer on anvil audible throughout the town. At night it is dark except for a single candle from the small room where Tetsuda-san sleeps.

**Services**

Tetsuda-san has a small but varied stock of metal tools, but nothing costing more than 15 gp. Prohibited from making weapons, he stores his illicit creations (1d4 random simple weapons) under the floorboards of his room. He can sell these or repurpose farm implements to provide simple weapons, all at twice the usual price. He'll be particularly weary of selling to Hideo, but could be convinced if Hideo offers to turn a blind eye on his dealings.

**Inoue, Obutaka, and Yamamoto Farms****Owners**

**Inoue-san**, father of Yuki and Ame. A doting father who treasures his daughters, especially after the untimely death of his wife due to illness. Inoue-san shares the same disposition as his daughters to any PCs or NPCs.

**Obutaka-san**, an angry man who always wants to get his way. He's a ruthless business man but has had little luck, just managing to keep his farm going.

**Yamamoto-san**, a friendly man and hard worker whose family have worked this land for generations. He believes whole-

heartedly in a strict regimen of rising early, eating a meal that must include boiled rice and cooked radish. On a night such as the festival he believes he must drink exactly seven cups of sake, but unfortunately seldom keeps count and ends up out of kilter the next day.

**Description**

Each farmstead grows rice as their main produce, but supplement this with a small amount of livestock and various other crops.

**Services**

If the PC's require a donkey, they can buy one from the Obutaka family for 10 gp.

**Meal** a hearty meal of vegetables and rice, 2 sp.

**Work** farm work earns a PC 1 sp a day, including three full meals of rice and vegetables.

**Rice Storehouse**

**Description**

Each farmstead keeps its own store house, a cool dry place where food can be preserved for some time. A larger storehouse stands in the center of town. Since the largest portion of rice here belongs to lord Honda, two soldiers are stationed outside on a regular basis, but tonight two more have joined them. When Honda is attacked these guards close off the courtyard surrounding the storehouse, letting no one in or out.

**Services**

During winter, rice is rationed and sold here.

**General Store**

**Owner** Ishikawa-san, a quick-witted man with greying hair who does a fine business selling to farmers and travelers.

**Staff** Ishikawa-san's wife, who helps with stock and cleaning.

They have two young children, a girl and a boy, who can often be seen playing outside with some interesting toy. Ishikawa-san has recently purchased and plans to stock in his store.

**Description**

The well-kept general store supplies goods and farming implements not available from the blacksmith.

**Services**

Ishikawa-san stocks all goods with a price of 30 gp or less. Simple ranged weapons are also available, which Ishikawa-san keeps hidden in the roof of his store room. Prohibited to own or sell such goods, he pays a high fee for such weapons and charges accordingly. Each weapon costs an extra 50% above the standard price. He will be reluctant to sell to Hideo unless Hideo can guarantee he'll turn a blind eye to Ishikawa-san's dealings.

**Constables Office and Jail**

**Owner** Owned by Honda, run by Constable Hideo

**Description**

The constable's office is a small room of stone and wood which occupies a prominent position on the corner of the main road and the street which runs through the village. Consisting of a desk and a large locked cabinet, Hideo uses it for recording the inventory of the various supply trains that pass through.

Behind the office is a small fenced-off courtyard with a stable for Hideo's horse, and the jail, which consists of a simple stone cell. Currently the cell houses "Horse Breath", a notorious stock thief. (CE Human Rogue 4)

**Services**

A clerk passes through town weekly, providing limited services:

Lawyer, novice, 6 sp

Messenger, 2 cp to the next village along the road.

Scribe (text), 1 gp and 5 sp per day.

### **Church of the Holy Father**

**Owner** Father Vicente

**Staff** Sister Ishikawa, a convert and sister to the owner of the general store. The sister works as a nurse and aids Vicente in his duties. (LG Human Expert 1, 1 rank in Heal and Skill Focus [Heal])

#### **Description**

Vicente built the church with help from local carpenters and it his pride and joy. A simple wooden structure with a wooden cross and steeple, the interior holds several religious treasures brought from Spain, such as a cross bearing the Lord Jesus and a statue of the Virgin Mary. Other ceremonial artefacts have been brought in over the years by visiting missionaries or made by Vicente himself.

#### **Services**

**Nursing** 4 sp per day.

**Mass** held every Sunday, which is well attended, even if most attendees still follow Buddhist and Shinto practices.

### **Houses**

Various houses in town belong to folk who work in the woods, fish the river, trap animals, work at carpentry or various other jobs. The houses are small wooden structures with wooden or grass mat floors and paper doors. A single room with a fire pit in the center is the most basic of these—the room serving as a common area and sleeping quarters for those who live there. It is customary to leave shoes outside, which helps to keep out mud and dirt.



## **NPC Stat Blocks**

### **Higashi and Minami CR 1**

Higashi is the leader of the assassins and is expecting a promotion if his team succeeds.

Minami is disguised as a *shamisen* player and acts as the eyes and ears of the team.

#### **XP 400**

Tengu's Mask Ninja 2

CE Medium humanoid (human)

Init +3; Senses Perception +4

#### **DEFENCE**

AC 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)

hp 16

Fort +1, Ref +6, Will -1

**OFFENCE**

Speed 30 ft.

**Melee** poisoned wakizashi +3 (1d6+2, 18–20/x2, small centipede poison, deadly)

**Ranged** shuriken +4 (1d2+2/x2, range 10ft)

**Special Attacks** sneak attack +1d6

**Tactics**

They use their ninja trick to vanish and set up sneak attacks.

**STATISTICS**

Str 15(+2), Dex 16(+3), Con 13(+1), Int 10(+0), Wis 8(–1), Cha 12(+1)

Base Atk +1; CMB +3; CMD 16

**Special Abilities Feats** Athletic, Quick Draw

**Skills** Acrobatics +8, Bluff +6, Climb +9, Disguise +6, Escape Artist +8, Perception +4, Stealth +8

Higashi – Knowledge (local) +5

Minami – Perform (string) +6

**Languages** Common (Japanese)

**SQ** Poison Use, Ki Pool (2 ki/day), Vanishing trick ninja trick (disappear for 2 rounds, as invisibility. Costs 1 ki point).

**Combat Gear** wakizashi, small centipede poison (DC 11, 1/round, 4 rounds, lose 1 Dex), Shuriken (5)

**Other Gear** haramaki, oil of taggit (1 vial), 40 gp

**Kita CR 1**

A ruthless alchemist from the south, he intends to blow up Honda when the time is right.

**XP 400**

Tengu's Mask Alchemist 2

CE Medium humanoid (human)

Init +3; Senses Perception +4

**DEFENCE**

AC 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)

hp 18

Fort +6, Ref +6, Will –1

**OFFENCE**

Speed 30 ft.

**Melee** sickle +2 (1d6+2, x2, trip)

**Ranged** explosive bomb +5 (1d6 +1 fire/round until extinguished, splash radius 10ft, range 20ft)

**Special Attacks** bomb (3/day)

**Tactics**

He uses his bombs to target groups of enemies while keeping to the edge of any fight.

**STATISTICS**

Str 12(+1), Dex 17(+3), Con 14(+2), Int 13(+1), Wis 8(–1), Cha 10(+0)

Base Atk +1; CMB +2; CMD 15

**Feats** Skill Focus (Craft[trap]), Throw Anything (bonus feat), Brew Potion (bonus feat), Weapon Focus (bombs)

**Skills** Craft (Alchemy) +8, Craft (Trap) +9, Disable Device +8, Perception +4, Sleight of Hand +8

**Prepared Spells** Crafters Fortune (1, used in the attack), Bomber's Eye (2, range +10 ft and +1 attack for 2 rounds).

**Known Formulas** Crafters Fortune, Bombers Eye, Touch of the Sea, Keen Senses

**Languages** Common (Japanese)

**SQ** Poison Use, Bombs, Explosive bomb discovery, Extracts (DC 12, 3/day), Poison Resistance +2

**Combat Gear** alchemists fire (3), dagger, sickle

**Other Gear** haramaki, potion of cure light wounds, potion of remove fear, 90 gp

**Lord Honda CR 3****XP 800**

Human Aristocrat 2, Warrior 3

CE Medium Humanoid

**Init** +0; **Senses** Perception +0**DEFENCE****AC** 15, touch 10, flat-footed 15 (+5 armor, +0 Dex)**hp** 31**Fort** +4, **Ref** +1, **Will** +4**OFFENCE****Speed** 30 ft.**Melee** katana (2 handed) +8 (1d8 + 4 /18–20/x2) deadly katana (2 handed power attack) +6 (1d8+10 /18–20/x2) deadly**Ranged** longbow +4 (1d8 /x3)**STATISTICS****Str** 16 (+3), **Dex** 11 (+0), **Con** 12 (+1), **Int** 9 (–1), **Wis** 10 (+0),**Cha** 8 (–1)**Base Attack** +4; **CMB** +7; **CMD** 17**Feats** Power Attack (–2 attack for +4 damage or +6 if two handed), Cleave, Great Cleave, Weapon Focus (katana)**Skills** Intimidate +9, Knowledge (Nobility) +6, Ride +7, Handle Animal +4.**Languages** Common**Combat Gear** mwk katana, long bow and arrows (20), kikko armor (+5 armor bonus).**Other Gear** Golden drinking cup worth 200 gp. Ring worth 100 gp.**Special Abilities** None**Tactics** In combat Honda hides behind his lackeys, using his bow from a distance or his katana should anyone break through their defense.**Description**

Fat, uncouth and lord of the land. Honda has grown lax in recent



years and the defenses of his realm are weak, yet if they are taken will provide a key position for a push west towards the capital.

Honda has come to enjoy the party and cares little about who he offends in the process.

His powerful body odor gives a –1 penalty to Charisma based checks made by PCs attempting to convince him of anything.

**Body Guards — Sakamoto Kazuma and Sakamoto Daiichi CR 3****XP 800**

Human Warrior 5, CN Medium Humanoid

**Init** +0; **Senses** Perception –1**DEFENCE****AC** 18, touch 10, flat-footed 18 (+8 armor, +0 Dex)**hp** 39**Fort** +5, **Ref** +1, **Will** +0**OFFENCE****Speed** 30 ft.**Melee** mwk nodachi +10 (1d10+3 /18–20 x2)

mwk wakizashi +9 (1d6+3 /18–20 x2)

**Ranged** shortbow +5 (1d6 / x3)**Space** 5 ft.; **Reach** 5ft.**STATISTICS****Str** 16 (+3), **Dex** 11 (+0), **Con** 12 (+1), **Int** 9 (–1), **Wis** 8 (–1),**Cha** 10 (+0)**Base Attack** +5; **CMB** +8; **CMD** 18**Feats** Intimidating Prowess, Skill Focus (Intimidate), Weapon Focus (nodachi), Dazzling Display.**Skills** Climb +3 (+0 in armor), Intimidate +14, Ride +8 (+2 in armor)**Languages** Common**Combat Gear** Masterwork Nodachi, masterwork wakizashi, dagger, shortbow, 20 arrows and masterwork agile half-plate.

**Other Gear** Leather belt case containing (2x antitoxin, 2x meditation tea, 2x smelling salts, 2x soothe syrup, 3x vermin repellent), and light combat trained horse with riding kit. 72 gp.

**Tactics** The brothers use their dazzling display to demoralize foes, then focus their attention on their deadliest opponents, who they cut down without mercy.

**Description**

The Sakamoto brothers are heartless oafs who love nothing more than pushing around peasants at lord Honda's command. They brandish their huge swords often, instilling fear in anyone who might oppose them.

**Yamamura Villager CR 1/3**

**XP 135**

Human Commoner 1, LN Medium Humanoid

**Init** +1; **Senses** Perception +0

**DEFENCE**

**AC** 12, touch 12, flat-footed 10 (+0 armor, +1 Dex, +1 Dodge)

**hp** 6

**Fort** +0, **Ref** +1, **Will** +0

**OFFENCE**

**Speed** 35 ft.

**Melee** dagger +1 (d4 +1 / 19–20 x 2) or club +1 (d6+1/ x2)

**Ranged** dagger +1 (d4 / 19–20)

**STATISTICS**

**Str** 12 (+1), **Dex** 13 (+1), **Con** 11 (+0), **Int** 8 (–1), **Wis** 10 (+0),

**Cha** 11 (+0)

**Base Attack** +0; **CMB** +1; **CMD** 12

**Feats** Dodge, Fleet

**Skills** Craft (choice of carpentry, leather, pottery or traps) +3 or Profession (choice of brewer, butcher, cook, driver, farmer, fisherman, herbalist, innkeeper, merchant, midwife, miller, tanner, trapper or woodcutter) +4, Handle Animal +4.

**Languages** Common

**Combat Gear** Club or dagger

**Other Gear** Rice bowl and cup, well-worn kimono, grass hat, jacket and woven grass shoes.

**Tactics** Villagers know that in a fight their best bet is to run away, and, having lived their lives on the side of a mountain, they are particularly fast on their feet.







## Act 2 — To Catch A Killer

継続は力なり (*Keizoku wa chikara nari*).

*Perseverance is strength.*

It is possible that the players might get a lucky break and avoid much leg work, but if not then let them work their way through the investigation. The main leads and clues are covered individually below.

Clues:

- Pipe ash and a *sake* bottle can be found along the north road up the mountain with a DC 10 Perception check.
- Kita's footprints around the cart and firework's stand can be found with a DC 16 Survival check. Using a light source reduces the check to DC 13.

### Interrogating NPCs

The fireworks artist, fearing the wrath of Honda or his guards, has run into the forest, heading east.

Interrogating the Kitsune is possible if they are stopped before they leave or if they are tracked to their den. If they are cornered, however, they will try and talk their way out of the situation, taking great care not to give their identity or the location of their den away. The Kitsune don't know anything about the assassins plans or the Tengu's Mask.

However, if they were able to leave the village and are confronted near their den then the Kitsune know that another party of humans has moved up the mountain this evening. The Kitsune also know that at least the fireworks artist went off into the forest — they've smelt traces of gunpowder on the air. If made helpful, the three are willing to track the ninja, but will avoid fighting, particularly because of young Kintaro.

#### ***The Kitsune Den***

The approach to the Den is protected by thick forest growth that counts as a permanent *entangle* spell. This extends for 40 feet around the den's entrance. Anyone moving through the forest must make a Stealth check verse the kitsune guards' Perception, with a -2 for the thick growth (use Kintaro's stats for the guards).

The entrance to the den is a large hole under a haggard Japanese pine, in which one kitsune guard sits. The hole slants down steeply for 10 feet (DC 15 Acrobatics check to avoid falling damage). At the bottom of the drop the second guard sits, challenging anyone to give the password, which today is "Moon Dog" and will be changed to "Star Frog" the next day, following the report from Yuna, Madoka, and Kintaro.

The first room has a secret entrance to the rest of the den, hidden around a dark recess in the room wall, which is discoverable with a DC 15 Perception check. Otherwise this room is bare. If the three kitsune are followed, the adventurers will find them here, where they are resting.

The den houses twelve Kitsune in total, four of which are fighter rogues (three males and a female), Yuna, Madoka and Kintaro, a den mother and four young pups. The Den mother is unfriendly to outsiders. However, she is open to negotiation, her main goals being the safety and secrecy of her Den. When

dealing with humans she appears as an old woman with proud features wearing a supple leather tunic and a belt of beads.

Kita will not cooperate easily. He knows he will be the prime suspect and has vital information relating to the plans of both ninja groups. If he's taken below 6 hp he will end his own life. If the party can somehow prevent this, they can learn that the Tengu's Mask sent two parties, one to assassinate Honda and the second to take the castle. He has no idea how many ninja were sent to the castle, but he knows they'll use disguises and coordinate the strike with the fireworks display. He also knows that the leader of the second party is a strong warrior called Iron Staff (*Kanabou* in Japanese). He knows that Higashi is an accomplished ninja set for promotion, but knows very little about Minami, except that she plays the *shamisen*. If asked to unset the trap in the cart he will instead use the opportunity to end his life.

Minami is an up-and-coming spy sent on this mission to prepare her for infiltrating a nearby town in the province. Her direct order was to stay in the town and keep her cover, but she has gone against the order because of a row with Higashi, motivated by her secret love for him. Instead, she ditched her disguise and followed the team into the woods. If she is encountered alone, Minami acts innocently and goes quietly, but will fight if Higashi is around. She will claim that, while a ninja of the Mask, she had no part in the plan. Her knowledge is limited to their own plans — she knows nothing about the Tengu's Mask or the details of the assault on the castle.

Higashi wants his promotion and will fight to get it. If cornered, he will at first appear to surrender, using the opportunity to attack anyone who comes against him or to gain a hostage. He realizes he could face torture and excommunication from the Mask if he is captured, so will fight to the death, but will not take his own life, hoping for a good opportunity to turn the tables in his favor. Higashi knows the full details of the plan. He knows that Iron Staff and several ninja dressed as circus folk will approach the castle as entertainment for the evening, showing a forged letter of invitation from lord Honda. He does not know that Iron Staff is an oni or anything of the existence of oni and tengu in the ranks of the Tengu's Mask, he only knows that his new rank will grant him control over his own squad of ninja and a mission that could promise further promotion within the Mask. Higashi has a sense of the powerful magic his ki can produce, but has no true sense of what it can become. Having spied the land for some time, Higashi knows that there are large foxes about these parts, and has a general idea of the location of the Den. He does not know that the foxes can change shape.

The bodyguards will make it particularly difficult for PCs to question them.

The bodyguards have no idea who would want Honda dead, and Honda had little idea himself. They will be quick to point out that several rival Shoguns may have wanted him dead.

Investigating villagers will turn up several clues, see Gather Information below. Note that none of the villagers saw the assassins or kitsune leave.

Gather Information check, (Diplomacy):

**DC 10** Honda was not liked much, and surely many wanted him dead, but none of the villagers would dare such a thing. As much as he was disliked, he was Yamamura's protector.

**DC 15** There are stories that tell of secretive ninja clans. What's worse, it is said that many of them are not human, but crow like creatures called *tengu*.

**DC 20** Some girls saw two suspicious men talking with a *shamisen* player earlier in the day. None of them were locals.

**DC 25** Three young boys found weapons hidden behind a pile of stones near the village a few days ago. The weapons are now gone.

## Combat

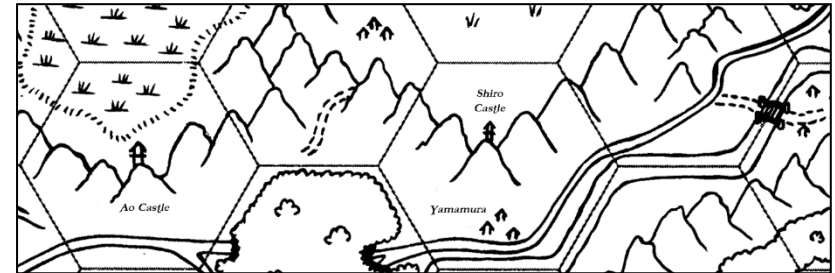
If the players are coming up empty and itching for a fight, have them make a DC 10 Perception check to notice movement as something hurtles through the woods on the edge of the village. A wild boar, startled by the fireworks and disorientated, runs through the woods heading in the direction of the assassins. Anyone going to investigate should pick up the trail and an angry pig waiting along it.

### Wild Boar CR 2

See *boar Pathfinder Roleplaying Game Bestiary*  
**hp 18.** Characters attempting Charisma based checks targeting the frenzied boar suffer a -5 penalty.

If the PCs wish to recruit reinforcements or to warn the nearby castles, it will take them most of the remainder of the night to do so.

## Area Map



## NPC Stat Blocks

### Yuna CR 2

**XP 600**

Kitsune druid 3

NG Medium humanoid

**Init +6; Senses Perception +8**

### DEFENCE

**AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)**

**hp 12**

**Fort +3, Ref +3, Will +5**

### OFFENCE

**Speed 30 ft.**

**Melee** mwk dagger +1 (1d4-2/19-20), bite +0 (1d4-2)

**Ranged** mwk dagger +5 (1d4/19-20), mwk sling +5 (1d4/x4)

### STATISTICS

**Str 6 (-2), Dex 14 (+2), Con 10 (+0), Int 13 (+1), Wis 15 (+2), Cha 16 (+3)**

**Base Attack +2; CMB +0; CMD 12**

**Feats** Improved Initiative, Silent Spell

**Skills** Acrobatics +2, Climb +0, Heal +8, Knowledge (geography) +6, Knowledge (nature) +8, Perception +8, Survival +10, Swim +0.

**Languages** Common, Druid, Sylvan, Celestial

**Combat Gear** Masterwork dagger, masterwork sling and bullets (20), masterwork hide armor, 3x thunderstone (in neck pouch).

**Other Gear** healer's kit and 6 tindertwigs in a sling sack.

**Special Abilities** lowlight vision, change shape, agile (included), kitsune magic (+1 DC on enchantment spells cast, dancing lights 3/day), natural weapons (natural form only), nature's bond (earth domain), nature's sense, wild empathy

**Prepared Spells** (CL 3rd)

0—*create water, detect poison, guidance, stabilize*

1st—*cure light wounds, 2x longstrider, magic stone*

2nd—*owl's wisdom, soften earth and stone, summon swarm* (DC 12).

**Tactics** Yuna uses her thunderstones to distract enemies and then casts *longstrider* on Kintaro and Madoka to speed their escape. She prefers to keep her *summon swarm* as a last resort.

**Description:** The leader of the group, a sly female. Her purpose is to initiate Kintaro in the ways of the humans. She is the Den Mother's eldest surviving daughter and the most likely to succeed her. Like her mother, she stands proudly and is sure of herself. She wears an orange and purple kimono that has been in her family for over 100 years.

### Madoka CR 2

**XP 600**

Kitsune Trickster (Rogue) 3

CG Medium humanoid

**Init** +7; **Senses** Perception +6

**DEFENCE**

**AC** 14, touch 14, flat-footed 10 (+1 dodge, +3 Dex)

**hp** 15

**Fort** +2, **Ref** +6, **Will** +2

**OFFENCE**

**Speed** 30 ft.

**Melee** mwk short sword +0 (1d6–2/19–20), bite –2 (d4–2)

**Ranged** mwk dagger +6 (1d4/19–20)

**STATISTICS**

**Str** 6 (–2), **Dex** 16 (+3), **Con** 13 (+1), **Int** 10 (+0), **Wis** 12 (+1), **Cha** 16 (+3)

**Base Attack** +2; **CMB** +0; **CMD** 13

**Feats** Dodge, Improved Initiative,

**Skills** Acrobatics +9, Bluff +11, Climb +3, Disable Device

+7, Disguise +11 (+21 in human form), Escape Artist +8,

Perception +6, Sense Motive +7, Sleight of Hand +8, Stealth +9, Swim +2.

**Languages** Common, Sylvan, Tengu.

**Combat Gear** Masterwork short sword, 2x masterwork dagger (hidden in clothes), thunderstone (hidden in clothes).

**Other Gear** Beautiful kimono (worth 30 gp), small steel mirror. Kimono conceals daggers and thunderstone (DC 20 Perception to observe, DC 16 Perception to frisk).

**Special Abilities** lowlight vision, change shape, agile (included), fast shifter (shift form as a move action), bite attack (natural form only), obfuscate story (rogue talent), kitsune guile (no effect), kitsune charm (charm person 1/day, caster level 1, DC 12)

**Tactics** Madoka uses her abilities to avoid combat, but if drawn into a fight uses her thunderstone and puts herself between Kintaro and danger.

**Description:** a mischievous female who came for the fun and fireworks. While young, the Den Mother often entrusts scouting missions to Madoka, who has proved herself an excellent spy and infiltrator. Madoka respects Yuna, but will

seldom say so, often teasing her senior, but always following her direction. Madoka finds Kintaro a nuisance, but as he is her brother she is prepared to protect him with her life. Madoka is the most knowledgeable of the three regarding human ways.

### **Kintaro CR 1/2**

**XP 200**

Kitsune rogue 1, CG Medium Humanoid

**Init** +7; **Senses** Perception +5

#### **DEFENCE**

**AC** 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)

**hp** 5

**Fort** +1, **Ref** +5, **Will** +1

#### **OFFENCE**

**Speed** 30 ft.

**Melee** dagger –2 (1d4–2/19–20), bite –2 (1d4–2)

**Ranged** dagger +3 (1d4/19–20)

#### **STATISTICS**

**Str** 6 (–2), **Dex** 16 (+3), **Con** 13 (+1), **Int** 15 (+2), **Wis** 12 (+1), **Cha** 12 (+1)

**Base Attack** +0; **CMB** –2; **CMD** 11

**Feats** Improved Initiative

**Skills** Acrobatics +9, Climb +2, Disable Device +7, Disguise +5 (+15 in human form), Escape Artist +7, Perception +5, Sense Motive +5, Sleight of Hand +7, Stealth +7, Swim +2.

**Languages** Common, Sylvan, Tengu, Celestial

**Combat Gear** 2x Dagger (hidden in clothes), Blowgun and darts (20) in den, Quilted cloth armor, Thunderstone (hidden in clothes).

**Other Gear** Flint & steel and small steel mirror in belt pouch. Baggy yukata conceals daggers and thunderstone for escapes (DC 19 Perception to observe, DC 15 Perception to

frisk).

**Special Abilities** lowlight vision, change shape, agile (included), fast shifter (shift form as a move action), bite attack (natural form only)

**Tactics** Kintaro uses his thunderstone to stun opponents, then shifts form and flees to the den. If cornered he makes ranged attacks with his daggers until he can shift and flee.

**Description:** A wide eyed teenager, who seems both a little out of place and uncomfortable in his own skin. An inquisitive young male pup, out amongst the humans for the first time. Kintaro has little understanding for human ways and often makes mistakes that would easily give him away if not for his sister's guidance or the leadership of Yuna. He stares wide eyed at everything he sees and wants to take in as much as he can, knowing he won't get such an opportunity again until next year.





## Act 3 — Castle of Ghosts

七転び八起き (*Nana korobi ya oki*)

*Fall down seven times, stand up eight*

This act presents the players with a significant challenge; infiltrate a castle and apprehend the Tengu's Mask operatives. The Mask will not go easily, and they lie in ambush, ready to strike.

*Shiro Castle sits high atop the mountain ridge, commanding a view of the entire valley. In the moon light it appears as a ghost — not a torch shines from the walls or from the many embrasures that line the castle walls. Silent and still, you feel a sense of foreboding as you make your way up the old stone path.*

The climb up to the castle takes 2 hours of hard going. The road to the castle consists of cut rock and laid paving, well-worn and cracked in places. The road zigzags up the mountain side, heading north, eventually leaving the forest behind for the bare rock where the trees have been stripped away. Anyone not using the path must make a DC 10 Climb check, but receives a +2 circumstance bonus to Stealth. Anyone using the path to approach the castle has little cover and will be seen by the ninja sentry.

Note that the mountainside to the east and north east of the castle is unwatched by any of the Mask.

From the end of the tree line the village is visible, as is the river and the main road, but little detail is discernable at night save for lights and fires or the reflection of the moon on the river and road.

Surrounding the castle is a wooden wall (DC 22 Climb check, height 10 feet, DC 20 Break, Hardness 5, 60 hp). Placed around the perimeter wall are several false walls which can be detached and swung outwards, causing anyone climbing the wall to take 1d6 falling damage. If anyone is climbing a wall there is a 25% chance that they are climbing a false wall, and any alerted defenders can release the wall from inside. Give the PCs a DC 15 Perception check when interacting with the wall to notice it is false. The walls have slits for archers and arquebus firing ports, although the garrison has no gunpowder weapons currently.

The gate to the castle, facing south, has a tower spanned over it, with walls sloped outwards to make them difficult to climb (DC 30 Climb check). One ninja, dressed as a guard, stands watch here, as the Tengu's Mask operatives expect a direct assault by Honda's forces. The tower has a slanted roof and several buckets of water to put out fire, as well as a rope ladder that is drawn up. A hole in the tower floor drops down into the courtyard behind the gate and serves as an ambush position for archers if the gate is breached. The gate itself stands closed but unlocked, the ninja hoping to lure some samurai into their trap.

Through the gate and to the left is a small door which leads into a false room. The ninja have removed the floorboards here, effectively creating a pit trap.

#### **Pit Trap CR 1**

Anyone entering the room without a light must make a DC 20 Perception check to spot the missing floor boards. The drop is 10 feet into the basement (1d6 falling damage, DC 20 Reflex save to avoid). The ninja broke pots and threw jagged rocks into the basement to make the landing deadlier (Atk+10, 1d4 slashing damage).

There is no light in the basement. Various sacks and containers can be used to form a pile to climb out again.

Rummaging through the goods here reveals a masterwork katana and masterwork wakizashi, hidden in oil rags behind a sack of rice, on a DC 15 Perception check. A Knowledge (Nobility) check DC 15 reveals that the swords belong to the Watanabe family. In fact, they belonged to Commander Watanabe's father, and he will give a 100 gp reward for their return.

The courtyard of the castle has a covered well, stables, and toilets (that can be flushed out onto the side of the cliff). A second ninja hides behind the well, with a good view of anyone coming from the gate. If anyone attempts scaling the walls in the north western corner, give this ninja a Perception check at -2, since he's watching towards the gate. The rest of the courtyard is unguarded. There is one warhorse and a mule in the stables, both belonging to the garrison, along with five chickens. Various supplies such as rope and hammers are stored here too.

An interior wall behind the tower provides a firing position for archers if the gate is breached. A third ninja hides here

on the wall, ready to snipe anyone who enters through the gate.

The courtyard shows signs of a struggle, from pools of blood to the drag marks of the dead. The bodies have been dragged to the eastern side of the courtyard to be burned in the morning. All the corpses have been searched, their armor and weapons removed, and their heads severed and placed in a separate pile.

The ninja in the courtyard will not raise the alarm, but if the party begin to shout Iron Staff will be ready and waiting when the PC's reach the second level of the castle.

The castle is a three-story building constructed of wood (DC 20 Break, Hardness 5, 60 hp). The top two levels have narrow balconies for archers who can also fire from inside the building. Currently no one is on the balconies.

The entrance to the castle is to the north, and is a simple door which has been barred from the inside. A ninja guard sits half asleep on the inside against the opposite wall. The passage extends to the left and the right and forms a semicircle around the main room on this level. The floorboards have been constructed to chirp like crickets using brass nails and brass plaques that rub together when anyone walks on them, giving a -2 to Stealth. A ladder to the second floor sits in the south western corner of the room.

The ground level main room has paper doors to the west and east, both of which are closed. The room is empty save for the planks that have been removed from the room with the false door. Moving the *tatami* grass mats in this room reveals another entrance to the underground cellar and a

DC 10 Perception check reveals a gold bar worth 50 gp hidden between the mats.

The room on the second floor has windows for accessing the balcony that runs the perimeter of the tower. In the center of the room the commander of the garrison has been tied and gagged. He wears no armor and his weapons have been removed. He slips in and out of consciousness, although bandaged he bleeds heavily from a wound in his side. A ladder leads up to the third floor through an open hole in the ceiling. Anyone below can hear three people talking in hushed tones; these are Iron Staff and two of his ninja. Iron Staff is confident that he will hear anyone moving below and placed no guard on the castle's commander, who he wishes to interrogate later.

Like the second floor, this third floor has windows leading out to the narrow balcony. The window covers can also be removed and a large iron brazier that sits in one corner lit to signal to other castles. If the PCs or anyone lights the brazier the other castles that line the mountain range will go on alert and Honda's forces will arrive by first light. This room contains all the weapons from the garrison, including 4 daggers, 3 katana, 2 wakizashi, 4 shortbows, arrows, 2 suits of do-maru armor (See *Pathfinder Roleplaying Game Ultimate Combat*), 3 spears, and a chain shirt.

If the PCs can free the commander Watanabe, without alerting the guards, he can provide them with some information about those in the room above, specifically that Iron Staff is a strong warrior and that his accomplices are ninja. He will also tell the PCs about the brazier and the fact that it is used to call reinforcements. The commander will

play no part in the battle — he is too weak, but if he receives healing he can aid the PCs in other ways.

The final battle between the party and Iron Staff and his crew sparks off when Iron Staff is alerted to the presence of the party. If the party is in the castle, Iron Staff attacks while his ninja use the balconies to surround the PC's from above or below. When Iron Staff and the PCs come face to face for the first time, read the following.

*A massive man in golden armor with a glaring demon helm points to you, a large iron club over his left shoulder. "What lowly rabble comes before me? Could the late lord Honda not have sent a better force to match me in battle? I am undefeatable. Prepare to die shamefully."*

Iron Staff fights to the death, believing himself to be undefeatable and thus immortal. He keeps his human form if possible, but if discovered or loosing he attempts to move to another floor where he uses invisibility and darkness to set up an ambush. An arrogant fighter, he is not above killing his own troops if they get in his way or displease him.

If Iron Staff is defeated and still in human form, read the following.

*The large samurai falls to his knees, the iron staff falling from his grasp. "I am undefeatable!" he bellows, and then slumps*



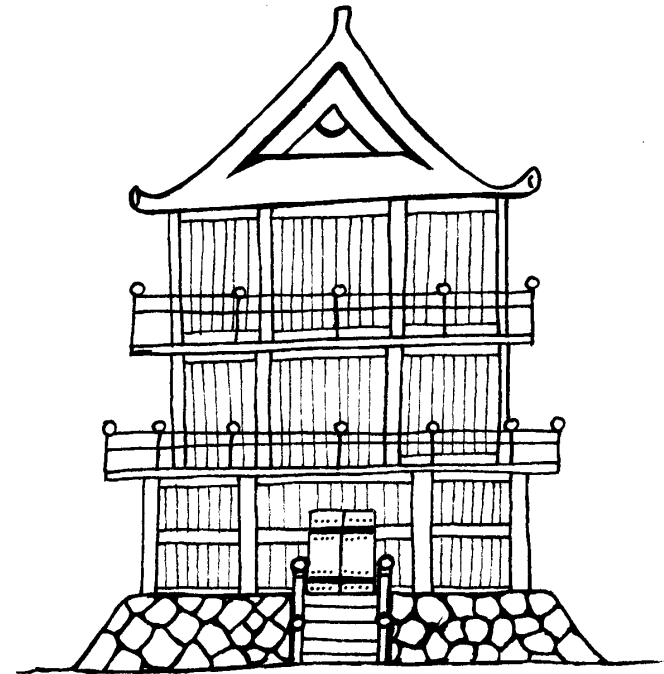
*face forward to the floor.*

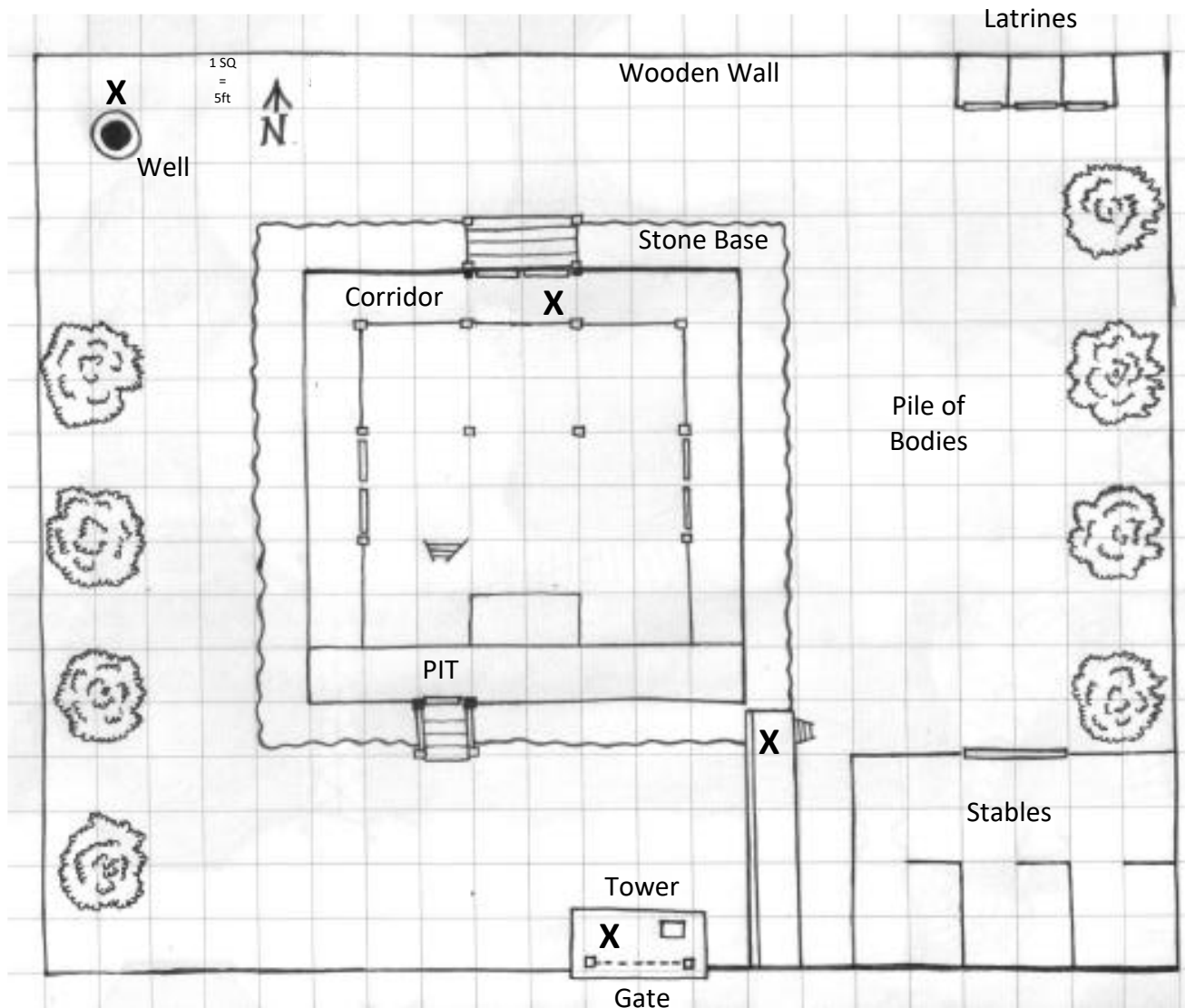
Iron Staff is a high-ranking member of the Mask assigned to lower level missions because of his poor judgement, which stems from his lust for battle. He assumes that an attack is coming, and his orders are specifically to hold the keep and weaken Honda's forces. He has been instructed to send the kill team back to their base to report and be reassigned, however he has neglected to pass the order on since he wants the team on hand to make further strikes against the other castles in the area, hoping to ensure himself more fighting and glory. Iron Staff knows the organization of the Tengu's Mask, but not individual members besides his own superiors (a result of meticulous planning to insure the security of the clan).

### **Castle Map and Surrounds**

Shiro Castle, which means "white castle" in Japanese, is responsible for the protection of Yamamura and for watching the river and road. It also reports to two other castles, one to the north east and one to the south west. It is the most lightly defended of all the keeps in the territory,

but with the advantage of the best view and natural defenses, making it a valuable piece in the defensive puzzle of the area.



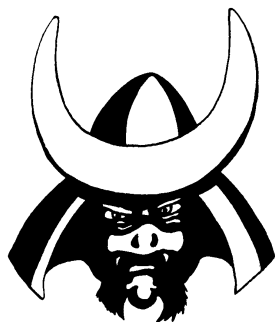


## NPC Stat Blocks

### Iron Staff, Kuwa Oni CR4

XP 1200

"I'm undefeatable"



LE Medium outsider (human, native, oni, shapechanger)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

#### DEFENSE

**AC** 19, touch 10, flat-footed 19 (+8 armor, +1 natural)

**hp** 42 (5d10+15); regeneration 5 (acid or fire)

**Fort** +7, **Ref** +4, **Will** +6

**SR** 15

#### OFFENSE

**Speed** 30 ft. (40 ft. without armor)

**Melee** mwk greatclub +10 (1d10+6) or 2 claws +9 (1d6+6)

**Ranged** mwk composite longbow +9 (1d8+4/x3)

**Spell-Like Abilities** (CL 5th; concentration +8)

3/day—*darkness*, *fly*

1/day—*charm person* (DC 14), *deep slumber* (DC 16), *invisibility* (self only)

#### STATISTICS

**Str** 18, **Dex** 17, **Con** 16, **Int** 12, **Wis** 15, **Cha** 17

**Base Atk** +5; **CMB** +9; **CMD** 22

**Feats** Cleave, Combat Reflexes, Power Attack

**Skills** Bluff +11, Disguise +7, Intimidate +11, Knowledge (arcana) +9, Perception +10, Sense Motive +10, Spellcraft +3, Stealth +4, Use Magic Device +11

**Languages** Common

**SQ** change shape (any human; *alter self*)

#### Treasure

### The Tengu's Kiss

#### Description and Tactics

Iron Staff does not carry the bow listed in the monster entry. A fierce combatant who relishes the fear etched in the eyes of his foe, he fights up close or uses his magic to set ambushes to lure his foes close.

### The Tengu's Kiss

"This dagger's blade is made of a hardened, deep green glass. Tied into the handle wrapping is the figure of a laughing tengu."

This dagger is made of hardened viridium (see *Pathfinder Roleplaying Game Ultimate Equipment*). The deadly emanations don't affect Iron Staff, since he's an outsider, and so he stores it in a regular sheath.

Worth: 1,202 gp

### Ninja of the Tengu's Mask CR 1/2

XP 200

Tengu's Mask Ninja 1

CN Medium humanoid (human)

**Init** +3; **Senses** Perception +3

#### DEFENSE

**AC** 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

**hp** 10

**Fort** +2, **Ref** +5, **Will** +1

#### OFFENSE

**Speed** 30 ft.

**Melee** poisoned wakizashi +2 (1d6+2, 18–20/x2, small centipede poison, deadly)

**Ranged** shortbow +3 (1d6, x3, small centipede poison)

shuriken +3 (1d2+2/x2, range 10ft)

**Special Attacks** sneak attack +1d6

#### Tactics

The ninja keep to the shadows, using their poisoned arrows

to weaken their enemies.

### **STATISTICS**

Str 13(+2), Dex 17(+3), Con 14(+2), Int 10(+0), Wis 8(-1),  
Cha 12(+1)

Base Atk +0; CMB +2; CMD 15

**Feats** Point Blank Shot, Precise Shot

**Skills** Acrobatics +7, Bluff +5, Climb +6, Disable Device +7,  
Escape Artist +7, Intimidate +5, Perception +3, Stealth +7,  
Swim +6

**Languages** Common (Japanese)

**SQ** Poison Use,

**Combat Gear** wakizashi, small centipede poison (DC 11,  
1/round, 4rounds, lose 1 Dex)(2 vials), shuriken (5),  
shortbow (20),

**Other Gear** leather armor, 20 gp

### **Watanabe**

Castle Commander

Aristocrat 2, Warrior 3

A brave man who has been given a raw deal, Watanabe serves lord Honda with a commendable energy, but lacking resources he has struggled to keep discipline, making it easy for the ninja to gain entry using their disguises. Ready to avenge his lord and regain his honor, Watanabe will do what he can to help the PCs, even if he is unable to fight. Watanabe has been stripped of all weapons.

## Resolution

If the PCs can retake the castle, commander Watanabe lights the brazier, alerting the surrounding castles, which are able to throw off the first wave of the invasion. Watanabe praises the PCs for their bravery and offers them a choice of weapons from the castle store. The lit brazier is enough to call the bodyguard and samurai in Yamamura up to the castle, freeing the village hostages.

If the PCs fail to take the keep, a small force of Tengu's Mask warriors soon strike west, pillaging and burning as they go. This in turn brings the first of Daigo's opportunistic rivals, who manage a deep incursion in the early weeks of winter, which sparks off a long and bloody war.

### **Rewards**

If the PCs discover and apprehend or kill the three assassins: 1,200 XP

If they manage to deal with the cart: 400 XP

If they discover the Kitsune: 1,400 XP

Each PC who manages to hide their magical ability or some personal secret: 200 XP

If the PCs discover the existence of the Tengu's Mask: 400 XP

If the PCs infiltrate the castle and manage to deal with Iron Staff: 2,800 XP

## Constable Hideo

### Character Sheet

Human male samurai 3

LG Medium humanoid (human)

**Init** +1; **Senses** Perception +0

#### DEFENSE

**AC** 16, touch 11, flat-footed 15 (+5 armor)

**hp** 23

**Fort** +4, **Ref** +2, **Will** +1

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk naginata +9 (1d8+4 / x4)

mwk jutte +8 (1d6+4 disarm)

**Ranged** shortbow +4 (1d6+4 / x3)

#### STATISTICS

**Str** 18 (+4), **Dex** 13 (+1), **Con** 12 (+1), **Int** 10 (+0), **Wis** 10 (+0), **Cha** 14 (+2)

**Base Atk** +3; **CMB** +7; **CMD** 18

**Feats** Weapon Focus (naginata), Combat Reflexes (2 attacks of opportunity per round), Flanking Foil (See *Pathfinder Roleplaying Game Ultimate Combat*).

**Skills** Climb +8 (+6 in armor), Diplomacy +8, Handle Animal +6, Intimidate +8, Ride +7, Sense Motive +6, Swim +8 (+6 in armor)

**Languages** Common

**SQ** challenge (1/day), mount (combat trained horse with light armor proficiency, no armor check penalty), order (Order of the Warrior, dedicated to lord Honda), resolve

(2/day), order ability – Honor in All Things (+4 Moral bonus on skill check or saving throw, 1/day), weapon expertise (naginata) draw as free action and +2 to confirm crits.

#### Combat Gear

**Other Gear** Clothes of office, masterwork naginata, masterwork jutte, dagger, masterwork kikko armor (+5 armor bonus, –2 armor check penalty), light combat trained horse (with riding gear and military saddle, in stable), sheriff's office (including stable and prison cell), hooded lantern, flint and steel, 3 pairs of manacles. 337 gp.



## Character Description

As a lesser noble under lord Honda and a landless samurai, the duty of village sheriff has fallen on your broad shoulders. Perhaps you should count yourself lucky, the wars of feudal lords have never touched your village, Yamamura, even though lord Honda has many enemies. Neither has your village been plagued by any of the other problems similar villages might face. Yet, there is always something to dampen your spirits it seems, even on a festival night such as this.

**Quirk:** You seldom smile, preferring to hide your emotions behind an impenetrable mask.

### Quotes:

“If it is lord Honda’s will.”

“This could be a problem.”

**Inoue Ame and Yuki:** the two beautiful sisters have been a constant pain in your side. Living as the representation of lord Honda’s law, you live to a strict code, a code they readily mock. They are a nuisance.

**Kumagawa Ryuuske:** you know little about the old woodsman, but he’s probably harmless, if you keep him from the sake bottles.

**Old Sanae:** you have much respect for this matriarch of the village, although you would seldom openly admit it. That said, you’ve often gone to Old Sanae when in need of some sound wisdom.

**Father Alberto Vicente:** the foreigner, with his outrageous and untraditional ideas, could easily upset the balance of village life. Still, you have no reason not to be polite to him.

**Lord Honda:** your lord is a good enough master and your position gives you no reason to complain — out loud anyway. In truth you have little love for lord Honda, but who needs love when there is duty, and duty is everything. Your duty is simply: maintain order in Yamamura.

# Inoue Ame

## Character Sheet



Human female bard 3  
CG Medium humanoid (human)  
**Init** +2; **Senses** Perception +0  
**DEFENSE**  
**AC** 12, touch 12, flat-footed 10  
(+0 Dex)  
**hp** 19  
**Fort** +2, **Ref** +6, **Will** +4; +4 vs.  
bardic performance, language-

dependent, and sonic

### OFFENSE

**Speed** 30 ft.

**Melee** mwk dagger +5 (1d4/19–20)

**Ranged** dagger +4 (1d4/19–20)

**Special Attacks** bardic performance 12 rounds/day  
(countersong, distraction, fascinate, inspire competence +2,  
inspire courage +1)

**Bard Spells** Known (CL 3rd; concentration +5)

1st (4 known, 4/day)—*cause fear* (DC 15), *disguise self*,  
*summon monster I*, *ventriloquism* (DC 15)

0 (6 known, at will)—*daze* (DC 14), *detect magic*, *ghost  
sounds*, *mending*, *open/close*, *prestidigitation*

### STATISTICS

Str 10(+0), Dex 14(+2), Con 10(+0), Int 14(+2), Wis 10(+0),  
Cha 18(+4)

**Base Atk** +2; **CMB** +2; **CMD** 14

**Feats** Skill Focus (Perform[string]), Spell Focus  
(enchantment), Weapon Finesse

**Skills** Acrobatics +8, Bluff +10, Climb +6, Diplomacy +10,  
Handle Animal +4, Intimidate +4, Knowledge (history, local)  
+9, Knowledge (other) +3, Perform (string) +4, Perform  
(string) +13, Sense Motive +6, Slight of Hand +8

**Languages** Common (Japanese), Spanish, Chinese

**SQ** bardic knowledge +1, versatile performance  
(percussion)

**Combat Gear** masterwork dagger, daggers (2), masterwork  
*shamisen*, masterwork *taiko* (drum), small steel mirror, fine  
kimono (as courtier's outfit, worn), entertainers outfit, *cloak  
of resistance* +1, *elixir of love*, *elixir of truth* (2), 301 gp.



## Character Description

The autumn fair has begun and men from far and wide are coming to the village. Sure, many have come to see your sister, but you've put on your best kimono and styled your hair with great care — some handsome man is sure to notice. And if not, then there will still be plenty of gossip, good food, fireworks and the sound of the *shamisen*. You do love the *shamisen*, you could play for hours. It's the one thing your sister can't do better than you. In fact, you've found that, when you play, unusual things start to happen. You've told no one.

Your father is a well-off farmer, and loves you and your sister with all his heart. Your mother passed away due to illness and your father still mourns her passing.

**Quirk:** You constantly tap your leg with your thumb when impatient or annoyed.

### Quotes:

"Come a little closer, and listen."

"I've heard..."

**Constable Hideo:** the grumpy samurai could use some cheering up. It's funny to see him when he's irritated.

**Inoue Yuki:** Your beauty is plain to see, surpassed only by the beauty of your sister, Yuki. Three years younger, she often ends up dragging you into trouble. And yes, you suppose you do love her, she's your sister, but sometimes you just wish she would grow up.

**Kumagawa Ryuuske:** you've seen the smelly man in town a few times. Rumor has it that he and Sanae were once romantically involved.

**Old Sanae:** you had a mother once, and when she died Sanae stepped right in to fill the void. Sometimes you wish she would just leave you alone, but at the same time you owe her a great deal.

**Father Alberto Vicente:** the foreigner is intriguing. He has spent some time teaching you Spanish and you often marvel at his stories of faraway places.

**Lord Honda:** You've never met him, but you've heard that he's very rich, and very powerful.



# Inoue Yuki

## Character Sheet



Human female sorcerer 3  
CN Medium humanoid (human)

**Init** +7; **Senses** Perception –1

### DEFENSE

**AC** 12 (16 with *mage armor*),  
touch 12, flat-footed 10 (14 with  
*mage armor*) (+0 armor, +2  
Dex)

**hp** 15

**Fort** +3, **Ref** +4, **Will** +3;

### OFFENSE

Speed 30 ft.

**Melee** *sake* bottle +3 (1d4+2, unarmed opponent loses Dex bonus)

mwk dagger +4 (1d4/19–20)

**Ranged** *sake* bottle –1 (1d4+2)

**Sorcerer Spells Known** (CL 3rd; concentration +4)

**Note:** *You do not begin the adventure with the ability to cast spells, as your magical power lies dormant within you. Ask the GM to indicate to you when this ability becomes active.*

1st (6/day)—*charm person* (DC 15), *mage armor* (+4AC),  
*sleep* (DC 15)

0 (at will)—*arcane mark*, *mage hand* (30ft), *message* (130ft,  
3 creatures, 30min), *resistance* (+1 to saves, 6 rounds),  
*touch of fatigue* (3 rounds)

**Bloodline** Dreamspun Bloodline (*Pathfinder Roleplaying Game Advanced Player's Guide*)

### STATISTICS

Str 14(+2), Dex 14(+2), Con 12(+1), Int 10(+0), Wis 8(–1),  
Cha 18(+4)

**Base Atk** +1; **CMB** +3; **CMD** 15

**Feats** Catch Off-Guard, Eschew Materials, Improved Initiative (+4 init), Skill Focus(bluff)

**Skills** Bluff +13, Intimidate +10, Sense Motive +10 (counts as a class skill)

**Languages** Common (Japanese)

**SQ** bloodline arcana (lullaby: 7/day, 1min, DC 14 Will Save, –4 to save vs sleep effects), combat precognition (+1 init)

**Combat Gear** masterwork dagger, fine kimono (as courtier's outfit), bottle of fine sake (worth 10 gp, 3lb), darts (6), small steel mirror, thunderstone (3) and sunrod bought from fireworks craftsman, antitoxin (2), 50 gold worth of jewelry and hair accessories, cloak of resistance (+1), *elixir of love* (2), 705 gp

## Character Description

The harvest festival! Last year's was great, this year's promises to be better. Every young man around is coming to see you and every woman wishes she was as beautiful as you. Even your older sister Ame. But that's okay, she's your sister and she loves you. Whenever there's trouble she'll be there to help you anyway, so let's just have fun. That's what a festival is about and there will be many things for you to enjoy; good food, song and dance, fireworks, fresh gossip and many strange faces to meet. And who cares what you do, in the morning all the strangers will leave, and you can continue enjoying life.

There is one thing that bothers you though, a deep secret you have yet to share with anyone, even your father. Since mother died he has been very protective of you and Ame, and you wouldn't want to upset him. No, you must keep the secret of your dreams to yourself. And it is a wonderful secret, the strange power you hold inside. It began slowly at first, but it is growing by the day.

**Quirk:** You'll often seem to stare off into the distance as you daydream happily.

### Quotes:

"Let's have some fun."

"I once had a dream..."

**Constable Hideo:** Oh, he's so cute, especially when you make fun of his top-knot. He should really lighten up.

**Inoue Ame:** You love your sister, you really do, but sometimes she just gets her *obi* in a knot over the silliest little things, like that *shamisen* of hers.

**Kumagawa Ryuusuke:** Oh, he smells bad. Maybe he needs a bath. And if he won't go to the bath, maybe you can bring the bath to him...

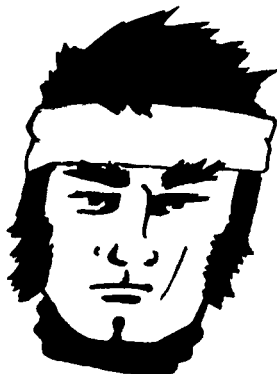
**Old Sanae:** What a grouch. Old people can be so narrow minded.

**Father Alberto Vicente:** He has such a weird way of talking. And he never wants to dance with you. Or drink. Maybe tonight?

**Lord Honda:** Some old fart nobleman. He has this big building where he stores rice, which your father gives to him.

## Kumagawa Ryuuske

### Character Sheet



Human male ranger 3  
CN Medium humanoid  
(human)  
**Init** +3; **Senses** Perception  
+8  
**DEFENSE**  
AC 17, touch 13, flat-footed  
14 (+4 armor, +3 Dex)  
**hp** 26  
**Fort** +5, **Ref** +6, **Will** +3

#### OFFENSE

**Speed** 20 ft. (30 ft. without armor)

**Melee** mwk greataxe +6 (1d12+2/x3)

mwk handaxe +6 (1d6+2/x3)

**Ranged** mwk longbow +8 (1d8/x3)

**Special Attacks** favored enemy (animals +2)

#### STATISTICS

Str 14(+2), Dex 16(+3), Con 14(+2), Int 10(+0), Wis 14(+2),  
Cha 10 (+0)

**Base Atk** +3; **CMB** +5; **CMD** 18

**Feats** Diehard, Endurance, Point-Blank Shot, Precise Shot,  
Weapon Focus (longbow)

**Skills** Climb +8 (+6 with armor), Knowledge (geography) +6,  
Knowledge (nature) +6, Perception +8, Profession  
(woodcutter) +8, Stealth +9 (+7 with armor), Survival +8

**Languages** Common (Japanese)

**SQ** combat style (archery), favored terrain (forest +2), track  
+1, wild empathy +2

**Gear** masterwork hide armor, masterwork great axe,  
masterwork hand axe, masterwork longbow with 40 arrows,  
wooden shack in the woods, backpack stashed on the edge  
of town (contains: flint & steel, 50 ft. hemp rope, water skin  
and cold-weather outfit). 1,719 gp (mostly stashed in a hole  
near your shack).

## Character Description

You are an older man with a gruff exterior who lives in the woods as a woodcutter. Preferring to keep your distance from people, you've made a home deep in the woods away from those who would interfere in your life. You have friends, a few men who you can count upon in tough times, woodsmen like yourself who you seldom see but who share a similar outlook on life to you.

The news of the festival reached your ears, and, despite your misgivings, you found yourself taking an old forest trail down to the village. For the longest time something has been bothering you; thoughts of your estranged lover, Sanae, who you had a falling out with many years ago. Tonight, you've set your mind on talking to her once again.

**Quirk:** You avert your eyes from people, unless you feel threatened. You speak little, a habit you developed from spending so much time alone.

### Quotes:

"Hmmm. Yes."

"Ummm. No."

**Old Sanae:** You have lived a lonely life in the woods and enjoyed it, far from people and their issues. Where there are no people there is less pain, so you try to avoid people wherever possible. That said, there is one person who often runs through your thoughts, and that is Sanae. Old now, she was once your love interest before she hurt your pride and you left the village. You're not sure how she hurt your

pride, to tell the truth, and perhaps you can find the courage to speak with her again, after all these long years.

**Mysterious People:** For years and years you've been seeing tracks and signs of people moving through the forest, but the tracks were hard to follow and intentionally covered up.

**Villagers:** You have little use for people and their ways, preferring to keep to yourself. But, when you have goods to sell or supplies to buy, there are one or two people in the village you feel worthy of your trust — the general store owner for one.

## Old Sanae

### Character Sheet



Human female druid 3  
NG Medium humanoid  
(human)

**Init** +1; **Senses**

Perception +9

#### **DEFENSE**

**AC** 12, touch 12, flat-footed 10 (+0 armor, +1 Dex, +1 dodge)

hp 22

**Fort** +4, **Ref** +2, **Will** +8

#### **OFFENSE**

**Speed** 30 ft.

**Melee** mwk sickle +4 (1d6+1 / x2)

**Ranged** mwk sling +5 (1d4+1 / x2)

**Druid Spells** Prepared (CL 2nd; concentration +5)

2<sup>nd</sup> (1/day)—*warp wood*

1<sup>st</sup> (2/day)—*cure light wounds, entangle, goodberry, obscuring mist*

0 (4/day, at will)—*flare* (DC 13), *purify food and drink, light, stabilize*

#### **STATISTICS**

Str 11(+1), Dex 13(+2), Con 12(+1), Int 14(+2), Wis 17(+3), Cha 12(+1)

**Base Atk** +2; **CMB** +3; **CMD** 15

**Feats** Dodge, Iron Will, Still Spell

**Skills** Handle Animal +7, Heal +9, Knowledge (geography) +8, Knowledge (nature) +8, Perception +9, Profession (herbalist) +9, Survival +9

**Languages** Common, Druidic

SQ nature bond (Animal Companion - Anaguma), nature sense, wild empathy +2, woodland stride, trackless step

**Gear** masterwork sickle, masterwork sling (40 bullets), healer's kit, hemp rope (50 ft.), holly and mistletoe, spell component pouch, small cottage with workshop and storefront, gardens, 807 gp.

### Anaguma

*Meles anakuma*, Japanese Badger, as *Badger*.

#### **DEFENSE**

**AC** 19 (+1 size, +4 Natural Armor, +3 Dex, +1 dodge)

hp 22, Fort +5, Ref +6, Will +2

**Size** Small; **Speed** 30 ft., burrow 10 ft., climb 10 ft.;

**Attack** bite +3 (1d4), 2 claws +3 (1d3);

#### **STATISTICS**

Str 10(+0), Dex 17 (+3), Con 15(+2), Int 2(−4), Wis 12 (+1), Cha 10(+0)

**Base Atk** +2; **CMB** +1; **CMD** 14

**Abilities** Link, Share Spells, Evasion

**Feats** Dodge, Weapon Finesse

**Skills** Acrobatics +6, Escape Artist +6, Stealth +10

**Special Attacks** rage (as a barbarian for 6 rounds per day);

**Special Qualities** low-light vision, scent.

**Known Tricks** Attack, Fetch

## Character Description

60 summers and 60 winters have passed by, yet you are still strong, even if your once beautiful black hair is now grey and your skin wrinkled like a plum, the sun and wind having taken its toll. You have life inside you that will last for years to come, and you intend to live every moment to the fullest.

You keep a small garden for herbs and spend much of your time in the woods, gathering the ingredients you require for your remedies and charms. You have spent all your life here and you feel a strong connection to the land. So too does the village and its people hold a special place in your heart, and many people see you as the matriarch of the village. Not everyone values your advice though, and you've often come to blows with folk over your opinions, which you've never felt reluctant to share.

You dislike violence, but understand that nature is often violent, and life must end.

**Quirk:** You often rub your hands together, a habit you picked up because your hands are often covered with soil from working the ground.

### Quotes:

"I know a remedy for that."

"Oh, please! Show some sense."

**Kumagawa Ryouске:** He's the only man you've ever truly loved, but something happened and Kumagawa left, secluding himself up in the mountains, in some cave you suspect. You married since, but your husband had no love

for you and passed away some ten years ago. You wept for him, and did your duty, but on the cold nights it was Ryouске's face before you. Perhaps it was something you said that drove him away, some slight to the proud mountain man, but you cannot remember. Often you've wondered and often you've wept silent tears, but time helped you forget and so you continue. Sometimes you've seen Kumagawa come into town for supplies from the general store, but he always flees when you approach. If he appears at the festival, will this be your chance to break the silence?

**Father Vicente:** The Spanish missionary has shared his faith with you often, although you remain true to the Shinto ways taught to you by your father. A fellow healer, the two of you have often had to join forces in bleak times.

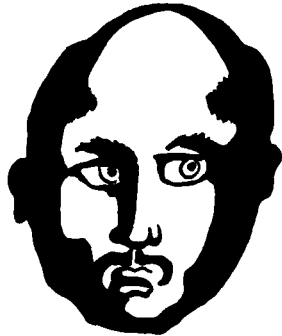
**Inoue Ame and Inoue Yuki:** The Inoue sisters remind you of yourself when you were younger, though perhaps your father gave you less freedom and you cared less about your looks. You've taken it on yourself to guide them where you can, but also feel that youth should run its course.

**Constable Hideo:** Hideo is a man of honor and duty, and would probably lick the feet of Honda clean if given the chance, yet there is something more to the man that you like. When times are tough Hideo will often follow your suggestions, just so long as you take care not to bruise his ego.

**Lord Honda:** Rude, fat, self-important, and senseless. Still, he is lord of these lands, so you might watch your tongue.

## Father Alberto Vicente

### Character Sheet



Human male cleric 3  
NG Medium humanoid  
(human)  
**Init** +2; **Senses** Perception +4  
**DEFENSE**  
**AC** 18, touch 12, flat-footed 16  
(+6 armor, +2 Dex)  
**hp** 19  
**Fort** +3, **Ref** +3, **Will** +7

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk rapier +6 (1d6/18–20x2)

**Ranged** mwk light crossbow +5 (1d8/19–20x2)

**Special Attacks** channel positive energy 3/day (DC 11, 2d6)

**Domains** Glory, Good

**Domain Spell-Like Abilities** (CL 3rd; concentration +7)

*touch of glory, touch of good*

**Cleric Spells Prepared** (CL 3rd; concentration +7)

2nd—*delay poison, hold person* (DC 16), *zone of truth* (DC 16).

1st—*cure light wounds, divine favor* (+1 to attack and damage rolls).

0 (at will)—*guidance, purify food and drink, stabilize, virtue*

D Domain spell; *protection from evil, shield of faith* (+2AC, 3min),

#### STATISTICS

Str 10 (+0), Dex 14 (+2), Con 10 (+0), Int 14 (+2), Wis 18 (+4), Cha 10 (+0)

**Base Atk** +2; **CMB** +2; **CMD** 14

**Feats** Combat Expertise, Weapon Finesse, Weapon Focus (Rapier)

**Skills** Craft (carpentry) +6, Heal +10, Knowledge (nobility) +7, Knowledge (religion) +8, Linguistics +8, Perception +4, Sense Motive +10

**Languages** Spanish, Common (Japanese), Chinese

**SQ** aura (good)

**Combat Gear** masterwork breastplate, masterwork light crossbow with 20 bolts, masterwork rapier

**Other Gear** wooden crucifix, church in Yamamura (also functions as a small hospital), 592 gp



## Character Description

A Spanish missionary sent to Japan some five years ago, you made your way up into the mountains and discovered the village of Yamamura, where you built a church with the help of the towns folk. You've stayed there ever since. Although you have gained few converts, you have persisted, praying that you will win more souls for Christ. Struggling with his own faith, you wish to rekindle the love and purpose you once felt.

Before you became a missionary, you were a soldier, fighting for the king of Spain. On the battlefield you proved your worth, but the killing soon took its toll on you and you took the cloth, vowing never to kill again, although you keep some relics from that time, including your rapier. Along with this you have, as a member of your order, taken a vow of celibacy. None of this has proven a problem for you; the village is peaceful, and you have ample opportunities to help folk from the Church of the Holy Father.

The church earns little money from tithes and you survive mostly the little pay you can make from woodworking, while you charge for your care to cover costs of the medicines and supplies you require.

Self-doubt is your greatest problem, made worse by your doubts about your mission and its success. You don't doubt God's calling, but you very much doubt your worth here in this remote village.

**Quirk:** You constantly fidget with your rosary when in doubt, which is most of the time.

### Quotes:

"God be with you."

"I think so, but I'm not sure. Maybe."

**The Inoue Sisters:** You have taught both sisters some Spanish, but only Ame ever seemed interested in learning. You find their zest for life uplifting at times, but do fear that they may get themselves into too much trouble one day, especially the youngest sister, Yuki.

**Old Sanae:** You and the old herbalist have often helped each other when the village has been in need, and although you don't always condone her methods, you know her heart is in the right place.

**Yamamura Villagers:** You have a deep love for the people of the village and you continue to pray for their salvation, although you have had few converts. Most of the villagers have simply added your beliefs to their own, which is a constant frustration to you.

**Japanese people:** Generally, you find that Japanese people are polite and friendly, and very curious to see a foreigner. Yet they hide their true feelings and their sense of duty leaves little room for love.

**Samurai:** You dislike violence, but your own time as a mariner has left you with an empathy towards these warriors.



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# WHERE HEROES STAND

The peaceful village of Yamamura has had a good summer; the rice stores are full to bursting and even lord Honda looks pleased for once. So, as the *momiji* leaves turn to yellows and reds, the villagers gather for their annual autumn festival. Food stalls, games, gossip, the sweet sounds of *koto* and *shamisen* music, followed by colorful fireworks and dancing into the night. It will be a night to remember.

Yet, for Constable Hideo there are always things to worry about; the many visitors and the ample supply of *sake* for one. Mix the two together and this night may not be so peaceful after all. And then there are the Inoue girls, Ame and Yuki. In a village where everyone knows your secrets, they still manage to keep the gossip fresh, and biting. Old Sanae remembers when she too was young and beautiful, while the appearance of an old love interest does nothing to shake the reminder that the past will always come back to haunt you. And it's the past that most concerns Father Vicente, the Spaniard, who remembers the fervor he once had for his faith; if only he could recapture that passion, yet his heart grows colder as the nights do.

And out in that darkness a malicious force moves, ready to strike a blow that will leave the village irreversibly scarred and in dire need of heroes to make their stand.

A *Pathfinder Roleplaying Game* adventure set in ancient, mythical Japan for 6 players and a GM.

