

QUICKSTART

TALE OF SPIRITS AND YOKAI

혼세영요담

The Convict's Cord · Introductory One-Shot

Prepare in 30 minutes and run your first session.



English Edition · v1.3.3

<https://konsei-reyotan-rpg.pages.dev/>



Konsei Reiyotan

혼세영요담

混世靈妖譚

The Convict's Cord · Novice One-Shot

A Sengoku dark-fantasy TRPG · Starter Quickstart

<https://konsei-reyotan-rpg.pages.dev/>

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Start Here

여기서 시작 ·はじめに

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First time? With 30 minutes of prep and one session (2~3 hours), you can run this world. This page is the first sheet a new GM reads. **There are no new rules** — it is all a guide pointing to the [co](#) core rules.

This Game Is

Sengoku-period Japan — but a world where yoma are real. The blood of war soaks the land and opens **gates to the Spirit Realm**. Through those rifts pour oni, tengu, onryo, gaki, and yoko, so war is a fight between people and people while at the same time a fight between people and yoma. Play is not mass-army combat but **small-scale tactical engagements** (2~4 PCs + a few squads against a single band of yoma), and morality runs not on an alignment chart but on the **Three Ways and Six Hearts** — three ways and six hearts. The tone is dark fantasy: stillness is scarier than spectacle. PCs are 1st-dan warriors, ronin, and exorcist-monks — they begin with a small incident the domain has sent them to investigate.

What You Need

- **Dice:** 10-sided, 2 of them (2d10). If you have none, an app or table that rolls 0~9.
- **People:** 1 GM + 2~4 players.
- **Time:** 2~3 hours.
- **What to lay out:** this page · the cheat sheet, 1 sheet · the pregen sheets (printed, 1 sheet per 1 person) · the Novice one-shot "The Convict's Cord".

30-Minute Prep (GM)

1. **Learn the world and the core loop** (5 min) — this page + the [cheat sheet](#), one sheet.
2. **Read the Novice one-shot "The Convict's Cord"** (15 min) — [qs-02](#). 3 acts + a **squad-battle tutorial** (Convict Squad · Teppo Corps). Act-by-act flow and enemy data are included, so a new GM can run it by reading straight through.
3. **Choose characters** (5 min) — the recommended 4 below. Print the 8 [completed pregen sheets](#) and hand one to each person.
4. **Run it** (start after 5 min of setting up the table).

The Core Loop at a Glance — Know Only This and You Can Play

- **Check:** $2d10 + \text{attribute} + \text{skill} \geq \text{target number}$ (standard 11). If the two dice show the same number, Critical Hit (great success) / Fumble (great failure).
- **Combat:** each round, act in **order of highest Energy (10+Finesse)** → if hit, **Wounds -1** → at **Wounds 0 you go down**. Death is checked only after combat ends.
- **Position: zones** — you clash in the Front Zone, the Rear Zone is safe, and you break enemy zones with a **Breakthrough**.
- **Way: Three Ways and Six Hearts** — which way (Rites, Emptiness, Mystery) and which heart (bright, dark) the character walks.

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All tables and numbers fit on the one-page [cheat sheet](#).

Recommended First Party — 4 with Non-Overlapping Roles

These are ready-to-use completed characters — all from the [co-04-08](#) pregens, **self-sufficient with the core rulebook alone**.

Character	Class	Role	One-Line Use
Kagura Masamune	samurai	Front Zone tank	Stands at the front and locks down a zone with the Immovable Formation
Maria	gaijin	teppo ranged	A single shot of gunpowder from the Rear Zone that breaks through Defense
Renge	Pure Land Monk	healing · morale	Raises allies with Amida's Shield and props up the squad's morale
Hanabi	entertainer	Negotiation · buff	Talks her way through and lifts the battlefield's morale

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Completed sheets (for printing): 8 Pregens — Completed Sheets. A no-fuss 4 — tank, teppo, healing, Negotiation — that all click into place at once. (5th/10th-dan growth versions, the self-harming high-risk shugenja, and the like are in the [co-04-08](#) index.)

A more polished set of 6 player templates (with play tips and a relationship table, if you own [ex1](#)): [ex1-99-03](#).

4 Reinforcement/Swap Candidates

These are candidates to add when player counts run high, or to swap in for one of the initial 4. Like the initial 4 above, they all come from the [co-04-08](#) pregens, and can be used as-is in the Novice one-shot "The Convict's Cord".

Character	Class	Role	One-Line Use
Hayame	ronin	mobile melee	A swift blade unbound by formation — dives into the Core Zone to strike the vital point
Kage	shinobi	Scouting · Infiltration	Slips into the Flank Zone and Outside Zone to scout and ambush the enemy Rear Zone
Abe Seika	onmyoji	Sorcery · shikigami	Commands shikigami from the Rear Zone to scout and screen, and reads a yoma's origin
Enku	esoteric monk	Core-Zone melee Exorcism	Takes up the vajra and leaps into the Core Zone to cut a yoma in two

Swap Guide — if you want a more mobile Front Zone, Masamune↔Hayame · if you need Scouting and Infiltration, make one slot Kage · if you need dedicated Sorcery, make one slot Seika · if you need Core-Zone melee Exorcism, Enku. With an **8-person full party** (initial 4 + these 4), roles barely overlap: tank, teppo, healing, Negotiation + mobile melee, Scouting, Sorcery, Core-Zone Exorcism.

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Seika ↔ Enku. The two have fought together before — "While you read the sutra passage, I'll hold the front for you." Putting onmyoji and esoteric monk together meshes Rear-Zone shikigami and Sorcery with Core-Zone melee Exorcism ([co-04-08-05](#)).

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Class-by-class completed sheets (1st/5th/10th dan): [co-04-08 pregen index](#).

How to Run the First Session (Gist)

- Write the victory condition as "**achievement**" (not annihilation). The mood is stillness over spectacle.
- Break the teaching order into stages: **check** (reading traces) → **squad battle** (two orders with lesser yoma) → **read the foe** (yoko) → **riddle** (you can't beat the Kaibutsu — Scouting is the

answer).

- For the first session, **keep the death rules soft** — lethal only when players agree. "The Convict's Cord" holds all of this in one place.

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After running one game: **What's Next — The Next Scenario and Further Reading.** · [co](#) core index · build a character yourself [co-04](#).

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Cheat Sheet

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This single page is the **canonical summary** of the [co](#) core rules. Whenever numbers conflict, [co](#) always takes priority. A new GM can run the first session with just this chapter and [Start Here](#) open.

Check — The Basis of Everything

$2d10 + \text{attribute} + \text{skill proficiency} \geq \text{target number}$

Difficulty	Very Easy	Easy	Moderate	Standard	Hard	Very Hard	Extreme	Impossible
Target Number	5	7	9	11	13	15	17	19

- Core/expert actions = **11**, a true challenge = **13**, 15 or above rarely.
- Total modifier cap **+10**. Decimals always round (0.5 rounds up).
- If you hold no skill at all (below Novice) **Untrained -2**.

Double (10%) — When the Two Dice Show the Same

Double	Check	Name	Effect
Same pips	success	Critical Hit (会心)	damage one step ↑ (Wounds -2)
Same pips	failure	Fumble (失着)	apply Defenseless to yourself
10·10 (sum 20)	success	Heavenly Mandate (天命)	Decisive Moment table (d100)
1·1 (sum 2)	failure	Karmic Retribution (業報)	Fatal Mistake table (d100)

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QS fallback (the Heavenly Mandate / Karmic Retribution d100 tables are in [co-11](#)). Heavenly Mandate = Critical Hit effect (Wounds -2) + one dramatic boon chosen by the GM (one enemy instantly incapacitated, etc.). Karmic Retribution = Fumble effect (Defenseless on yourself) + one setback chosen by the GM (drop your weapon · exposed position). No instant death in the first session.

Attributes (PC -3 ~ +3)

Attribute	What It Governs
Courage (勇)	melee attack · Breakthrough · fear resistance
Finesse (技)	action order · precision. → max Energy = 10 + Finesse
Physique (體)	Overload resistance · medium-armor Adaptation. → Wounds = 3 + Physique
Wisdom (智)	Sorcery power · reading terrain · Squad Command
Presence (美)	morale · Negotiation · Domination aura (if Presence is positive, +Presence)
Fate (運)	Fate Intervention · life-or-death check

Derived: max Energy = 10+Finesse · Wounds = 3+Physique · Defense = gear (below) · Fate Intervention = Fate (minimum 1; shift one of the 2d10 by ± 1).

Combat = Round (Maai)

- Round start** — everyone resets Energy to maximum.
 - Action** — one at a time in order of highest remaining Energy, each spends "one breath" (ties broken by higher Finesse). One-breath limit **5 Energy**; exceed it and Overload.
 - Lull** — everyone at 0 Energy. Recovery · upkeep · environment/yoma events → next round.
- Attack:** $2d10 + \text{Courage} + \text{martial skill} \geq \text{target Defense}$ → on hit **Wounds -1** (Critical Hit -2). **No damage roll — the hit is the damage.** (Martial skill = add the proficiency of the combat skill matching the weapon you wield — Swordsmanship · Archery · Unarmed Combat · Bearing, and the like.)
 - Wounds 0 = incapacitated** (cannot act, removed from the zone). **Death only after combat ends:** $2d10 + (\text{higher of Physique and Fate}) \geq 11$ to survive.
 - Defensive reaction** (Parry · Scabbard Block, etc.): if you pay the listed Energy in advance on your own breath (**Reserve N**), it triggers for 0 Energy on the enemy turn to meet that attack (full procedure in co-03-07). Reacting on the spot without a reservation costs 1.5×. A reservation expires at the end of your next breath / round. While **Defenseless** you cannot make a defensive reaction at all, reserved or improvised.
 - Overload:** you may spend beyond 5 Energy in one breath, but immediately afterward you must succeed at $2d10 + \text{Physique} - \text{the excess} \geq 11$ for the maneuver to fire normally (on failure, the remaining Energy is lost + Defenseless). First-session maneuvers cost 1–3 Energy, so this almost never comes up. (co-03-04)

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Your Turn — Commands — in order of highest Energy, pick and combine within one breath (≤ 5 Energy):

- **Move**: adjacent zone **2 Energy** (Dash 3 = move + the next attack that breath +1).
- **Attack**: your sheet's "**Weapon Techniques**" table — $2d10 + \text{attribute} + \text{martial skill} \geq \text{target Defense}$.
- **Defense**: Counterstrike / block (sheet table) — reservation **0 Energy** / improvised $1.5\times$.
- **Breakthrough**: enter an enemy-held zone **3 Energy** (target number under "Zones" above).
- **Specialty**: trigger [**Kata**] (Energy) · hold [**stance**] (1 at a time) · [**upkeep**] at the lull.
- **Squad Order** (if you hold a squad, **2 Energy**, 1 if Wisdom +2): **Volley Fire** (teppo) · **Shield Wall / Charge** (infantry). Full rules in the scenario's "Squad Quick Rules."
- Recovery · upkeep · reload at the **lull**.

Zones — Position on the Battlefield

Zone	Meaning
Core Zone	extreme close range with no friend-or-foe distinction. High-risk seat of decision
Front Zone	where both sides clash. Allied Front Zone ↔ enemy Front Zone are adjacent — engage without a Breakthrough
Rear Zone	safe area behind the Front Zone. Archers · teppo · Command. Breakthrough objective
Flank Zone	flanking detour. Stealthy relocation · Surprise Attack (+2)
Outside Zone	off the battlefield (Spirit Realm · underground · forest). shinobi · yoma

Breakthrough (entering a zone the enemy holds): 3 Energy, $2d10 + \text{Courage} \geq 11 / 13 / 15$ (enemy advantage / full control / narrow-path Blockade). Forcing the Core Zone = fixed **13**. Failure = cannot relocate + Defenseless.

Domination — the allied sum vs the enemy sum in each zone. The higher side controls it, and the other side needs a Breakthrough to enter (target numbers above). At a difference of 5 or more it is Complete Control (Breakthrough +2). A squad forming a shield wall multiplies that squad's Domination by $\times 1.5$ (a routed squad contributes 0). The "Domination +N" in enemy data is that value. (co-05-02)

Defense-Breaking Tags

Tag	Effect
[Pierce N]	ignore N Defense from gear (armor · shield)
[Direct N]	ignore N non-gear Defense (evasion · stance · Barrier · terrain)
[Incorporeal]	ignore Defense entirely — blocked only by the defender's Exorcism proficiency
[Break]	gear damage — makes the accompanying [Pierce] reduction permanent until repaired
Defense -N	condition/debuff (poison · Curse · binding). Benefits all attackers, floor 2

Defense (gear): Unarmored **10** · light armor **12** · medium armor **14** (-1 Energy) · heavy armor **16** (-2 Energy) · shield **+1**. (For armor not on the table — nanban armor 13 · dharma robe / monk's robe 11, etc. — use the fixed value printed on the sheet as is.)

Conditions — The Frequently Used

Condition	Effect	Removal
Defenseless	Defense -4 (floor 2), no defensive reaction	at the start of your next action
Fear	attack -2	Courage \geq 11
Poison	Wounds -1 each lull	Physique \geq 11 or antidote
Bleeding	Wounds -1 each lull	Physique \geq 13 or Medicine \geq 11
Overload	remaining Energy lost + Defenseless	(one round)
Bound	cannot relocate	Physique \geq 15 or Disable \geq 13
Blindness	all checks -3	1 Energy or after 1 round

Specialty Types — [Kata] · [aptitude] · [upkeep] · [stance]

tag	meaning
[Kata]	active maneuver — spends the listed Energy on your own breath
[aptitude]	passive — applies at all times merely by being learned (0 Energy)
[stance]	sustained — lasts from declaration until released, only 1 at a time (auto-released on relocation)
[upkeep]	lull-only — between rounds only (not during combat)
[technique]	a maneuver derived from gear (weapon · armor · consumable)
[Tactic:*]	squad version — triggered by a Squad Order

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Source: co-03-07. The specialty tags on the pregens and the enemy data point to this table.

Three Ways and Six Hearts — A Character's Way and Heart

Three ways × bright heart/dark heart: **Way of Rites (禮)** 忠/霸 · **Way of Emptiness (空)** 慈/虚 · **Way of Mystery (玄)** 真/魔. Not a rules constraint but a **narrative tool** — write it on the sheet like **Heart:** **Way of Rites/忠** and use it for moral choices and motivation. A 1st-dan usually starts from a bright heart.

Building a 1st-Dan Character (Summary)

1. **Class** (the basic 6 classes are recommended at first).
2. **Attributes** distribute **+2/+1/+1/0/0/-1** (or 4-point buy).
3. **Background**.
4. **9 skill points** (class Novice 3 + Trained 1 · background 2 · free 2).
5. **3 specialties** (class 1 · background 1 · general 1).
6. **Gear** (weapon 1 · armor 1).
7. **Three Ways and Six Hearts 1.**

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Full procedure: **co-04** character creation. Ready-to-use complete builds (1st/5th/10th dan by class): **co-04-08** pregen index.

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The Convict's Cord

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Read this single piece and run it as is, and it becomes your first session. On top of checks and combat, it also teaches **squad warfare (Squad Command)**. **There are no new rules** — everything is cited from the **co** core rules. For numbers, the **cheat sheet** and the one-page "Squad Quick Rules" below are enough.

Length: 1 session (about 2–3 hours). **Headcount:** GM 1 + PC 2–4. **PC:** 1st dan (just use the recommended party as is).

One-Line Logline

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Convicts / to be cleared of their crimes / must scout the temple of a high monk gone silent and return alive.

The Truth (GM only). Keikai, the high monk of Jiganji, attempting sokushinbutsu, became a **Kaibutsu** — a living-buddha monster that can neither move nor speak. The temple has sunk into a **sanctified zone**, and within it a pack of **yoko** hides, **wearing the faces** of the vanished scouts and monks. The scouts sent first attacked the Kaibutsu in the ordinary way and either destroyed themselves on its **Spiritual Reflection** or vanished one by one to the yoko. **This is not an enemy to be beaten.** The mission was, from the start, "**go and see**" — the answer is to scout and return, or (if there is Exorcism) the Quelling Rite. A reckless frontal fight is the road that follows the scouts' tracks.

Cast

- **The PCs — convicts.** Each was thrown into the daimyo's prison for a different reason (charge table below).
- **Katagiri the bugyo.** The daimyo's retainer who offers the deal. Expressionless. "Go and see. Return alive, and your crimes will not be charged."
- **Sakon — teppo-corps captain.** The command ashigaru of the Teppo Corps accompanying the PCs. **He is the watcher and executioner who shoots you first if you run.** During the mission, however, he obeys the PCs' command.
- **Stage: Jiganji,** the temple on the mountainside. The road there, the precincts, and the main hall — three are enough.

Charges — Why You Were Imprisoned (per the recommended party, change freely)

PC	Charge
Masamune (samurai)	Insubordination for defying his lord's order to cut down an innocent
Maria (gaijin)	Suspicion of espionage , imprisoned as a suspected foreign spy
Renge (Pure Land Monk)	Aiding the enemy for sheltering a temple at odds with the daimyo
Hanabi (entertainer)	Lese-majeste for mocking the daimyo with a forbidden song

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For a different PC, pick one from **debt, desertion, forbidden faith, accidental killing**, and write it in one line. The charge is the motive of Act 1 and gives weight to the choice in Act 3.

Squad Quick Rules (this one page runs squad warfare)

The PCs command a **Convict Squad** (meatshield) and a **Teppo Corps** (ranged executioners). A squad **does not act on its own**. The PC moves it with a **Squad Order** on their own breath.

- **Squad Order cost: 2 Energy (1 Energy if Wisdom is +2 or higher)**. [co-06-06](#)
- **You only need to know 3 orders:**
- **Volley Fire** (Teppo Corps): Squad Order → $2d10 + \text{Archery} \geq \text{target's Defense}$ (teppo use a **fixed target number 11**, [\[Pierce all\]](#)). Hit = remove **1** trooper, total **13+ → 2, 17+ → 3**, Critical Hit → 3.
- **Shield Wall Formation** (Convict Squad): Squad Order → Domination in that zone **×1.5, no relocation** that round. It becomes a wall.
- **Shield Wall Charge: 3 Energy + Cohesion -1** → entering an enemy zone is an **automatic Breakthrough success** (no check). [co-05-03](#)
- **Cohesion (morale) — track just one number per squad:** base **3**. **If a PC (the lead) falls, immediately -1 to all allied squads.** -1 whenever half die, or on Fear, or on each entry into/exit from the Core Zone. **At 0 it Routs** (Retreat, no orders — return with $2d10 + \text{Presence} \geq 13$ each lull; the recovery check is rolled by the PC commanding or adjacent to that squad using their own Presence — with no adjacent PC, it waits until the next lull). **Wounds 0 is Destruction** (permanent annihilation, different from Cohesion 0).
- **Squad damage handling:** do not count troopers one by one — settle it in a batch at the lull. If the squad was visibly thinned that round (roughly half become casualties), apply Cohesion -1 once. All troopers removed = Wounds 0 = Destruction. Track Cohesion and Wounds separately.

- **Executioner Hook:** If a PC betrays or flees, Sakon of the Teppo Corps turns that **Volley Fire on the PC**. For a first session, the threat is enough.

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For a first session, these three and a single Cohesion are enough. Skip tactic slots, support squads, the no-command table, and pitched battle. Details: [co-06-06](#) **squads**.

Act 0 — The Prison and the Deal (about 15 min)



❖ Act 0 background — the holding room and the bargain

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(read aloud) A musty earthen-floor prison. Beyond the lattice a man stands holding a lantern. The daimyo's bugyo, Katagiri. "I sent men to Jiganji. Three. None returned. You will go and **see**. Return alive — and the crimes become as if they never were." Behind you comes the smell of burning matchcord. A band of teppo ashigaru stands in the dark.

- Set each PC's **charge** (table above) and introduce it in one line. It is the seed of motive and conflict.
- **Squad issue:** a **Convict Squad** (the other convicts — your meatshield) + a **Teppo Corps** (Sakon commands it, but during the mission it obeys your orders). Sakon nails it down: "Run — and we shoot you first."

- Explain the "Squad Quick Rules" in 1 minute here. The real thing comes in Act 1.

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► **Spotlights by Class (Act 0).** (Pick only the classes present in the party.)

- **entertainer** — **Negotiation** with the bugyo ($2d10+Presence+Negotiation \geq 11$) on success → **a fragment of a clue** about the vanished scouts (a whisper that the temple is not merely dangerous).

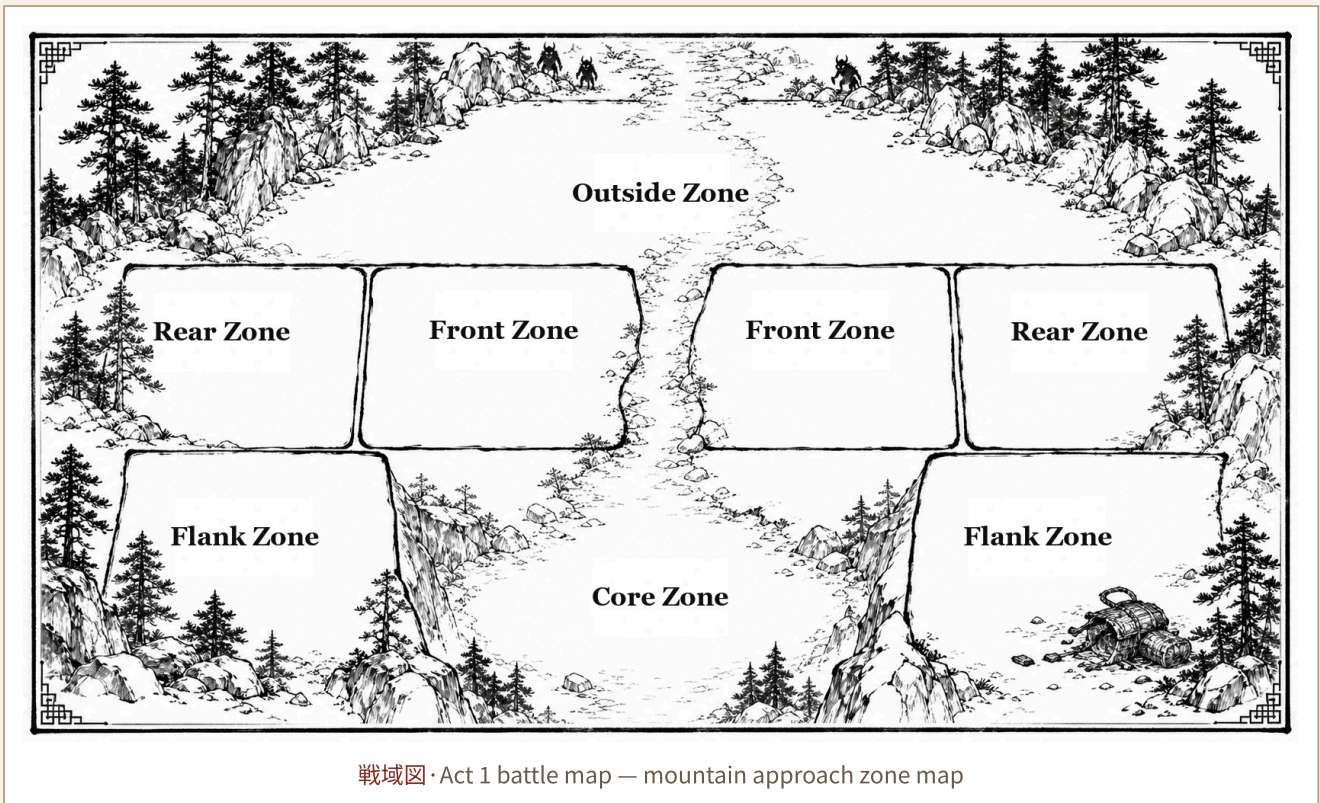
- **samurai** — Steady the Convict Squad with a warrior house's prestige → Convict Squad **Cohesion +1** (2 → 3).

- **gaijin** — Push back on the deal with an outsider's eyes → the GM reveals one more layer of the mission's true weight (no one has returned).

Act 1 — Approach: Checks and the First Squad Battle (about 40 min)



❖ Act 1 background — mountain approach and lesser-yoma ambush



You climb the mountain path. **Make the first check feel natural:** a forest where the birdsong has ceased, traces of the scouts. Here you roll $2d10 + \text{attribute} + \text{skill} \geq \text{target number}$ for the first time.

- **Read the Traces** — Perception/Survival, target number **9** (Moderate). On success: three lines of footprints head toward the temple, and **there are no returning tracks**.

Then the **first squad battle (warmup)**. At a bend in the road, **hungry wild yoma — a swarm of lesser yoma** flickers about. You win it easily.

- **Here you use the two squads for the first time.** Teppo Corps **Volley Fire** ($2d10 \geq$ against lesser yoma is nearly automatic — lesser yoma die instantly on declaring an attack), Convict Squad **Shield Wall Formation** to block the path. The PCs each make their own attack ($2d10 + \text{Courage} + \text{martial skill}$) once too.
- Show **Cohesion** for the first time: if the lesser yoma are many, the Convict Squad tastes a -1 once (half become casualties). Write down just one number.

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Sakon reminds them once more: "Shooting is easy. Where to shoot is the hard part." — a line that teaches that Volley Fire designates **a single target**.

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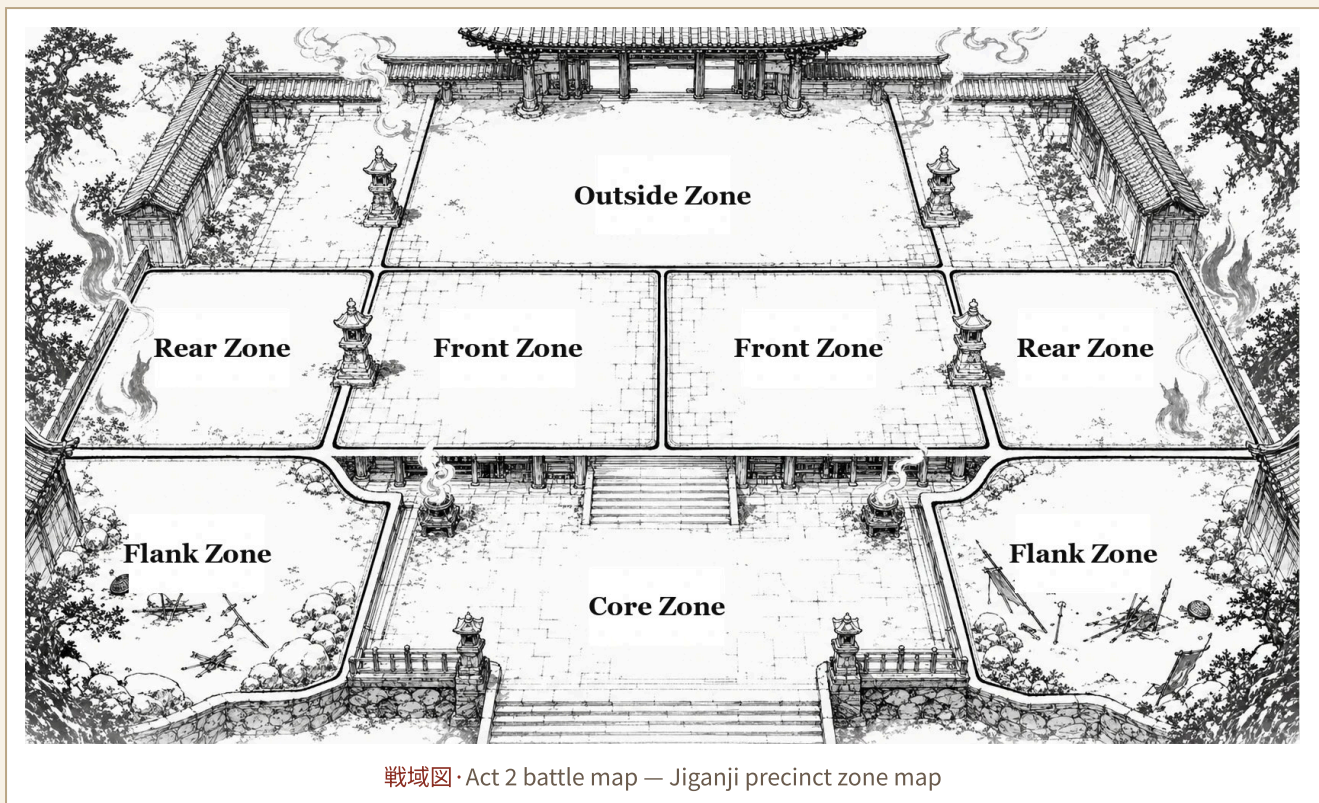
▶ **Spotlights by Class (Act 1).**

- **shinobi** — **Scout** ahead via the Flank Zone (Perception ≥ 9) → catch the ambush early for **Surprise Attack +2** in the first squad battle, or **avoid the Convict Squad's first Cohesion -1**.
- **ronin** — Find a shortcut with **Survival/Geography** → the Approach speeds up and you seize an advantageous position first.
- **onmyoji** — Send a **shikigami** ahead to scout → **reveal in advance** the number and position of the yoma along the road (neutralizing the next ambush).
- **gaijin** — Thin out a row with **Volley Fire** → the pressure on the Convict Squad lessens and you **save Cohesion**.

Act 2 — The Temple: Seeing Through and a Full Squad Battle (about 50 min)



❖ Act 2 background — Jiganji precincts and the yoko disguise



The precincts of Jiganji. **An ominous stillness.** The scent is thick and the air heavy (the edge of the sanctified zone — unfavorable to yoma, and chilling even to humans).

Reunion with the vanished. The "scouts" and the "monks" greet you alive — but they are **yoko** (Disguise).

- **Seeing Through:** Perception **target number 13**. On success, you notice the off-kilter speech habits and the feet that cast no shadow. Even on failure the GM leaks a small clue (bristling backfur, a sneering mouth) to grow suspicion.
- **First Choice of the Three Ways and Six Hearts** — after learning the truth: **Negotiation (Compassion) / Inquiry (Truth) / summary execution (Supremacy)**. The Way (heart) written on the sheet and the charge take on weight here. Any choice may spill into combat.

The full squad battle. The yoko, their disguise revealed, attack as a **yoko trooper squad**. Run one proper squad battle with the Convict Squad (wall) + Teppo Corps (Volley Fire).

- The teppo's **fixed target number 11** and Volley Fire thin out yoko slipping into the Rear Zone by range (the yoko are Unarmored, so armor Pierce is meaningless — the teppo's menace is range and a fixed to-hit). Using their **Disguise and concealment**, the yoko try to slip into the Rear Zone, so block the path with the Convict Squad and thin them with the teppo.
- **(Optional) Added pressure** — if a **Floating Onryo Squad** lets cold seep from the direction of the main hall, **Cohesion -1 + Fear** accumulates on the PC squads. Cohesion management gains meaning.

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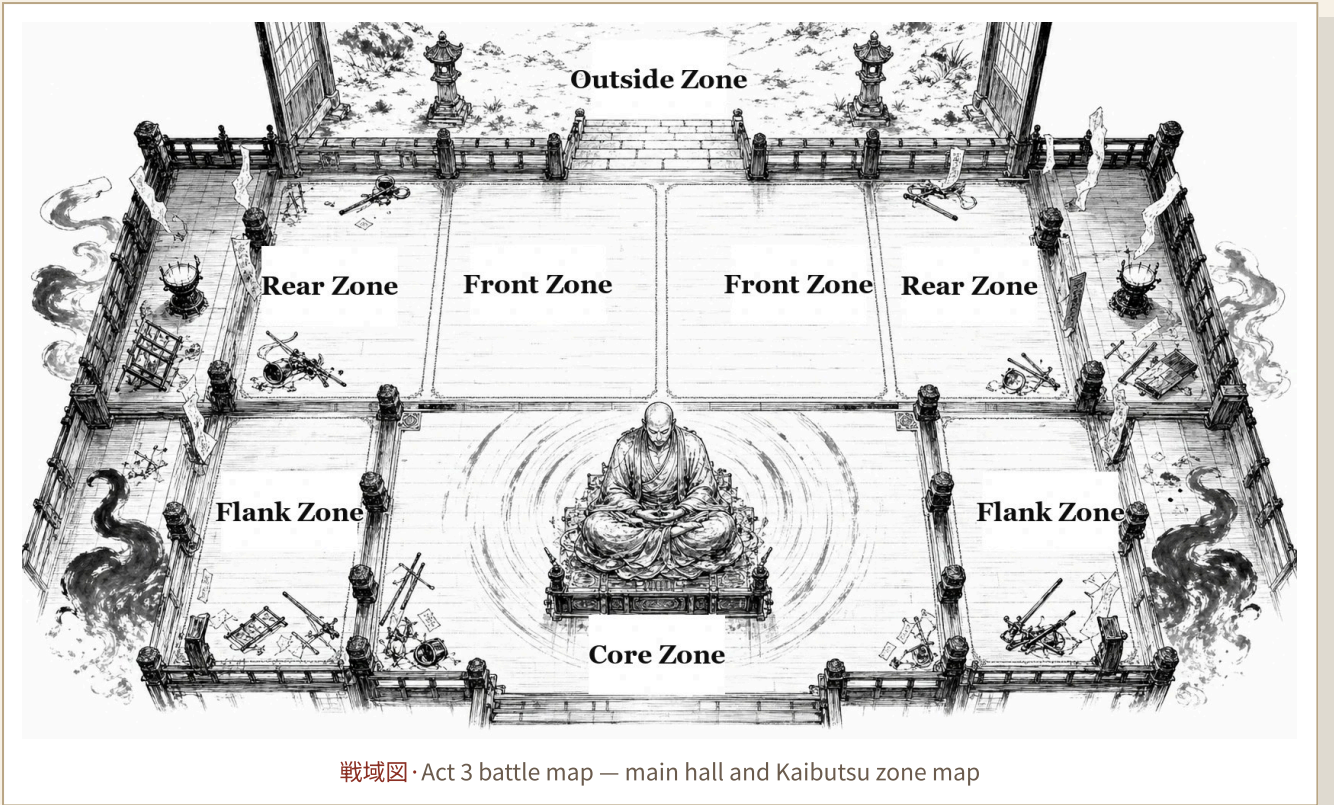
▶ **Spotlights by Class (Act 2).**

- **onmyoji** — Read the **yoma's origin** (Sorcery/Prophecy) → ease the yoko Seeing-Through **target number 13 → 11**.
- **entertainer** — Sound out the "survivors" through **Negotiation** → draw out an off-kilter answer for **Seeing Through +2**.
- **shinobi** — **Infiltration scouting** before the main hall → grasp the number and hiding spots of the yoko squad (the first Volley Fire's **target to your advantage**).
- **esoteric monk** — Point out the suspect with **Exorcism** (mudras and mantras) (Exorcism ≥ 11) → **forced release** of the yoko's Disguise.
- **Pure Land Monk** — Press down the chill of the sanctified zone with **sutra-chanting and offerings** → **nullify** the PC squads' **Fear -1** that act.
- **gaijin** — Catch a yoko hiding in the Rear Zone **by range** with the teppo (fixed target number 11) → reliably thin out the one in disguise.

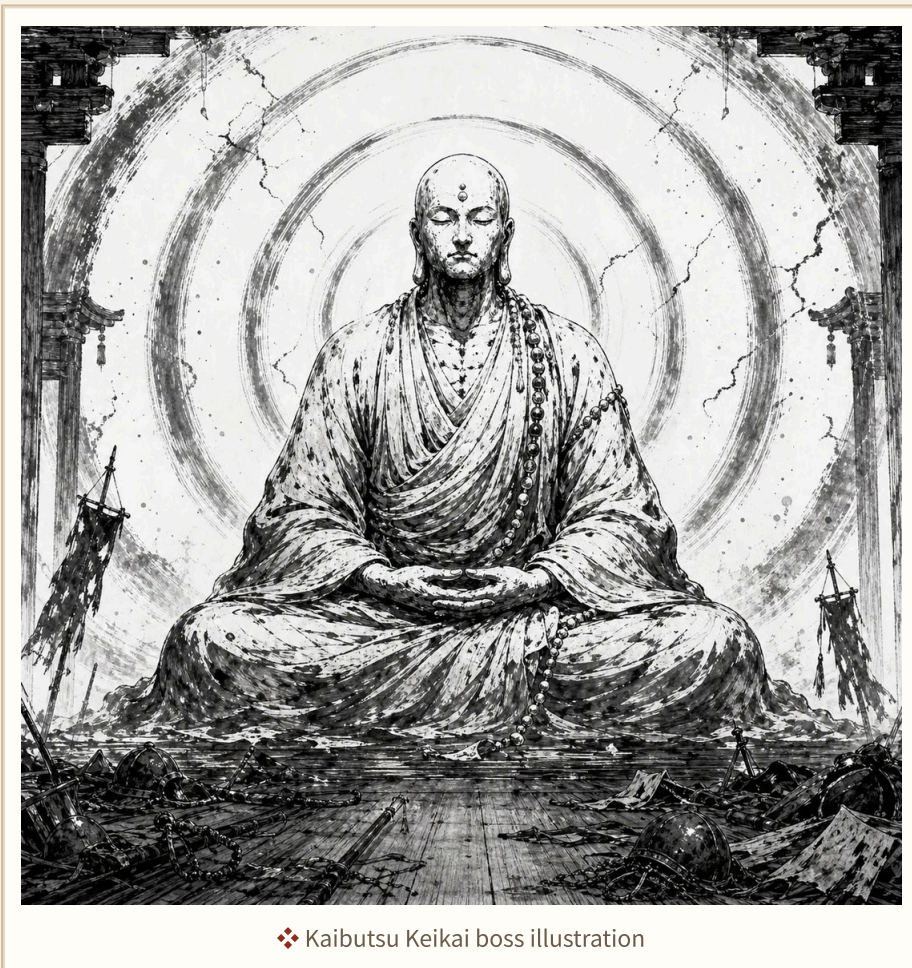
Act 3 — The Kaibutsu of the Main Hall: Climax of the Riddle (about 30 min)



❖ Act 3 background — Kaibutsu Keikai in the main hall



戦域図・Act 3 battle map — main hall and Kaibutsu zone map



❖ Kaibutsu Keikai boss illustration

The main hall's doors open.

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(read aloud) A vast golden figure sits frozen in the full-lotus posture. What was once a person — the high monk Keikai. The eyes are shut and the mouth is sealed, the skin hard as if lacquered. It does not move. It does not speak. Yet the air around it **pushes you away**. On the floor lies the gear of the scouts who came before — without their owners — scattered about.

This is a Kaibutsu. The truth to grasp: **you must not fight.** The **kaibutsu** can neither move nor attack, but its Wounds are effectively infinite and decrease **only by the rite of Exorcism**. On top of that, **Spiritual Reflection** — it returns Sorcery and curses onto the caster. The scouts, not knowing this, destroyed themselves.

Give the choices clearly:

- **(A) Scout and Return — mission complete.** It was "go and see" from the start. Carry back what you saw and return alive, and the **mission is achieved**. The safest, and a fully valid answer.
- **(B) The Quelling Rite — if there is Exorcism.** A holder of Exorcism — Pure Land Monk, esoteric monk, onmyoji, shugenja, and the like — leads a **ritual check** (Exorcism \geq 13–15, with a bonus if several assist). **How to roll it:** an Exorcism check on your own breath (target number 13 to Quell · 15 for a full seal). One Exorcism hit = the Kaibutsu's Wounds -1 (co base Wounds 20), so it does not end in one blow — for a first session, abstract a cumulative 3–4 successes as a Quelling. Cooperation = if another Exorcism PC helps on their own breath, the leader gets +2 (within the +10 modifier cap). On success, it lays Keikai's soul to rest and purifies the temple. Even on failure there is no instant death — the sanctified zone surges once, and urges return. (co-04-07-24)
- **(C) Frontal Attack — a warning.** Sorcery and curses return via **Spiritual Reflection** (the effect onto the caster themselves). Physical attacks bounce off the hard skin (high Defense). One attempt teaches you, in your own body, **why the scouts died** (for a first session, a strong warning instead of a fatal wound).

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If the table wants a boss → go to "Act 3 Variant: Boss Battle" below. The Kaibutsu may not have frozen on its own.

Final pressure (optional). The Floating Onryo Squad moves to whittle down the rest of the PC squads' Cohesion. When **Cohesion 0 = Rout** happens before their eyes, the weight of the squad rules is complete. If the Pure Land Monk Renge has **"Amida's Shield,"** it stops the Rout at 1.

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▶ **Spotlights by Class (Act 3).**

- **Pure Land Monk / esoteric monk / onmyoji** — Lead the **rite of Exorcism** (Exorcism \geq 13–15, bonus when cooperating) → **quell and seal** the Kaibutsu (high-difficulty bonus).
- **entertainer** — A **final Negotiation** with a yoko left alive → **obtain ahead of time** the campaign hook ("who made him that way").
- **shinobi** — **Perception/Disable** the main hall's traps and back routes → secure a **safe retreat** in an emergency.
- **samurai** — Screen the Floating Onryo's pressure with the Convict Squad **shield wall** → **delay the Cohesion Rout**.

Act 3 Variant — Boss Battle: Ashiya Dosei the Binder (Optional)



◆ Ashiya Dosei the Binder boss illustration

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The Kaibutsu standard holds — "scout and return" is still the safest answer. This variant peels back one more layer of the truth for **a table that wants a boss battle**.

The Truth Behind the Truth (GM). Keikai did not freeze on his own. The sorcerer **Ashiya Dosei (蘆屋道清)** — a fallen one of the Tsuchimikado-ryu, at odds with the Abe house (Seika's bloodline) — **killed the high monk and sealed him into a Kaibutsu**, taking that sanctified zone and the spirit-vein as his own. **The yoko are his shikigami and underlings**, and the faces of the vanished scouts are ones he draped over them. (The answer to the yoko's leaked "who made him that way" is Dosei himself.)

Entrance. When the PCs probe the flow of the spirit-vein or move to touch the Kaibutsu, Dosei walks out from the shadow of the main hall. "That buddha is mine. You too — will make good material."

Ashiya Dosei (蘆屋道清) — curse-rank sorcerer

Courage	Finesse	Physique	Wisdom	Presence	Fate
-1	+0	+0	+3	+2	+1

- **Wounds** 5 · **Defense** 14 (Unarmored + talisman Barrier) · **Energy** 12 · **Domination** +5 · **Heart** Corruption (the dark of Tsuchimikado)
- **Hex** [Kata] — 2 Energy, 1 enemy within 2 zones gets **-3 to all checks for the next 1 round**
- **Killing Curse** [Kata] — 3 Energy, $2d10 + \text{Wisdom}(+3) \geq \text{Defense}$, **2 Wounds**, [Incorporeal], range the whole battlefield (a different line from teppo and physical)
- **Fox Command** — Squad Order (1 Energy, Wisdom+3 discount) → triggers the yoko squad's claws and Disguise
- **Kaibutsu's Barrier** [stance] — maintains a Barrier on the Kaibutsu's zone (see the Note below)
- **(do not use) Sealing Art** — harsh for 1st dan. Omit it for a first session.

Boss-Battle Note — The Answer to the Barrier Is Not the Teppo but Exorcism

- **A crucial trap:** Maria's teppo [Pierce all] ignores **only armor and shields** → it cuts Dosei's **armor Defense** (14 → base), but **cannot pierce the Barrier**. What pierces the Barrier is [Direct] or **Exorcism**.
- **The key to victory = the Exorcism PC:** the esoteric monk Enku, the Pure Land Monk Renge, the onmyoji Seika (or a shugenja) break the Barrier with **Exorcism** (the Kaibutsu's automatic Barrier needs Exorcism ≥ 17 , an ordinary Barrier takes **3 hits**). After stripping the Barrier, cut down Dosei's 5 Wounds with teppo and melee. **The joint effort is the answer** — strip the armor with teppo, break the Barrier with Exorcism, finish with the blade.
- **Pressure:** From the Rear Zone, Dosei whittles the PCs with Hex (checks -3) and Killing Curse (2 Wounds) while working the yoko squad. Add the Floating Onryo Squad and Cohesion grows

precarious — Renge's "Amida's Shield" shines.

- **First-session safety valve:** Dosei's Killing Curse (2 Wounds) may not hit the same PC twice in a row — a different target each round; the Wounds ≤ 3 fragile ones (Hanabi · Seika · Maria) are the first targets to spare in a first session. Even a Wounds 0 PC dies only after combat (per the cheat sheet, gently). If the pace turns brutal, drop the Floating Onryo Squad.

When Dosei Falls

- **The Barrier dissolves** (active specialties stop). The yoko lose their command and scatter, and the borrowed faces peel away.
- **The Kaibutsu Keikai at last attains nyujaku** — with the binder gone, the living buddha quietly attains peaceful passing, and the temple's sanctified zone settles. There is no second boss battle.

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First-session safety. Dosei is a **low curse-rank** of 5 Wounds (one notch above an oni warrior), so 4 PCs + two squads bring him down jointly. Do not use the Sealing Art, and keep the death rules soft.

Rewards and Campaign Hooks

- **Pardon.** Return alive, and the crimes become as if they never were — **the cord is loosed.** (The meaning of the title.)
- **Relationship with Sakon.** The teppo-corps captain who was an executioner changes after returning alive together. An accompanying NPC for the next adventure.
- **The Kaibutsu's identity.** Why did Keikai hurry his sokushinbutsu? A leak in the **spirit-vein (靈脈)** beneath the temple, or someone who drove him to it — a thread for the next issue.
- **The yoko's words.** If you did not execute it, one yoko leaks at the end: "He did not become a buddha on his own — who made him so?" A campaign seed. (If you ran the **boss-battle variant**, the answer is Ashiya Dosei — but *whose command* he was under is for the next issue.)

Enemy Data (canon citation — full stats)

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A **squad attack** (Volley Fire, etc.) ends with a single **hit-strength table** — no separate damage roll:

$2d10 \geq \text{target's Defense} \rightarrow$ remove **1** trooper · total **13+ \rightarrow 2 · 17+ \rightarrow 3** · Critical Hit \rightarrow **3** · Heavenly Mandate (10 · 10) \rightarrow **squad wipeout**. Against an individual (a leader or lead) a hit = **1 Wound**.

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Turn order · enemy attacks. Squads and rabble do not track Energy — a PC moves them with a Squad Order on their own breath, and enemy squads · individuals act at the lull (or on a single breath the GM designates). Energy order is reckoned among the PCs only (ties broken by Finesse). Only individual bosses have Energy (Dosei 12, same order rule as a PC). An enemy attack = $2d10 + \text{the stated attribute (+ technique modifier)} \geq \text{the PC's Defense}$; rabble with no modifier use the attribute alone. The Floating Onryo's Chill Volley applies automatically without a roll (it can be answered only with a defensive reservation).

Allied Squads

Convict Squad — 5 troopers (militia variant)

- Wounds **1** · Defense **10** · Cohesion **2** (low, being convicts) · Domination **+2**
- **Bamboo-Spear Charge** [Tactic:Kata] — $2d10-2 \geq \text{Defense}$, remove 1–2 troopers (max 2)
- Use: become a wall with **Shield Wall Formation** (Domination $\times 1.5$, no relocation that round). A cheap meatshield.

Teppo Corps — 5 troopers (Tanegashima)

- Wounds **1** · Defense **11** · Cohesion **3** · Domination **+2**
- **Volley Fire** — Squad Order (2 Energy, 1 if Wisdom+2) → $2d10 + \text{Archery} \geq 11$ (fixed), [Pierce all] → apply the hit-strength table above
- **Threatening Shot** — no damage, **Cohesion -2** to one squad (or a PC). The executioner's threat.
- Use: firepower. Cannot relocate while **reloading** (automatic at a lull) after firing.

Enemies

Lesser Yoma (雜鬼) — rabble (Act 1)

- Wounds **0** · Defense — · Domination **0.5** · no technique
- **Instant death just on declaring an attack.** A warmup that is only numerous.

Yoko (妖狐) — trooper, appears as a squad (Act 2)

- Wounds **1** · Defense **11** · Domination **+2**
- **Disguise (變裝)** [stance] — disguises as a vanished scout or monk. Cannot be detected on a failed **Perception ≥ 13** .
- **Claw** [technique] — $2d10 + \text{Finesse}(+1) \geq \text{Defense}$, 1 Wound. Tries to slip into the Rear Zone.
- The teppo catch yoko slipping into the Rear Zone **by range** (fixed target number 11, Volley Fire) — the answer for thinning out disguised yoko. (The yoko are Unarmored, so [Pierce] is meaningless; what pierces their evasion and Barrier is [Direct] and Exorcism.)

Floating Onryo Squad — trooper (optional, pressure in Acts 2·3)

- **Chill Volley** [Incorporeal] — instead of damage, **Cohesion -1 + Fear** on an adjacent PC squad.
- Whittles Cohesion and threatens Rout (0) — a pressure source that puts weight on Cohesion management.

Kaibutsu Keikai (怪佛) — majin (Act 3, not an enemy to fight)

- Movement, attack, and speech **all impossible** · Wounds effectively **infinite** (decrease only by the rite of Exorcism)
- **Sanctified zone** — yoma in that zone Defense -2, and yoma in that zone Wounds -1 each lull. No mechanical harm to humans (just a chill in the air). To run it tighter, at GM discretion accumulate PC checks -1 for each lull spent in the main hall (recovered on leaving the zone).
- **Automatic Barrier** — [Incorporeal] resistance, to break it **Exorcism ≥ 17**
- **Spiritual Reflection** — returns Sorcery and curses **onto the caster themselves** (the reason the scouts destroyed themselves)
- **How to handle:** "scout and return" is the answer. With an Exorcism line present, an optional high-difficulty bonus of quelling it with the **Quelling Rite** (Exorcism ≥ 13 –15, cooperation bonus).
- Source: [Kaibutsu](#)

Ashiya Dosei (boss-battle variant) — curse-rank sorcerer · Wounds 5 / Defense 14 / Energy 12. Full stats in the Act 3 Variant section above.

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More enemies and squads: [co-08-02](#) monster templates · [co-06-06](#) squads · [co-07-01](#) weapons.

GM Notes — Keeping the First Session Safe

- **Victory = achievement, not annihilation.** The victory of this scenario is not "killing the Kaibutsu" but "**living to see and report back.**" Make that clear from the start.
- **Keep death soft.** Wounds 0 is merely incapacitated; death is a post-combat check ($2d10 + \max(\text{Physique}, \text{Fate}) \geq 11$). For a first session, fatal only when the players consent.
- **The Executioner Hook is pressure, not slaughter.** Sakon's teppo is a tension device for controlling the PCs. For a first session, only up to taking aim and warning.
- **Two squads are enough.** Convict Squad (wall) + Teppo Corps (firepower). Tactic slots, support squads, and pitched battle are for another time.
- **Spotlights by Class** (the ► box in each act): pick only the classes present in the party and give each one, **without leaving anyone out**, a single shining moment. Keep the gains small — a fragment of a clue, target number -2, Cohesion ± 1 , Surprise Attack +2, roughly.
- **Next step: What's Next — the next scenario and further reading** · squad warfare in more depth [co-06](#) · more enemies [co-08-02](#).

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Eight Pregens

프리젠 · 프리젼

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Eight ready-to-use 1st-dan characters. Start with the **4 recommended**, and if you have many players or want to swap, draw from the **4 supplementary**. You may print the sheets as they are and hand out one per person.

Attributes, maneuvers (specialties), gear, and Heart (Three Ways and Six Hearts) are exactly as in the `co-04-08` pregens. The `co-04-08` samples are **maneuver-centric** and do not separately note the 9-point skill allocation, so the **skills (9 points)** below are a **recommended allocation** fitted to the class-assigned skill and the role (freely adjustable by the `co-04-09` standard). On a numeric conflict, `co` takes priority.

How to read: 6 attributes → Energy (10+Finesse) · Wounds (3+Physique) · Defense (gear) → skills (check bonus) → specialties (maneuvers) → weapon → Heart. The **cheat sheet** alone is enough for check and combat rules. For the meaning of the specialty tags [Kata] · [stance] · [aptitude] · [upkeep], see the "Specialty Types" table on the cheat sheet.

A note on the numbers: the Wounds and Defense on each sheet are final values that already include the Tough [aptitude] and gear modifiers (do not apply them again — use them as is). The shikigami holder (Seika) does not roll the shikigami directly but works it via Shikigami Control (0 Energy).

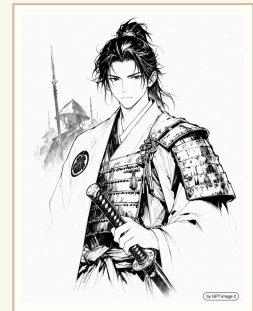
How to read the tables: the **Specialty table** (maneuvers) and the **Weapon Techniques table** (attack · defense) at the end of each sheet are what that character can do. Specialty types [Kata] (active · Energy) · [stance] (sustained · 1 at a time) · [aptitude] (always-on · 0 Energy) · [upkeep] (lull) — see the cheat sheet "Specialty Types". For weapon techniques, an **attack** roll is \geq **the target's**

Defense; a **defense** roll is \geq **the enemy's attack**. If you lack the combat skill that matches the weapon, it is **Untrained -2**. `Energy` = the cost of one breath.

4 Recommended — Tank · Teppo · Healer · Negotiator

Kagura Masamune (神樂正宗) — samurai · 1st dan

Courage	Finesse	Physique	Wisdom	Presence	Fate
+2	+1	+1	+0	+0	-1



- **Energy** 11 · **Wounds** 4 · **Defense** 14 (medium armor)
- **Skills** (9 points, recommended): **Swordsmanship** (Trained) · Fighting Spirit, Intimidation, Military Science, Perception, Survival, Negotiation, Geography (Novice)
- **Weapon**: uchigatana (Swordsmanship)
- **Heart (Three Ways and Six Hearts)**: Way of Rites / Loyalty
- **One-line use**: Stands in the Front Zone, locks a zone with Immovable Formation, and commands the Convict Squad's shield wall.

Specialty	Type	Energy	Effect
Immovable Formation	[stance]	2	While held, secures domination of that zone
Family Name	[aptitude]	—	Squad Cohesion +1
Tough	[aptitude]	—	Wounds cap +1

Weapon Technique	Roll	Energy	Effect
Horizontal Cut	2d10 + Courage + Swordsmanship	2	Wounds -1 (standard attack)
Thrust	2d10 + Finesse + Swordsmanship	2	Wounds -1 · [Pierce 2]
Counterstrike (defense)	2d10 + Finesse + Swordsmanship	reservation 1 / improvised 2	Negate the enemy's hit

Profile — The young heir of a warrior house, bearing his father's uchigatana. His standing steadies the convict squad into a shield wall.

Why jailed — **Insubordination**, for defying his lord's order to cut down an innocent.

Play from this sheet alone — minimum rules

Check $2d10 + \text{attribute} + \text{skill} \geq 11$ (standard 11 · hard 13). Doubles = **Critical Hit** (damage one step ↑) / **Fumble** (Defenseless on yourself).

Attack $2d10 + \text{Courage} + \text{martial skill} \geq \text{target Defense}$ → the hit is the damage, **Wounds -1** (Critical -2). **Wounds 0 = incapacitated** (death only after combat).

Defense Counterstrike / block (Weapon Techniques table): reservation **0 Energy** / improvised $\times 1.5$. Not while Defenseless.

Actions One breath ≤ 5 Energy, highest Energy first — Move adjacent **2** (Dash 3) · Breakthrough **3** ($2d10 + \text{Courage} \geq 11/13/15$) · Specialty [Kata]=Energy / [stance]=hold (1) / [upkeep]=lull · Squad Order **2** (1 if Wisdom +2: Volley Fire · Shield Wall) · Recovery · reload = lull.

Maria (Maria) — gaijin · 1st dan

Courage	Finesse	Physique	Wisdom	Presence	Fate
+2	+1	+0	-1	+0	+1



- **Energy** 11 · **Wounds** 3 · **Defense** 13 (Nanban armor)
- **Skills** (9 points, recommended): **Archery** (Trained, =teppo) · Navigation, Perception, Survival, Geography, Negotiation, Stratagem, Disable (Novice)
- **Weapon**: Tanegashima / teppo (Archery)
- **Heart (Three Ways and Six Hearts)**: Wanderer / Mushin
- **One-line use**: From the Rear Zone, ignores Defense with a fixed target number 11 teppo and lands one shot at a time. A model for Teppo Corps Volley Fire.

Specialty	Type	Energy	Effect
Foreign Gunpowder	[aptitude]	—	Gunpowder/teppo checks +2
Drifter's Instinct	[aptitude]	—	Combat-start initiative +1 · immune to surprise
Lucky One	[aptitude]	—	Fate Intervention uses +1

Weapon Technique	Roll	Energy	Effect
Direct Fire	$2d10 + \text{Archery} \geq 11$ (fixed)	2	Wounds -1 · [Pierce all] · adjacent zone
Arcing Fire	$2d10 + \text{Wisdom} + \text{Archery} \geq 11$	3	Wounds -1 · ignores cover · 2 zones
Reload	—	2	Mandatory after firing · cannot relocate

Profile — A wandering markswoman washed in from beyond the seas. Her teppo's fixed 11 ignores enemy Defense.

Why jailed — **Suspicion of espionage**, imprisoned as a suspected foreign spy.

Play from this sheet alone — minimum rules

Check $2d10 + \text{attribute} + \text{skill} \geq 11$ (standard 11 · hard 13). Doubles = **Critical Hit** (damage one step ↑) / **Fumble** (Defenseless on yourself).

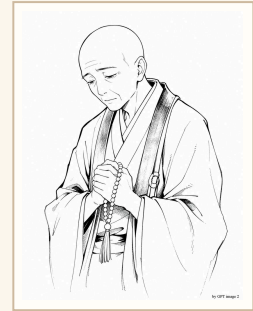
Attack $2d10 + \text{Courage} + \text{martial skill} \geq \text{target Defense}$ → the hit is the damage, **Wounds -1** (Critical -2). **Wounds 0 = incapacitated** (death only after combat).

Defense Counterstrike / block (Weapon Techniques table): reservation **0 Energy** / improvised ×1.5. Not while Defenseless.

Actions One breath ≤ 5 Energy, highest Energy first — Move adjacent **2** (Dash 3) · Breakthrough **3** ($2d10 + \text{Courage} \geq 11/13/15$) · Specialty [Kata]=Energy / [stance]=hold (1) / [upkeep]=lull · Squad Order **2** (1 if Wisdom +2: Volley Fire · Shield Wall) · Recovery · reload = lull.

Renge (蓮華) — Pure Land Monk · 1st dan

Courage	Finesse	Physique	Wisdom	Presence	Fate
-1	+0	+1	+1	+2	+0



- **Energy** 10 · **Wounds** 4 · **Defense** 11 (monk's robe)
- **Skills** (9 points, recommended): **Medicine** (Trained) · Exorcism, Prophecy, Negotiation, Agitation, Hardiness, Herbalism, Sorcery (Novice)
- **Weapon**: naginata (Spearmanship — Renge is Untrained)
- **Heart (Three Ways and Six Hearts)**: Way of Emptiness / Compassion
- **One-line use**: Pure support and healing — revives squad Cohesion with Presence-based morale checks and blocks Rout with Amida's Shield.

Specialty	Type	Energy	Effect
Amida's Shield	[aptitude]	—	Even if squad Cohesion reaches 0, hold it at 1 (1 battle)
Power of Scripture	[aptitude]	—	Checks against yoma +1
Tough	[aptitude]	—	Wounds cap +1

Weapon Technique	Roll	Energy	Effect
Horizontal Sweep	2d10 + Courage -2 (Spearmanship Untrained)	2	Check 2 enemies in the same zone · each Wounds -1
High Cut	2d10 + Finesse -2 (Spearmanship Untrained)	2	Wounds -1 · same + adjacent zone
Naginata Block (defense)	2d10 + Finesse -2 (Spearmanship Untrained)	reservation 1 / improvised 2	Negate the enemy's hit (defends adjacent attacks too)

Profile — A pilgrim monk of Amida. Morale checks and "Amida's Shield" hold a collapsing squad together.

Why jailed — **Aiding the enemy**, for sheltering a temple at odds with the daimyo.

Play from this sheet alone — minimum rules

Check 2d10 + attribute + skill ≥ 11 (standard 11 · hard 13). Doubles = **Critical Hit** (damage one step ↑) / **Fumble** (Defenseless on yourself).

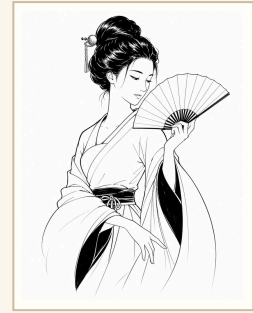
Attack 2d10 + Courage + martial skill ≥ target Defense → the hit is the damage, **Wounds -1** (Critical -2). **Wounds 0 = incapacitated** (death only after combat).

Defense Counterstrike / block (Weapon Techniques table): reservation **0 Energy** / improvised ×1.5. Not while Defenseless.

Actions One breath ≤ 5 Energy, highest Energy first — Move adjacent **2** (Dash 3) · Breakthrough **3** (2d10+Courage ≥ 11/13/15) · Specialty [Kata]=Energy / [stance]=hold (1) / [upkeep]=lull · Squad Order **2** (1 if Wisdom +2: Volley Fire · Shield Wall) · Recovery · reload = lull.

Hanabi (花火) — entertainer · 1st dan

Courage	Finesse	Physique	Wisdom	Presence	Fate
+0	+1	-1	+0	+2	+1



- **Energy** 11 · **Wounds** 2 · **Defense** 10 (unarmored)
- **Skills** (9 points, recommended): **Bearing** (Trained, exclusive) · Negotiation, Agitation, Disguise, Perception, Military Science, Deceit, Geography (Novice)
- **Weapon**: none · tools: drum · shamisen · fan
- **Heart (Three Ways and Six Hearts)**: Way of Emptiness / Compassion
- **One-line use**: From the Rear Zone, buffs allies with Song of Encouragement and loosens information with Negotiation and Disguise. The face of social checks outside combat. If pressed, she strikes bare-handed.

Specialty	Type	Energy	Effect
Battlefield Flower	[upkeep]	lull	Recover 1 ally Wound or squad Cohesion +1
Song of Encouragement	[Kata]	1	One ally's next check +1
Dancer's Gaze	[Kata]	2	Enemy squad Cohesion -1

Weapon Technique	Roll	Energy	Effect
Bare-hand Strike (Strike)	2d10 + Courage -2 (Unarmed Combat Untrained)	1	Wounds -1
Grapple	2d10 + Physique -2 (Unarmed Combat Untrained) vs enemy 2d10 + Physique	2	Bind (cannot move for 1 round) · no damage

Profile — A traveling entertainer. Song and dance lift allies; negotiation and disguise pry loose information.

Why jailed — **Le-se-majeste**, for mocking the daimyo with a forbidden song.

Play from this sheet alone — minimum rules

Check 2d10 + attribute + skill ≥ 11 (standard 11 · hard 13). Doubles = **Critical Hit** (damage one step ↑) / **Fumble** (Defenseless on yourself).

Attack 2d10 + Courage + martial skill ≥ target Defense → the hit is the damage, **Wounds -1** (Critical -2). **Wounds 0 = incapacitated** (death only after combat).

Defense Counterstrike / block (Weapon Techniques table): reservation **0 Energy** / improvised × 1.5. Not while Defenseless.

Actions One breath ≤ 5 Energy, highest Energy first — Move adjacent **2** (Dash 3) · Breakthrough **3** (2d10+Courage ≥ 11/13/15) · Specialty [Kata]=Energy / [stance]=hold (1) / [upkeep]=lull · Squad Order **2** (1 if Wisdom +2: Volley Fire · Shield Wall) · Recovery · reload = lull.

4 Supplementary — Mobility · Scouting · Sorcery · Core-Zone Exorcism

Hayame (疾風) — ronin · 1st dan

Courage	Finesse	Physique	Wisdom	Presence	Fate
+1	+2	+0	-1	+0	+1



- **Energy** 12 · **Wounds** 3 · **Defense** 12 (light armor)
- **Skills** (9 points, recommended): **Swordsmanship** (Trained) · Footwork, Survival, Perception, Scouting, Geography, Fortune, Intimidation (Novice)
- **Weapon**: ninjato (Swordsmanship)
- **Heart (Three Ways and Six Hearts)**: Wanderer / Mushin
- **One-line use**: Unbound by formation, drives into the Core Zone and hits in combos with the low-Energy (1) Reverse-Grip Cut.

Specialty	Type	Energy	Effect
Wind Blade	[aptitude]	—	Moving into enemy-held / Core Zone -1 Energy · free Core Zone entry-exit
Drifter's Instinct	[aptitude]	—	Combat-start initiative +1 · immune to surprise
Lucky One	[aptitude]	—	Fate Intervention uses +1

Weapon Technique	Roll	Energy	Effect
Straight Thrust	2d10 + Finesse + Swordsmanship	2	Wounds -1 · [Pierce 1]
Reverse-Grip Cut	2d10 + Courage + Swordsmanship	1	Wounds -1 · keeps Infiltration (low-Energy combo)
Scabbard Block (defense)	2d10 + Finesse + Swordsmanship	reservation 1 / improvised 2	Negate the enemy's hit (even on failure, damage -1 Wound)

Profile — A swordsman adrift after losing his lord. Unbound by formation, he strikes into the Core Zone on low Energy.

Why jailed — **Accidental killing**, in a quarrel after he lost his lord.

Play from this sheet alone — minimum rules

Check 2d10 + attribute + skill ≥ 11 (standard 11 · hard 13). Doubles = **Critical Hit** (damage one step ↑) / **Fumble** (Defenseless on yourself).

Attack 2d10 + Courage + martial skill ≥ target Defense → the hit is the damage, **Wounds -1** (Critical -2). **Wounds 0 = incapacitated** (death only after combat).

Defense Counterstrike / block (Weapon Techniques table): reservation **0 Energy** / improvised ×1.5. Not while Defenseless.

Actions One breath ≤ 5 Energy, highest Energy first — Move adjacent **2** (Dash 3) · Breakthrough **3** (2d10+Courage ≥ 11/13/15) · Specialty [Kata]=Energy / [stance]=hold (1) / [upkeep]=lull · Squad Order **2** (1 if Wisdom +2: Volley Fire · Shield Wall) · Recovery · reload = lull.

Kage (影) — shinobi · 1st dan

Courage	Finesse	Physique	Wisdom	Presence	Fate
+1	+2	+0	+0	-1	+1



- **Energy** 12 · **Wounds** 3 · **Defense** 12 (light armor)
- **Skills** (9 points, recommended): **Scouting** (Trained) · Perception, Footwork, Survival, Disable, Geography, Fortune, Negotiation (Novice)
- **Weapon**: ninjato + 5 kunai (martial skill Untrained — surprise spec)
- **Heart (Three Ways and Six Hearts)**: Way of Mystery / Corruption
- **One-line use**: Slips into the Outside Zone and Flank Zone to scout, surprise-attacks the enemy Rear Zone, then drops Infiltration.

Specialty	Type	Energy	Effect
Shadow Crossing	[aptitude]	—	Moves freely across the Outside Zone / Flank Zone boundary
Drifter's Instinct	[aptitude]	—	Combat-start initiative +1 · immune to surprise
Lucky One	[aptitude]	—	Fate Intervention uses +1

Weapon Technique	Roll	Energy	Effect
Sudden Strike (surprise)	2d10 + Finesse + 3 -2 (Untrained)	2	Wounds -1 · only from Infiltration · target cannot react
Reverse-Grip Cut	2d10 + Courage -2 (Untrained)	1	Wounds -1 · keeps Infiltration
Kunai Throw	2d10 + Finesse -2 (Untrained)	1	Wounds -1 · adjacent zone · expended

Profile — A scout and ambush specialist who slips through the Outside and Flank. On no one's side.

Why jailed — **Espionage and intrusion**, caught inside an enemy daimyo's castle.

Play from this sheet alone — minimum rules

Check 2d10 + attribute + skill ≥ 11 (standard 11 · hard 13). Doubles = **Critical Hit** (damage one step ↑) / **Fumble** (Defenseless on yourself).

Attack 2d10 + Courage + martial skill ≥ target Defense → the hit is the damage, **Wounds -1** (Critical -2). **Wounds 0 = incapacitated** (death only after combat).

Defense Counterstrike / block (Weapon Techniques table): reservation **0 Energy** / improvised ×1.5. Not while Defenseless.

Actions One breath ≤ 5 Energy, highest Energy first — Move adjacent **2** (Dash 3) · Breakthrough **3** (2d10+Courage ≥ 11/13/15) · Specialty [Kata]=Energy / [stance]=hold (1) / [upkeep]=lull · Squad Order **2** (1 if Wisdom +2: Volley Fire · Shield Wall) · Recovery · reload = lull.

Abe Seika (安倍晴華) — onmyoji · 1st dan

Courage	Finesse	Physique	Wisdom	Presence	Fate
-1	+0	+0	+2	+1	+1



- **Energy** 10 · **Wounds** 3 · **Defense** 10 (unarmored, talisman Barrier)
- **Skills** (9 points, recommended): **Sorcery** (Trained) · Prophecy, Exorcism, Perception, Geography, Medicine, Stratagem, Negotiation (Novice)
- **Shikigami: Suo (蘇緒)** — sparrow type · Wounds 1 · Defense 11 · scouting and ranged Strike
- **Weapon:** none (shikigami specialist) · bundle of protective talismans
- **Heart (Three Ways and Six Hearts):** Way of Mystery / Truth
- **One-line use:** From the Rear Zone, sends the shikigami Suo into the Outside Zone to scout and screen, and reads the origin of yoma. Almost never fights directly.

Specialty	Type	Energy	Effect
Shikigami Summoning	[Kata]	2	Summon/dismiss a shikigami (Wisdom +2, so up to 2 per battle)
Shikigami Control	[Kata]	0	Control 2 times in one round
Power of Scripture	[aptitude]	—	Checks against yoma +1

Weapon Technique	Roll	Energy	Effect
shikigami Suo (ranged Strike)	Activated by Shikigami Control · roll by Suo's stats	0 (Control)	Scout + ranged Wounds -1 (2 times in one round)
Bare-hand Strike (Strike)	2d10 + Courage -2 (Unarmed Combat Untrained)	1	Wounds -1 (last resort)

Profile — An onmyoji of the Abe house. She sends her shikigami Suo into the Outside to scout and harry; she rarely fights directly.

Why jailed — **Suspicion of sorcery**, accused of working forbidden arts.

Play from this sheet alone — minimum rules

Check $2d10 + \text{attribute} + \text{skill} \geq 11$ (standard 11 · hard 13). Doubles = **Critical Hit** (damage one step ↑) / **Fumble** (Defenseless on yourself).

Attack $2d10 + \text{Courage} + \text{martial skill} \geq \text{target Defense}$ → the hit is the damage, **Wounds -1** (Critical -2). **Wounds 0 = incapacitated** (death only after combat).

Defense Counterstrike / block (Weapon Techniques table): reservation **0 Energy** / improvised $\times 1.5$. Not while Defenseless.

Actions One breath ≤ 5 Energy, highest Energy first — Move adjacent **2** (Dash 3) · Breakthrough **3** ($2d10 + \text{Courage} \geq 11/13/15$) · Specialty [Kata]=Energy / [stance]=hold (1) / [upkeep]=lull · Squad Order **2** (1 if Wisdom +2: Volley Fire · Shield Wall) · Recovery · reload = lull.

Enku (圓空) — esoteric monk · 1st dan

Courage	Finesse	Physique	Wisdom	Presence	Fate
+1	+0	+2	+1	-1	+0



- **Energy** 10 · **Wounds** 5 · **Defense** 10 (unarmored)
- **Skills** (9 points, recommended): **Exorcism** (Trained) · Fighting Spirit, Hardiness, Unarmed Combat, Perception, Survival, Herbalism, Sorcery (Novice)
- **Weapon**: fists (Unarmed Combat) + tanto — (the vajra Onigoroshi is 5th dan)
- **Heart (Three Ways and Six Hearts)**: Way of Emptiness / Compassion
- **One-line use**: A melee exorcist monk who enters the Core Zone freely and drives short weapons and grapples in on a single breath. Has a bond from fighting alongside Seika.

Specialty	Type	Energy	Effect
Asura Mudra	[aptitude]	—	Core-Zone melee maneuvers Energy -1
Power of Scripture	[aptitude]	—	Checks against yoma +1
Tough	[aptitude]	—	Wounds cap +2

Weapon Technique	Roll	Energy	Effect
Fist — Strike	2d10 + Courage + Unarmed Combat	1	Wounds -1 (Core Zone +2)
Fist — Grapple	2d10 + Physique + Unarmed Combat vs enemy 2d10 + Physique	2	Bind (cannot move for 1 round) · no damage
Tanto — Bosom Plunge	2d10 + Finesse -2 (Swordsmanship Untrained)	1	Wounds -1 · [Pierce 3] (Core Zone) / [Pierce 1]

Profile — A close-quarters exorcist monk who pours short-blade and grapple into one breath in the Core Zone. He once fought alongside Seika.

Why jailed — **Accidental manslaughter**, a man died under his hands during an exorcism.

Play from this sheet alone — minimum rules

Check 2d10 + attribute + skill ≥ 11 (standard 11 · hard 13). Doubles = **Critical Hit** (damage one step ↑) / **Fumble** (Defenseless on yourself).

Attack 2d10 + Courage + martial skill ≥ target Defense → the hit is the damage, **Wounds -1** (Critical -2). **Wounds 0 = incapacitated** (death only after combat).

Defense Counterstrike / block (Weapon Techniques table): reservation **0 Energy** / improvised ×1.5. Not while Defenseless.

Actions One breath ≤ 5 Energy, highest Energy first — Move adjacent **2** (Dash 3) · Breakthrough **3** (2d10+Courage ≥ 11/13/15) · Specialty [Kata]=Energy / [stance]=hold (1) / [upkeep]=lull · Squad Order **2** (1 if Wisdom +2: Volley Fire · Shield Wall) · Recovery · reload = lull.

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5th-dan and 10th-dan growth sheets: each class's 5th-dan and Tatsujin sheets continue in the class-by-class files of the `co-04-08` pregens. **If you want to build your own**, follow the 7 steps of `co-04` character creation (attributes `+2/+1/+1/0/0/-1` · 9 skill points · 3 specialties · gear · Three Ways and Six Hearts).

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What's Next

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If you've run one session — now it's the real game. With "The Convict's Bond" you've learned checks, combat, and squad battle, so it's time to move on to the formal adventures of the core rules `co` and deeper material.

⚠ **Whatever you read, first open the `co` core rules.** `co` is the foundation of all rules, world, and data, and `fc` (companion booklets) and `zn` (one-shots) are opt-in reinforcement laid on top — their new rules are valid only when the table adopts them.

The Next Scenario — From `co`

`co` contains twelve scenarios. After "The Convict's Bond," choose like this.

- **Right next (1st dan)** — `co-09-01` **First Blood**. The core book's own Novice adventure. On a Kagura Domain mountain road, through lesser yoma → oni → yoko, run Blockade, squads, and the Three Ways and Six Hearts once more as an **act-by-act runbook**, on a more refined stage. (Graduate from the quickstart to the core book's formal first adventure.)
- **If you liked squad battle** — `co-09-03` **Borderkeep**. A defensive battle to stop a crack in the Spirit Realm gate on the Sekimori border. The **squads, sealing, and Spirit Realm** you got a taste of in "The Convict's Bond" come into full play.
- **If you liked yoma ghost stories** — `co-09-12` **Ugetsu Village** (Japanese classical ghost story) · `co-09-11` **Gazu Hyakki Yagyo** (yoma in force).
- **Other tastes** — `co-09-02` **Seven Swords** (sword masters, Swordsmanship) · `co-09-07` **Night at the Tenshukaku** (court intrigue) · `co-09-09` **The Minamoto House's Onryo** (history, onryo) · `co-09-04` **Tomb of the Archfiend** (dungeon). If you want to connect not a single session but a **campaign**, see `co-09-08` **Campaign Seeds**.

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If you want to run more solo, see `co-09-05` **Class Solo Scenarios**.

Further Reading by Strand of Interest — `co` First, Then `fc` and `zn`

What drew you to "The Convict's Bond"? Open that strand **in `co` first**, and only go to `fc` and `zn` when you want to go deeper.

What Drew You	First <code>co</code>	Deeper (<code>fc</code> , <code>zn</code> , <code>opt-in</code>)
Squad battle, armies	<code>co-06</code> Squads	<code>fc12</code> Josai Kobo-ki — siege, defense, Infiltration as zones
Yoma, yoko, the uncanny	<code>co-08</code> Enemy Data · <code>co-02</code> World	<code>fc08</code> Hyakki Densho-ki — the nature of yoma, bestiary, yoma PCs
Exorcism, temples, the sacred (Kaibutsu)	<code>co-04</code> Classes (esoteric monk, Pure Land Monk, onmyoji)	<code>fc01</code> Shinsei-ki · <code>zn02</code> Shrine Priests and Miko · <code>zn08</code> Kirishitan
Majin, villains, the dark face (the darkness of the Kaibutsu)	<code>co-04</code> Majin Classes · <code>co-02</code> Three Ways and Six Hearts	<code>fc07</code> Anmen Shingyo — villain, sorcery-path play
Three Ways and Six Hearts (the weight of the first choice)	<code>co-02-02</code> Three Ways and Six Hearts	<code>fc06</code> Sando Shingyo — heart guide
Teppo, weapons	<code>co-07</code> Weapons	<code>fc05</code> Record of Famed Blades · <code>zn04</code> Strange Weapons and Hidden Arms
Swordsmanship, duels	<code>co-04</code> Swordsmanship Schools	<code>fc03</code> Chronicle of Japanese Sword Masters · <code>zn10</code> Hatashiai — 1:1 duels
Convicts, status, houses	<code>co-02</code> Factions	<code>zn03</code> House Feature · <code>fc11</code> Sengoku Roster — NPCs
Growth beyond 1st dan	<code>co-04</code> Dan Progression	<code>zn09</code> The Journey Continues — beyond 10th dan
More world and terroir	<code>co-02</code> World	<code>fc02</code> Sengoku Fudoki · <code>fc09</code> Shokoku Kenbunroku

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The principle in one line. `co` is the foundation. `fc` and `zn` are **opt-in reinforcement** that you pick and lay on only for the strands you're interested in, and their new rules switch on only when the table adopts them. Whenever you lose your way, return to the `co` core index.



혼세영요담 · 混世靈妖譚 · Konsei Reiyotan

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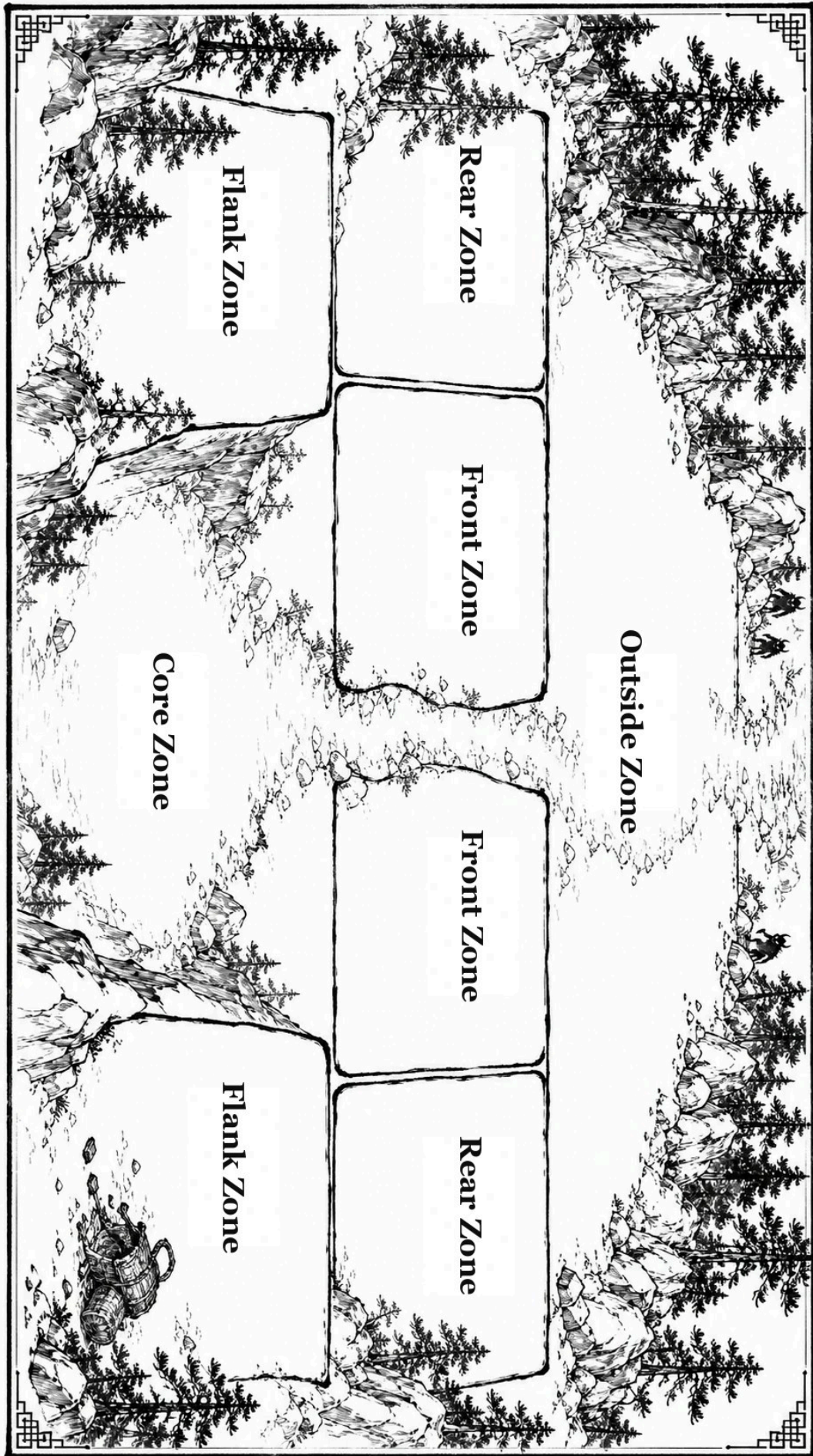
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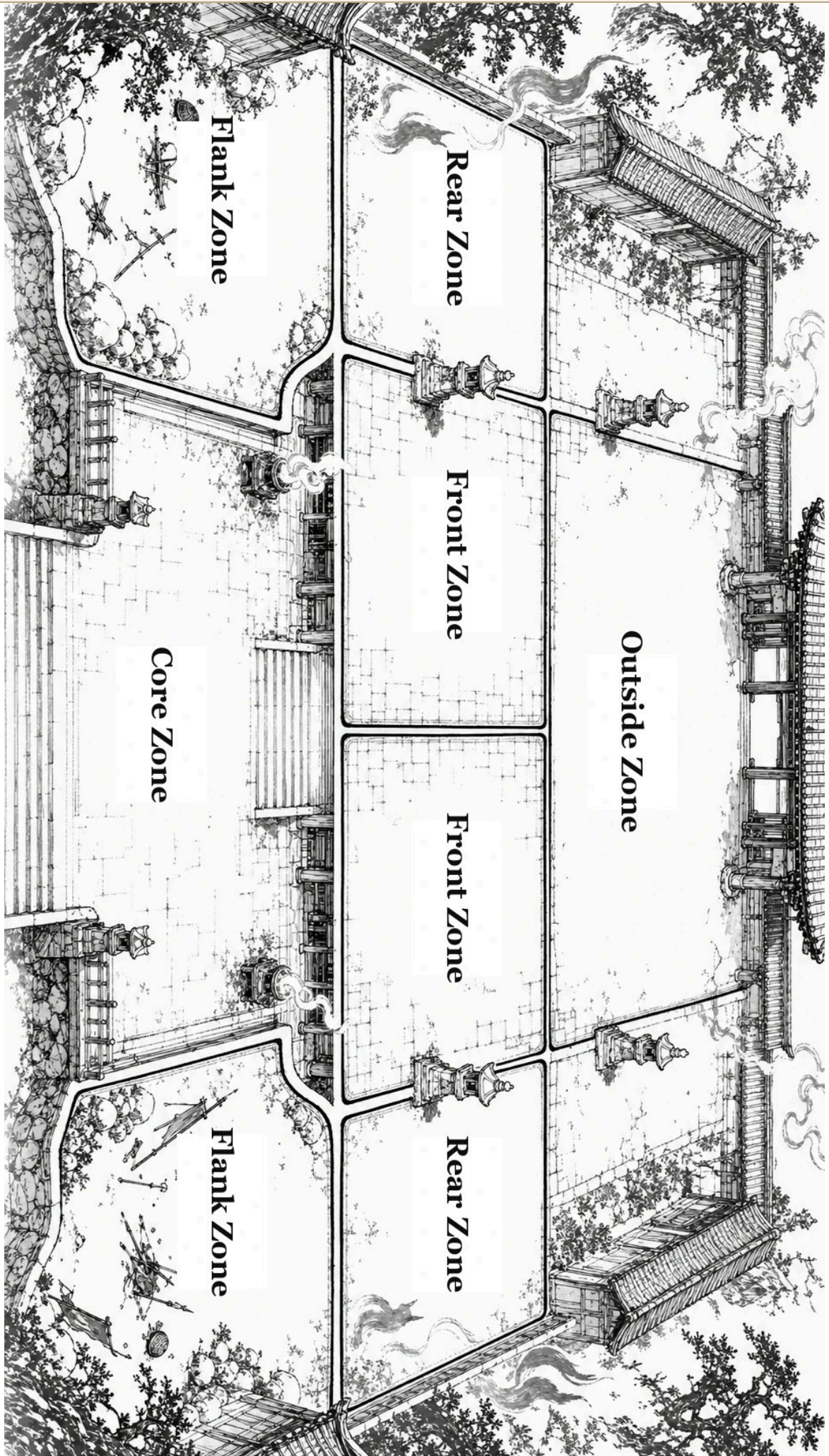
Appendix — Battle Maps (print-ready)

Act 1 — Mountain Approach

The zone map for each act. Print one per sheet, lay it on the table, and place tokens. Zone names are on the cheat sheet under "Zones."



Act 2 — Jiganji Precinct



Act 3 — Main Hall & the Kaibutsu

