

The Headman's Daughter

A Horrific Supernatural Adventure in a not-too-historical Feudal Japan

Credits

Many thanks to the following players for their assistance in play testing this scenario in its various guises...

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Introduction

This little one-shot adventure is set in a sort of Feudal Japan, where contact with supernatural entities would be rare but not unknown.

We present statistics and game rules specifically for the *Savage Worlds* system by *Pinnacle Entertainment*, but these can

easily be amended for other systems with a little work.

Please read through all of the notes before running the game, as there are snippets of information in the text and character profiles.

Enjoy...

The Set-Up

After a few days travelling through a mountainous region, the PCs arrive at the coastal village of **KAIOCHI** as the sun drops picturesquely over the western ocean on the eve of celebrations for the Feast of the Lake Spirit.

Have the players come up with a suitable explanation for travelling through

the region; on clan business, to attend a tournament, on a pilgrimage to a nearby shrine, etc.

It might also be a good idea for them to be travelling together, unless you want them all to meet there at the same time to add another dimension to the scenario.

What's Going On?

The villagers are preparing for a ceremony to usher in the new season by making offerings of flowers and fish to the Local **LAKE SPIRIT** who resides in a nearby lake which is connected to the coast.

It is also the eve of the eighteenth birthday of **ISHI**, the only daughter of **IZO** the village headman – and she's still a virgin.

However, **IZO** is not who he seems. He is an evil shape-shifting Sorcerer who killed the original headman - taking his place, and now aims to sacrifice **ISHI** thus achieving immortality!

Fortunately, **SOTARO**, the leader of a small group of local brigands is wise to the sorcerer's plans and will attempt to steal away his sacrifice this very evening.



Japanese-Village – David Burliuk

The Village

The PCs will drop down out of the snow-capped mountains on a winding trail leading towards the deep blue waters of the Western ocean.

As they approach the coast, they will see the village before them, and as they

draw even nearer, they will see villagers preparing for a festival; gaily-coloured flowers, paper lanterns, bunting, and other decorations adorn each hut.

Many more such decorations are being positioned on and around a shrine situated

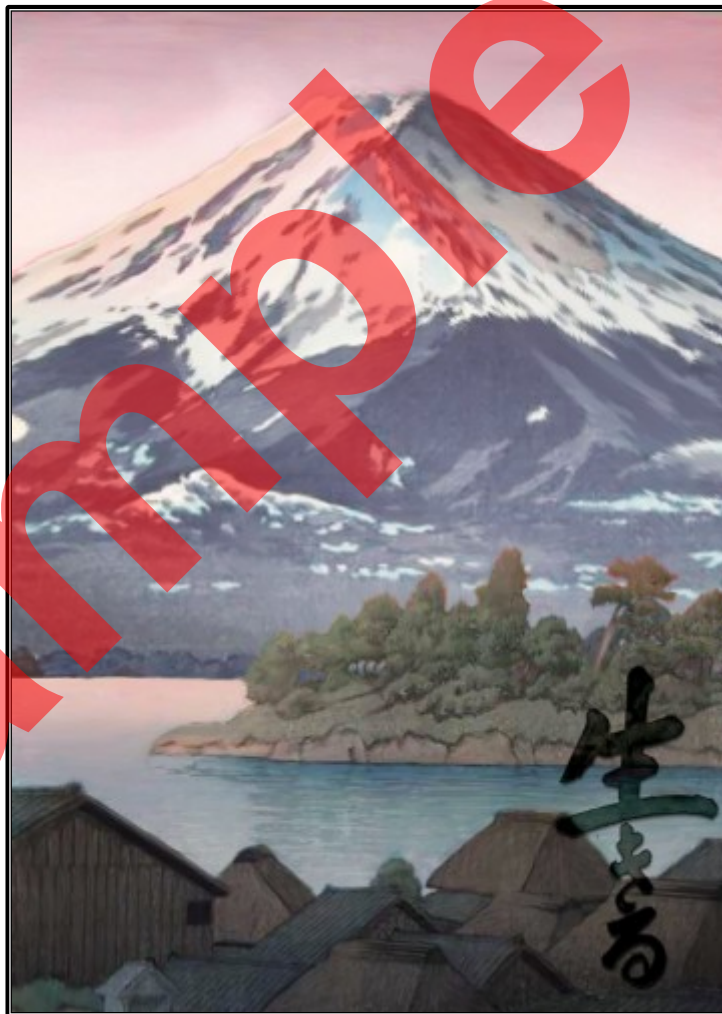
upon an island in the middle of a nearby, almost circular, lake.

The villagers are singing, laughing and generally having a good time. They wave respectful greetings to the travellers.

This is a coastal fishing village of about twenty families nestled within lush green woodland. There is a small curving harbour with many fishing boats drawn up and

secured on the sandy beach. Today and tomorrow are set aside for the celebrations, so no fishermen are out at sea during this time.

A number of shallow-drafted boats are used to transport villagers to the island on the lake, which is situated on the southern boundary of the village.



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