

## INTRODUCTION

Hello everyone. I am going to design two scenarios meant to be "Introductory Scenarios" for Shinobigami. They are simple, straightforward, and yet promote that healthy character drama that drips out of a Shinobigami game like a wrung-out Shamwow towel. Shinobigami play can be wild and complex when the characters hit the table, so I find the best scenario for your first playthrough is a straightforward one to help everyone get used to the rules and play of the game.

I mentioned "Two Scenarios", but instead let's call it "two takes on the same scenario". It is the same scenario with two different focuses. "The Dagger that Kills Gods: Circle of Life and Death" is a straight "frenemies"/PVP style Shinobigami scenario, with no "important NPCs", just the player characters are the focus of this scenario. This is a scenario that is meant for 4-6 players PLUS one GM (so 5-7 people total at the table). The second version, "The Dagger that Kills Gods: Chains of Fate" is the exact same scenario, but includes an antagonist NPC that the PCs will eventually presumably gang up on in the end; so while the PCs will be fighting each other a little bit for private goals, they will (likely!) come together shoulder to shoulder to stop the worse threat. It's meant for 2-4 players PLUS one GM (so 3-5 people total at the table).

If you have players who aren't so big into PVP, don't worry: the scenario has Secrets/Goals that don't automatically put all the PCs at each others' throats. If you have friends that shy away from PVP style play or don't like the competitiveness of German-style board games, read over the secrets and give them one that puts them in more of a "making friends" goal than a "stab everyone" goal.

### SPECIAL RULES FOR THESE SCENARIOS

\* Use the standard rules for character creation, names, and all tables for Shinobigami including the scene creation table. Strong suggestions follow.

\* \* GM Note: As always, if the scene table roll results in something nonsensical for the action at hand, feel free to have the player reroll, or choose one from the list after rolling. It's meant to be a Spark, not a Straightjacket. And yet, don't discard the scene creation table altogether: It's there to help you leap into the action, without that "analysis paralysis" that comes with the idea to "Make any kind of scene you want. Any time, place, and involving any people". Some people (including me!) have a hard time coming up with scene ideas on the fly, so that initial die roll helps jog the spirit a little.

\* For Conviction, disallow "Chaos" for this intro scenario. If someone wants to make a "Bad Boy/Bad Girl" badass ninja, that conviction to go for is likely either "Self", "Passion" (don't care about anyone... save that special someone), or "Loyalty" (heartless devotion to one's clan). Random rolling is fine, just have them reroll on a 1. Someone picking Chaos is like someone loudly saying "I'm The Joker!" at a table of 5 Batmans: You immediately put yourself in "Hard Mode".

\* If this is indeed everyone's first time playing, enforce this rule for Ohgi: Only the Critical Strike and Radial Attack Ohgi are available for this scenario. Make sure the players don't reveal which one they take. To help people choose, I usually say:

"Think about your character's personality: If they are very aggressive and cutthroat about achieving their goals, Critical Strike is a good choice. If they play a little more defensively or think that attacks will come at them from all angles, choose Radial Attack. If you can't decide honestly either way, roll a 1d6: 1-3 = Critical Strike, 4-6 = Radial Attack."

\* For Ninpo, we highly recommend that everyone take at least one more Ninpo that can be used in combat, from another column in the skill matrix other than the one used for Close Combat; relying only on Close

Combat/one column only is not good for a first time scenario. Also, for this first scenario, avoid using "Mob" attack Ninpo.

\* For the first session, leave out Backgrounds and Virtues unless everyone has read the rules in advance. Once everyone has played once, Backgrounds and Virtues can be used in the next session.

\* For the first session of Shinobigami, everyone has a bonus ninja gear (3, not 2) for this scenario: Everyone gets one free Bead of Life. The other two gear can be spent wherever, including more Beads of Life. GMs: If you want to stick to the rules of Only 2 Gear, then require every player to take one Bead of Life, then one other gear of their choice. Again, it's a long story, but the quick of it is that being a new player and not knowing the rules and twists and turns that Shinobigami could take; not picking Bead of Life is basically being handed the keys to a street motorcycle for the first time, without knowing you're supposed to wear a helmet.

\* Remember: Whenever a question about the world comes up, the person whose scene it is answers that question (unless the GM has a very specific thing in mind or it clearly goes against the heart of the game). So when the question comes up (as it inevitably does): "Hey, do Ninjas recognize each other? Can we sense each other like vampires or something? Or do we not know each other unless someone reveals a sign or something?" This answer is up to the scene player (where it comes up) to answer!

\* \* Also very relevant: "Does Japan have X?" "Are there X stores in Tokyo?" "Is there, like, a district that is famous for X?" The answer is not, "Let's stop the game for a sec and check Wikipedia". The correct answer is, "What does the scene player think the answer is? That's the answer!"

## SCENARIO ONE-ALPHA

**Name:** The Dagger that Kills Gods: Circle of Life and Death

**Type:** Battle Royale (not a true free-for-all; alliances and enemies are stated in Secrets)

**Limit:** 3 Cycles

**Players:** 4-6

**Prize:** The dagger/shortsword "Kamikiri"

**Setting:** Modern Japan

**Background:** A tanto dagger has been found by archeologists. This news has made some waves in academic, historical and collector's circles. It's currently being held in an underground bunker/cave underneath the grand Meiji shrine for restoration and analysis. Those in the know have heard whispers that this dagger is the legendary Kamikiri - the God of Mist - a dagger infused with the spirit of a kami, which has the power to slay gods. Those whispers have attracted the attention of every legitimate museum, shady black market collector, and of course the heads of all the ninja clans.

**The Prize:** The dagger itself. The God of Mist - Kamikiri - is a rare find of ancient Japanese spiritual history, and every clan has their eyes on it for the purpose of fulfilling their clan goals.

There are no special rules for the Prize in this scenario.

**NPCs:** None, save rival PCs.

**Handouts:**

**Note 1:** In 4 player games, use the first 4 P Missions/Secrets; Add the last two in 5-6 player games)

**Note 2:** "P3" and "P4" secrets are very humanistic, they tie the characters to others for protection and not rivalry. Make sure that if one of the characters is Bloodline of Oni, to give them the P3 or P4 secret. If there is a player at your table who you know tends to be a little cutthroat in PVP kinds of games (board games and the like) or is wearing that "Oh, I've totally got this, I'm totally going to optimize my character and win" smarmy expression when creating their character, give them one of the P3 or P4 secrets.

**Note 3:** The positions of P6 in a 5-6 player game, or P1 in a 4-player game, is going to require a little backbone: They're going to start the scenario with the dagger. "Tag, you're it!" The other players will be hunting them down quickly. So know your players - your friends - and their playstyles and personalities. If you have a shy or anxious player, or a player new to TRPGs altogether, do not put them in that P6 or P1/P5 position. Instead, give P6 (5-6 player game) or P1 (4 player game) to a player who you think will be okay with the other players ganging up on them for a little bit. It will quickly balance out soon, and they won't have a bullseye on their backs the Entire time, but it can be a little nerve wracking for a first time game. Be mindful of that.

**P1**

**Mission:** Find, acquire and keep the God of Mist. In three days, your clan will retrieve it from you for safekeeping.

**Secret:** While keeping the God of Mist is of utmost importance, your clan is particularly nervous about a certain other clan's plans with the dagger. Pick one other character and write their name here: \_\_\_\_\_.  
Defeat that character in combat before or during the Climax Phase.

**P2**

Mission: Find, acquire and keep the God of Mist. In three days, your clan will retrieve it from you for safekeeping.

Secret: Your clan desires peaceful relations with one of the other clans. Pick one other character and write their name here: \_\_\_\_\_. Your secret mission is to ensure one of the following two conditions:

- \* That character succeeds in keeping the God of Mist to the end of the scenario, or
- \* That character succeeds in their Secret goal/mission (if they have any)

### **P3**

Mission: Find, acquire and keep the God of Mist. In three days, your clan will retrieve it from you for safekeeping.

Secret: Your clan needs allies, and to be honest, so do you. By the end of the scenario, ensure that any two other characters have a Positive EmoBond with your character.

### **P4**

Mission: Find, acquire and keep the God of Mist. In three days, your clan will retrieve it from you for safekeeping.

Secret: For some time, you have secretly been in love with either P1 or P2 (choose and write their name here: \_\_\_\_\_). Whomever you choose, your true mission is to protect them from being defeated/killed in the climax phase.

### **P5**

Mission: Find, acquire and keep the God of Mist. In three days, your clan will retrieve it from you for safekeeping.

Secret: Your clan requires data on the others in the field. Learn the Secrets of any two other characters by any means.

### **P6**

Mission: Find, acquire and keep the God of Mist. In three days, your clan will retrieve it from you for safekeeping.

Secret: You are being groomed to succeed as a clan elder. Do right by them, and succeed at the mission you have been given: Keep the sword at the end of the Climax Phase.

## **INTRODUCTION PHASE**

First, read the Background above to the group. Then, go around the table and have every player present their character: Very quickly mention their name, clan, what they look like/how they act, and 1-2 interesting details that people notice about them. After that, begin the introduction phase.

Sometimes there will be special intro scenes for each character, or special events that have to happen in their introductory scenes. There are no special events for this scenario. Instead, go around the table and run one very quick scene for each character. Ask each player the following questions:

- \* Question: It's a nice, quiet morning, on an "everyday" kind of day. Where are you, and what are you doing, before all hell breaks loose and your clan contacts you about a mission?

- \* Listen to the character's reply, and follow up with a question or two about something they said, to get a better idea of their character's personality, routine and lifestyle. For example, if one of the ninjas has a cover of a salaryman job in the office of a trading company, perhaps ask them:
  - There's one thing you love (or hate) about your job, that you're doing right now. What is it?
  - Your superior treats you a little differently than the other employees. Why is that?
  - You have one decoration on your desk that means something to you. What is it, and what does it mean?
- \* From here, someone contacts them and tells them about the mission. It will likely be in a format that reflects their clan and the character's cover/daily routine: A visit, a phone call, a supernatural vision, etc.
- \* Question: You were just given your mission. Given where you are and what you're doing, what do you do next?

Overall, the introduction should not last more than 2-3 minutes per character. If you have 4 players, though, feel free to add a bit of roleplaying to expand the scene for another minute or so.

Hand out the Mission/Secret cards to everyone, then begin the Main Phase's Master Scene.

## MAIN PHASE

### 1st Cycle Master Scene:

"Pre-dawn, a starless, black night on a quiet summer night. Underneath the grand Meiji shrine, in a rocky and dark cavern protected by locks and alarms both physical and mystical, lies Kamikiri, the God of Mist, in its protective sheath. It rests on a small protective altar of smooth stone, surrounded by six lit candles. It's a bit dirty, as the restoration is only half-complete, but the cool majesty emanating from the dagger is unmistakable. This is a weapon that will change the very destiny of Japan.

A shadow approaches. The candles snuff out at once. Two hands gingerly reach out, lifting the dagger from its altar. A deep and reverent silence fills the room for the span of two heartbeats. Then, alarms scream through the cavern. Lights, sirens, mystical wards, all begin to activate around the shrine. As armed guards spill into the underground chamber, the shadow has already made its way to the edge of the shrine grounds. Before the spotlights erupt and scour the forests and walls of the Meiji shrine, the shadow quickly scales and leaps over the tall and barb-wired wall, escaping into the night."

At this point, the GM will ready a small piece of paper or index card with a picture of a dagger/tanto/wakizashi on it and the word "Prize". This paper is slid to either P6 (if there are five to six players); or P1 (in a four-five player game).

Note: The players will likely look down at their sheets at this point, and ask questions like, "How do I investigate this?" or "What do I roll to find out who has the dagger?" or the like. The important thing to remind them is that they create the scenes in any way they want. They can have their characters infiltrate or canvas the shrine for clues, or meet with their contacts or informants; but even as they do so, the TRUE focus of those scenes is to form EmoBonds, learn Secrets and Locations of other characters. So it may make sense in the story to have them "do investigation scenes" in whatever way they want, but the heart of the scene will be that EmoBond or Secret or Location with the other characters, not "Do I pick up a clue?"

Remember, the scene player can simply say, "Yeah my clan knows that X has the God of Mist dagger, so I beeline towards them. My scene starts in a park: I see X on a bench, and I approach them to start a subtle conversation..."

### **2nd Cycle Master Scene:**

No real scene, simply read the following: "A new day dawns. It has been 24 hours since the sword was taken from the grand Meiji Shrine. Who has it, and what is in store for it today?"

### **3rd Cycle Master Scene:**

No real scene, simply read the following: "It has been 48 hours since the God of Mist dagger has been stolen. Clouds gather on the edge of the skies, an unfortuitous sign... What will happen today?"

## **CLIMAX PHASE**

"Pre-dawn. An abandoned parking lot on the edge of the city. The thunderclouds crack and break, and rain pours down in sheets as (number of players) shadowy figures converge silently. The next several minutes will determine the flow of history. The shadows draw their weapons and advance on each other."

Begin the final climax phase. The Battlefield starts as "Water" due to the torrential rain.

## **CONCLUSION**

Once the final fight is over, determine the one who has the dagger at the end. They receive a special commendation from their clan. Go around the table, each player says 2-3 sentences about their own character's epilogue; leave the final epilogue statement to the player who kept the sword.

Thanks for playing!

## SCENARIO ONE-BETA

**Name:** The Dagger that Kills Gods: Chains of Fate

**Type:** Cooperative

**Limit:** 3 Cycles

**Players:** 2-4

**Prize:** The dagger/shortsword "Kamikiri"

**Setting:** Modern Japan

**Background:** A tanto dagger has been found by archeologists. This news has made some waves in academic, historical and collector's circles. It's currently being held in an underground bunker/cave underneath the grand Meiji shrine for restoration and analysis. Those in the know have heard whispers that this dagger is the legendary Kamikiri - the God of Mist - a dagger infused with the spirit of a kami, which has the power to slay gods. Those whispers have attracted the attention of every legitimate museum, shady black market collector, and of course the heads of all the ninja clans.

**The Prize:** The dagger itself. The God of Mist - Kamikiri - is a rare find of ancient Japanese spiritual history, and every clan has their eyes on it for the purpose of fulfilling their clan goals.

There are no special rules for the Prize in this scenario.

**NPCs:** Remind the players that there will be an NPC in this scenario (not necessarily an enemy! ...though in this case, yeah, she's pretty much an enemy... or maybe she'll become a frenemy?); she will have a Secret and Location, and even form EmoBonds as well! However, she will not count as "A Character" for the PC handouts below: Only the other PCs can be written in as the targets of their Secrets.

### **Takagi Mina - Black Market Weapons Dealer**

Mina's calm, collected, a true professional. A well-known name in black-market circles, especially when it comes to highly illegal weapons or historical weapons. She's amassed a small fortune over her years in the business, as well as a number of strong allies and enemies. She tends to dress like as if she's auditioning for a part in The Matrix or Blade 2, and talks as if she has the confidence of someone who has every angle covered (usually because she does). She has a secret weapons depot and base in an abandoned warehouse outside of town, and often uses an unmarked large black van as a mobile work area and hideout.

She's 33, and an ex-ninja of the Hirasaka Agency. She left as a Jonin ranked ninja, which should fill even the most dedicated ninjas with some pause, if not outright dread.

Abilities:

[Scheme] (fill in the lines on each side of Scheme)

Skills: Trap, Seduction, Finances, Barrier, Ballistics, Demolition, Hand to Hand, Apparel.

Ninpo:

Close Combat (attack; Hand to Hand)

Ranged Combat Attack (attack: Finances)\*

Tough (equip)

Shaken (equip; review what this does, it's nasty!)

Expertise (equip; Finances)

Plot Restriction (support; Barrier)

\* Finances represents that her financial resources afford her the latest military-grade weapons, which she can use and discard without considering their cost.

Ohgi: "Unfathomable Favors, Abyssal Connections" (Area Attack; Finance).

With a flip of a cell phone and the press of a button or a shout of "Now!", she can call down targeted drone airstrikes, experimental military satellite energy beams, and other incredible area attacks due to the connections she's made and favors she's owed by foreign military and mercenary interests. Think Michael Bay.

Mission: To keep the God of Mist dagger for three days, after which she has a mysterious foreign buyer ready to purchase it.

Secret: Mina is actually mentally influenced - or possessed - by the dark kami that inhabits the ancient dagger! Its goal is to destroy everything, especially the other ninjas that learn of its presence. If you read this secret, Mina automatically gains knowledge of your Location! The kami is enraged, and will come for you next!

Before play begins, when the players write each other's character names down in the EmoBond area of the sheet, have them also write in Mina, so they remember that she's available for EmoBonds, Locations, Secrets and Ohgi.

### **Handouts:**

#### **P1**

Mission: Find, acquire and keep the God of Mist. In three days, your clan will retrieve it from you for safekeeping.

Secret: While keeping the God of Mist is of utmost importance, your clan is particularly nervous about a certain other clan's plans with the dagger. Pick one other character and write their name here: \_\_\_\_\_. Defeat that character in combat before or during the Climax Phase.

#### **P2**

Mission: Find, acquire and keep the God of Mist. In three days, your clan will retrieve it from you for safekeeping.

Secret: Your clan desires peaceful relations with one of the other clans. Pick one other character and write their name here: \_\_\_\_\_. Your secret mission is to ensure one of the following two conditions:

- \* That character succeeds in keeping the God of Mist to the end of the scenario, or
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#### **P3**

Mission: Find, acquire and keep the God of Mist. In three days, your clan will retrieve it from you for safekeeping.

Secret: Your clan needs allies, and to be honest, so do you. By the end of the scenario, ensure that any two other characters have a Positive EmoBond with your character.

#### **P4**

Mission: Find, acquire and keep the God of Mist. In three days, your clan will retrieve it from you for safekeeping.



Secret: For some time, you have secretly been in love with either P1 or P2 (choose and write their name here: \_\_\_\_\_). Whomever you choose, your true mission is to protect them from being defeated/killed in the climax phase.

**Alternate P1:** If there is a Hirasaka ninja among the PCs, feel free to replace the P1 above with this one, and give it to the Hirasaka PC.

Mission: Find, acquire and keep the God of Mist. In three days, your clan will retrieve it from you for safekeeping.

Secret: Mina was a member of your clan before she cut all ties. Circle one of the following, this is now your true goal:

1 - Mina's treason cannot be overlooked, and her use of skills for personal gain against the clan is an atrocious betrayal. Your true goal is to ensure Mina is defeated in the final conflict at any cost, despite the fact that she had shown you an unforgettable single moment of kindness, long ago.

OR

2 - Mina was one of the only ones to show you a great and unforgettable moment of kindness in your training. You either love her, or feel an sister-like kinship to her (choose one). Protect her in the Climax phase. If she remains to the end of the Climax phase, or all other PC except for you and her have exited the battle, your warmth will cause her to clear her mind and give the dagger to you in the end.

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\* Listen to the character's reply, and follow up with a question or two about something they said, to get a better idea of their character's personality, routine and lifestyle. For example, if one of the ninjas has a cover of a salaryman job in the office of a trading company, perhaps ask them:

- There's one thing you love (or hate) about your job, that you're doing right now. What is it?
- Your superior treats you a little differently than the other employees. Why is that?
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\* From here, someone contacts them and tells them about the mission. It will likely be in a format that reflects their clan and the character's cover/daily routine: A visit, a phone call, a supernatural vision, etc.

\* Question: You were just given your mission. Given where you are and what you're doing, what do you do next?

Overall, the introduction should not last more than 2-3 minutes per character. If you have 4 players, though, feel free to add a bit of roleplaying to expand the scene for another minute or so.

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## MAIN PHASE

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A shadow approaches. The candles snuff out at once. Two hands gingerly reach out, lifting the dagger from its altar. A deep and reverent silence fills the room for the span of two heartbeats. Then, alarms scream through the cavern. Lights, sirens, mystical wards, all begin to activate around the shrine. As armed guards spill into the underground chamber, the shadow has already made its way to the edge of the shrine grounds. Before the spotlights erupt and scour the forests and walls of the Meiji shrine, the shadow quickly scales and leaps over the tall and barb-wired wall, escaping into the night."

At this point, the GM will ready a small piece of paper or index card with a picture of a dagger/tanto/wakizashi on it and the word "Prize". This paper is slid to the paper/object/name card/table tent which represents Mina's character. In other words, the players clearly see that the sword is in play, and that the NPC is the one who currently has it.

Note: The players will likely look down at their sheets at this point, and ask questions like, "How do I investigate this?" or "What do I roll to find out who has the dagger?" or the like. The important thing to remind them is that they create the scenes in any way they want. They can have their characters infiltrate or canvas the shrine for clues, or meet with their contacts or informants; but even as they do so, the TRUE focus of those scenes is to form EmoBonds, learn Secrets and Locations of other characters. So it may make sense in the story to have them "do investigation scenes" in whatever way they want, but the heart of the scene will be that EmoBond or Secret or Location with the other characters, not "Do I pick up a clue?"

Remember, the scene player can simply say, "Yeah my clan knows that X has the God of Mist dagger, so I beeline towards them. My scene starts in a park: I see X on a bench, and I approach them to start a subtle conversation..."

Normally, Mina could take an action like the other players, and have her own scene where she attempts an Information action. However, the above scene where she retrieved the dagger will have been her scene/action, and now it's time for the PCs to move while she waits in the shadows.

### 2nd Cycle Master Scene:

"In the shadows of a dark alley, the light from a computer monitor engulfs the inside of an unmarked van. Mina rises from her cot and begins typing at the keyboard with one hand, the other hand she slowly pops the lid off of a bottle of Yamazaki Single Malt Sherry Cask 2013, pouring it into a small glass that sits on top of a metal crate filled with military-grade ammunition. She hits Enter and waits.

A few seconds later, a response on the command line: "Agreed. Twelve Million United States Dollars. The usual place. 48 Hours."

Mina smiles, tips back the glass, then rises to stretch her tired limbs. Deal's on. Time to clean up before the guests arrive."

If one of the PCs has learned Mina's secret by now (and thus she knows their Location), then she starts a combat scene with them. She will not use her Ohgi yet.

Otherwise, she will have a scene in a public place to form an EmoBond with P1 if there is not one yet; otherwise, one of the other characters. She'll use Seduction to try to form the EmoBond, and in the process tries to convince the character that it's in their best interests not to pursue her any further.

### **3rd Cycle Master Scene:**

(no flavor text this cycle, just straight into a scene)

Mina takes the same actions as the previous Master Scene: Attacks one of the PCs if they know her Secret/she knows their location, otherwise she forms an EmoBond with another.

## **CLIMAX PHASE**

"Pre-dawn. An abandoned building on the edge of the city. The thunderclouds crack and break, and rain pours down in sheets as (number of players) shadowy figures converge silently on the unmarked van that Mina uses as a mobile hideout. The door of the van is kicked open, and Mina steps down, sizing up each of you while sliding the safety off on her highly customized Fabrique Nationale P90 submachine gun. The dagger is strapped tightly to her back.

As the thunder strikes near, the clouds behind her start to slowly turn a crimson reddish color. A low, deep voice, like the chanting of dark sutras, can be heard coming from the clouds. The area around the parking lot becomes hazy, dreamlike. You realize that this is no longer Tokyo... but somewhere, something, else... Someplace dark. Someplace... hungry. And you feel that the longer you stay in this place, the more your soul becomes forfeit to whatever lurks inside that dagger, whatever demon it is calling forth from the crimson clouds"

Begin the final climax phase. The battlefield starts off as Extreme (underworld)

At the beginning of every round, describe a feature or event that adds to the underworld atmosphere: The sounds of great leathery wings flapping in the background; lightning strikes become purple in color; the rain for a moment smells like spilled blood; and so on.

## **CONCLUSION**

Note: If Mina falls... the fight is not necessarily over! Players can drop out, but the last one to remain received the dagger. Mina's fall may trigger the fight to continue, as a few players claim the dagger for themselves to fulfill their mission.

Once the final fight is over, the otherworld elements quickly recede, and the sky becomes clear, the environment quiet, as the sun slowly begins to rise over the horizon.

Determine the one who has the dagger at the end. They receive a special commendation from their clan. Go around the table, each player says 2-3 sentences about their own character's epilogue; leave the final epilogue statement to the player who kept the sword.

If Mina kept the dagger in end (she survived until the end, and when the Climax phase ended she was the one with the dagger still), then either:

\* (if Alt P1 Secret is in play) Mina shakes her head, clearing her mind, freeing herself from the control of the demon, solely because of her connection to P1. The demon erupts from the sword and is pulled into hell,

screaming in anguish. She falls to her knees, weakened, and gives P1 the sword. Her fate is left for P1 to decide.

\* (otherwise) Mina stares down at the weakened and battered PCs, surveying the carnage with an evil smirk. You realize that... you're not sure when it happened, but... she's floating in the air, a few centimeters off the ground. Her eyes become clouded with a crimson fog, which then glows bright red. With a derisive snort, she turns around and... walks/hovers... slowly towards the clouds behind her. A three meter high gate of scarlet and ebony basalt forms behind her, materializing out of the fog: The sutra chanting draws to a crescendo... and as she crosses the threshold of the gate... Silence. In the blink of an eye, the rain, the clouds, the lightning, the chanting, all is gone, and the characters find themselves back in the parking lot, the sun slowly rising up over the horizon. It's brightness hurts your eyes, almost as if exposing the sins of your failure. Your clans will in time forgive you; your wounds in time will heal; but you also know, somehow, with a vision burned into your heart, that Mina... whatever she has become... will one day return for you.

Thanks for playing!