

HIDEOUT AT THE TEMPLE

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The party has been sent by their master / friend / employer (whichever is most appropriate) to seek out and bring back the traitorous noble Kobayashi Makoto, dead or alive. Whether Kobayashi is a villain plotting the realm's downfall, or a hero trying to save it, very much depends on the party's morals or lack thereof...

A: 2 MONKS are guarding the front gate. They attempt to find out why the party is visiting. They will not allow the party in with weapons though if they give them up 2 MONKS will follow the party around outside but try to dissuade them from visiting the main building.

B: 2 MONKS watch over the gate at the bridge. If there is any violence the monks will shut the gate. It is difficult to break open from the outside but is possible with SOME EFFORT from 2 STRONG CHARACTERS.

C: 1 MONK is cleaning the outside dormitories. There are several old monks who will berate and plead with the party to leave in case of violence but will put up no fight. The monks live a rather Ascetic lifestyle however there are RELIGIOUS SYMBOLS worth a SMALL SUM.

D: A young monk boy is practicing his calligraphy near the small side ramp overlooking the cliffside. He will stay focused to his studies if the party's entrance is peaceful otherwise he will run to the Temple to alert them but put up no fight himself. The homes are spartan and ascetic in build though they seem comfortable enough to survive. Inside are RELIGIOUS SYMBOLS that can be stolen and sold for a SMALL SUM. If the party surrendered their WEAPONS they are present.

E: Wandering the small garden is an old monk. If peaceful and out of earshot of any other monks he will divulge that Kobayashi Makoto is hiding out in the temple as he dislikes the lord. If the party is hostile he will not give this information, even if tortured, unless the lives of other monks are at risk.

F: Though the entirety of the temple grounds could be described as beautiful it is only the Temple proper and this Pagoda that poses any real level of awe or splendor. The structure is 5 stories tall and on the first floor there is a small shrine as well as RELIGIOUS SYMBOLS that could be pawned for a SMALL SUM. If the party ventures higher they will find the 2nd, 3rd, and 4th floors empty. The 5th floor is devoid of any decoration save for a small pedestal upon which sits a large SACRED JADE STONE worth a MODERATE SUM.

G: 3 MONKS wander the garden, 2 of them on a stroll and one raking the rock garden. Though not on alert they may notice players sneaking in from the cliffs.

T - The Temple

1) The main entrance and public shrine of the temple is guarded by 4 MONKS who will die preventing hostile intruders from entering. If friendly they will attempt to distract and sway the players from entering further into the temple as it is "too sacred" or so they will claim.

2) Past the monks is a Puzzle. 3 STATUE'S PIECES are scatter across the room. Arranged correctly they open the door though arranged incorrectly it could be rather dangerous in the enclosed room...

3) 4 BODYGUARDS block the hallway that leads to the central sanctuary of the temple, they will attempt to scare the party off but will fight to the death if necessary.

4) KOBAYASHI MAKOTO & 2 BODYGUARDS are sitting peacefully inside the inner sanctum room of the temple. They will attempt to dissuade the players from fighting/capturing them with words, bribes of a LARGE SUM, and finally with violence if it comes to it. If possible they will attempt to bring the party over to their side. The party may ally or fight Kobayashi... If defeated KOBAYASHI'S SACRED BLADE is a very prestigious weapon which will make its wielder MORE INFLUENTIAL though it would also likely fetch a LARGE SUM if sold to the right people.

MONK [Medium Atk/Low Def] - Fights Defensively, Aims to Incapacitate
BODYGUARD [Medium Atk/ High Def] - Fights Defensively, Aims to Kill
KOBAYASHI MAKOTO [High Atk/Medium Def] - Fights Defensively, Attempts to Parlay

