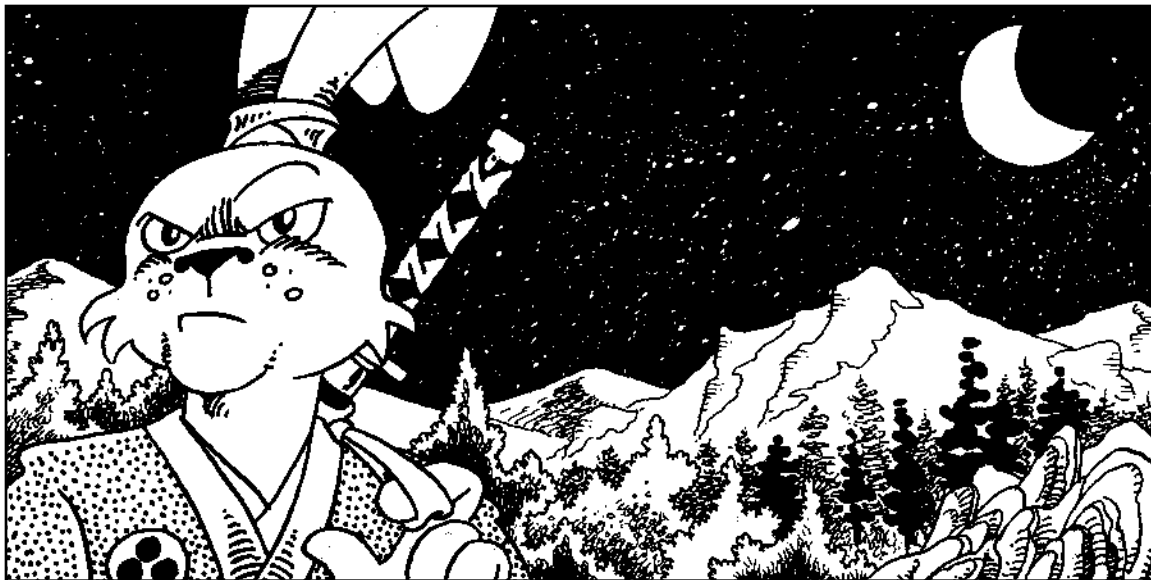


USAGI YOJIMBO™ MONSTERS!

An Usagi Yojimbo Role Playing Game Sourcebook



CREDITS

Author: Jared Smith

Additional Material: Jason P. Prince and Mark Arsenault

Cover Art: Stan Sakai

Cover Coloring: Tom Luth

Cover Design: Mark Arsenault

Interior Illustrations: Stan Sakai

Editor: Mark Arsenault

Editorial Contributions: Geoff Berman and Jason P. Prince

Layout: Mark Arsenault

Author's Dedication: For my brother Jason and the adventures we've shared.

This book contains material written for use with the *Usagi Yojimbo Roleplaying Game* and other *Fuzion*-powered products.



This book also contains additional material written for use with the *D20 System* and *FUDGE*.



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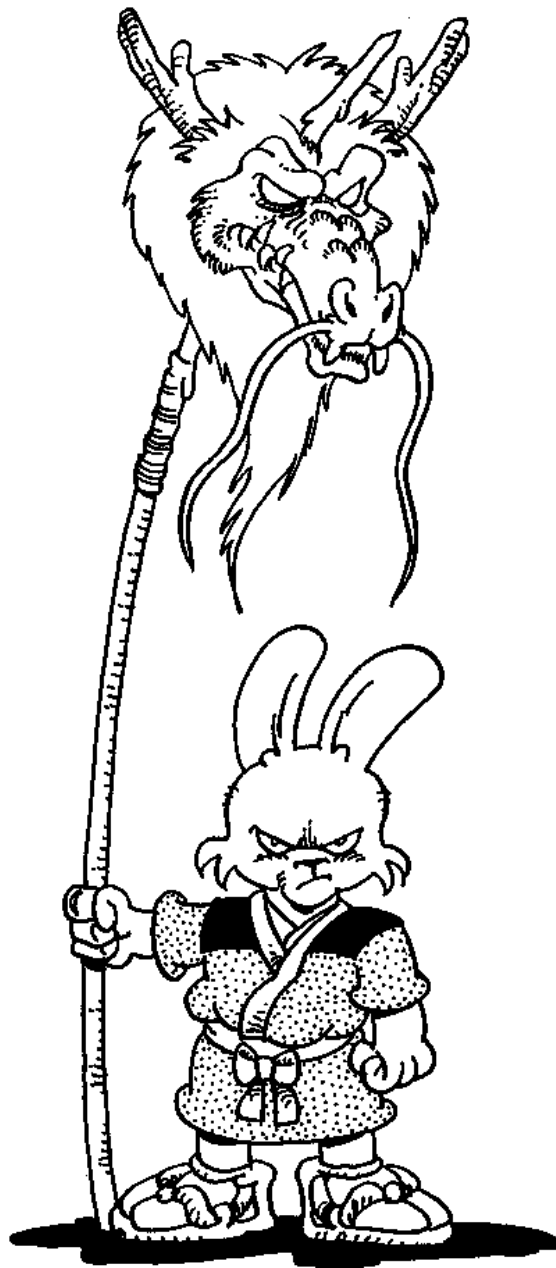
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INTRODUCTION

MONSTERS IN JAPAN

Monsters of all sorts fill books and dominate children's stories. Country peasants and townspeople alike have to deal with monsters of one sort or another. Monsters fill their night tales and appear with a dangerous regularity. Ghost stories are not only for children.

The original, "indigenous" gods of Japan, called kami, are lumped together under the heading Shinto, or "Way of the Gods." These kami interact with many monsters, as legends go. These monsters may be either adversaries or even servants of the kami. Indeed, some kami are considered monsters, just as some monsters are regarded as kami.

In Shinto belief, spirits inhabit most things, from mountains to people, filling the world with the supernatural. The introduction of Buddhism to Japan in the 6th century added many more monsters to Japanese mythology. The many levels of Buddhist hell are filled with ghosts suffering various punishments for sins in their past life. The Japanese version of Hell, called Yomi, is the realm of the spirit Emma. Yomi is the place where the spirits of evil people are punished. Evil demons called oni serve Emma in Yomi.

As a rule, only spirits and kami can travel back and forth between Yomi and the surface world—our world. Ghosts from Yomi often visit the surface world, sometimes just to cause mischief, and other times to inflict severe torment on some poor soul.

Monsters are often blamed for causing earthquakes and other mysterious or unexplained events, as well.

For an overview of the early history of the origins of Usagi's world and kami see UY3 #13 and #14 (RP UYB12).

MONSTERS IN THE USAGI YOJIMBO RPG

In the *Usagi Yojimbo Roleplaying Game*, monsters are as common as they are in "historical" Japanese myths.

This book presents many of the monsters that Miyamoto Usagi has encountered in his travels. Monsters are known to inhabit areas such as geographical boundaries (gates, bridges, rivers, forests and such) as well as places of spiritual importance (like abandoned shrines and temples, places where a death has occurred, and so on). Usagi has encountered several monsters in one notoriously haunted forest, known as the Tangled Skein.

While a *Usagi Yojimbo RPG* adventure works perfectly well without a single monster in it, monsters and the supernatural add an unknown and dangerous element that can add mystery and horror.

If you do decide to use monsters, magic and the supernatural, please remember the words from the *Usagi Yojimbo RPG*: "...overexposure to the fantastic will make it mundane." It is suggested that monsters and the supernatural be used sparingly in your games so this does not happen. This should ensure that they are all the more forceful and mysterious when they are encountered.

When portraying monsters in the *Usagi Yojimbo RPG*, remember that good story can come from allowing players to discover and exploit monsters' weaknesses. Challenge players' wits as opposed to their lucky dice rolling.

In many of Usagi's adventures it is discovering these weakness that leads him to victory, even with his superb swordsmanship.





In game terms, sutras must be written by a Priest. Writing sutras on an object requires 20 minutes for each limb, or a person's head, or a sword, or any item of similar size. It takes two hours to write sutras over a

Reflections and Shadows

Reflections and shadows reveal the true nature of supernatural beings, including spirits and legendary creatures (such as kitsune). Any creature that has changed its shape or is otherwise disguised as a normal person will still cast a shadow in the shape of the creature's original form.

For example, if a kitsune has shape-changed the form of a beautiful young maiden, anyone viewing its shadow will see the shape of a small fox! Likewise, any creature's reflection will be seen as the creature's true self. A hideous oni disguised as an old farmer would still cast a reflection appearing as an ugly demon.



person's entire body.

The type of protection sought from the sutras must be declared to the GM before the work begins. Sutras can be written to render a person invisible to spirits and supernatural monsters or they can be written to render the object or person invisible to them. Both types of sutras prevent the person or item from being possessed.

In order to receive the protection offered by sutras, they must be written on the item or person/creature to be protected. But the

sutras only protect that which

they are written on.

For instance, in the famous story Hoichi the Earless, Hoichi had sutras written on his body in order to be rendered invisible from ghosts that were haunting him. A priest wrote sutras all over Hoichi's body, except for his ears. When the ghost came for Hoichi again, he saw only Hoichi's ears. Angry at not finding the rest of Hoichi, the ghost took Hoichi's ears-tearing them right off Hoichi's head-and left.

Weapons inscribed with sutras allow the weapon to inflict damage on spirits and ghosts, even when they are non-corporeal and immune to normal weapons or other physical attacks.

Sutras as Protection

The sacred texts or scriptures of Buddha, called sutras, have power over monsters. Sutras can protect a person from physical harm and render one invisible to the monsters. Sutras also serve as a shield against possession.





Fighting Monsters

Many of Usagi's encounters with monsters are more than just a series of swings and thrusts. When fighting monsters Usagi is usually on the move, running from powerful

magical attacks, helping others away from harm and waiting for that moment where he can strike a decisive. In several instances Usagi's own sword has been the target of attacks and knocked free of his grasp. Fortunately for Usagi he carries two swords.

The lesson here from the *Usagi Yojimbo* comics is to run combats in a descriptive way that rewards creative efforts. If, when running combat, players focus too much on their choice of combat Strategy and rolling dice, rather than painting a mental picture of their actions, then some of the atmosphere and feel of the comics will certainly be lost. This can make these most tense moments less interesting and exciting.

With monsters this is especially true because no fight with monsters is the same and the fear they generate comes from the unexpected and unknown. It is highly recommended that the GM and players use the

scenery around them in their fights. Allowing players to discover and exploit monsters' weaknesses during a fight can help build tension as the fight goes against the heroes, until they can turn the tables on their foes.

The GM is encouraged to reward player ingenuity with bonuses to their attacks (+1 to +3 to the player's die roll) if they manage to come up with clever ways to put monsters at a disadvantage during the fight.

Many of the monsters in this book have more than one attack form (for example: a bite attack and a claw attack). Monsters usually only use one attack form per Phase, and those that have multiple attacks per Phase are indicated in their description.

All damage from monster attacks is lethal or killing damage, unless described as an attack that does Stun damage.

A GM must decide which attack form(s) a monster will use when they are deciding strategies. If a monster loses a limb their Combat stat is reduced by 2. If it was a leg their Movement drops by 2 as well.

GM TIPS

Preparing Your Players

If you decide to use monsters in your game you should prepare the players. Tell them that you may be using monsters in the game and that monsters are "real" in your adventures, just as they are in the *Usagi Yojimbo* comics.

Monster Write-ups

The descriptions and game statistics of the monsters in this book should be regarded as stereotypes and guidelines only. Just as every samurai is different, so should each monster be different and unique. Comparing these monsters to the ones in the *Usagi Yojimbo* comic books should point out some differences in their nature, motivation and powers. With this in mind, feel free to modify





the powers and statistics of the monsters in this book.

For example, the GM could increase the monster's **COMBAT** and **PHYSICAL** stats by 1 each and reduce the monster's **MENTAL** stat by 2.

Your players should not see all monsters as merely "opponents" to do battle with. Sometimes talking or bargaining with monsters is more effective than fighting; some creatures that are monstrous in appearance are very different in nature.

For example, a formerly evil oni might cut off his horn, renouncing his evil ways, and become a Buddhist monk. The GM is free to introduce creatures with unexpected traits, such as a foolish kitsune or a weak bakemono-sho.

Keeping the Players Guessing

It's likely that your players will read this book. The GM should feel free to modify the write-ups herein to keep the players guessing as to just what a monster's capabilities are. You can add powers to monsters and subtract others to keep players on their toes.

Be careful, however, not to adjust the monsters to make them too powerful. Feel free to give them new weaknesses (or Complications), as well, especially if those weakness connect in some way to their background or current desires.

Some of the monsters in this book will be too powerful for beginning players to deal with in a straightforward confrontation. Others will likely be too weak to be challenging to an experienced group of adventurers. Your knowledge of the ability of your players to fight or outwit opponents should guide the strength and ability of monsters they encounter. The monsters can be more powerful than the players, but they should not be invincible.



THE FORMAT OF THIS BOOK

Names of Monsters

The monsters in this book are listed alphabetically. When known, the monster's Japanese name is used. (For example, "kitsune" instead of "fox.") Either name can be used. Using the Japanese names, especially during the game, can add more "flavor" and fun to the game.

Don't forget that there is no difference in spelling for singular or plural objects in Japanese, i.e. one kitsune, two kitsune; not two kitsunes.

Write-ups

In each monster's entry is a description of the creature and its nature, as well as its powers and Special Abilities. Some descriptions include common stories or myths about the creature. Following the description are the *Instant Fusion* statistics for that creature, with an explanation of any new Special Abilities. A section advising how to properly use each monster in your game is last. Each monster is followed by one or two short sample adventure ideas or outlines.

Appearances

After each monster's description is a brief recounting of that monster's appearance in the comic book pages of the adventures of Usagi Yojimbo. The following abbreviations are used:

A = Albedo; C = Critters (Fantagraphics Books); UY1 = Usagi Yojimbo Vol. 1 (Fantagraphics Books); UY2 = Usagi Yojimbo Vol. 2 (Mirage Books); UY3 = Usagi Yojimbo Vol. 3 (Dark Horse Comics); UYB = Usagi Yojimbo Book (Fantagraphics Books for Books 1-7; Dark Horse Comics for Books 8-13); UYCS = Usagi Yojimbo Color Special (Fantagraphics Books); UYSS = Usagi Yojimbo Summer Special (Fantagraphics Books); TT = 1998 Trilogy II Tour Book (Cartoon Books); RP = Reprint

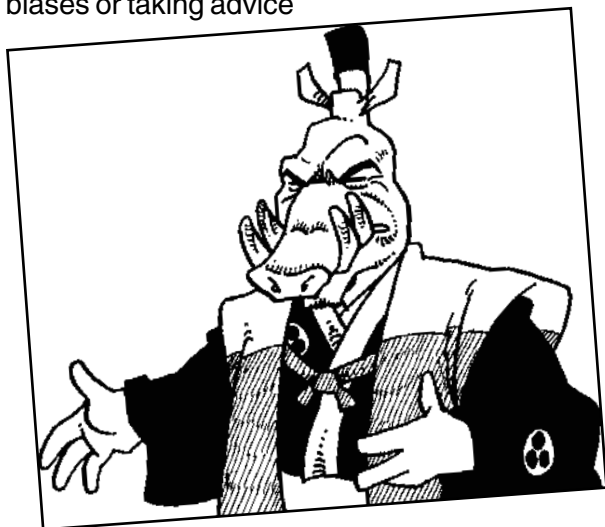
NEW SPECIES, JOBS, SPECIAL ABILITIES, SKILLS AND RULES

Here are some additional species and jobs to be used by players and by the games master. In addition some new skills and rules are available to be used by any existing characters that the games master may be already running in a campaign.

NEW SPECIES

Boar

Like pigs boars tend to be very stubborn, but boars also quite aggressive. When fighting they often work themselves into a frenzy and are very difficult to subdue. As a result, Boars are very self confident as a rule, and those that challenge or irritate them can expect real trouble! Boars are fierce warriors, if serving a capable leader, but tend to be rather stubborn and argumentative without strong leadership. As leaders themselves, they have trouble seeing through their own biases or taking advice



from others, especially from those of lower rank.

Boars gain an extra point to their **PHYSICAL** and **COMBAT** stats, and have the Special Ability **Frenzy**. This Special Ability allows a Boar to gain 10 extra, although temporary, **Hits**, once per game session. This Special Ability may only be used when a Boar is wounded (i.e., has already lost some Hits) and is still conscious. Each Phase that a Boar is in a Frenzy, he must attack (at either **Cautious** or **Full Attack**, if using the **Three Strategies** method of combat resolution; see the *Usagi Yojimbo RPG*, page 44), and he does so at +1 to his **COMBAT** stat until restrained or until the fighting is all over, whichever comes first.

Boar

- Physical +1
- Combat +1
- Frenzy

Ferret

Ferrets tend to be hyperactive, both in body and mind, and are always in motion. They find it hard to perform tasks that require them to be stationary or are repetitive (the GM should assign a penalty of -3 to any skill rolls attempted under such circumstances).

They prefer action to inaction, although they don't mind stopping to feed their seemingly bottomless stomachs. Ferrets are remarkably fast when they want to be, making them good fighters where speed counts.





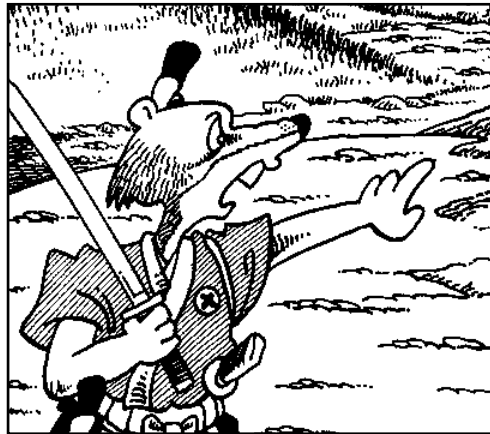
Ferrets enjoy secrets (learning them moreso than actually keeping them) because of their active minds. A Ferret character who hears some juicy gossip or some interesting theory will often become quite happy, thinking of ideas and generally considering many possible outcomes for any mysteries.

Ferrets gain +1 to their **COMBAT** stat and +2 to their **Acrobatics** and **Evade** skills.

Ferrets also get the Special Ability **Dodge**. Dodge allows the Ferret to avoid any blow or event that causes damage (for example, it can be used to avoid damage from a long fall, a sword attack, or a trap). Dodge may be used before or after an opponent's attack roll is made, but it may only be used once per game session.

Ferret

- Combat +1
- Acrobatics +2
- Evade +2
- Dodge



Goats tend to be good fighters, because they do not worry about their own weakness nor the consequences of their actions.

Goats' gain +1 to their **PHYSICAL** and **COMBAT** stats because of their hardiness.

Goats also have the Special Ability **Stubborn**. Stubborn allows a Goat to add +3 any roll made to resist the effects of a poison, fatigue or to resist another character's use of **Persua-**

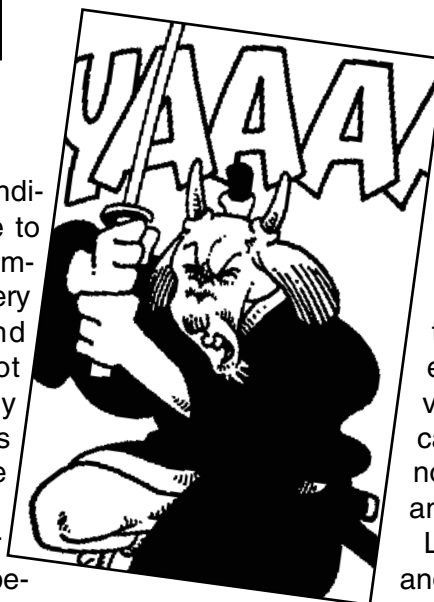
sion. In addition, a Goat character can use this Special Ability once per game session to remain conscious, and act normally, for one Phase after his Hits have been reduced to 0 (which normally causes a character to become unconscious or dead, depending on the type attack that caused the damage).

Goat

- Physical +1
- Combat +1
- Resistance
- Withstanding

Goat

Goats are hardy individuals and are able to endure difficult circumstances. Goats are very self-assured, and though they are not overly arrogant, they do not suffer fools likely. Goats make better leaders than followers. For all their good health and superior attitude, they are not frivolous. Goats typically maintain a serious demeanor.



Lion

Lions are proud and fierce beings. Although not the largest species, Lions' fighting ability is exceptional. This combination of pride and ferocity makes Lions excellent followers of *Bushido* (The Way of the Warrior). At the same time, Lions tend to be poor followers and prone to ignoring good advice. Lions that can temper their pride can achieve greatness, but may do not and are known for their arrogance and cruelty.

Lions get +1 to their **PHYSICAL** stat and +2 to their **COMBAT** stat. Lions also receive the Special Ability **Pride**. Pride allows a Lion character to add +3 to





samurai who joined the priesthood but maintain their weapons.

Sohei live like monks and maintain their Buddhist traditions, including restrictions against eating meat and vow of poverty. Some sohei are rather fond of drinking, however, and all sohei have a reputation as fierce warriors. Whilst serving in a temple Sohei practice their martial arts, favoring the *naginata*. Sohei who are former samurai also carry a *diasho* (pair of swords—*katana* and *wakizashi*). They also wear armor in times of dire threat to their temple or if participating in a large battle in support of a *daimyo*.

(The GM should treat this as partial armor, which is worn under the sohei's white and black robes, providing 6 KD against attacks.)

When not actively defending their temples, sohei study the teachings of Buddha, meditation or other artistic skills. They may also go on religious pilgrimages, carry messages to other temples or do good deeds for the community (all of which provide good ways of getting a sohei into an adventure with other characters).

Sohei add +1 each to their **MENTAL** stat and **Buddhism** skill, and +2 to their **Polearms** skill. Their Special Ability is **Buddha's Blessing**.

Once per game session a Sohei may halve the damage of any injury they suffer when defending a Buddhist temple (even if it's not their own) or statue, defending those in service to Buddha (GM's discretion), or battling evil monsters such as oni and obakemono. Buddha's Blessing may be invoked before after the sohei's player knows how much damage the sohei character has suffered.

Sohei

- Mental +1
- Buddhism +1
- Polearms +2
- Buddha's Blessing

any skill roll in a situation in which their personal pride or honor is at stake. (It is up to the GM to decide if a certain situation meets these conditions; remember to be fair). This bonus lasts for one whole Round (four Phases). This Special Ability may be used once per game session.

Lion

- Physical +1
- Combat +2
- Pride

NEW JOBS

Here are two new jobs that are likely to have a great deal to do with monsters because of their connection with the dead and their lives in remotes areas.

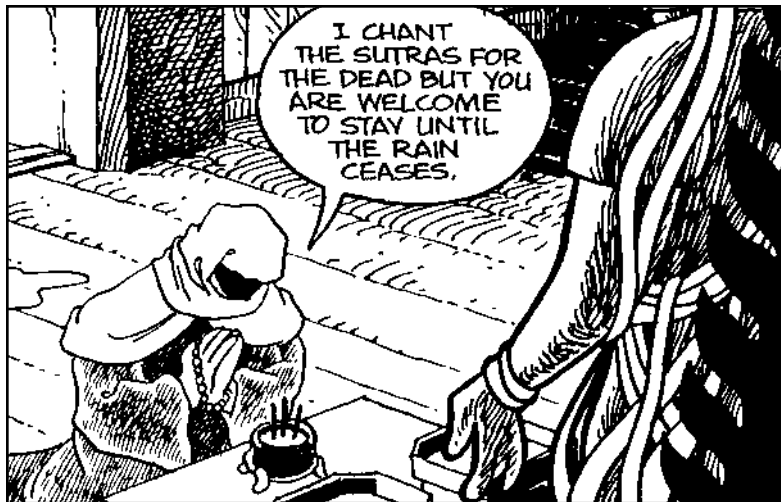
jobs that are likely



Sohei

Sohei are militant Buddhist priests. Most sohei are either priests who have taken up weapons to defend their temple or former





struggles to rededicate himself to the Way of Buddha).

Male priests are also known as *bonze*. Females who take the Buddhist vows are called *ama*, or nuns. They receive the same bonuses and Special abilities as their male counterparts.

A **Bonze** or **Ama** receives +2 to their **MENTAL** stat. In addition, they receive the skills **Buddhism** (explained below) and **Persuasion**, both at 2.

Bonze/Ama (Priest/Nun)

A *bonze* (pronounced “bon-zay”) is someone who has given up all his worldly possessions and past life and dedicated his life to following the Way of Buddhism and spreading Buddha’s teachings.

Unlike **Monks**, who are members of the contemplative Zen sect of Buddhism and focus on meditation as a path to enlightenment, Priests are members of more outgoing sects who travel among the populace spreading Buddha’s word and doing good deeds.

Priests take a vow to follow Buddha’s teachings:

- they cannot eat meat (unless absolutely necessary)
- they cannot take any life (not even bugs), they cannot steal or lie, and
- they cannot live extravagantly or over-indulge in food or drink (or women, for that matter).

Any priest who breaks these rules automatically loses his Special Ability, **Exorcism**. If this happens, the character may spend experience points to buy the Special Ability again, but only after he has gone through a period of repentance and rededicated himself to the Way. (This presents great opportunities for roleplaying and ideas for adventures the GM can run as the **Bonze**

Priest/Nun

- Mental +2
- Buddhism +2
- Persuasion +2
- Exorcism

NEW SKILLS

Buddhism (Mental)

Buddhism is the knowledge of the teachings of Buddha. Characters with this skill understand the rules or vows of being a Buddhist Priest or Monk, and can recite ancient sacred Buddhist scriptures, including those written in Sanskrit (Hindu, which is different altogether from Japanese and Chinese writing). This skill is required to write sacred scriptures for special effects (see **Scriptures**, below).

In addition, Priest and Monk characters can use this skill to try to “enlighten” others, convincing them to give up evil acts or intentions and do “the right thing,” if the other person has a conscience (GM’s discretion).

In order to try to convince someone not to do an evil act (or to do a good act), the character rolls his **MENTAL + Buddhism + 3d6**. The total of this roll is compared to the total of the **MENTAL + Persuasion + 10** of the character being influenced. If the first



character's roll meets or exceeds the other character's total, then the character being influenced is convinced that he should give up his evil actions (or that he should do the good action). Lay characters (those who are not Priests or Monks) cannot use **Buddhism** to "enlighten" others, although they still have a better understanding of Buddhist teachings.

Note that this skill is truly effective only against NPCs. If used against Player Characters (PCs), a successful roll will show the character the "truth" of his actions, but the influenced character's actions are still up to that character's player. In other words, using the **Buddhism** skill to "enlighten" PCs doesn't guarantee that they will do "the right thing."

It is recommended that newly created **Monk** characters spend some of their free points to obtain this skill.

Folklore (Everyman Skill; Mental)

Every person in the world of Usagi Yojimbo is familiar with the myths, stories and rumors concerning the supernatural. A city samurai may well have heard stories of heroes battling demons from his teachers or fellow clan members. A peasant will have heard stories about the monster living in the nearby river.

To represent this, every character receives the Everyman skill **Folklore** at a base score of 2 at no cost. The Folklore skill may be increased like any other skill (see the UY RPG, page 19). This skill score should be recorded on your character sheet. (The new **Folklore** skill appears on the revised character sheet at the end of this book.)

Myths and folklore about monsters often contain elements of truth but are often distorted or exaggerated. Likewise, the information given to the players should be a mix of fact and fiction, and the players shouldn't know which is which.

Whenever a character hears about or encounters a monster or other supernatural creature during the game, the GM should allow that character's player to make a skill roll using **MENTAL + Folklore + 3d6**, using a Target Number of 14.

If the roll is equal to or greater than 14, the character has heard of the monster or creature in question and will know one rumor about it (the exact rumor known is determined by the GM, and this rumor may or may not be accurate).

If the roll is 18 or greater, then the character will know one additional rumor (for a total of two rumors) about the monster or creature. The second rumor should be both accurate and beneficial.

For example, Sakura-san has a **MENTAL** score of 4 and the **Folklore** skill at 2. He encounters a strange green-skinned creature that looks like a monkey with a large turtle shell on its back (the GM knows this is a Kappa but he doesn't yet tell the player this). Sakura-san's player makes a **Folklore** roll to try to learn something about this creature. He rolls 3d6 and gets a 12, to which he adds his **MENTAL** score (4) and his **Folklore** skill (2), for a total of 18. The GM tells Sakura-san's player that the creature is a kappa, a creature that lives in water and eats people and that kappa love cucumbers.

Physician (Mental)

The **Physician** skill is the skill used by doctors (called *isha*) in Usagi's Japan. Physicians use this skill to diagnose illnesses, offer treatments and cures, heal wounds, and to create antidotes to poisons. Each of these uses is described in more detail below. The **Physician** skill uses the **MENTAL** stat.

To diagnose an illness or symptoms, the character must make a **MENTAL + Physician + 3d6** roll, with the TN based on the complexity of the case (see the Target Number table below).





Diagnosis	TN
Easy: Diagnose a cold or sprained ankle after a long examination	14
Hard: Diagnose poisoning or spirit possession after a normal exam	18
Really Hard: Diagnose rare disorder after a brief examination	22
Mega Hard: Incredibly accurate diagnosis without actually seeing the patient	26

Once an illness or condition is diagnose, the physician can treat it, usually with medicine or herbal remedies and prayer. This process takes one hour. After the hour of preparation and upon treating the patient, the physician automatically “heals” a number of **Hits** equal to one half his **Physician** skill score, rounding up. No roll is required for this healing, but it may be used only one time per patient per “injury” or “condition.”

For example, a character with a **Physician** skill of 5 takes an hour to prepare to treat a patient. At the end of the hour, the character is able to “heal” 3 Hits of damage to that character. The physician cannot make another such attempt to heal that same character until he has healed all of his Hits or suffered some new injury or illness.

A physician can concoct an antidote to most poisons on a successful **MENTAL + Physician + 3d6** roll, with the TN based on the complexity of the case (see below). Creating the antidote takes one hour, after which time the character makes his roll. If successful, one dose of antidote is created. Once the antidote is taken by the victim, the poison is neutralized and any negative effects of the poison (such as stat points or Hits already lost) are “healed” at a faster rate (GM’s discretion). A failed **Physician** roll results in an antidote that is ineffective, or was simply created “too late” to have the desired effect.

Antidote	TN
Easy: Antidote for common snake or spider venom	14
Hard: Antidote for blowfish poison or ninja poison	18
Really Hard: Antidote for mukade (giant centipede) poison	22
Mega Hard: Antidote for any poison!	26



NEW SPECIAL ABILITY

Exorcism

Priest characters gain the extra Special Ability to perform an exorcism. When performed correctly and completely, an Exorcism will force a spirit out of the body it is possessing. To do this, the Priest rolls a number of dice equal to his **Buddhism** skill score. If the total is equal to or greater than five times (5x) the spirit’s **MENTAL** stat the spirit is exorcised and is sent to the netherworld, never to return. If the total is less than 5x the spirit’s **MENTAL** stat, then the spirit is not exorcised and, in fact, becomes very angry.

Angered spirits may attack the Priest or cause the body it’s possessing to attack the Priest. On the other hand, if the spirit is close to being exorcised (in other words, if the Priest’s first roll totals more than half of the total of 5x the spirit’s **MENTAL** stat) the spirit, or possessed body, may attempt to run away. A spirit may also willingly leave a body, simply disappearing, only to reappear later to take its revenge.

A second attempt at Exorcism may be made, after one full Round (four Phases). The total of the die roll from the first attempt is added to the roll for the second attempt. If the combined total then exceeds 5x the spirit’s **MENTAL** stat then the spirit is exorcised, as above. If the second attempt fails, however, then the spirit cannot be exorcised by that particular Priest. No further attempts at exorcism may be made by that priest, although other priests may attempt to exorcise the spirit.

Any new priests attempting an Exorcism must start anew and may not use the totals from previous exorcism attempts by other priests.

Monk characters may purchase this Special Ability as well, as described in the *Usagi Yojimbo Roleplaying Game* (page 19).

THE MONSTERS

BAKEMONO-SHO

Physical 5, Mental 2, Combat 5*, Movement 4, Hits 25, Defense 12
(*May vary)

Skills: Claw 4 (2d6 damage), Climbing 4, Evade 3, Perception 2, Stealth 3

Special Abilities: Tough Skin (Acts as KD 4 Armor)

Bakemono-sho, or goblins, are terrible humanoid creatures. They are larger than man-size, with thick, lumpy skin and giant claws. Spikes and horns are scattered all over their body. They are not very bright creatures and tend to act without thinking.

Legends say that that bakemono-sho were once normal people human but were changed because of some horrible sin or crime committed in their lives, their goblin features the result of some divine curse.

In addition to their twisted shape, bakemono-sho are haunted by memories of their former lives.

Their mental anguish and anger make them extremely hostile. Bakemono-sho are prone

to killing and eating people, whether out of spite, because of their voracious appetite or both.

They attack using their terrible claws, tearing their prey apart before devouring it.

Bakemono-sho tend to be territorial, remaining near a given site for the duration of their miserable existence. Rumor has it that they are attracted to area that remind them of their former life. For example, those who were once farmers live near rice fields; those who were warriors live near the site of a battle, and so on.

Bakemono-sho make their lair in remote, desolate caves or other hidden areas when possible, roaming out at night to prey on hapless travelers or just to make trouble. Traveling alone at night is very dangerous, especially in rural areas, as most villagers and townfolk will tell you, for lone travelers are easy prey for bakemono-sho.



Tough Skin

Bakemono-sho have an extraordinarily thick skin covered with spikes. This skin of-





fers them a limited form of protection. Treat their skin as armor but subtract only 6 Hits of damage, whether Stun or Killing damage, from any successful attack (not 12 as a suit of samurai armor).

Appearances

Goblin of Adachigahara (A #2, RP UYSS #1, RP UYB1). After the Battle of Adachigahara, Usagi seeks shelter in a peasant's hut. That night, a bakemono-sho descends from the mountains and enters Usagi's room, intent on killing him.

Restless Dead (Adventure)

The heroes are walking along a road one evening, traveling from one town to another (perhaps to visit a friend). The road takes them through a large, mist-covered plain. Characters making a **MENTAL + 3d6** roll, TN 14, will recall that this plain was the site of a battle some years ago.

About this time, the characters will begin hearing odd sounds, like shuffling and growling, from the mist in the direction of the plain. If the players indicate their characters are looking for the source of the sounds or otherwise peering into the mist, allow them a **MENTAL + Perception + 3d6** roll, TN 18. Those making the Perception roll will notice several dark forms in what appears to be spiked armor, walking toward the road and the heroes. The characters will have two free Actions before the forms reach them. If none of the characters spot them, then the bakemono-sho will emerge from the mist on the road and attack the characters from surprise (the heroes will be at -3 to their **COMBAT** stat for one Phase).



There are a number of bakemono-sho equal to the number of heroes plus 1d6. So if there are 4 characters in the group, there should be 1d6 + 4 bakemono-sho.

The bakemono-sho will attack the heroes mercilessly. If half of the bakemono-sho are knocked out or killed, however, the remaining monsters will attempt to flee. If they can't escape (perhaps because they are captured), they will whimper and beg for mercy. What happens to the bakemono-sho at that point is entirely up to the characters.

THE BEAST

Physical 8, Mental 2, Combat 7, Movement 6, Hits 40, Defense 16

Skills: Bite 3 (2d6 damage), Claw 4 (3d6 damage), Climbing 5, Evade 4, Perception 4 (8 with smell), Stealth 6, Tracking 5

Special Abilities: Night Vision, Spectacular Leap, Shape-shift

The Beast is a large cat-like creature, similar in shape but larger than a tiger. It has sharp claws and teeth which it uses to attack its prey. The Beast is also one of the more malicious of the shape-changers



(hengeyokai). It often toys with its prey before killing it.

The Beast will take residence among the local people, getting to know the people and the area. The Beast can transform its shape into that of a normal person, preferring the guise of a young maiden. It uses this form to avoid detection as it moves about the locals in search of suitable prey, reverting to its true form only to hunt or fight, if necessary.

The Beast travels the land, from village to village, staking out an area as its exclusive hunting domain once it finds a suitable place to find “food.” The Beast tends to select hunting grounds far apart from each other, to lessen the chance of it being discovered.

Once it finds a suitable area, it will stay in that area for a time, slowly killing and devouring the inhabitants one by one until all are dead or the Beast is discovered.

The beast can make a formidable opponent, especially if the heroes are unaware of its shape-changing ability. Perhaps the beast’s new hunting ground is part of the lands of the heroes’ daimyo (lord).

Night Vision

The Beast can see completely clearly at night.

Spectacular Leap

Leap 2 meters (or 2 yards) per point of **PHYSICAL** stat (typically 16 yards).

Shape-shift

The Beast can change from its monster form to that of a normal person. Changing its shape takes one full Phase, during which time it can take no other action. In other words, if the creature were to change its shape to that of a beautiful young peasant girl, it would require the Beast to spend one full Phase remaining completely still, doing nothing else (-5 to its **COMBAT** stat) to change.

Appearances

Village of Fear (Doomsday Squad #3, RP UYB1). Usagi encounters a giant, cat-like beast that holds an entire village under its control, preventing anyone from leaving to get help. Trapped in the village with the peasants, Usagi tries to organize the peasants to hunt down the beast.

Usagi Yojimbo: Monsters — Cover

Tiger in Wolf's Clothing (Adventure)

The heroes are caught in a sudden rainstorm. A nearby village offers shelter from the rain, but the village is not as peaceful as it seems.

The local peasants are terrified of leaving the village. If asked why they are afraid, they will tell of “a wild creature kills anyone who tries to leave.”

Among the villagers is a Beast, disguised as a young Wolf Ama (Buddhist nun). The “nun” lives in a remote hut just outside the town, though she frequently visits the village. She is kind and friendly and will pray for anyone who requests it or seems in need of spiritual guidance.

Characters with the **Buddhism** skill who actually hear the prayers may notice something unusual about them. Let any characters with the Buddhism skill make a **MENTAL + Buddhism + 3d6** skill roll, TN 18. If they succeed, tell the players that something “isn’t quite right” about the prayers, but nothing more.

If they roll a 22 or better, tell them that while the words being spoken are correct, they are not appropriate prayers for the circumstances. While the prayers are consoling to those who hear them, they have no other “real” effect. In other words, the nun can’t exorcise spirits, cure illness, and so on.

While the characters are in the village, the “nun” will also attempt to befriend the heroes. In truth, the monster is trying to learn what it can about them, such as any weak-





nesses they may have, in case the monster has to face them in combat.

No killings will occur when the heroes first arrive; the Beast is sizing up the heroes and doesn't want to attract unnecessary attention.

A short time after the heroes arrive in the village, however (a couple of days, perhaps) the killings will start again. This time, however, they occur within the village.

The nun will never be seen when the attacks take place (allow a **MENTAL + Perception + 3d6** roll, TN 16, to notice this if the heroes try to account for all of the villagers during or immediately after any attack), though she can easily be found a short time afterward.

If the heroes suspect the nun, she will happily invite them to stay with her in her hut to prove her innocence. That night, however, she will change into the Beast form and try to attack the heroes in their sleep. If the heroes confront the nun directly and threaten her with violence, she will immediately change into the Beast and attack the heroes.

HANNYA

Physical 7*, **Mental 5**, **Combat 5***, **Movement 5**, **Hits 35***, **Defense 14***

Skills: Bite 3 (1d6 damage), Claw 4 (2d6 damage), Evade 4, Perception 4, Stealth 6, Use Magic 8

Special Abilities: Shapeshift, Magic Abilities (see below)

* Note: The hannya's **PHYSICAL** and **COMBAT** stats are reduced by 2 when the hannya is away from its lair; **PHYSICAL** becomes 7, **COMBAT** becomes 3. This also affects the hannya's derived stats; **Hits** becomes 25 and **Defense** becomes 10.

Hannya (female demons) are powerful hags; intelligent and cunning creatures that kill people and eat

them. In her natural form, a hannya appears as a white- or red-skinned demon with long white hair and sharp claws and teeth.

A hannya is able to transform herself (**Shape-shift**) into the form of an elderly woman. This guise allows the hannya to approach people and gain their trust, catching them by surprise when she chooses to make her attack. This transformation takes one full Round (4 Phases). Before changing their form, hannya will try to hide (in one story, a hannya leapt up into the corner of the ceiling of a room to avoid detection).

Hannya can leap horizontally (across) a number of yards equal to their **PHYSICAL** stat, or a number of yards vertically (up) equal to half their **PHYSICAL** stat, rounding up. (For example, a Hannya with a **PHYSICAL** of 7 can leap 7 yards horizontally or 4 yards straight up!)

Hannya typically choose a bridge, abandoned temple, or a remote hut as their "home." They are quite protective of their lair, and will murder anyone who wanders into or near it (such as walking across a bridge that a hannya is using as her lair), unless the intended victim is obviously more powerful than the hannya.

Those who are defeated by the hannya are eaten by the evil hag.

Hannya will invest a portion of their power into their lair. This serves to strengthen their lair, rendering it almost invulnerable to normal damage (treat the lair as having 16



points of **Defense** against Killing and Stun attacks).

Hannya are at full strength and power as long as they are within their lair (e.g., if their lair is a bridge, then the hannya is at full strength as long as the hannya is on, under or very close to the bridge). If they leave their lair, however, they are weakened. Lower the hannya's **PHYSICAL** and **COMBAT** stats as by 2 points each when it is away from its lair (the hannya's Special Abilities are not lost by leaving their lair, although they are generally weaker).

Hannya can **Shape-shift** and to perform other **Magical Abilities**.

Magical Abilities

Some hannya may have other, more fearsome abilities, such as: **Invisibility** (see **Oni**); **Control of Weather**; **Enchantment** (see **Kitsune**); the ability to project sticky webs; the ability to animate their limbs, if severed, to attack on their own; and hair which can lash out to knock weapons from someone's grasp or bind their hands together.

The GM should select two or three powers for the hannya before the adventure begins. A severed limb if wounded, particularly by fire, will inflict as many Hits on the hannya (as Stun, not killing, damage) and may momentarily stun the Hannya with pain—even forcing it to vanish back to its lair (see Taking Damage in the *Usagi Yojimbo RPG*, page 11).

A Hannya who loses a limb will be driven to recover it, and incurs a -2 penalty to its **COMBAT** state if a missing a hand, and an additional -2 to **MOVEMENT** if the missing limb is a foot or leg.

Appearances

The Tangled Skein, (C #38, RP UYB7). Usagi enters a haunted forest where he spots a lonely hut owned by an old woman lived, who is really a hannya in disguise.

The Bridge, (UY1 #25, RP UYB6). Usagi enters a town by crossing a cursed bridge, which also happens to be the lair of a hannya.

The Demon Flute, (UY3 #24, RP UYB13). A gaki (“hungry ghost”), pursues his former wife, who had killed him and since become a hannya.

Haunted Bell (Adventure)

A new temple is being constructed and the priests wish to move a giant bell from the old temple to the site of the new one. The priests will ask the heroes to help. (This is a good opportunity for a Monk or Priest character to lead the other heroes.) The thankful priests will provide a horse and wagon to transport the bell to the new temple.

The old temple has not been used for several years. In that time, a hannya has killed the caretaker of the temple (an elderly priest) and taken his place by assuming his form. The hannya has also made the dilapidated temple her new lair. The priests are unaware of this, as the hannya has killed the few, infrequent visitors to the old temple.

The hannya will welcome the heroes when they arrive, disguised as the old

temple's caretaker. She will invite them to stay for a simple supper and to spend the night before returning with the bell.

If the characters accept, she will use her wit and powers to try to separate the heroes

and/or kill them during the night. If the characters decline her offer, she will insist, saying that taking the bell so suddenly would cause her much grief and sadness.





If the characters cannot be convinced to delay taking the bell until morning, then the hannya will attack them as soon as they begin to move the bell off of the temple grounds. Either way, combat is imminent.

If the heroes are beating her in combat (i.e., if the hannya loses half or more of her Hits), she will attempt to flee. If she escapes, she will spend some time recuperating and eventually take on a new form in order to get close to the heroes and extract her revenge.

If the heroes return with the bell without killing the hannya, she will return and try to take it back. Because the bell was part of her lair, she will lose some of her powers until it is returned.

Remember that whenever the hannya is away from the old temple (her lair), she will have her **PHYSICAL** and **COMBAT** scores each temporarily lowered by two.

HEBI

Poisonous Hebi

Physical 5, Mental 3, Combat 5, Movement 6, Hits 25, Defense 10

Skills: Bite 5 (2d6 Killing damage, plus poison), Evade 3, Perception 5 (3 with sight), Stealth 6

Special Abilities: Armor (6 Def), Camouflage (4 in 6 chance), Poison, Shapeshifting

Non-Poisonous Hebi

Physical 8, Mental 2, Combat 6, Movement 5, Hits 40, Defense 16

Skills: Bite* 3 (2d6 Lethal damage), Evade 3, Grab/Constrict* 2 (8d6 Stun damage), Perception 5 (3 with sight), Stealth 6, Tail Lash* 5 (5d6 stun damage)

Special Abilities: Armor (6 Def), Camouflage (4 in 6 chance), Shapeshift, Hypnotize

*When fighting, a hebi may use two attacks per Phase, in any combination (for example; a **Bite** and **Tail Lash**, or a **Bite** and **Grab/Constrict**, are allowed).

Hebi are giant snakes. They can be found throughout Japan, particularly in warmer climates. They are cold-blooded creatures so they avoid areas of extreme cold. Any hebi subjected to extreme cold suffers a temporary loss of 3 points to both their **COMBAT** and **MOVEMENT** stats until they get warmed up again.

Hebi are intelligent, crafty creatures that are very careful to avoid casual discovery by others. They are fiercely protective of their lairs, especially if there are any eggs or young inside.

Hebi may reside in the bottom of lakes or pools, deep in the forest, or in caves. Hebi lay eggs in "nests" within the forest or in cavernous lairs. Their eggs hatch several months after being laid (treat very young hebi as having stats equal to one half those of their adult parents, rounding down). Hebi grow about five feet per year and can reach lengths of up to 50 feet.

Although the word *hebi* means "snake," monstrous hebi differ from regular snakes in that they are legendary creatures, much greater in size and intelligence than their smaller cousins. In addition, legendary hebi have the Special Ability **Shapeshift** and tend to be much more malicious in nature.

Some hebi have large fangs, which they use to inject poison into their prey (see **Poison**, below).



Others hebi are non-poisonous, but kill their prey by wrapping their bodies around them and constricting, crushing and asphyxiating them before swallowing them whole (see **Grab/Constrict**, below).

The hebi's scales serve as light armor, providing 6 Defense against damage from Killing attacks.

The scales of some hebi are colored in camouflage patterns, allowing them to blend into their backgrounds (see **Camouflage**, below). Some species, however, sport flamboyant color schemes that make it harder for them to hide (+2 to **Perception** rolls to spot them) but which serve as a warning to potential predators.

Hebi are able to perceive minor seismic vibrations in the ground, detecting animals and people walking nearby. They also have terrific senses of taste and smell, using their tongues to "sniff" the air. Their vision is not good, however (**Perception** rolls involving sight are at -3).

In some obscure areas hebi are regarded as divine creatures, even minor kami. Even so, snakes are generally considered evil and unlucky creatures. Although they eat small animals that ruin crops (like rabbits and tanuki-badger-like creatures), farmers dislike them because hebi also kill friendly creatures, such as dogs or birds.

Legendary, monstrous hebi can **Shape-shift** into beautiful women or handsome samurai.

Hebi can either use their **Camouflage** ability or **Shape-shift** to help them get close to someone in order to attack them.

Grab/Constrict

A successful **Grab/Constrict** attack by a hebi traps the victim, and each Phase thereafter the hebi may take an Action to constrict the victim, automatically inflicting 8d6 of Stun damage. Each Phase, on the victim's Action, the victim may take an Action to attempt to break free. Both the victim and the hebi roll a number of dice equal to their **PHYSICAL** stat (if a character has **Feat of**

Strength, they may add a number of dice equal to their **Feat of Strength** score to the roll). If the victim rolls equal to or greater than the hebi's roll, they have broken free. Breaking free takes an Action, so if the victim does break free they cannot attack until the next Phase.

Camouflage

When a hebi with **Camouflage** is sitting still in surroundings similar in color to its scales, it is very difficult to spot. Hebi will take advantage of their camouflage to sneak up on their prey and attack from surprise. If the snake's camouflage is appropriate to the terrain (GM's option) it adds +5 to the hebi's **Stealth** roll if it is still; +3 if it is moving.

To spot a camouflaged hebi, a **MENTAL + Perception + 3d6** roll is required, with a TN equal to the hebi's **PHYSICAL + Stealth + 3d6** (plus any bonus for **Camouflage**); that is, the GM makes a **Stealth** roll for the hebi. The total becomes the Target Number for anyone trying to spot the snake.

If everyone fails the test, the hebi remains unnoticed and may make its move first; the hebi gets a free Action, such as attacking from surprise or moving away (after all, hebi are aggressive but they're not stupid; sometimes it's smarter to flee than to fight), or simply laying still and waiting for someone else to act first. Characters may make a **Perception** roll each Phase thereafter to spot the hebi, if they are actively looking around. This continues until the hebi is noticed, the hebi takes an Action, or the other person leaves.

Once a hebi has been spotted, characters will always be able to see it without a **Perception** roll unless their attention is diverted. If they look away for some reason, they will need to make a new **Perception** roll to spot the hebi.

Hypnotize

Hebi can hypnotize creatures and people—even heroes—if it is still (a hebi can't hypno-





tize anyone if it is fighting, for instance). To attempt to hypnotize a victim, the hebi rolls a number of dice equal to its **MENTAL** stat. If the total equals or exceeds the victim's **MENTAL** stat $\times 5$, then the victim is hypnotized. The hypnotized person cannot defend himself or herself (**COMBAT** becomes 0) or do anything but move about as though sleep-walking until the hebi releases them, the hebi is killed, or the hypnotized person receives in the least a hard shaking from someone to snap them out of their trance.

For example; A hebi with a **MENTAL** stat of 3 tries to hypnotize a character who has a **MENTAL** stat of 4. The GM rolls 3d6, and the roll totals 15. The target's **MENTAL** stat is 3, and $5 \times 3 = 15$. The Hebi's **Hypnotism** has succeeded!

Poison

Hebi poison causes **2d6 Hits** of killing damage **per hour** until the victim dies, an antidote is found or three hours have passed. If, after three hours, the victim is still alive (i.e., after taking a total of 6d6 Hits of damage from the poison), they will begin to recover and heal normally.

A physician can concoct an antidote to the poison on a successful **MENTAL + Physician + 3d6** roll, TN 20. The antidote takes one hour to create. Once the antidote is taken, the poison is neutralized, but any damage already caused by the poison must be healed normally.

Shape-shift

Hebi can assume the shape of a human. This transformation takes one Round (4 Phases).

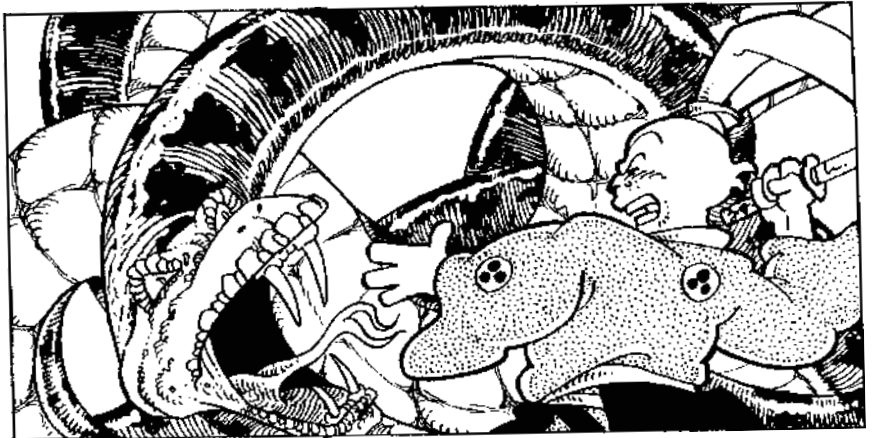
Appearances

Hebi (UYB7 Hardcover, RP *Usagi Yojimbo Roleplaying Game*). Gen and Usagi are traveling when Usagi is attacked by a hebi. Gen kills the hebi and the two continue on their way. Unbeknownst to Gen and Usagi, the dead hebi's mate follows them...

Missing Crops (Adventure)

Someone is destroying crops throughout a valley, threatening the peasants with starvation unless they can discover who is responsible and stop them. The heroes may be ordered by their lord to investigate, or they merely be passing through the valley when they approached by the villagers (or local samurai) for help.

A pair of hebi (male and female) have lived in the valley for a long time. Just recently the "husband" was caught by some retainers of the local samurai lord and thrown into a dry well. The "wife" (the female hebi) believed her mate had been killed, and now seeks vengeance by destroying the local crops.



Players should be allowed to make **MENTAL + Perception + 3d6** rolls periodically (TN 18), and given clues as to the true culprit when they are successful. Clues can include: drag marks (snake tracks) through the fields and brush; fewer rodents and birds than normal in the area; the crops are mostly



destroyed but not actually eaten (hebi are carnivorous and don't eat plants, after all). A particularly good **Perception** roll (a roll of 24 or higher, for example) will lead the heroes right to the hebi's lair or, alternately, to the male hebi who is slowly dying in the well.

Once the party discovers that a legendary hebi is responsible for the destruction, they can try to destroy it. Optionally, if they've discovered her mate in the well, they can rescue him and return him to his mate. Either course of action will "resolve" the situation, as the female will stop destroying the crops, either by choice or because she's dead.

JIKININKI

Physical 3, Mental 2, Combat 4, Movement 3, Hits 15, Defense 6

Skills: Bite 3 (1d6 damage), Claws 3 (1d6 damage), Perception 4, Stealth 4

Special Abilities: Night Vision

Another type of bakemono is the jikininki, or ghoul. They are humanoid in appearance but lack the spikes and horns of their cousins, the bakemono-sho. Jikininki have sharp claws and jagged fangs. Some have no feet, but rather ghostly "legs" that vanish into mist like a Yurei. They reek of death and decay, and make horrible noises as they wander through the darkness looking for food.

Jikininki are typically found around areas associated with death, such as battlefields or the sites of ambushes or assassination. Though they will not hesitate to attack a living person, they are generally scavengers, preferring to feed on the recently deceased. Jikininki prefer to only venture out at night, when they feast on dead bodies, hiding in their lairs in the daytime to avoid being seen by the sun goddess, *Amaterasu*.

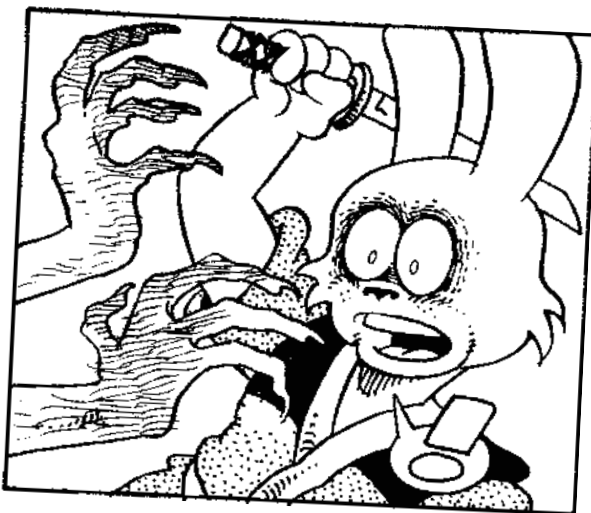
Some villagers believe that ghouls are the spirits of warriors who died in battle but did

not receive a proper burial. Some samurai, on the other hand, claim that ghouls are the reincarnation of bandits who loot from the fallen on battlefields.

Some jikininki will rise again if they are slain and their bones not properly consecrated by a priest. When slain they will lie where they fell until dawn, when their bodies will return to where they were slain to rise again when Amaterasu has gone again. They are similar to *gaki* (hungry ghosts) who must fulfill their last earthly desire.

Night Vision

Jikininki can see completely clearly at night.



Appearances

Battlefield Part 3, UY2 #8, RP UYB8. A young Usagi steals a wakizashi (short sword) from a dead soldier at the site of a recent battle. Haunted by nightmares, Usagi goes back to the battlefield early one foggy morning to return the wakizashi, only to hear sounds of jikininki moving towards him through the fog...

Flesh Eaters (Adventure)

The heroes are passing near the site of a small battle between local clans, perhaps





even the site of a battle in which they themselves participated. The survivors of the skirmish have since left, but the bodies of the fallen have yet to be removed for burial. As the heroes pass by (or through) the battlefield they begin to hear eerie growling and gurgling noises, as several jikininki approach them looking for a meal (assume one jikininki for each hero in the party).

The jikininki move through the darkness and quickly attack the heroes. Allow the heroes to each make a **MENTAL + Perception + 3d6** roll, TN 18. Characters whose roll is successful will spot several shapes moving toward them through the darkness. If all the rolls fail, the monsters will surprise the characters and get one free Action (an attack) from surprise.

JIKUMO

Physical 6, Mental 2, Combat 6, Movement 5, Hits 30, Defense 12

Skills: Bite 3/4 (2d6 Killing damage, plus poison), Evade 6/4, Leg Strike 4/5 (4d6/6d6 Stun damage each), Perception 4, Spin Web 0/7 (Entangle), Stealth 6/4

Special Abilities: Climb Walls, Night Vision, Poison, Spin Web, Shape-shift, Natural Armor

Jikumo, also known as earth-spiders or goblin-spiders, are giant red spiders, man-sized in height, and half again as long. Jikumo are rare and usually encountered (if at all) in underground lairs deep in darkened forests.

Jikumo lairs are typically intricate caves, networks of web-filled tunnels. Jikumo will rush out and attack prey that either becomes entangled in their webs or wanders too close to their lair.

Jikumo overcome their prey by weakening them with poison. Once sufficiently weakened (to prevent escape), the jikumo envelops the prey in a web before draining their bodily fluids.

Anyone bitten by a jikumo is automatically injected with its poison (see **Poison**, below).

It is up to the GM to decide just how intelligent a given jikumo is. It may possess only insect-like intellect, relying on instinct and its natural dexterity to overcome its prey, or it may be an incredibly cunning, evil monster that purposefully selects people for assassination. Perhaps both types of jikumo exist in your campaign. In any case, the appearance of intelligent, evil jikumo should be a rare event, indeed.

Jikumo are often accompanied by many normal-sized spiders (kumo), and large spider infestations should be a warning that a jikumo is nesting nearby.

Kumo-onna

There is a type of Obakemono known as a Kumo-onna (“spider woman”). The Kumo-onna looks like a giant jikumo except that it has the torso of a demonic woman where the spider’s head would normally be.

Kumo-onna have a **MENTAL** stat of 5, but in all other respects the Kumo-onna have the abilities of a giant jikumo.

Kumo-onna are able to control jikumo, commanding them to hunt, guard and fight for it. Kumo-onna also possess the magical powers **Spray Hot Liquid** and **Spit Acid**.

Spray Hot Liquid

One power allows the kumo-onna to project hot liquid at an opponent from her hands that burns and distracts opponents. This power can be used up to three times in a day and does 5d6 Stun damage when it hits. To hit someone (or something) with its acid-like spit, the kumo-onna makes an attack roll using its **Spray Hot Liquid** skill (**COMBAT + 4 + 3d6**). Characters who are hit and suffer



more than **2x** their **PHYSICAL** in damage (after subtracting their **Defense**), are stunned and lose their next Action.

Spit Acid

The kumo-onna can project a stream of acidic liquid at an adversary once per day. This spit immediately begins a wasting any flesh or soft tissue it comes into contact with. To hit someone (or something) with its acid-like spit, the kumo-onna makes an attack roll using its **Spit Acid** skill (**COMBAT + 5 + 3d6**). Because the spit is sprayed over an area, the kumo-onna need only beat a TN 14 to hit a character (rather than the normal method of rolling against the target's **COMBAT + Evade + 10**). If two characters are standing next to each other (for example, within 3 meters of each other or in the same or adjacent hexes, if using a hex map) they are both hit.

Climb Walls

Jikumo can climb on walls and ceilings as normal spiders do. Jikumo can move at their normal **MOVEMENT** rate, whether walking vertically up or down a wall or upside down across a ceiling.

Night Vision

Jikumo can see completely clearly at night.

Poison

The jikumo's venom is a paralytic poison. Each Phase after the victim is bitten, the victim loses 1 to 3 points from their **PHYSICAL** stat (roll 1d6: on a roll of 1 or 2, the victim loses 1 point; on a roll of 3 or 4, the victim loses 2 points; on a 5 or 6, the victim loses 3 points). This continues each Phase for 4 Phases (one Round) or until the character's **PHYSICAL** score is reduced to 0, whichever comes first.

If the character's **PHYSICAL** score is reduced to 0, he is completely paralyzed and cannot move, even though they will be

awake and alert. The paralysis starts to wear off in one hour, at which time the character regains one point of **PHYSICAL** each hour until it is back to normal.

A physician can concoct an antidote to jikumo poison on a successful **MENTAL + Physician + 3d6** roll, TN 18. If the antidote is taken, the poison is neutralized and any **PHYSICAL** stat points already lost are "healed" at a rate of 3 points per hour.

Spin Web

Jikumo can spin webs and climb them. They can move along a web at their normal movement rate.

Jikumo also use their web-spinning ability to wrap their weakened prey in a cocoon. A giant jikumo can shoot its web up to twenty feet towards its foes. Its web is extremely sticky and spreads out upon being shot at someone. The jikumo must roll to hit the target with its web (using the **Spin Web** skill). If the web attack roll is successful, the target is covered in a spray of webs that have Killing Defense 4 and 2d6 Hits.

The entangled character can try to cut his way out but must make an attack roll with a TN 18 to "hit" the webs, but they cannot otherwise move and their **COMBAT** stat is reduced to 0. If an entangled character is hit a second time with webs, the webs' defense remains the same, but the Hits are increased by another 2d6. In addition, the character can no longer try to cut his way free; his comrades can try to cut him free, but they must make an attack roll against a TN of 24 (unless they can take several Phases to slowly-and carefully-cut them free). On an attack roll of less than 24 both the webs and the entangled character take the damage from the attack; if the roll is 24 or greater, only the webs are hit.

Shape-Shift

Some jikumo can change from their natural form into the form of a human and back. Each transformation takes one full Phase.





Natural Armor

Jikumo have a strong carapace that provides them with 4 points of armor.

Appearances

The Doors (UYCS #2). Goyemon the painter gives Lord Noriyuki a set of fusuma (sliding doors) bearing a painting of a famous battle between Raiko's samurai and a giant jikumo. Noriyuki admires the work and has them installed in his own chambers. That night he awakens from a nightmare and finds scratches on his neck. He returns to sleep but the next morning is found in a coma and near death. The next night Tomoe watches over her lord and sees the giant jikumo in the painting come to life!

Kumo (UY3 #37). Usagi inadvertently gets trapped in a small town with Sasuke, a demon-queller. Together they pit themselves against several jikumo led by a powerful kumo-onna, who exhibits control over the jikumo and is able to project liquid from her hands and mouth.

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Rock Spider (Adventure)

Two children from a local village have disappeared. Rumors abound as to the cause of their disappearance, ranging from a kidnapping by vile bandits to being stolen and eaten by oni! The villagers will beg the heroes to help them find the children and bring them home.

As the heroes talk to the villagers (at least, one would expect, to the parents) they learn that the children (Joro, a six-year-old boy, and Kiko, a five-year-old girl) disappeared just a few hours ago. They also learn that the children have been known to play around a nearby abandoned silver mine.

As the heroes investigate the mine, they will notice that it is run down, with loose soil and rocks occasionally tumbling down from the hillside. It is very dark inside the mine,

and external lights, like torches or portable lanterns, will be needed to see while inside the mine (except for those **Ninja** characters who can see in the dark).

Inside the mine, the characters will find a few discarded tools and lots of loose dirt. To increase the tension the GM can have a mild tremor occur when the heroes are inside. The tremor will last only a minute, but each character will have to make a **PHYSICAL + 3d6** roll, TN 16, to avoid falling down (falling down does no damage, but having the players roll dice should keep them on their toes).

Shortly after the tremor subsides, the characters will hear muffled noises from inside the cave. Those heroes who make a **MENTAL + Perception + 3d6** roll, TN 18, hear the sound of children whimpering. A short distance ahead they will see an alcove. Hanging from the alcove wall are the two missing children, completely wrapped, head to toe, in spider webs. Clinging to the ceiling, just inside the entryway, is a large jikumo.

If any characters charge into the alcove to rescue the children they will be attacked by the jikumo (at +5 to hit, due to surprise). If characters cautiously enter or indicate they are looking around (for a spider, or anything else for that matter) let them make a **MENTAL + Perception + 3d6** roll, TN 18. Success indicates they spot the spider and may take one free Action before it attacks.

KAPPA

Physical 7/2, **Mental** 3, **Combat** 6/2, **Movement** 6, **Hits** 35/10, **Defense** 14/4

Skills: Bite 3 (1d6 damage), Claw 3 (1d6 damage), Evade 5, Feat of Strength 4, Jujutsu 8, Perception 4, Physician 8 (only to heal broken bones), Stealth 4
Special Abilities: Bone-setting, Breathe Underwater

Note: The first number listed for the



PHYSICAL, COMBAT, Hits, and Defense stats apply only as long as water remains in the indentation in its head. Should this water spill out, the second numbers (after the slash) apply instead. In addition, a kappa who loses the water from the bowl in his head will lose 1 Hit per Turn, until he dies or returns to a source of water (whichever occurs first).

Kappa are small creatures that dwell underwater in streams, ponds and lakes. They are the size of a young boy or monkey but hairless, with greenish-yellow skin, often covered in scales. They have webbed feet and hands, a face similar to a monkey, and a hard turtle-like shell on their back. One unique feature of a kappa is a bowl-shaped indentation on the top of their heads, which is filled with water. This cavity is the source of the kappa's strength. Should the kappa ever lose the water on its head, it will lose its strength and be nearly helpless. Unless allowed to replace the lost liquid, the kappa will soon die.

Kappa emerge from their watery lairs at night to steal horses (their favorite food) and sometimes humans for their meals. The kappa is extremely quick and can leap out from underwater to surprise someone and then try to drag them into the water. Some people believe that kappa sometimes kidnap people in order to force them into slavery. In reality, the kappa drown their victims and then eat them.

Kappa prefer to use their **Jujutsu** skill to overcome opponents before dragging them under water to devour them. They can also

use their claws and bite to attack.

Kappa are extremely fond of cucumbers and melons. People from villages located near a kappa's lair will throw cucumbers or melons into the kappa's pond as they pass by. This offering will usually placate the kappa, which then allows the person to pass by the kappa's lair unharmed. Some people will throw in a large number of cucumbers or melons, hoping to gain protection for their entire family.



Kappa are also known for their politeness and sense of honor. Although aggressive and mischievous in nature, kappa will never break their word. Their sense of honor can be used against them. Bowing to a kappa will almost always elicit a bow in return. When the kappa bows, however, the water from his head will spill out, rendering the kappa almost powerless. This trick can be used once on any given kappa, but no kappa will fall for the same trick twice.

If a kappa loses a limb in combat (such as from a sword blow), he will be able to reattach it up to three days after it is severed. If a lost limb is returned to a kappa, it will be very grateful and grant a wish to its benefactor.

Bone-setting

Kappa know how to set and heal broken bones with incredible skill. On a successful





MENTAL + Physician + 3d6 roll, with a TN equal to the amount of damage sustained from the injury +10, the victim's broken bone is set and the victim regains 1d6 Hits of damage lost due to the injury.

Breathe Underwater

Kappa are amphibious. They can stay underwater for as long as they want, and are able to breathe out of water as well.

Appearances

Kappa (UY1 #6, RP UYB2). Usagi travels across a marsh and comes across a kappa, who demands a toll from Usagi.

The Inn on Moon Shadow Hill, (UY3 #31). Usagi seeks out an inn only to find that all sorts of other monsters are plaguing it.

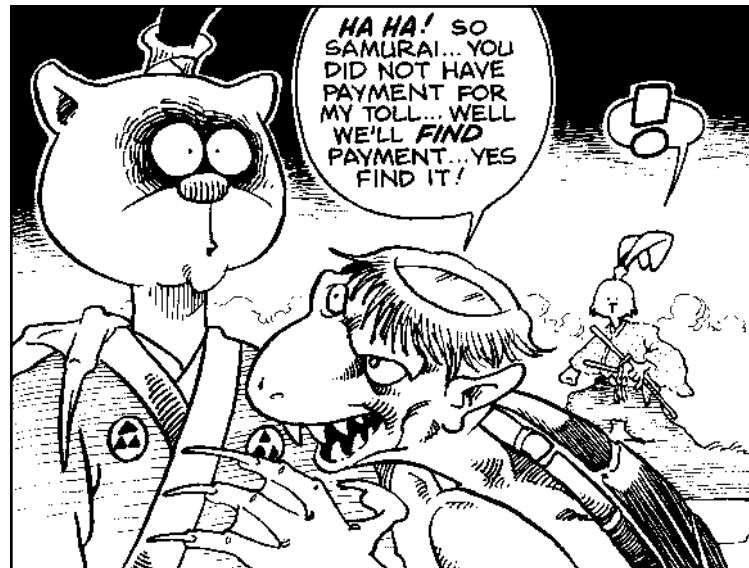
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weapon, a fall from a horse, or what have you.) If all else fails, the GM can “create” an incident in which one of the characters suffers such an injury. The nearest doctor is in the next town, two day's walk, although the heroes hear rumors of a kappa that dwells in a nearby stream.

As the heroes approach the reputed lair of the kappa, they will see a small wooden foot bridge that crosses the stream, with several empty straw baskets on the opposite shore. (The baskets recently contained cucumbers that were offered to the kappa by the local villagers).

Attempts to contact the kappa will be ignored. Shouting, praying, even getting into the water, will all prove fruitless. As soon as anyone steps onto the bridge as if to cross it, however, the kappa will appear, leaping onto the far side of the bridge and assuming a defensive **Jujutsu** stance.

The characters are likely to ask the kappa to help their comrade. The kappa will refuse such requests, even if offered cucumbers or melons, although such offerings will prompt the kappa to allow the characters to pass by unmolested. If the characters persist in their plea for help, the kappa will issue a challenge to the characters: If any character can defeat the kappa in a one-on-one Jujutsu match, the kappa help the injured character (refer to the rules for **Jujutsu** on pages 50 and 72 of the *Usagi*



Yojimbo RPG).

Any number of characters can try to defeat the kappa, but only one character at a time can engage the kappa in combat; if more than one character attempts to attack the kappa at a time, the kappa will jump back into the water and refuse to reappear for one day.

MUKADE

Goblin Doctor (Adventure)

During a previous adventure or encounter, one of the heroes suffered a broken bone. (This can have occurred during a battle against an opponent with a blunt



Physical 10, Mental 1, Combat 6, Movement 8, Hits 50, Defense 20

Skills: Bite 4 (4d6 damage, plus **Poison**), Body Blow 6 (10d6 Stun damage), Climbing 8, Evade 2, Perception 3, Stealth 2

Special Abilities: Armor, Black Breath, Breath Underwater, Flight (3 in 6 chance), Night Vision, Poison, Tunnel

Mukade are giant centipedes, with glowing eyes that allow them to see in total darkness. Mukade range in size from 20 feet to more than 100 feet long. They have two pincer-like mandibles that they use for attacking and eating their prey. Their bite can also inject a deadly Poison into their prey (see description below). They can also rear back half their body and then drop it down upon adversaries to stun them, making it easier to bite their prey.

Their numerous legs allow them to move quickly over any type of terrain. Some mukade also have the Special Abilities **Breath Underwater** and/or **Flight**; they are able to move at their full **MOVEMENT** rates through the water and/or air.

Their tough outer shell also acts as Armor (treat as samurai armor with 12 defense against all weapons; see the *Usagi Yojimbo RPG*, page 47). This armor only covers the top and sides of their bodies, however. Anyone attempting to strike the soft underside of a mukade may do so but this adds +4 to the attacker's TN. A successful strike to the creature's underside ignores the mukade's armor.

According to legend, saliva is deadly to the mukade. Any weapons coated with saliva allow the weapon ignore the mukade's armor for one strike. It takes one Action to put saliva on a weapon.

They are commonly found in Yomi (hell), but a few wander up to the surface from time to time. When on the surface world, mukade tend to live under concealing vegetation or large rocks, or in holes burrowed in the



ground. They will eat anything from small animals to people (Imagine a samurai's surprise to find his trusty horse being devoured by a giant centipede).

Mukade are usually regarded as evil due to their monstrous appearance and their association with Emma, god of Yomi. In truth, they are simply giant insects. They are not too bright, only attacking for food or in self-defense.

Occasionally mukade are taken on as pets and guardians by more intelligent monsters like oni or o-bakemono. Some mukade have even been trained to attack.

Black Breath

Once per day a mukade can breathe a cloud of thick, black mist, which fills an area 5 meters in diameter around the creature's head. The mukade can see through its own





black mist, but its opponents can only see its glowing eyes and suffer a temporary -5 penalty to their **COMBAT** stat (minimum of 0) when within this mist.

Poison

The mukade's venom is a deadly blood poison. Every minute after the victim is bitten, the victim suffers 1d6 Hits of damage from the poison. This continues every minute for ten minutes or until the character is dead or the poison is nullified.

A physician can concoct an antidote to mukade poison on a successful **MENTAL + Physician + 3d6** roll, TN 24. The antidote takes one hour to create (so it is best to have some made in advance). Once the antidote is taken, the poison is neutralized but any Hits already lost must be healed normally. Mukade antivenin (poison antidote) is only good for 1d6 days, after which time it turns "bad" and no longer has any positive or medicinal effects.

Tunnel

A mukade can tunnel at its **MOVEMENT** rate through sand, dirt and rocky soil (though not through solid rock). When tunneling the mukade can sense strong vibrations, such as those caused by a person running or a horse galloping. The mukade can "target" creatures causing such vibrations as if they could see them with their eyes, allowing the mukade to tunnel up right in front of (or directly beneath) the target and attack them from surprise (the mukade's first Strike is at +3 to hit).



Appearances

My Lord's Daughter (UY1 #27, RP UYB6). Usagi tells a tale of his quest to rescue his lord's daughter. After facing numerous monsters, Usagi comes to a forest where encounters and battles a giant mukade.

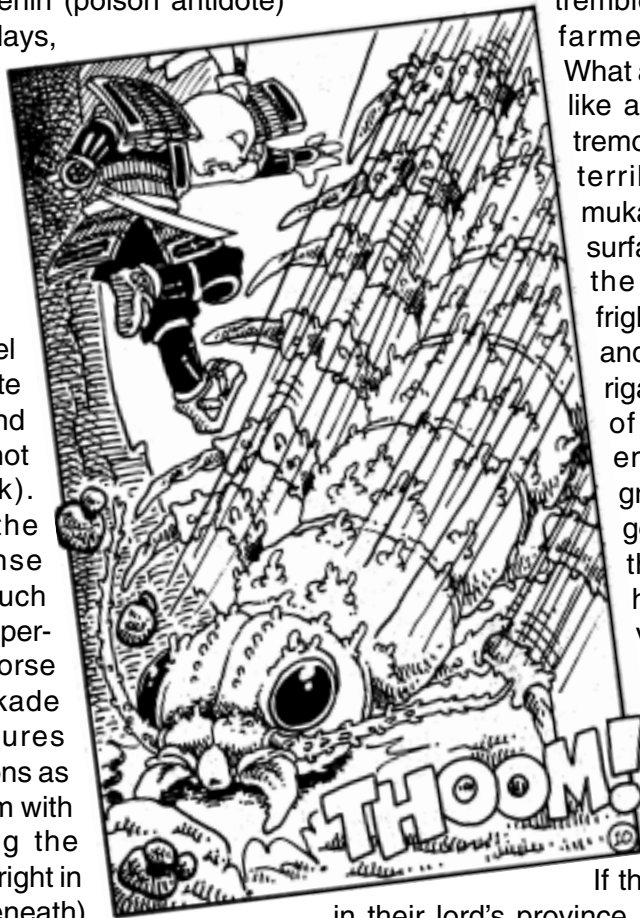
The Inn on Moon Shadow Hill, (UY3 #31). Usagi seeks out an inn only to find that all sorts of other monsters are plaguing it.

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Tunnel Trouble (Adventure)

A burrowing mukade has recently moved into the wilds around a farming village, creating an extensive network of tunnels throughout the area. One day the ground trembles, frightening the farmers and animals. What at first seem seems like a minor earthquake tremor turns out to be a terrible monster! A mukade burrows to the surface in the middle of the farmer's fields, frightening the farmers and destroying the irrigation of that portion of the fields. After emerging from the ground, the mukade goes on a rampage through the fields, heading right for the village. The creature will wreck buildings and hurt people by biting or trampling them before returning underground.

If the village is located in their lord's province, the heroes will be instructed to deal with the mukade. If the characters are not from the local area (or



are not samurai retainers), the local villagers will plead with the heroes to help them. If the characters do nothing, the mukade will continue to tunnel through the area, periodically coming to the surface, destroying more property and will eventually start attacking villagers for food. Eventually, the threat to the rice crop and the farmers (who supply the samurai with rice and taxes, after all) will force the local daimyo and the heroes to do something.

Unless the heroes are able to defeat the mukade while it is above ground, they will have to enter its tunnels. Cave-ins can be a danger and the characters will have to stoop or crawl through the tunnels, which are only wide enough for one person to move through (they can't crawl faster than their base **MOVEMENT** score in meters per Phase).

If the mukade is not driven away or killed within a few days, the entire village will become unstable from the tunnels being dug beneath it. Sinkholes will develop and buildings start to collapse. If there is a nearby temple or castle, it, too, could be damaged by the mukade's tunnels.



NUE

Physical 9, Mental 4, Combat 7, Movement 7, Hits 45, Defense 18

Skills: Main Head Bite 4 (4d6 damage), Snake Bite 5 (2d6*), Claw 6 (3d6 damage), Climbing 5, Evade 3, Perception 5, Stealth 6, Tracking 6

Special Abilities: Night Vision, *Poison

The Nue is an enormous creature the size of two oxen. It has the body of a tiger, its tail is a poisonous Hebi and its head is like that of an enormous wolf. For all its size it is capable of creeping along the tops of roofs or

in tall trees from where it likes ambush unsuspecting prey. It is a nocturnal beast, hunting primarily at night. It is also known to work in conjunction with more intelligent animal shape-shifters.

When fighting, the Nue prefers to maneuver amidst its opponents so that its front and back ends can both attack. Each Phase a Nue will strike with either a claw or bite attack to its front and a snake bite to its rear or side with no penalty.

Night Vision

Nue can see completely clearly at night. They have no penalties to sight-based **Perception** rolls because of darkness.





Poison

Much like a poisonous hebi, the Nue's tail snake injects poison that causes 2d6 Hits of damage per hour until the victim dies, an antidote is found, or three hours have passed. If, after three hours the victim is still alive then recovery will begin. A physician can concoct an antidote to the poison on a successful **MENTAL + Physician + 3d6** roll, TN 20; the antidote takes one hour to create. Once the antidote is taken, the poison is neutralized, but any damage already caused by the poison must be healed normally.

Appearances

The Wrath of Tangled Skein (UY3 #3, RP UYB10). Usagi arrives at a village to find it in fear of nightly attacks by some fell beast. That night he assists with the night watch, and spots a Nue on a rooftop as it begins its attack.

The Quest (Adventure)

The heroes encounter a dog samurai, Ogawa Masafusa, who is hunting a beast in one of the wilder areas. He has been pursuing "the beast" for two weeks now, and it has killed someone each night. Masafusa fellow samurai on the hunt have either died by his side or have been unable to keep up with him, so he leaves marks in the woods and at villages so that those still following him might eventually catch up.

Masafusa has his own horse and two spares (which the heroes might need to accompany him), a *daikyu* (long bow) and *dai-sho* (pair of swords).

Masafusa welcomes the heroes to join him in his hunt. If they do, they follow tracks off the road leading to a nearby village. There they learn that the Nue attacked the village the previous night and killed two more people. Heroes making a successful **MENTAL + Perception + 3d6** roll, TN 20, will discover fresh tracks; if none of the heroes spot the tracks then Masafusa will. It ap-

pears that the Nue is headed for another village not far away.

The truth is that there are *two* Nue, and that one has been doubling back behind Masafusa and killing those samurai trying to catch up with him. Every few nights they change place, one leading Masafusa on, the other ambushing samurai stragglers and carefully disposing of their bodies to keep the pursuers unaware of what is really going on.

Two Nue represent a huge challenge for the heroes. They, like Masafusa, should be unaware that there are two Nue, although very subtle hints might be given. One suggestion is for them to notice blood and tracks of a limping person for a day or so, which suddenly vanish for a day only to return as the Nue switch roles.

The heroes should have several skirmishes with the Nue over one or two nights, as they race from village to village trying to fend off the creature's attacks. Hopefully the heroes, if not Masafusa, will come up with a clever trap to catch and kill the Nue.

The GM may want to make this first encounter fairly easy, so as not to wound the heroes too badly; they must still face the other Nue. Just when the heroes think victory is theirs and they settle down to rest, the other Nue will stalk to their camping site or the village they are in and attack.

OBAKEMONO

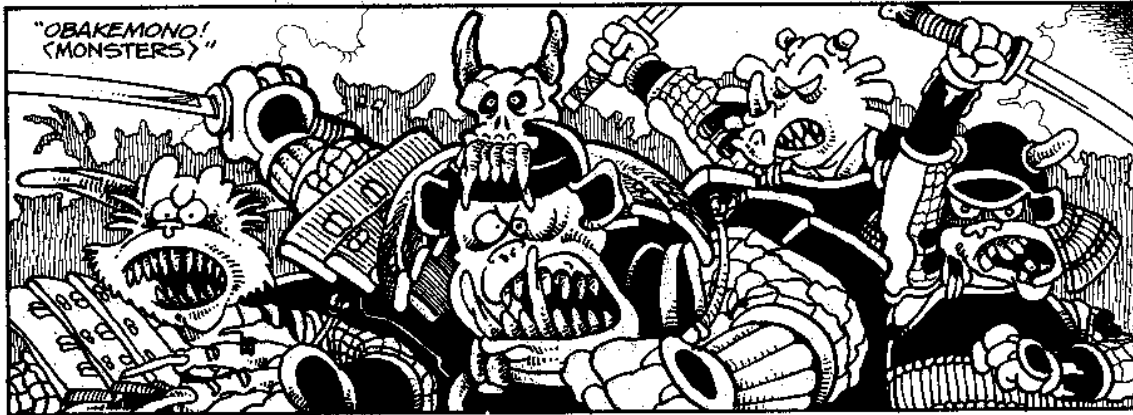
Physical 5, Mental 3, Combat 6, Movement 4, Hits 25, Defense 10

Skills: Bite 2 (1d6 damage), Claw 4 (3d6 damage), Evade 4, Kenjutsu (or other weapon skill) 5, Perception 3, Stealth 3

Special Abilities: None

Obakemono, or "big monsters," is a catch-all term. Any monster in this book can be called a bakemono, but obakemono specifically refers to those big, twisted demons and monsters that don't fit neatly into other cat-





egories.

Obakemono are not minions of Emma like the oni, nor is their form a punishment like bakemono-sho. Most obakemono are humanoid, and generally man-size or slightly taller. Many obakemono rely only on their claws and teeth to attack with, but some obakemono are also able to use weapons.

Obakemono can be encountered almost anywhere, either in groups or alone. They may wear ratty clothing or bits of armor they have scavenged from past victims (treat as Defense 6 armor).

Obakemono are not spirit-beings, and therefore can't be Exorcised by Priest or Monk characters. If anything, an obakemono faced with a priest trying desperately to exorcise him will laugh out loud before attacking the priest. Facing a fierce, armored samurai wielding a naginata-now that's a different story.

Obakemono are some of the more common monsters. Though some wield samurai weapons and armor, they are the antithesis of samurai in morality and honor.

Obakemono can be used to bolster the force of some other supernatural creature if it, alone, is too weak to present a challenge to the heroes.

Appearances

Autumn (UY2 #3, RP UYB8). Young Usagi is training under Katsuichi-sensei, and is sent to fetch water. Usagi falls off a steep mountain path and is knocked out. When he awakens he finds himself the prisoner of

an obakemono.

My Lord's Daughter (UY1 #27, RP UYB6). Usagi tells the tale of his quest to rescue his Lord's daughter. In the story, Usagi enters a plain filled with many obakemono sent to stop him, and of the ensuing battle.

Monster Vandalism (Adventure)

A peasant named Yoshima works several large rice paddies, but recently the paddies have been drying up. Investigating the problem, Yoshima finds that someone has been destroying his irrigation channels each night. He tries to repair them but each morning he finds them destroyed again. One night, at his wit's end, Yoshima goes out to repair his channels again and discovers the culprit responsible for the vandalism-an obakemono.

A frightened Yoshi runs to the heroes for help. He will lead them back into the field, where the characters will see the obakemono for themselves.

While the obakemono itself may not seem to present a major challenge to the characters, the terrain will complicate things. Walking along the narrow dykes allows normal movement, but moving across the flooded, muddy fields themselves allow characters to move no faster than their base **MOVEMENT** score in meters per Phase.

ONI





Physical 9, Mental 2, Combat 8, Movement 5, Hits 45, Defense 18

Skills: Bite 1 (2d6), Claw 3 (2d6 damage), Evade 3, Climbing 5, Kenjutsu 7, Perception 3, Stealth 3, Tetsubo-jutsu 7

Special Abilities: Invisibility, Shape-shift

Oni are fearsome creatures, similar in appearance to giants and ogres of Western mythology. Oni are supernatural creatures, devils from the underworld (*Yomi*) in the service of Emma, God of the Dead. Oni are common in *Yomi*, but they also climb up to the surface and emerge from tunnels or cav-

erns to roam the living world, usually with malicious intent.

Oni vary in size; some are squat and round, while others are huge, towering to heights of up to 20 feet. Most oni have horns growing from their heads (the number of horns an oni has is believed to be indicative of their overall power). Some oni have only one eye, while others have two or three eyes. Their skin may be mottled red, pink, blue or gray in color and they may dress in loincloths made of animal skins or run about without clothes at all.

Because oni are supernatural beings, bridging the chasm between the mortal and spirit worlds, they cannot be killed by mortal means. If an oni is "killed" by the use of weapons, they will vanish and their spirit will return to *Yomi*, where they reform and return to the surface world in 1 week (10 days).

Oni are also susceptible to Exorcism from Priest or Monk characters. If an oni is exorcised it is banished to

Yomi for a full year.

If, however, an oni is physically slain and exorcised it is destroyed forever. For this reason, most oni will hide their spirit in a safe place while they roam the surface world. Examples of hiding places include a ceramic jar, a netsuke, a statue or a mirror. These items, in turn, are often well hidden within or near the oni's lair. If anyone finds an item containing an oni's spirit, the oni will submit to the possessor's will, obeying any one command in exchange for returning the oni's spirit.

Oni are evil in nature and kill indiscriminately, looting in search of treasure, and kidnapping women for the oni's disgusting



amusements. They are not known for their intelligence, however. Though powerful, it is possible to outwit an oni. Musicians or comedians captured by oni have escaped with their lives by performing well and distracting their simple-minded captors.

Some oni are invisible at all times, while others have the ability to become Invisible at will. Oni also have the ability to Shape-shift, taking the form of a normal human. The oni's weapon of choice is the *tetsubo*, though some prefer the great nodachi, which they can wield one-handed. If unarmed, oni can still use their great strength and ragged claws to good effect.

Oni are good opponents for a skilled and determined party. Their evil nature and powerful abilities make them well-suited as instigators of mayhem-mayhem that the heroes may be called upon to put an end to.

Because oni often live in groups, the number of oni the heroes encounter can be adjusted to match the strength of the party. Alternately, an oni may lead a motley group of different monsters, such as a group consisting of several obakemono, a few bakemono-sho and a hannya.

Invisibility

Oni can become invisible. This occurs instantly, though an oni can only “turn on” this power (as a Free Action) on an available Action. Invisible oni can still be heard, smelled, and touched.

If someone tries to fight an invisible oni, their **COMBAT** stat is effectively 0 unless they make a successful **MENTAL + Perception + 3d6** roll, TN 18, in which case their **COMBAT** score is only at -3.

Some oni are permanently invisible.

Shape-shift

Oni can change into other forms and back again. Unlike most shape-shifting creatures, oni can transform into almost any form, including animals, people, trees and large rocks. Almost any natural item is possible,

as long as it is roughly the same size or mass as the oni's natural form. This takes one complete **Round** (4 Phases) for the change.

Appearances

My Lord's Daughter, UY1 #27, RP UYB6. Usagi tells a story about himself as a samurai sent to rescue his lord's daughter, who had been kidnapped by an oni.

Momo-Usagi-Taro, (UY3 #25, RP UYB13), Usagi relates a tale about the “Peach-Rabbit-Boy” who would grow up to become a great warrior who sought out Oni on the isle from which they raided from.

The Inn on Moon Shadow Hill, (UY3 #31). Usagi seeks out an inn only to find that all sorts of other monsters are plaguing it.

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Oni King's Prisoner (Adventure)

A terrible oni lives at the top of a nearby mountain, with six oni underlings. The mountain is a rough and forsaken place, almost impossible to scale. The oni is known in local legend, and even the local yamabushi (esoteric Buddhist mountain priests) fear him and his band. Heroes making a **MENTAL + Folklore + 3d6** roll, TN 14 (TN 18 if not from the area) will have heard of the oni, as well.

Once a year the oni assumes the form of a man and leaves his lair atop the mountain to enter the castle town of a powerful lord (this may or may not be the characters' lord if they are retainers or courtiers). He then kidnaps a young man or woman, taking his captive back to his lair where he forces them to serve as his slave. When he finally tires of his slave (a year later), he kills and eats them. Shortly after killing his captive, the oni begins missing having a slave and returns to the town to capture another victim.

The local townspeople fear this oni terribly, but the local lord has been hesitant to





confront him. To the local lord, the risk of losing many samurai retainers is too great a price to stop the occasional loss of a single commoner.

This year, however, the oni has finally gone too far. He has kidnapped the daimyo's son, and now the lord has called for the extermination of the oni and all his kind living on the mountain. The heroes will be asked to accomplish this task for the lord (or ordered to do so, if they are in the lord's service).

The heroes will be advised that climbing the mountain is very difficult. Not only is the day-long climb very steep and rocky, but the oni's underlings and pet monsters patrol the mountaintop. The GM should have the characters make occasional **PHYSICAL + Climbing + 3d6** rolls, TN 16, and throw in an encounter with a mukade or lone oni sentry before the main encounter with the chief oni and his gang.

The oni's lair is a fortress carved from the mountain side near the peak. The fortress is modeled after the local lord's castle and is "staffed" by the lesser oni who serve the oni chief.

The lord's son is being held deep in the mountain, in the rear-most room of the cavern. The heroes must rescue the son of the lord, but to do so they must first defeat the oni chief and his five remaining henchmen.

If the GM feels that even this group of monsters isn't enough of a challenge for the heroes—especially if some of the lord's samurai have accompanied them—the GM should feel free to add a few obakemono, bakemono-sho or mukade to the opposition.

The oni chief has +1 **PHYSICAL** and **COMBAT**, +5 **Hits** and +2 **Defense**, and miscellaneous pieces of scavenged armor,

providing the equivalent of 8 Killing Defense. He wears a nodachi and katana as a makeshift *dai-sho*, though he fights with only one weapon at a time. The rest of his band will have normal oni stats, carry tetsubo, and wear skins but no armor.

TAKO-ONI

Physical 8, Mental 3, Combat 7/5, Movement 8/4, Hits 40*, Defense 16

Note: Where two stats are listed, the first score given is for the tako-oni in water and the second score (after the slash) is for the tako-oni on land.

Skills: Bite 4 (3d6 Killing damage), Evade 6/3, Stealth 4, Tentacle Grapple/Crush 2 (8d6 Stun damage), Tentacle Strike 6 (4d6 Stun damage each), Weapon Skill 4

Special Abilities: Breathe Underwater, Camouflage, Clinging, Ink Jet, Multiple Attacks*

***Special Rule:** Any blows directed against tentacles must only inflict a number of hits equal to 2x the tako-oni's **PHYSICAL** (16) to sever the tentacle. A maximum of 20 Hits of damage done to the tako-oni's tentacles can be applied to the tako-oni's own **Hits** score; any additional damage can still sever tentacles but is not subtracted from the creature's own **Hits** score.

Tentacles are too unpredictable to be considered "multiple enemies" (see the *Usagi Yojimbo RPG*, page 46).

Tako-oni are giant, intelligent octopi. Tako-oni have eight tentacles, with a "tentacle-span" of 5 meters. On the underside of each



tentacle are rows of suckers, with which they can cling to surfaces such as wood (including the underside of boats), stone and the like.

They also have a sharp, bird-like beak that can tear flesh, wood and even armor. Their skin can change colors, allowing them to blend into their surroundings.

They are incredibly quick underwater but move more slowly on land. Tako-oni will quickly die if forced out of the water for any length of time (see *Breathe Underwater*, below).

Tako-oni may serve as retainers to the Lord of the Sea or the Dragon-King, both powerful kami (spirit beings) in their own right.

The majority of tako-oni are malicious and aggressive, unlike their smaller cousins. When fighting on land, they can hold weapons in four of their eight tentacles (using the remaining four to move about). Tako-oni have been known to wield the weapons of fallen opponents, such as *katana*, *yari* and *tetsubo*.

If a tako-oni successfully strikes an opponent with one of its tentacles, it inflicts 4d6 of Stun (non-lethal) damage. If the tako-oni makes a successful **Tentacle Grapple/Crush** Action, it has successfully grabbed the target. Grappled characters cannot fight or move. Each Phase thereafter, the tako-oni can squeeze its victim, inflicting 8d6 Stun damage (no roll to hit is required; it automatically succeeds if the tako-oni attempts it), or the tako-oni may pull the victim toward its mouth to deliver a savage bite attack (an attack roll is required, but the grabbed victim's **COMBAT** score is effectively 0 for this attack).

A particularly crafty tako-oni might also drag its victim under the water, where he may drown unless he breaks free or is rescued. The submerged character can hold their breath for **PHYSICAL x 2 Phases**, after which time

they begin to suffer 1d6 Hits per Phase from drowning.

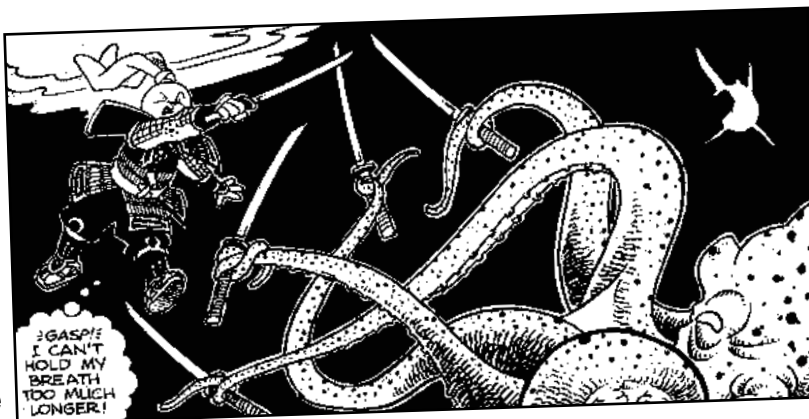
To break free of a tako-oni's grip requires a contested **PHYSICAL** roll. Both the tako-oni and the victim roll a number of dice equal to their **PHYSICAL** score (a character's **Feat of Strength** score can be added to this roll). If the victim's roll exceeds the tako-oni's roll, he has broken free of the grip and may then act normally (though he gets no other Action that Phase).

Tako-oni can squirt ink to conceal themselves from their enemies in water. On land, tako-oni may squirt ink at a character to blind them (see **Ink Jet**, below).

Tako-oni may be encountered on the sea or the shore, though they are not encountered in or on fresh water (such as rivers, streams and lakes). Tako-oni will always try to fight underwater where they have the advantage of speed (not to mention the fact that they can breathe underwater, whereas most characters can't).

Breathe Underwater

Tako-oni can breathe underwater, and they can also survive for short periods out of water. If they remain out of water for long, they will suffocate and die. They can stay out of water for 2 Rounds (8 Phases) without harm, but thereafter they suffer 1d6 Hits for each additional Phase spent out of water. Essentially they are "holding their breath" when on land, much like a hero does when they go under water.





Camouflage

A stationary tako-oni is very hard to see underwater, as its skin blends into the surroundings chameleon fashion. This camouflage ability adds **+5** to the tako-oni's **Stealth** skill. To see a motionless tako-oni while underwater, even up close, requires a **MENTAL + Perception + 3d6** roll versus the tako-oni's **PHYSICAL + Stealth + 5** (for **Camouflage**) + **3d6** roll. If a tako-oni moves, however, it can be seen normally.

Ink Jet

Tako-oni can shoot out a stream of ink. Underwater this jet forms a large cloud of inky water in a 3 meter radius around the tako-oni. This cloud is opaque and blocks all normal sight. Anyone trying to fight inside the cloud is effectively blind (-5 to their **COMBAT** score until they get out of the inky water).

On land the ink jet works a little differently. The tako-oni can squirt a stream of ink. The tako-oni makes a **COMBAT + Ink Jet + 3d6** roll. If the total of the tako-oni's roll is higher than the target's **COMBAT + Evade + 10**, the target is blinded for **1d6 Phases**.

Multiple Attacks

Tako-oni can use up to four of its tentacles to strike at opponents, either bare or with held weapons, each Phase. They can direct all four attacks at one target or divide them as it chooses, even attacking four targets one time each (as long as they are all within striking range).

Appearances

My Lord's Daughter (UY1 #27, RP UYB6). A tako-oni attacks Usagi as he walks along a beach, dragging him into the ocean.

Usagi Yojimbo: Monsters — Cover

Octopirates (Adventure)

A group of pirates is plaguing the coast. They harass the poor fishermen and attack merchant ships, killing the crew and any passengers and stealing precious cargo. The pirates also have a secret weapon—their leader is a tako-oni. The pirates and the tako-oni live together in a cave on a small island a short distance from the coast, where they also store their two eight-man boats when not out pirating. There are 10 pirates in the gang (use the stats for the Bandits in the *Usagi Yojimbo RPG*, page 71), each is armed with a *katana*. Two of the pirates have teppo (matchlock rifles) with enough ammunition and powder for four shots each.

When the pirates patrol the waters, the tako-oni swims nearby beneath the water, shadowing the pirates' boats. When they find a likely target (such as a heavily laden merchant boat) the tako-oni attacks the ship from below as the pirates attack from their boats. The tako-oni will pull a victim or two overboard to announce its presence. The pirates then issue an ultimatum—surrender their ship or the tako-oni will sink it. Most choose surrender. The pirates take no prisoners, however; a fact that no victim has survived to regret.

The heroes are traveling on a merchant ship as passengers. They may be traveling to another province on a mission for their lord, going to visit a relative or old friend, or they may be hired as *yojimbo* (bodyguards) by the ship's captain to protect him from the pirates. Whatever the reason, the pirates have chosen their ship as their next target.

When confronted by the pirates and given their ultimatum, the captain wants to surrender the ship and he will do so unless the heroes convince him not to (requires a **MENTAL + Persuasion + 3d6** roll, TN 16). If a fight ensues, the tako-oni will attack on the second Phase of combat.

If the heroes slay the tako-oni or half of the pirates, the pirates will flee, trying to get back to their lair.



TENGU

Physical 6, Mental 5, Combat 10, Movement 4/10, Hits 30, Defense 12

Skills: Acrobatics 6, Bite 2 (1d6 damage), Claw 3 (1d6 damage), Evade 6/8, Kenjutsu 12, One Other Weapon Skill (any) 8, Ninjutsu 6, Perception 5, Stealth 5

Special Abilities: varies, see below

Tengu are strange bird-like creatures—some say demons—who inhabit remote mountain forests throughout Japan. They prefer cryptomeria and pine trees to roost in. Many large mountains and forests have some famous tengu associated with them, including Sojo-bo of Mt. Kurama, Taro-bo of Mt. Atago, and Jiro-bo of Mt. Hiei.

Tengu look like men, with slightly bird-like features and mannerisms. Their most distinguishing feature is their abnormally long noses. Some tengu (called *karasu-tengu*) are more crow-like in appearance. They have the body of a man, but the head and beak of a crow, bird-like claws for feet, and giant wings on their backs that allow them to fly. Tengu often sport small black caps on their heads. Tengu society is ruled by a king tengu, or *dai-tengu*, a giant tengu who is the most experienced and powerful of all.

Tengu always carry a sword (or a *dai-sho*), a folding fan made of crow feathers, and a

staff. They will sometimes wear cloaks or other clothing made of leaves or feathers. Except for the feathers, the overall image resembles that of the mountain priests known as yamabushi.

Tengu are legendary swordsmen, and are known to be skilled fighters with other weapons, as well. Several *kenjutsu ryu* (schools) are said to be descended from tengu, and many more are said to be inspired by them.

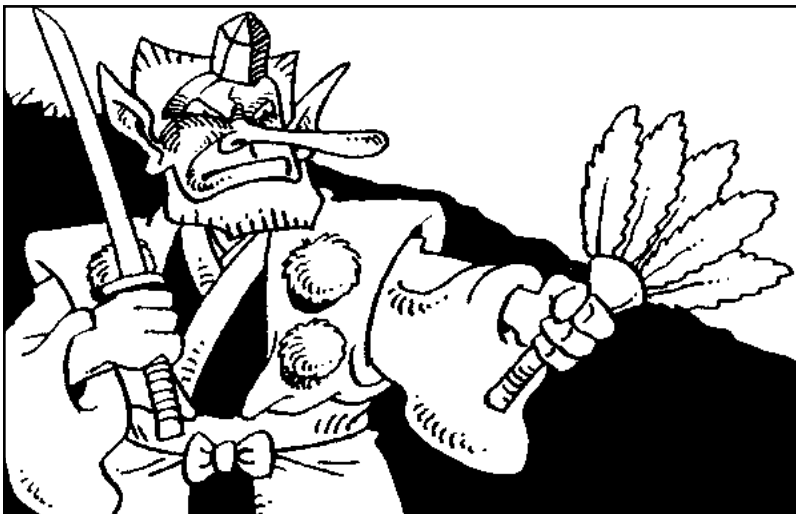
Tengu are notorious revelers and pranksters, laughing, singing, and dancing in their forests. Their favorite objects of ridicule are Buddhist priests and other holy figures. They enjoy testing their religious convictions by subjecting them to harassment and religious debates. Unfortunately, a tengu's sense of humor is not as good when they are the victim of pranks. Tengu retribution is swift and vicious. But tengu are generous with rewards for good deeds done for them and in appreciation for particularly noteworthy acts by mortals.

Legend has it that tengu sometimes kidnap people and take them to the forest to live with the tengu. When these people are finally released and return home, they are often demented. This experience is called tengu-kakushi, which means "hidden by tengu."

Tengu possess mystical secrets of **Ninjutsu**, and have varying degrees of magic ability. They can **Shape-shift** into the form of a bird or a normal human, can become Invisible. The most powerful tengu can magically Enchant others, and some legends say that tengu are capable of performing a Possession of normal humans, also.

Flight

The *karasu-tengu* have giant wings on their backs that allow them to fly. They can carry twice their weight when flying, and can fly at





up to 2x their **MOVEMENT** score in the air. (The second number, after the slash, listed for their **MOVEMENT** stat is their score in the air.

Enchant

To enchant a person, the tengu rolls a number of dice equal to his **MENTAL** stat. If the total meets or exceeds the victim's **MENTAL** stat **x5**, then the victim is enchanted. The enchanted person must obey the tengu and believes whatever the tengu tells them.

For example, a tengu attempts to enchant Fukiyama-san, a strong but not-too-bright samurai retainer (he has a **MENTAL** stat of 2). Because the tengu has a **MENTAL** stat of 5, the GM rolls 5d6, totaling 19. This is more than Fukiyama-san's **MENTAL** stat **x5** (10), Fukiyama-san is enchanted by the tengu and is under its control.

A new roll is made each hour, until the tengu fails its roll and the victim escapes the enchantment, or the tengu voluntarily releases the person. Tengu often use this ability to convince nosy people to leave the tengu's forest home, in order to protect the tengu's secrets and privacy.

Invisibility

Tengu can become invisible at will. This occurs instantly, though a tengu can only "turn on" this power (a Free Action) on an available Action. Invisible tengu can still be heard, smelled and touched (**MENTAL + Perception + 3d6**, TN 20, to detect the presence an invisible tengu). If someone tries to fight an invisible tengu (a foolish thing to attempt, to be sure), their **COMBAT** stat is at **-5** (minimum score of 0) when attempting to Strike the creature.

Magic Ability

This can be any one other power (Special Ability) the GM chooses. The Game Master can select any other Special Ability that appears in this book or in the *Usagi Yojimbo*

RPG. It is essentially a mystic spell, but for game purposes may be treated like a normal Special Ability.

Shape-Shift

Tengu can change form to that of a crow or normal human at will. The change takes one Phase, during which time the tengu's **COMBAT** score is at **-3**.

Appearances

The Doors (UYCS #2). Usagi tracks down the evil painter Goyemon who has used his magical paint to create monsters. Goyemon paints a picture of a tengu which comes to life, with the intent of having the tengu attack Usagi.

The Inn on Moon Shadow Hill, (UY3 #31). Usagi seeks out an inn only to find that all sorts of other monsters are plaguing it.

Usagi Yojimbo: Monsters — Cover

Forest Hideaway (Adventure)

This adventure may be best introduced between other adventures or any time the characters are travelling through the mountains. The heroes are some distance from the nearest village or inn. They decide to set up a small camp in a clearing in the woods.

The following morning several of the heroes will discover one or two small items missing from their packs. These items should be determined by the GM, and they should be small, preferably shiny, items, such as coins, a mirror, a metal netsuke, or any other bauble. Obviously the heroes will be upset and may be a little concerned.

As the heroes start to search around for thieves or (if they simply decide to leave) as they are setting out, they will hear rustling in the trees above. Allow the characters a **MENTAL + Perception + 3d6** roll, TN 20.

Those who make the roll will see crow-like creatures flying about through the trees above.



The creatures are six tengu, who have been watching the characters through the night and taken a few shiny objects to play with or to add to their nests.

If the heroes attempt to communicate with the tengu, the bird-like creatures will descend. They will be relatively friendly, though concerned about having their home disturbed by “outsiders.” If the heroes are convincing (allow a **MENTAL + Persuasion + 3d6** roll, TN 20), the tengu will offer to return the stolen items if the heroes promise never to mention their encounter with anyone.

If the tengu are attacked, all six will fly out of the trees and attack the heroes, ignoring any characters who are not obviously bearing weapons (such as anyone cowering and hiding in the bushes).

If any of the heroes wish to stop fighting or surrender, the tengu will stop their attack and listen.

Attempts to negotiate (as in the paragraph above) will be more difficult after such a fight; any **MENTAL + Persuasion + 3d6** rolls will be at TN 24.

YUREI

Physical 4, Mental 5, Combat 4, Movement 5, Hits 20, Defense 16

Skills: Varies (as appropriate for character type before their death), Evade 4, Perception 3, Stealth 8

Special Abilities: Old Special Abilities (see below), Spirit Body

Yurei (ghosts) are a familiar element in Japanese legend. Interaction between the living and the dead is common (or so it would seem, if common childhood stories and legends are any indication). Naturally they are also the basis of many “ghost” stories in the pages of the Usagi Yojimbo comic series .

When a person dies, they still have a lingering attachment to the earth. As the spirit of the dead person prepares to

travel beyond this world, there are several periods when it may return to the world of the living. At these times, the family of the deceased gather to perform the proper ceremonies either at the family shrine or at a temple, to ease the spirit’s journey. Buddhist sutras (scriptures) are read and incense is lit.

Beyond the wake and funeral itself, the most important days are the 7th and 49th following the person’s death. On the seventh day the spirit travels back to the living world. On the 49th day the spirit begins its new life in the spirit world. After this, similar ceremonies are performed on certain anniversaries of the death.





During the *O-bon* festival, which lasts several days, the spirits of dead family members return to their former homes. They are guided by fires built by their families, honored with food offerings, and then respectfully sent back on their way to the afterlife.

Some spirits never escape from this world, however, because something is holding them here—a strong emotion at their death (like anger, desire for vengeance, jealousy, concern over a living person, and so on) or an unfulfilled need or hunger (for money or food, or even to replace a broken plate) are common examples. Ghosts that hunger are known as Gaki, literally “hungry ghosts”. Unless they are satisfied or the need met, the spirit will remain on our world as yurei. Seeking to resolve these problems causes the spirit to manifest itself as a yurei.

Ghosts appear in a form similar to the one they had before death, although they appear as pale versions, with dark circles under their eyes. Some yurei appear to have no feet, seeming to glide across the ground above a white mist. In darkness, most ghosts can pass for the living, and can be easily mistaken for real people (**MENTAL + Perception +3d6** roll, TN 18, to detect they are actually a ghost). Other yurei are invisible at all times, and cannot be seen at all. Others are so Substantial they can be married to a living person without the living person ever knowing their spouse’s true nature. While some yurei only manifest as a **Spirit Body**, most can interact with living people (touch them, talk to them, etc.) but living people will still be unable to affect the ghost.

Yurei cannot be harmed by mortal means. In all other respects, they reflect the abilities they possessed before their death. For instance, a samurai yurei will be a powerful warrior or eloquent courtier, while a Monk yurei will know the teachings and sutras of Buddha, though both are still ghosts.

Yurei cannot be defeated by physical means; swords, arrows and fire, for example, have no effect on them, and will merely pass through their noncorporeal form. You can’t “kill” a ghost.

Yurei must be placated or helped to sever whatever ties are keeping them from peace in the spirit world. Buddhist sutras painted on objects will serve as a barrier against yurei. If a person is completely covered with sutras, a yurei will not be able to see them or harm them. Likewise with buildings. But if any place on a person or building is missing a sutra, the defense will be useless (For more information see **Sutras as Protection**).

Yurei may be **Exorcised** by Priest or Monk characters. Unless the priest or monk knows the reason for the yurei’s existence in our world, however, the attempt at exorcising the yurei is more difficult; subtract 2 dice from the Priest or Monk’s exorcism roll (see **Exorcism**).

Yurei can be used in the game in many ways, because the motivation of each yurei may be different. If they encounter a yurei, the heroes can work to discover the reason for a yurei’s existence and help put its spirit to rest, or the yurei could appear to warn them of a danger. If a yurei has returned to protect someone (perhaps a loved one), the yurei turn to the heroes for help.

GMs should be careful of using yurei as opponents, because they are very tough creatures to destroy (nearly impossible without simply exorcising them). Make sure there is some way to drive off the yurei and (more importantly) that there is a way for the heroes to discover this “secret.”

Old Special Ability

Yurei have the Special Ability of their Species and Job when they were alive. For example, a Rabbit Yurei has **Spectacular Leap**, a Bat has **Flight**, and so on.

Spirit Body

Since yurei are spirit beings, normal weapons cannot harm them and physical barriers mean nothing to them (they can simply pass right through walls). They can float over the ground (or water) as they move. Only



sutras and prayers (i.e., **Exorcism**) can affect a yurei. If Buddhist sutras are inscribed on weapons, those weapons will be able to strike the yurei, causing normal Killing damage for that weapon. Even with weapons prepared in this manner, the Spirit Bodies of yurei prevent them from suffering any Stun damage (the effect is similar to the yurei using Loyal Intensity every turn). Should a yurei be “killed,” however, it will fade away, only to reform and reappear the following day (or night).

Appearances

Kappa (UY1 #6, RP UYB2). An old woman asks Usagi to protect her son from a kappa. Usagi later discovers that the woman is, in fact, a ghost.

Gaki (UY1 #33, RP UYB7). A young Usagi thinks he has killed his master and has a nightmare, in which his master has returned as a gaki to exact revenge on him.

Broken Ritual (UY1 #33, RP UYB7). Usagi comes to a village that is cursed by the ghost of General Tadaoka, a former vassal of Usagi’s Lord Mifune. Usagi helps Tadaoka’s ghost find peace, allowing Tadaoka’s spirit to pass on to the afterworld.

The Tangled Skein (C #38, RP UYB7). After the battle of Adachigahara, Usagi hides from Hikiji’s soldiers in a haunted forest. There he is attacked by a hannya, but is rescued by the ghost of his recently killed Lord Mifune.

Yurei (C #50, RP UYB6). Usagi is resting under a tree by a river when a female yurei appears. Usagi soon becomes involved in her quest for vengeance against her still-living husband.

A Promise in the Snow (UY3 #8, RP UYB11 Seasons). Usagi encounters a merchant and his daughter, who were attacked by bandits. The merchant’s daughter asks Usagi to save the wounded merchant’s life and the three of them travel to their home, where Usagi learns that the girl is actually a ghost.

The Guardian (TT). A samurai yurei pre-

vents Usagi from crossing a bridge and ultimately attacks him when he tries to leave.

The Demon Flute (UY3 #24, RP UYB13). Usagi encounters a gaki (hungry ghost), who is the former-husband of a woman who has since become a hannya.

The Inn on Moon Shadow Hill, (UY3 #31). Usagi seeks out an inn only to find that all sorts of other monsters are plaguing it.

Usagi Yojimbo: Monsters — Cover

Ghost Party (Adventure)

The heroes are approached by a lovely, young woman, named Oko. She is dressed as a wealthy commoner; possibly a merchant’s wife or daughter. Characters who make a successful **MENTAL + Perception +3d6** roll, TN 18, or a **MENTAL + Physician + 3d6** roll, TN 16, will notice that the young woman, though beautiful, appears very pale and sickly. (Any attempts to diagnose the woman’s illness will be futile; doctors will only be able to tell that she seems weak from fatigue or perhaps poisoning, but the woman will dismiss any conversation about her condition).

The woman asks the heroes to help her to plan a party for the local officials, to be held at her house. The party is very important, she says, because it is intended to improve her husband’s status and influence.

If the heroes agree and want to start planning immediately she will suggest they go to a local tea shop to plan the party. Afterward, she will invite them to the party and will meet them at her home the following evening. Though she will give directions to her home, she will not go there with the heroes today, politely saying that she still has errands to run.

Eventually the heroes should go to her house, either the same day they meet the woman or the following evening for the party. Upon their arrival they meet her husband, Fushiro, a wealthy tea merchant, and his four servants. He will be polite though will





discourage them from entering the house. If the heroes mention Oko, he will scoff and say that she's been dead for months.

If asked, he will explain that she was killed on by a local ronin named Honosuke, a body-guard for another rival merchant, named Taro, who took offense at something Oko said. She was killed the same day that Oko was to have thrown a party for the local lord. Because Fushiro had to cancel the party, he lost face, and status, with the local lord and his business has declined since.

If the heroes tell Fushiro about meeting his "wife," Fushiro will not believe them at first, but can be convinced of their sincerity with a successful **MENTAL + Persuasion + 3d6** roll, TN 18.

To resolve the adventure, the heroes may confront the ronin, Honosuke, and the rival merchant, and they may even kill them. But this will not put Oko's ghost to rest. Only by actually throwing the party which they have planned, and only if it is attended by the local lord (a **MENTAL + Persuasion + 3d6** roll, TN 20, can convince the lord to attend; allow a +3 to the roll if the invitation is made by a samurai), will Oko's ghost find peace.

If this is done, Fushiro will regain his lost status and the lord will be very appreciative of the party, awarding several new contracts and permits to Fushiro's tea business.

Fushiro, in turn, will reward the heroes with 5 gold coins each for their efforts and he will be forever in their debt.

CONVERSION NOTES



Usagi Yojimbo: Monsters for FUDGE

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Bakemono-sho

Physical Heroic, **Mental** Fair, **Combat** Good, **Movement** Good

Skills: Claw: Good (Fair damage), Climbing: Good, Evade: Fair, Perception: Fair, Stealth: "Good"

Special Abilities: Tough Skin (DDF 2)

The Beast

Physical Superb, **Mental** Fair, **Combat** Great, **Movement** Great

Skills: Bite: Fair (ODF 0), Claw: Good (ODF 0), Climbing: Good, Evade: Good, Perception: Good (Superb with smell), Stealth: Great, Track-



ing: Good

Special Abilities: Night Vision, Spectacular Leap, Shapeshift

Hannya

Physical Good*, **Mental** Good, **Combat** Good*, **Movement** Good

Skills: Bite: Fair (ODF 1), Claw: Good (ODF 0), Evade: Good, Perception: Good, Stealth: Great, Use Magic: Superb

Special Abilities: Shapeshift, Magic Abilities (see below)

* Note: The hanyya's Physical and Combat stats are reduced by 1 level when the hanyya is away from its lair; Physical becomes Great and Combat becomes Fair.

Hebi, poisonous

Physical Good, **Mental** Fair, **Combat** Good, **Movement** Great

Skills: Bite: Good (ODF 1, plus poison), Evade: Fair, Perception: Good (Fair with sight), Stealth: Great

Special Abilities: Armor (DDF 3), Camouflage (4-in-6 chance), Poison, Shape-shifting

Hebi, non-poisonous

Physical Superb, **Mental** Fair, **Combat** Great, **Movement** Good

Skills: Bite*: Fair (ODF 2), Evade: Fair, Grab/Constrict*: Fair (ODF 4), Perception: Good (Fair with sight), Stealth: Great, Tail Lash*: Good (ODF 3)

Special Abilities: Armor (DDF 3), Camouflage (4-in-6 chance), Shapeshift, Hypnotize

*When fighting, a hebi may use two attacks per Phase, in any combination (for example; a Bite and Tail Lash or a Bite and Grab/Constrict is allowed).

Jikininki

Physical Fair, **Mental** Fair, **Combat** Good, **Movement** Fair

Skills: Bite: Fair (ODF 1), Claws: Fair (ODF 1), Perception: Good, Stealth: Good

Special Abilities: Night Vision

Jikumo

Physical Great, **Mental** Fair, **Combat** Great, **Movement** Good

Skills: Bite: Good (ODF 1 plus poison), Evade: Great, Leg Strike: Good (ODF 2), Perception:

Good, Spin Web: Great, Stealth: Great

Special Abilities: Climb Walls, Night Vision, Poison, Spin Web, Shapeshift, Natural Armor (DDF 3)

Kappa

Physical Great/Fair, **Mental** Fair, **Combat** Great/Fair, **Movement** Great

Note: The first rating listed for the Physical and Combat stats apply only as long as water remains in the indentation in its head. If the water spills out, the second ratings apply. A kappa who loses the water from the bowl in his head will suffer one wound level per turn, until he dies or returns to a source of water (whichever occurs first).

Skills: Bite: Fair (ODF 0), Claw: Fair (ODF 0), Evade: Good, Feat of Strength: Good, Jujutsu: Superb, Perception: Good, Physician: Superb (only to heal broken bones), Stealth: Good

Special Abilities: Bone-Setting, Breathe Underwater

Special Bonus Creature! *The Kitsune does not appear in this book, but was published as a promotional piece in a gaming publication.*

Kistune

Physical Fair, **Mental** Great, **Combat** Good, **Movement** Great

Skills: Bite: Good (ODF 0), Evade: Superb, Perception: Good (Great with smell), Persuasion: Good, Stealth: Superb, Tracking: Good

Special Abilities: Enchant Creature, Illusions, Possession, Shape-shifting

Mukade

Physical Legendary, **Mental** Mediocre, **Combat** Great, **Movement** Superb

Skills: Bite: Good (ODF 2, plus Poison), Body Blow: Great (ODF 5), Climbing: Superb, Evade: Fair, Perception: Fair, Stealth: Fair

Special Abilities: Armor (DDF 6), Black Breath, Breath Underwater, Flight (3-in-6 chance), Night Vision, Poison, Tunnel

Nue

Physical Superb, **Mental** Good, **Combat** Great, **Movement** Great

Skills: Main Head Bite: Good (ODF 2), Snake Bite: Good (ODF 1 *), Claw: Great (ODF 1), Climbing: Good, Evade: Fair, Perception: Good, Stealth: Great, Tracking: Great





Special Abilities: Night Vision, *Poison

Obakemono

Physical Good, **Mental** Fair, **Combat** Great, **Movement** Good

Skills: Bite: Fair (ODF 0), Claw: Good (ODF 1), Evade: Good, Perception: Fair, Stealth: Fair, Swords (or other weapon skill): Good.

Special Abilities: None

Oni

Physical Superb, **Mental** Fair, **Combat** Superb, **Movement** Good

Skills: Bite: Mediocre (ODF 1), Claw: Fair (ODF 1), Evade: Fair, Climbing: Good, Perception: Fair, Stealth: Fair, Swords: Great (ODF 2), Tetsubo-jutsu (war club): Great (ODF 3)

Special Abilities: Invisibility, Shape-shift

Tako-oni

Physical Superb, **Mental** Fair, **Combat** Great/Good, **Movement** Superb/Good

Note: Where two ratings are listed, the first rating given is for the tako-oni in water and the second rating (after the slash) is for the tako-oni on land.

Skills: Bite: Good (ODF 2), Evade: Great/Fair, Stealth: Good, Tentacle Grapple/Crush: Fair (ODF 4), Tentacle Strike: Great (ODF 3), Weapon Skill: Good (ODF 2)

Special Abilities: Breathe Underwater, Camouflage, Clinging, Ink Jet, Multiple Attacks*

Tengu

Physical Great, **Mental** Good, **Combat** Legendary, **Movement** Good/Legendary

Skills: Acrobatics: Great, Bite: Fair (ODF 0), Claw: Fair (ODF 0), Evade: Great/Superb, Swords: Legendary+ (ODF 2), One Other Weapon Skill (any): Superb (ODF 2), Ninjutsu: Great, Perception: Good, Stealth: Good

Special Abilities: Varies (see description)

Yurei

Physical Good, **Mental** Good, **Combat** Good, **Movement** Good

Skills: Varies (as appropriate for character type before their death), Evade: Good, Perception: Fair, Stealth: Superb

Special Abilities: Old Special Abilities (see below), Spirit Body



The following stats for the monsters in this book are for use with the *D20 System™*.

For details about the creatures or their Special Abilities, and the like, see

the description of the creature in this book.

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Bakemono-sho: CR 1; Large monstrous humanoid (12 ft. tall, 300 lb.); HD 3d8+4; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 16 (-1 size, +1 Dex, +6 natural); Atk: +6 melee (1d6+2, claw); SQ Darkvision; AL CE; SV Fort +1, Ref +1, Will -2; Str 13, Dex 12, Con 13, Int 7, Wis 6, Cha 6

Skills and Feats: Climb +4, Hide +3, Intimidate +6, Listen +2, Move Silently +3, Spot +2; Weapon Finesse (claw)

Special Qualities: Darkvision (Ex):60 ft.

Beast, The: CR 3; Large magical beast (12 ft. long, 300 lb.); HD 3d8+3; hp 18; Init +3 (+3 Dex); Spd 50 ft., Leap 25 ft.; AC 20 (-1 size, +1 Dex, +6 natural, +2 deflection bonus); Atk: +11 melee (1d4+4, claw), +3 melee (1d6+4, bite); SQ Alternate Form (Su), Darkvision (Ex), Scent (Ex), Speak Common (Su), Spectacular Leap (Ex); SR 20; AL CE; SV Fort +4, Ref +3, Will -2; Str 18, Dex 16, Con 19, Int 8, Wis 6, Cha 6; AL CE;

Skills and Feats: Climb +5, Hide +4, Jump +8, Listen +4, Move Silently +6, Speak Common +4, Spot +4 (Smell +8), Wilderness Lore +5; Track, Weapon Finesse (claws)

Special Qualities: Alternate Form (Su): Can change to any humanoid form; Darkvision (Ex); Scent (Ex): The Beast can detect creatures within 60 ft. by smell; Spectacular Leap (Ex): Can leap up to 25 ft. and make attack.

Hannya: CR 2; Med. magical humanoid (5 ft. tall, 120 lb.); HD 3d8; hp 15; Init +1 (+1 Dex); Spd 30 ft., fly (average) 20 ft.; AC 15 (+1 Dex, +4 natural); Atk: +7 melee (1d4+3, claw); SA Spells (Sp); SQ Alternate Form (Su); AL NE; SV Fort +1, Ref +1, Will -2; Str 13, Dex 12, Con 13, Int 7, Wis 6, Cha 6.

Skills and Feats: Climb +4, Hide +3, Listen +2, Move Silently +3, Spot +2

Special Attacks: Frightful Presence (Su); Spell-like Abilities (Sp): The hannya casts the following spells at will as an 8th Level sorcerer—*Charm Person*, *Scare*, plus 1 to 3 additional spells (DM's choice).

Special Qualities: Alternate Form (Su): The hannya can change into any humanoid form or back as a free action.

Hebi, poisonous: CR 3; Huge magical beast (20 ft. long, 160 lb.); HD 3d10+2; hp 20; Init +1 (+1 Dex); Spd 30 ft., climb 30 ft.; AC 18 (-2 size, +1 Dex, +9 natural); Atk: +6 melee (1d4+1 plus poison, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Poison (Ex): DC 14; SQ Alternate Form (Su), Blindsight (Ex), Camouflage (Ex); AL NE; SV Fort +1, Ref +1, Will -2; Str 12, Dex 13, Con 12, Int 7, Wis 6, Cha 5.

Skills and Feats: Climb +10, Hide +4 (+9 if still), Listen +2, Move Silently +3, Spot +2

Special Attacks: Poison (Ex): 1d6 damage per hour for three consecutive hours, Fort Save DC 14 halves damage.

Special Qualities: Alternate Form (Su): The hebi can change into any humanoid form or back as a free action; Blindsight (Ex); Camouflage (Ex): +5 to Hide rolls/+5 to DC to spot if the hebi is still (unmoving).

Hebi, non-poisonous: CR 3; Huge magical beast (30 ft. long, 240 lb.); HD 5d10; hp 30; Init +2 (+2 Dex); Spd 30 ft.; AC 19 (-2 size, +2 Dex, +9 natural); Atk: +8 melee (2d8+4, grab/constrict), +5 melee (1d4+4, bite); Face/Reach 5 ft. by 20 ft./10 ft.; SA Constrict, Gaze (Ex): DC 12; Swallow Whole (Ex); SQ: Alternate Form (Su); AL NE; SV Fort +4, Ref +2, Will -2; Str 18, Dex 15, Con 17, Int 7, Wis 6, Cha 6.

Skills and Feats: Climb +4, Hide +6 (+11 if still), Listen +3, Move Silently +6, Spot +3

Special Attacks: Camouflage (Ex): +5 to Hide rolls/+5 to DC to spot if hebi unmoving; Constrict (Ex): After a successful Grab, the hebi automatically hits on each successive round, automatically inflicting 2d8+4 damage to its victim; Hypnotic Gaze (Ex): Victim subject to *Hypnotism* spell, Will Save DC 14 to resist; Improved Grab (Ex): Effective against Huge or smaller creatures with a successful grab or bite; Swallow Whole (Ex): After a successful grab, the hebi may swallow a creature smaller than itself, doing 1d4 per Round from

stomach acids.

Special Qualities: Alternate Form (Su): The hebi can change into any humanoid form or back as a free action.

Jikininki (2d6): CR 1/2; Medium humanoid undead (4 ft. tall, 80 lb.); HD 1d8+2; hp 7; Init +0; Spd 30 ft.; AC 15 (+5 natural, +3 hide/armor); Atk: +4 melee (1d6-1, sword), +1 melee (1d4-1, claw), +3 melee (1d4-1, bite); SQ Undead (Ex); AL CE; SV Fort -1, Ref +0, Will -2; Str 9, Dex 11, Con 8, Int 7, Wis 6, Cha 6.

Skills and Feats: Hide +4, Listen +4, Move Silently +4, Spot +4

Special Qualities: Undead (Ex): Jikininki may be turned normally.

Jikumo: CR 2; Medium magical vermin (5 ft. dia., 150 lb.); HD 3d8; hp 15; Init +2 (+2 Dex); Spd 30 ft., climb 30 ft.; AC 18 (+2 Dex, +6 natural); Atk: +6 melee (1d6+2 plus poison, bite), +4 melee (1d8+2, slam); SA Poison (Ex): DC 18, Web; SQ Alternate Form (Su); SR 15; AL N; SV Fort +2, Ref +2, Will -2; Str 15, Dex 14, Con 14, Int 6, Wis 8, Cha 3.

Skills and Feats: Climb +4, Hide +3, Listen +2, Move Silently +3, Spot +2; Multidextrous

Special Attacks: Poison (Ex): Causes 1d6 damage per Round for 1d6 Rounds, Fort save DC 18 halves damage; Spin Web (Ex): In kumo form (see Alternate Form below), a kumo can cast a web at will. This is similar to an attack with a net but with a maximum range of 40 feet, with a range increment of 5 feet, and is effective against targets of up to Large size. The web holds the target fast so that they cannot move. The web may be burned and the victim freed by applying fire to it, but the target suffers 1d6 fire damage in the process.

Special Qualities: Alternate Form (Su): The jikumo can change to any humanoid form or back as a free action; Spell Resistance (Su): DC 15.

Kumo-onna: CR 3; Medium magical beast (5 ft. dia., 200 lb.); HD 6d8; hp 30; Init +2 (+2 Dex); Spd 30 ft., climb 30 ft.; AC 20 (+2 Dex, +8 natural); Atk: +6 melee (1d6+2 plus poison, bite), +4 melee (1d8+2, slam); SA Poison (Ex): DC 18, Spin Web (Ex), Spray Hot Liquid (Su), Spit Acid (Su); SQ Alternate Form (Su); SR 18; AL NE; SV Fort +2, Ref +2, Will -2; Str 15, Dex 14, Con 14, Int 6, Wis 8, Cha 3.





Skills and Feats: Climb +4, Hide +3, Listen +2, Move Silently +3, Spot +2; Multidextrous

Special Attacks: Poison (Ex): Causes 1d6 damage per Round for 1d6 Rounds, Fort save DC 18 halves damage; Spin Web (Ex): See Kumo, above; Spray Hot Liquid (Su): 6 times per day, with a range 50 feet, inflicts 1d6 of subdual damage with no defense from metal armor; Spit Acid (Su): 3d6 damage plus -1 Cha, Ref save DC 15 halves damage and negates Cha drain.

Special Qualities: Alternate Form (Su): The kumo-onna can change to any humanoid form or back as a free action; Spell Resistance (Su); Spell Resistance (Su): DC 18

Kappa: CR 3; Medium humanoid; HD 4d8; hp 20; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., swim 20 ft.; AC 20/22 vs melee attacks (+2 Dex, +8 natural, +2 Dodge bonus vs melee); Atk: +11 melee (1d6+3, grapple/twist limbs), +8 melee (1d8 throw trip), +3 melee (1d4, claw); SA Break Bones: Any critical success on a grapple/twist attack indicates broken bone; SQ Amphibious, Darkvision; Water Strength; AL CN; SV Fort +3, Ref +2, Will +0; Str 16, Dex 15, Con 15, Int 9, Wis 10, Cha 7; 4 ft. tall, weight 100 lb.

Skills and Feats: Bluff +5, Hide +4, Intimidate +6, Listen +4, Move Silently +4, Physician (only to mend broken bones) +8, Spot +4, Swim +10; Improved Disarm, Improved Initiative, Improved Unarmed Strike, Spring Attack, Stunning Fist.

Special Attacks: Break Bones (Ex): On a critical success using the grapple/twist attack, the kappa has broken the victim's bone (usually an arm or leg), Improved Grab (Ex): Usable on Medium or smaller creatures with a successful grapple or throw attack.

Special Qualities: Amphibious: Can stay out of water for one hour, then loses 1 point of Con per Round after 10 minutes out of water, dies at Con 0, regains all lost Con when re-submerged in water; Water Strength (Su): If the water is drained from the bowl in the kappa's head the kappa loses 10 points of Str until the water can be replenished.

Special Bonus Creature—Kitsune!

The Kitsune does not appear in this book, but was published as a promotional piece in a gaming publication.

Kitsune: CR 3; Small magical animal (3 ft. long, 50 lbs.); HD 1d8+3; hp 8; Init +2 (+2 Dex); Spd 40 ft.; AC 18 (-1 size, +2 Dex, +5 natural); Atk: +6 melee (1d4-1, bite), Face/Reach 2.5 ft. by 5 ft./5 ft.; SA Spell-like Abilities (Su), SQ Scent (Ex), SR 24; AL LN; SV Fort -1, Ref +2, Will +2; Str 8, Dex 15, Con 8, Int 16, Wis 16, Cha 8.

Skills and Feats: Climb +4, Hide +8, Listen +2, Move Silently +8, Spot +2 (Smell +10), Wilderness Lore +8; Track, Weapon Finesse (bite)

Special Attacks: Spell-like Abilities (Su): The kitsune may cast the following spells at will as a 12th Level magic-user—*Dancing Lights, Dominate Person, Major Image, Mass Charm and Persistent Image.*

Special Qualities: Alternate Form (Su): The kitsune can change into any humanoid creature or back as a free action; Scent (Ex).

Mukade: CR 5; Huge magical vermin (20 ft. long, 800 lbs.); HD 8d10; hp 48; Init +2 (+2 Dex); Spd 60 ft., burrow 30 ft., climb 60 ft.; AC 20 (-2 size, +2 Dex, +10 natural); Atk: +12 melee (2d6+6, body slam), +6 melee (2d8+6, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Breath Weapon (Su), Trample (Ex); AL N; SV Fort +6, Ref +2, Will -3; Str 22, Dex 14, Con 21, Int 3, Wis 5, Cha 3.

Skills and Feats: Climb +10, Move Silently +2, Spot +3

Special Attacks: Breath Weapon (Su): 1 x per day the mukade can expel a black cloud (treat as Fog Cloud spell); Poison (Ex): 1d6 damage per Round for 10 Rounds, Fort Save DC 18 halves damage; Trample (Ex).

Obakemono: CR 1; Medium Monstrous Humanoid (4 ft. tall, 150 lbs.); HD 2d8+2; hp 12; Init +2 (+2 Dex); Spd 30 ft.; AC 18 (+2 Dex, +2 natural, +4 armor); Atk: +6 melee (1d6+1, sword), +4 melee (1d4+1, bite or claw); AL NE; SV Fort +1, Ref +2, Will -1; Str 14, Dex 16, Con 15, Int 8, Wis 8, Cha 5.

Skills and Feats: Hide +3, Intimidate +4, Listen +3, Move Silently +3, Spot +3

Oni: CR 3; Large Outsider (8 ft. tall, 400 lbs.); HD 6d8; hp 30; Init +4 (+4 Dex); Spd 40 ft.; AC 18 (-1 size, +4 Dex, +5 natural); Atk: +12 melee (2d8+5, tetsubo/large club), +8 melee (1d12+5, nodachi/2H sword); SQ Hidden Soul,



Turn Resist. 12; SR 20; AL NE; SV Fort +5, Ref +4, Will -2; Str 21, Dex 18, Con 20, Int 7, Wis 6, Cha 6.

Skills and Feats: Climb +5, Hide +3, Intimidate +6, Listen +3, Move Silently +3, Spot +3

Special Qualities: Hidden Soul (Ex): If the secret/hidden item containing the oni's soul is found, the oni will obey one order/command to gain its return; Spell Resistance: Oni have an inherent spell resistance, DC 20; Turn Resistance (Ex): Oni are turned as 12 HD creatures; Undead.

Tako-oni: CR 3; Huge beast (15 ft. diameter, 400 lbs.); HD 4d8; hp 20; Init +3 in water (+3 Dex), +0 on land; Spd 30 ft., swim 50 ft.; AC 14 (-2 size, +3 Dex, +3 natural); Atk: +10 melee (1d8+4, slam), +6 melee (as per weapon +4, weapon), +4 melee (1d6+4, bite); Face/Reach 15 ft. by 15 ft./10 ft.; SA Ink Jet (Ex); SQ Amphibious (Ex), Clinging (Ex); AL N; SV Fort +4, Ref +3, Will -1; Str 19, Dex 17, Con 18, Int 7, Wis 6, Cha 4.

Skills and Feats: Climb +6, Hide +4 (in water only), Move Silently +4, Spot +1, Swim +8; Multiattack (Ex), Multidextrous (Ex)

Special Attacks: Ink Jet (Ex): Like a squid, the tako-oni can expel ink, making water impossible to see in or blinding a single opponent in combat on land.

Special Qualities: Amphibious (Ex): Tako-oni may breathe in water or on land, but suffer -1 Con per Round when out of water, dying when Con reaches 0 (lost Con returns 1 point per hour spent in the water); Clinging (Ex): The tako-oni may stick to surfaces with its tentacle suckers, moving at 1/2 its normal Spd when climbing.

Tengu: CR 4; Medium magical humanoid (5 ft. tall, 130 lbs.); HD 3d8+10; hp 25; Init +10 (+6 Dex, +4 Improved Initiative); Spd 30 ft., Fly (good) 60 ft.; AC 22/24 vs swords (+6 Dex, +5 natural, +1 Dodge Feat, +2 Dodge bonus vs swords); Atk: +14 melee (1d8+2, sword), +8 melee (1d6+2, spear); SA Spell-like Abilities (Su); SQ Alternate Form (Su), Invisibility (Su); SR 18; AL CN; SV Fort +2, Ref +6, Will +6; Str 14, Dex 22, Con 15, Int 12, Wis 13, Cha 9.

Skills and Feats: Animal Empathy (birds) +10, Balance +8, Hide +6, Knowledge (local forest/mountain) +10, Listen +5, Move Silently

+6, Sense Motive +8, Spot +5, Tumble +8, Wilderness Lore +10; Ambidextrous (Ex), Blind Fight, Combat Reflexes, Deflect Arrows, Dodge (vs swords), Expertise (sword), Flyby Attack (Ex), Improved Disarm, Improved Initiative (with swords), Quick draw (swords), Spring Attack, Whirlwind Attack (with sword).

Special Attacks: Spell-like Abilities (Su): A tengu may cast the following spells at will as if a 15th level magic-user—*Commune with Nature*, *Enthrall* and *Gust of Wind*.

Special Qualities: Alternate Form (Su): A tengu may change into any humanoid creature or back as a free action; Spell Resistance (Su): Tengu has a natural spell resist., DC 18.

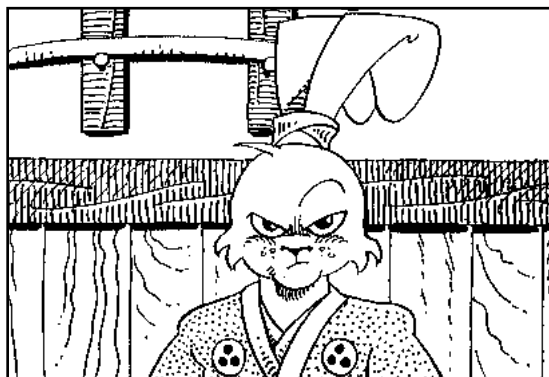
Yurei: CR 3; Medium Undead (5 ft. tall, 0 Lbs.) (Incorporeal); HD 2d8; hp 10; Init +# (Init modifiers); Spd 30 ft., Fly (poor) 20 ft.; AC # (+1 Dex, +3 natural); Atk: +# melee (damage, attack type), +# ranged (damage, attack type); Face/Reach 5 ft. by 5 ft./10 ft.; SA Short descriptions of special attacks (if necessary, explained below under Special Attacks); SQ Short descriptions of special qualities; SR Spell resistance; AL Varies (based on AL when living); SV Fort +0, Ref +1, Will +1; Str —, Dex 12, Con —, Int 12, Wis 13, Cha 12.

Skills and Feats: Climb +4, Hide +8, Listen +3, Move Silently +8, Profession (as appropriate) +3, Spot +3, Other skills as appropriate.

Special Attacks: Fear Cone (Su): Usable once per day; Frightful Presence (Su): This ability may be invoked whenever the yurei becomes angry or attacks, Will save DC 12 to resist its effects.

Special Qualities: Undead (Ex); Incorporeal (Su)

Possessions: Any items appropriate to its former profession and station (DM's choice).



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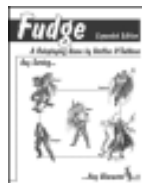
OUTTAKES



This book contains material written for use with the *Usagi Yojimbo Roleplaying Game* and other *Fuzion*-powered products.



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CREDITS

Author: Jared Smith

Additional Material: Jason P. Prince and Mark Arsenault

Cover Art: Stan Sakai

Cover Coloring: Tom Luth

Cover Design: Mark Arsenault

Interior Illustrations: Stan Sakai

Editor: Mark Arsenault

Editorial Contributions: Geoff Berman and Jason P. Prince

Layout: Mark Arsenault

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Otter

Otters tend to be carefree individuals who prefer the countryside, especially areas near water (such as streams, rivers or big ponds), over the city life. Otters are known for their great suppleness, agility and speed. Ironically, Otters have a reputation for being lazy, except when it comes to jobs involving the water (such as working boats, fishing and anything that involves swimming).

Otters get +1 to their **MOVEMENT** stat and +2 to their **Acrobatics** skill. They also receive the Special Ability **Good Swimmer**.

Good Swimmer gives Otters +3 to any skill rolls involving swimming or fishing. Good Swimmers can also hold their breath for a number of minutes equal to their **PHYSICAL** stat. For example, if an Otter character has a **PHYSICAL** stat of 5, that character can hold his breath underwater for up to 5 minutes!

Otter

- Movement +1
- Acrobatics +2
- Water Sense

Rat

A Rat's idea of "the good life" is being able to gamble, banter and drink sake all day, every day. Most people think that rats are lazy and unambitious, preferring to live off of handouts or by stealing what they need from others. Rats are generally mistrusted (though not as much as Bats and Moles).

This is not to say that all Rats are completely untrustworthy. Far from it. But honest Rats find that they must work harder at overcoming the stereotype that others hold of their species.

Those unusual Rats that turn away from the carousing lifestyle tend to do so by following very high ideals, such as Bushido or the study of Zen Buddhism. These rats are rare but a few are noted for having achieved great things in their lives.

Rats are excellent climbers and good at

sneaking about. Rats get +2 to their **Climbing** and **Stealth** skills. Rats also receive +1 to their **Perception** skill, to reflect their acute senses. Rats are renowned for their ability to sense approaching danger, and they have the aptly-named Special Ability **Danger Sense**.

Danger Sense allows a Rat character to detect impending danger, allowing the Rat one free Action before the danger "strikes." The Rat character makes a roll of **MENTAL + Perception + 3d6**, against a Target Number of 20. If the total of the roll is 20 or more, the Rat has "sensed" the danger. The GM should tell the player, in general terms, what is about to happen. If the Rat character fails the Danger Sense roll, of course, then they are not forewarned.

For example, a Rat character is walking down a road and is about to be ambushed by a gang of bandits. The player of the Rat character makes his Danger Sense roll, which totals 22. The GM then tells the player "You get an uneasy feeling about this road, and you sense several people hiding in the bushes up ahead. You're about to be attacked!" The player of the Rat character then must decide what to do for his character's free Action. He can stay put and try to fight or talk to the bandits, hide in the bushes himself, or simply run away.

Rat

- Climbing +2
- Perception +1
- Stealth +2
- Danger Sense

Wolf

Wolves keep to themselves, although they are very devoted and loyal to their immediate family members. Many wolves are wanderers, preferring to take up a job that provides them independence and freedom. Due to their strength of character, wolves make good (if not conniving) leaders.

Their natural sensitivity to the wild typically keeps them away from large towns and cit-



ies. Wolves that do give their allegiance are extremely loyal, their oath binding them for the rest of their lives. Wolves do not give their allegiance lightly, however, and anyone to whom a Wolf swears fealty must show demonstrate courage and honor.

Wolves add +1 each to their **COMBAT** and **MOVEMENT** stats, and +2 to their **Perception** skill. Their Special Ability is **Sense of the Wild**.

Sense of the Wild encompasses wolves' instinctive abilities in the wild. Wolf characters add +2 to any **Perception**, **Tracking** or **Stealth** rolls made while they are in the wilderness. They cannot use this bonus in rural and urban areas (i.e., in villages, towns or cities).

Wolf

- Combat +1
- Move +1
- Perception +2
- Sense of the Wild

KITSUNE

Physical 3, Mental 6, Combat 4, Movement 7, Hits 15, Defense 6

Skills: Bite 4 (1d6 damage), Evade 8, Perception 4 (6 with smell), Persuasion 4, Stealth 8, Tracking 5

Special Abilities: Enchant Creature, Illusions, Possession, Shape-shift

Kitsune, or mystical foxes, are found throughout Japan. They differ from normal foxes in their shape-shifting ability and other

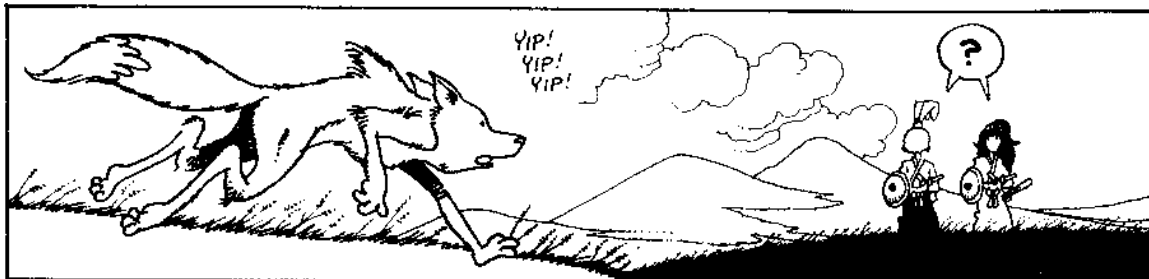
magical powers, and their malicious and crafty nature. They appear as normal foxes, about three feet in length with a large bushy tail. Most kitsune have reddish fur with white highlights, though 1,000-year-old kitsune are thought to be pure white, with nine tails.

Kitsune live in the wild, in underground burrows, thick brush or under logs. Kitsune who live near human communities sometimes build their dens in the spaces under houses. Female kitsune give birth once a year to a litter of anywhere from two to twelve kitsune pups.

Kitsune livers are believed to have powerful medicinal properties, and kitsune fur is valued by trappers and tanners.

Inari, the Rice God and patron of rice fields, swordsmiths and merchants, is sometimes represented as a kitsune. Kitsune serve as messengers for Inari. Shinto shrines dedicated to Inari often have small statues of kitsune outside and around the shrine. Inari sometimes sends kitsune on missions for him, and may reward people who are kind to kitsune. Because of their association with Inari, kitsune are said to watch over rice crops, and are considered lucky by farmers. In general, however, kitsune are regarded with suspicion.

Kitsune have a large variety of magical powers. Kitsune can **Shape-shift**, sometimes posing as normal people to perform mischief. Female kitsune commonly transform into beautiful women to lure men, but other forms are possible. Some men have even unknowingly married kitsune, believing them to be beautiful young women. Children from this union are only born one at a time, unlike kitsune litters. Children from a union between a human and a transformed





kitsune sometimes gain some of the magical powers of the kitsune.

According to legend, a kitsune will sometimes place a leaf or other object on its coat as part of its transformation; when they change shape, the leaf (or other item) will turn into a child.

Kitsune also have the power to cast **Illusions**. Sample uses of this power include making a kitsune's den appear as a fabulous mansion, or day appear like darkest night.

Kitsune can also **Enchant** people, causing them to do the kitsune's bidding.

Younger kitsune are most often the ones most responsible for trickery and mischief. Older kitsune are more cautious when dealing with humans. Elder kitsune will make efforts to rein the younger kitsune, especially if threatened with attack by the humans. For example, if a hunt is organized by local samurai to rid an area of kitsune, an elder kitsune may approach the hunters and promise to make the younger kitsune behave themselves.

As kitsune age, they gain even more powers. When a kitsune reaches 100 years old, it gains the ability of **Possession**, controlling their actions or speaking with the victim's voice. This condition is known as kitsunetsuki. Possession can be ended by a Priest or Monk exorcising the kitsune (see **Exorcism** earlier in this book). The experience often leaves the victim suffering from insanity for a time; sometimes permanently.

When kitsune reach 1,000 years of age, it gains great wisdom, its coat turns a golden color and it grows eight new tails (for a total of nine). Such creatures are incredibly powerful and very crafty (+2 **MENTAL**).

Kitsune will attempt to have a general gathering of their kind once a year, presided over by an ancient kitsune (one 1,000 years old or older). These meetings are sometimes witnessed by humans (usually from a distance), with the kitsune appearing as dancing flames or wisp-like lights, which people call "fox fire."

Enchant

To enchant a person, the kitsune rolls a number of dice equal to his **MENTAL** stat. If the total meets or exceeds the victim's **MENTAL** stat **x5**, then the victim is enchanted. The enchanted person must obey the kitsune and believes whatever the kitsune tells them.

For example, a kitsune attempts to Enchant Taro, a strong but not-too-bright samurai retainer (he has a **MENTAL** stat of 3). The kitsune has a **MENTAL** stat of 6, so the GM rolls 6d6, totaling 25. Because 25 is more than Taro's **MENTAL** stat **x5** (15), Taro is enchanted by the kitsune and under its control.

A new roll is made each hour, until the kitsune fails its roll and the victim escapes the enchantment, or the kitsune voluntarily releases the person. Kitsune often use this ability in conjunction with their illusions, and typically to cause mischief among humans.

Illusions

Kitsune can create realistic illusions of whatever they desire. This ability is often used to embarrass people (e.g., a merchant believes that a customer has paid him 100 gold coins when in fact they are really copper coins). The illusion appears quite real, and affects all of the applicable sense groups (for instance, an illusory bowl of soup would feel warm and smell like soup).

When casting an illusion, the kitsune rolls a number of dice equal to his **MENTAL** stat, recording the total. A character may spot an inconsistency in an illusion, however, on a successful **MENTAL + Perception + 3d6** roll, using the kitsune's die roll total as the observer's TN. If the observer's **Perception** roll is successful, he is alerted to the fact that the image before him is not real, even though it still looks real.



Possession

When attempting to possess someone, the kitsune rolls a number of dice equal to its **MENTAL** stat. If the total of the roll is equal to or higher than the victim's **MENTAL** stat **x5**, then the kitsune has possessed them.

Once possessed, the victim is controlled by the kitsune like a puppet, even using the victim's voice to speak to others. The kitsune maintains its own **MENTAL** stat and memory, but uses the victim's **PHYSICAL**, **COMBAT** and **MOVE** stats, as well as any of the victim's Skills that are based on these stats, for as long as it possesses the victim. The kitsune does not gain the victim's **MENTAL**-based Skills, however.

While they are possessed, the victim's mind goes into a sleep-like state; when the possession ends, the victim will not remember anything that happened while they were possessed. A successful **Exorcism** performed by a Monk or Priest will force a kitsune out of a body they have possessed.

Only kitsune 100-years-old or older have this Special Ability.

Shape-shift

Kitsune can change into the form of a person and back again. Each change takes one complete Phase, during which time the kitsune can do nothing else (except try to avoid attacks), and is at -3 to its **COMBAT** score.

Appearances

Fox Fire (UYCS #3). Usagi and Tomoe are walking through Geishu province when it begins to rain. They seek shelter in a nearby hut, which is also the home of a kitsune, disguised as a normal person.

The Inn on Moon Shadow Hill, (UY3 #31). Usagi seeks out an inn only to find that all sorts of other monsters are plaguing it.

Outfoxed (Adventure)

One evening, after a long day of walking or riding, the heroes come upon a large inn set back a short distance from the main road. The inn looks fairly new and inviting. With no other accommodations nearby, the characters decide to lodge there for the night.

If the PCs are reluctant to stay there, the GM may decide that rain begins to fall, the heroes hear howling wolves in the distance, that bandits are known to roam the area, or anything else that will help convince them to want to stay at the inn.

The characters will be greeted by the servant girl, Umiko, a friendly Cat Servant, and her father, Goromasu, a Cat Innkeeper. The pair show them to their room (or rooms, depending on how many characters are present) and offer a hot bath to the weary travelers. Meals will be prepared, sake brought out... anything the characters desire, within reason. Overall, it is a very comfortable stay.

Suspicious heroes should make a **MENTAL + Perception + 3d6** roll, with a TN of 20. Those heroes who succeed sense that "things just don't look right"-as if things are just a little too perfect. Any characters who roll 24 or greater will notice a bushy, reddish-brown foxtail underneath the kimono of the servant girl.

If the characters confront the innkeeper and his daughter, they will try their best to fast-talk their way out of trouble. Failing that, they will flee into the woods. If the heroes follow them, they will lose the pair after a short but merry chase, as the pair will turn back into their kitsune forms and hide in the underbrush (**MENTAL + Perception + 3d6**, TN 24, to spot the hiding kitsune).

If the characters do not detect anything wrong, then they will go to sleep that night on comfortable bedrolls, under a warm comforter, with content bellies full of supper and sake. If any characters stay awake for "guard duty," one of the kitsune will attempt





to enchant or possess them, in order to make them go to sleep also.

The next morning, however, they will awaken to a rude surprise! The characters wake up in the woods, on the ground. They will realize that they are laying in the exact spot that the inn was, near the road, but the entire inn and the staff are gone.

Those thinking to check their supplies will also notice that any money or valuables they had with them are also gone, as the kitsune made off with them in the night and sold or traded them off to a traveling merchant.

If the characters are set on recovering their items, the GM can have the characters encounter the traveling merchant on the road. Imagine the merchant's surprise when the heroes see their stolen goods in his wagon and demand them back!

The merchant could easily mistake the heroes for bandits or abusive ronin, or he may be completely understanding and give the items back to the heroes, saying "It seems that everyone has been tricked by the pesky kitsune known to live in the area..."

OBAKENEKO

Physical 6, Mental 5, Combat 6, Movement 7, Hits 30, Defense 12

Skills: Bite 4 (1d6 damage), Claw 6 (2d6 damage*), Etiquette 5, Evade 4, Perception 5, Persuasion 5, Stealth 7, Tracking 8

Special Abilities: Breath Fire, Choking Wind, Climb Walls, Flight, Hypnotize, Night Vision, Poison-(*Claws are poisonous), Shape-shift, Shooting Claws*

Obakeneko are among the most magical and dangerous of creatures that Usagi has encountered. They can appear as a normal person, although some cannot hide their cat ears, which they must conceal with some type of head covering or garment.

Obakeneko can come into existence in two ways. First, if a normal cat has not had its tail removed grows to old age it may be-

come a *nekomata*, or "goblin cat." Nekomata tend to be more intelligent and mischievous than ordinary cats, and exhibit supernatural powers. A nekomata will eventually turn into an Obakeneko.

Second, a cat that is killed or somehow wronged by a person, it may become an obakeneko to exact its revenge.

Obakeneko prefer to visit places familiar to them on moonless nights. They seek out people to trap and kill, drinking the blood of their prey. Obakeneko tend to toy with their "food," using their powers to tumble and tire those they have captured. Unlike obakemono, obakeneko are spirit beings and can be Exorcised by a Priest or Monk.

Although there are many powers listed here, only those Obakeneko who have lived for many years will have all these powers. The GM should feel free to add or change powers.

Breath Fire

Some obakeneko have the fearsome ability to breathe fire. The fiery breath has a range of 7 meters and is one meter wide, forming a 1-meter-wide "line" of flame. When attacking, the obakeneko will automatically hit its target for 5d6 damage unless the victim of the attack (as there might be more than one situated close together or in a corridor) makes a successful **COMBAT + Evade + 3d6** roll. If they roll a total of 16 or better, the damage is reduced to only 2d6; if they roll 20 or better, the fire will miss altogether and the character suffer no damage.

This power has some limitations, however. The Obakeneko must drink some oil (lamp oil, most commonly) prior to each use of this power.

If the fire hits in either case the fire will continue to burn and inflict damage at a rate of 1 Hit each Phase the character remains alight. Water will extinguish these magical flames.



Choking Wind

Obakeneko can fill the air with choking wind if they spend one round grasping their hair and doing nothing else. The wind blasts from the long whip-like hair of the obakeneko blind and choke those caught up in the blast, up to 10 meters away. All actions performed within the wind are at -3, except the use of missile weapons (such as daikyu or shuriken) which suffer a -5. Running outside of the affected area will remove these penalties.

Climb Walls

Obakeneko can climb on walls and ceilings with ease. Obakeneko can move at their normal **MOVEMENT** rate whether walking vertically up or down a wall or upside down across a ceiling.

Flight

Obakeneko can leap and fly at **2x** their **MOVEMENT** rate but only for 2 Phases before they must land. After two Phases on land (or after taking one Action to Recover and doing nothing else) they may fly again for up to 2 Phases.

Hypnotize

To hypnotize a person, the obakeneko rolls a number of dice equal to his **MENTAL** stat. If the total meets or exceeds the victim's **MENTAL** stat **x5**, then the victim is hypnotized. The hypnotized victim can't defend themselves or do anything unless the obakeneko looks away or the character is wounded.

For example, an Obakeneko attempts to hypnotize a poor farmer named Gen, who has a **MENTAL** stat of 3. The Obakeneko has a **MENTAL** stat of 5 and rolls 5d6, totaling 19. This is more than Gen's **MENTAL** stat **x5** (15), so Gen is hypnotized by the obakeneko.

Night Vision

Obakeneko can see completely clearly at night with no penalties for darkness.

Poison

The obakeneko's venom is a paralytic poison that works with lightning speed. If struck by a poisoned attack, the victim must make a **PHYSICAL + 3d6** roll, with a TN of 18. If this roll fails, the victim's **PHYSICAL** and **COMBAT** scores are reduced by 1 for every point that the roll failed by. If the victim's **PHYSICAL** is reduced to zero they are knocked unconscious. If the victim's **COMBAT** is reduced to zero he is paralyzed cannot move.

(Note that a character's **Hits** and **Defense** scores are unaffected by these temporary reductions to the victim's **PHYSICAL** and **COMBAT** scores.)

For example, Jiro has a **PHYSICAL** of 3 and a **COMBAT** of 4. Jiro is struck by a poisoned claw. He rolls his **PHYSICAL** (3) + 3d6 (14), for a total of 17. This is 1 point less than the 18 he needed, so both his **PHYSICAL** and **COMBAT** stats are temporarily lowered by 1 each.

The paralysis wears off at the rate of one point of **PHYSICAL** and **COMBAT** each hour until the stats are back to normal.

A physician can concoct an antidote to Obakeneko poison on a successful **MENTAL + Physician + 3d6** roll, TN 24 if they have some claws or hair from the obakeneko. The antidote takes one hour to create. Once the antidote is taken, the poison is neutralized.

Shape-shifting

Obakeneko can change into the form of a person and back again. Each change takes one complete Phase, during which time the obakeneko can do nothing else, and is at -3 to its **COMBAT** score (if it is engaged in a fight).





Shooting Claws

Obakeneko can shoot dozens of claws from its paw up to 10 meters, once per day. To hit a target, the obakeneko rolls its **COMBAT + Claws + 1d6**, with a TN equal to the target's **COMBAT + Evade + 10**. If struck, the victim suffers 3d6 lethal damage plus the effects of paralytic poison (see **Poison** above).

Appearances

Obakeneko of the Geishu Clan (UY3 #12, RP UYB9). Usagi recollects a time during the *Dragon Bellow Conspiracy* (UY1 #13-18, RP UYB4) when Tomoe, Gen and he stayed at Lady Takagi's mansion on the way back to the Geishu Province (see the *Usagi Yojimbo RPG*, page 8). During their stay Tomoe stumbled upon the obakeneko who had been pretending to be Lady Tagaki, but was, in truth, the ghost of her cat.

Cat's Eye (Adventure)

The heroes hear from a local samurai lord about some strange events taking place. It seems that the local shinobi (ninja) are being systematically hunted down, apparently by a rival shinobi clan.

The lord says that he has placed a bounty on all shinobi, and if the heroes wish to earn some money they can take advantage of the open feuding to cleanse the area of these assassins and criminals and make some coin to boot.

The truth is that a recent assassination carried out by the local shinobi clan for the lord has resulted in the creation of an obakeneko. The target of the assassination was a political rival who lives in the same town as the lord. When the shinobi struck they accidentally killed the rival lord's wife as well as their target. The family cat was witness to this and later lapped up the blood of its masters. It now pursues the shinobi with a vengeance. The obakeneko is quite vicious, and even slaughtered everyone in its late master's estate before setting out

after the shinobi.

The local lord explains that the massacre is the reason for his concern to see the shinobi destroyed. In truth he knows that it was more than ninja, but he fears the supernatural vengeance will eventually get back to him. Perhaps by helping to stamp out the ninja, he can convince the creature to spare him.

If the heroes get involved they can expect to follow a trail of death. At some point a shinobi (disguised as a towns person) asking the heroes for help could create an interesting conflict of interests for the heroes if the heroes discover the truth of the matter. Shinobi trying clear their names and denying blame for the mass murder (despite being spies and assassins) could prove interesting.

The scenario could lead to a final confrontation in which the heroes must save the lord who originally started the mess from the obakeneko could prove interesting.

TANUKI BOZU

Physical 6, Mental 4, Combat 6, Movement 5, Hits 30, Defense 12

Skills: Bite 4 (2d6 damage), Claw 6 (2d6 damage), Buddhism 3, Evade 4, Jujutsu 4, Folklore 6, Perception 4, Persuade 5, Spew Blinding Gunk 9, Stealth 7, Tracking 6, Weapon Skills 4

Special Abilities: Shape-shifting, Spew Blinding Gunk

The tanuki bozu appears as a giant badger monster when not in disguise. This monster relies on its shape-shifting ability and its wits to get its victims. It has learned to mimic people's voices, allowing it to get closer to its intended victims.

Tanuki bozu have little fear of Buddhists, and have been known to impersonate priests. They also have the power to Spew Blinding Gunk into their opponent's eyes, blinding. Tanuki bozu avoid mirrors and



make efforts not to let their shadows be seen by others. They also learn human skills to keep up their pretence and to defend themselves whilst maintaining their disguise.

Shape-shift

Tanuki bozu can change into the form of a person and back again. The change is almost instantaneous and does not slow the creature from acting (Tanuki bozu can **Shape-shift** as a Free Action at any time, in or out of combat). They commonly change into priests or monks, but they can also change into small objects, such as teapots.

Spew Sticky Gunk

If attacked, the tanuki bozu will spew sticky gunk (up to 5 meters) at the opponent's head in an attempt to blind them. To hit an opponent with this gunk, the tanuki bozu must use an Action and make a **COMBAT + Spew Gunk + 3d6** roll versus its opponent's **COMBAT + Evade + 10**. If the target is completely surprised (for example, caught asleep or unprepared for an attack) it automatically hits. If the target is partially surprised (such as in combat) the GM can add +3 to the tanuki bozu's roll for the first such attack (the characters won't be surprised after the first time). Blinded characters have a -5 to their **COMBAT** stat for **4 Phases**. Once some (or all) of the tanuki bozu's attackers are blinded it will usually flee.

Appearances

The Wrath of Tangled Skein (UY3 #3, RP UYB10). Usagi arrives at a village and later encounters a shape-shifting tanuki bozu who impersonates a bonze (Buddhist priest).

The Inn on Moon Shadow Hill, (UY3 #31). Usagi seeks out an inn only to find that all sorts of other monsters are plaguing it.

Lying Low (Adventure)

A tanuki bozu has stirred up lots of trouble in a nearby town because of his voracious appetite; one of the local villagers is missing and feared dead, and two others from nearby villages are also missing. Koen is try to escape detection as a monster, and has adopted taken the guise of a Buddhist priest. He is trying to lie low (and hopefully avoid the samurai who are looking for him).

The heroes may either be samurai called to help in the hunt or they may be simply passing through the village that the tanuki bozu (going by the name Koen) has just left.

Those hunting the tanuki bozu only know that a shape-shifter has impersonated samurai and public officials, caused much disruption in the village, and is currently at large. Some of the more suspicious samurai will examine the heroes up close to assure themselves that the heroes are not shape-changers themselves. (A character making a successful **MENTAL + Folklore + 3d6** roll, TN 16, will know that a shape-shifter cannot be detected by merely looking at it.)

The victims were all far from the village proper. One was a woodcutter working in the forest, one was a lonely traveler on the road, and one was washing clothes in a forest stream.

Koen (the shape-shifter) has been at the village for a few weeks now, cleaning up the ruins and graveyard of a nearby temple in which to live. He has deliberately broken a sacred pool so that it will not hold water (this is so his reflection won't be accidentally seen by any visitors). The forest surrounding the old temple makes specific shadows difficult to see, also, thus protecting Koen's secret from being revealed in that manner. Koen has been examined and questioned three times by investigating parties from the village, and the local villagers do not suspect him in any way of being responsible for the recent events.

Unfortunately, Koen is getting very hungry and the meager offerings he finds at the





temple (left by well-meaning villagers as offerings to deceased spirits) is not satisfying his hunger. Thus far Koen has killed three people (the three missing villagers). Koen knows he has to move on soon before the samurai figure out that the village he is staying at is the center of the trouble, for the samurai would likely set up camp close by and intensify their search.

Koen's luck has just taken a turn for the worse. There is a rumor that the missing villagers are, indeed, dead (this part is true) and have all risen as *yurei* (ghosts) or *jikininki* (goblins)! These rumors are attracting even more samurai. Soon Koen's ability as a bonze may be in question, since Buddhist priests are supposed to perform sacred rites for the deceased to ensure that their spirits don't come back. Meanwhile, the

villagers are flocking to his temple seeking protection from these nightly haunts.

Koen's hunger is growing and he thinks that he can kill one or two villagers to eat and blame the "jikininki," thus avoiding suspicion. The heroes may witness Koen's "powers" (or lack thereof). If this is the case, the heroes may suspect (correctly) Koen to be something other than a priest, although other explanations are that Koen suffers from some transgression which limits his power, or he may be a normal person masquerading as a priest.

Ultimately the heroes will confront Koen, which is likely to result in a fierce fight. The GM can complicate things by having this confrontation take place at the temple, with a mob of desperate and fearful villagers protecting "their priest."

CONVERSIONS

Sengoku/Total Fuzion

The monsters and adventures in this book can easily be used with **Sengoku** and other *Total Fuzion* products, such as **Shards of the Stone** and even the **Dragonball Z RPG**.

Because the basic stats used in *Instant Fuzion* are considered "Stat groups" in *Total Fuzion*, each stat in *Instant Fuzion* may be used for each of the stats within the appropriate stat group in *Total Fuzion*.

For instance, in *Instant Fuzion* the stats are **Physical**, **Mental**, **Combat** and **Movement**. In *Total Fuzion* there is a **Mental Group**, which includes the stats **Intelligence**, **Willpower** and **Presence**.

If using an *Instant Fuzion* character (or monster) in a *Total Fuzion* game, any time the player (or GM) needed to know the "Intelligence" of a character, he would simply use that character's **Mental** stat score.

Alternately, if you wish to know the precise scores for each *Total Fuzion* stat, sim-

ply multiply the *Instant Fuzion* stat times 3, then divide the resulting total among all of the *Total Fuzion* stats within that group.

For example, let's convert the stats for the **Nue** from this book to *Total Fuzion* stats. The **Nue** has a **PHYSICAL** score of 9. Multiplying 9×3 , we get a total of 27. All we have to do now is divide up those 27 points among the three stats in the **Physical Group** used in *Total Fuzion*—**Strength**, **Constitution** and **Body**. It's okay if some scores are below 9 or even higher than 9; as long as you divide up all 27 points among the three stats, the average will still be 9.

Go through the same step for the **Mental** and **Combat** stats.

You use the **Movement** stat the same way in both *Instant* and *Total Fuzion*.

What about the skills and weapons, you might be asking? All of those scores and stats stay the same. Easy, huh?



FUDGE Conversions

The following stats for the monsters in this book are for use with the *FUDGE* roleplaying game. For details about the creatures or their Special Abilities, and the like, see the description of the creature in this book.

In the following write-ups, we have used the following abbreviations: ODF = Offensive Damage Factor (added to attack rolls to determine the level of Wounds inflicted on a successful attack), DDF = Defensive Damage Factor (subtracted from attack rolls to determine the level of Wounds inflicted on a successful attack). As a rule of thumb, each 2d6 of *Fuzion* damage was converted to 1 level of ODF; every 2 Def of *Fuzion* armor was converted to 1 level of DDF.

D20 System

Converting *Fuzion* (and *Total Fuzion*) characters to and from the *D20 System*, by Wizards of the Coast, is quite simple. Simply take the *Fuzion* stat and subtract 4. The result, whether a positive or negative number, is the equivalent Ability Modifier in *D20*.

Use the following table to determine which *Fuzion* stat corresponds to which *D20* Attribute.

<i>Total Fuzion</i>	<i>Instant Fuzion</i>	<i>D20 System</i>
Str	Physical	Str
(Ref+Dex)/2	Combat	Dex
Con	Physical	Con
Int	Mental	Int
Will	Mental	Wis
Pre	Mental	Cha

For example, looking at the **Nue** again, we see that it has the following stats:

Physical 9, Mental 4, Combat 7, Movement 7, Hits 45, Defense 18

These stats would convert to the following *D20* Attribute modifiers (we've listed the equivalent *D20* Attribute scores in parenthesis): Str +5 (20-21), Dex +3 (16-17), Con +5 (20-21), Int +0 (10-11), Wis+0 (10-11), Cha +0 (10-11).

To convert weapon damage, simply determine the number of d6 of the *Fuzion* attack; this is the number of equivalent "d2" of damage in the *D20 System*.

For example, in *Fuzion* a katana does 4d6 of damage. In the *D20 System*, 4d6 is equivalent to 4 "d2s" or 1d8 of damage.

With this foundation, those familiar with the *D20 System* can easily calculate the character's Armor Class (AC), and so on.

In the back of this book is a section containing all of the monsters appearing in this book written up for the *D20 System*, for the use and convenience of *Usagi* fans who want to use this book with the *D20 System*.





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