

# THE MERCHANT'S DAUGHTER! I WILL PROTECT HER!

This adventure is for three or four characters at level one. Over the course of the adventure there will be enough experience to get the characters to level 2. The characters should have a wide range of skills and techniques. As well there will be no Uchiha characters allowed. This is a continuation of the adventure available in the main file. It will be part of an on going campaign that I will be releasing to help novice, overworked and just plain lazy GMs out. Also assumed is that the characters passed the genin test.

## **Adventure Background**

The hidden village of Konoha is still buzzing with news that the Uchiha clan has been slaughtered by one of their own, with only a single person surviving. The news has the whole village on edge and the ninja police force now frequently patrol the village looking for any suspicious activity. The supply of missions have been down recently with people afraid to travel to the village. Many shinobi are feeling bored and restless.

There will be one C rank mission given out. A merchant by the name of Yamamoto Jiro has fallen on hard times. His business is failing, thanks largely to his rival, Watanabi Akira. Akira has been using hired muscle to abuse his customers and steal his inventory shipments. This isn't what has consumed his thoughts of late, his daughter, Hana has been acting strangely and sneaking out at night.

## **Adventure Summery**

The characters, having just passed the genin exam are told to arrive the next day at the academy to meet their Jounin teacher. Once their they are introduced to their new sensei, Furugawa Mine. After some introductions are made the characters are ready to take on their first mission!

Which will more than likely not be what they expected. They will have to finish a simple D rank mission! (Consult the mission charts provided in the main file. Roll for or chose a mission for the characters to do. Do this twice) After doing the two D rank missions, the characters will more than likely want to try something a little more challenging. With some reluctance Furugawa will agree to recommend them for a C rank mission. She tells them to meet her tomorrow at the mission deployment center at eight am.

The characters will be introduced to Yamamoto-san. He will explain the details available in the adventure summery and beg the characters to find out where his daughter goes. She usually leaves her room around 11 pm. The characters will have to be ready by then because that's exactly when she leaves. Unfortunately Furugawa will not be there by then so if they want to follow her they have to go without their Jounin. It shouldn't be hard to follow her as she rarely checks to see if anyone is following her.

After about half an hour of walking the girl will arrive at the outskirts of town. Waiting for her is a boy of about fifteen years of age. She calls him Haru-san and they embrace. They talk for a while before Haru gives a signal and some armed thugs come out of the brush. Haru explains to her that he is Watanabi's soon and this was all an elaborate plot to ruin her father.

The characters will get involved now or else the thugs will spot them. Advancing on the characters, the thugs attack while Haru stands back. When it appears that the characters will win he puts a kunai to Hana's throat and orders them to stop, if they don't he will kill Hana. As he leaves he orders the characters not to follow him. Once he's gone Furugawa will explain that she got sidetracked. Once brought up to speed she'll tell them that there are two possible places that Haru took Hana, the Watanabi estate and the Watanabi warehouse. The characters are ordered to check the warehouse.

After dealing with some thugs the characters can enter the warehouse. It's one huge room lined with shelves. There are thugs that have to be dealt with roaming the spaces between the shelves. Once that has been done, the characters can't find Hana. If they follow the clues available to them, the characters will realize that there is a trap door built into the floor that leads to a large holding area with Haru and Hana. Haru will attack the characters.

Once beaten Hana is freed and returned home the mission is over!

### **Part One: Genins at Last!**

Read the following text to your players:

*"Congratulations! You have made your dreams come true. You're finally a true ninja, the lowest rank of ninja, but a ninja nonetheless. No more putting up with the awful Gyuketsu-sensei!"*

*The night passes all too slowly. Thoughts of your future swim through your head. What will your Jounin-sensei be like? What kinds of missions will you have? What does your future hold? morning dawns and it's finally time to head to class."*

Now it's time for the characters to go through their morning routine and head to class. You can roll on the random and funny event chart from last adventure again if you want. You don't have to though. As they head to class they will run into some former class members who didn't pass the test. These kids will stare jealously at the characters and might even toss some insults at them. For example; "How could you have passed and not me?"

When the characters arrive at the academy and go to the classroom Gyuketsu is standing behind a table. He tells the characters to have a seat. The other two teams that passed are also there. If any of the characters have a rival make sure that he/she is on one of the other passing teams. Once the characters are seated, Gyuketsu starts a speech about how the characters may have passed a simple test they are still young and green, barely fit

to hold the title of ninja. He shakes his head and says that this isn't his choice but the characters can come up to get their forehead protectors. With a gruff shout "I'm done" he leaves the classroom.

Read the following to the characters:

*"As your jackass of a teacher leaves the room, three more people enter. They stand at the head of the class, their eyes running over each one of you. Their staring is starting to make you uncomfortable.*

*A tall man, wearing the traditional jounin uniform and having the top part of his head wrapped in bandages walks forward. Even his eyes are covered! You wonder how he could see with his eyes like that. The man speaks up 'When I'm finished calling your names follow me outside.' He begins to read off names from a clipboard. None of your names have been called. With an audible gulp, the genins who had their names called get up and follow the intimidating man.*

*Next, a very small man steps up chewing on a piece of grass. No way this guy could be a jounin! He's barely five feet tall and so skinny he almost looks like a skeleton. 'Listen up kiddies,' he bellows in a voice that's way too deep and powerful to be his, 'same deal as before. I read off your names and then you follow me outside.' He does it and again your names haven't been called.*

*Lastly a woman steps up. Her skin is quite dark and has short cut black hair. 'Alright since you're the only ones left follow me.' She leaves without seeing if you're following her. She leads you up flights of stairs and up on the academy roof. Smiling, she turns to you and says, 'Well now that we're sensei and student. I want to hear something about you guys. Anything, your likes and dislikes, dreams you have, etc. Names first of course. My name's Furugawa Mine. Nice to meet you all. Now your turn.'*

*(Give the characters enough time to go through with all they want to say before continuing.)*

*'Alright guys, meet me at seven in the morning in front of the academy. We'll start our first mission then. Dismissed.' With that she disappears in a cloud of smoke.*

Give the characters some time to talk amongst themselves and do what ever they want before the morning comes.

## **Part 2: I Didn't Become a Ninja For This!**

Now before we continue go to the D rank mission chart in the main file and roll for or pick two of them. I'm sure the players will be shocked to find out what kind of missions they have to complete.

The characters had better be at the academy at seven or Furugawa-sensei won't be happy. She'll chew them out for a bit before smiling at them and telling them what

mission they have for today. You don't actually have to run the D rank mission, (although you can if you want) a simple description of what happens will be good enough.

Once the exciting mission is over the characters will get a two day break before the next one takes place. The characters will have free time until then. You can skip part this if you wish. This is more of a time for the characters to build on the team relationship. If they happen to decide to train, Furugawa will appear take a seat and watch them. There will be no formal training yet.

When the break is over it's time to start the other D rank mission. By the time it's over the characters should be upset at the lack of challenge and complain to Kurugawa. If they don't have her ask the characters how their enjoying their shinobi lives so far. When their finished complaining and pushing for something harder have Furugawa reluctantly agree to get them a C rank mission.

She leaves shaking her head and telling the characters to meet her at the mission deployment center bright and early.

### **Part 3: Finally! A Challenge!**

When the characters arrive at the large building they find their sensei waiting for them. She won't talk to them, but motions for them to follow her inside. Once in the main hall, she instructs them to stand in a line in front of here.

Read the following to the players:

*"This is your team Mine-san?" the chuunin in charge of missions asks, 'they don't look like much.'*

*Furugawa steps forward and she signals you all to be quiet, "Don't worry yourself Ryo-chan," she smirks as she says it, 'they are more than capable of handling it. After all there is a reason why I'm a jounin and you're still a chuunin, ne?'*

*Grumbling the man calls out, 'We are ready for you for you Yamamoto-sama.'*

*The large wooden doors behind the chuunin opens and out steps a middle-aged man dressed in fine clothing. A look of concern rests on his face. He bows low to the ground, 'Thank you for meeting with me.'*

*'Don't worry Yamamoto-san,' your Jounin-sensei says, 'just tell us about this mission.'*

*'I want you to follow my daughter. She is always sneaking out at night and it's not safe! Not since my rival Watanabi has decided to take our feud too far and hire thugs to attack my customers and supply lines. I'm begging you, please find out where she is going and keep an eye on her. She always leaves her room at eleven. She never listens to me anymore.'* With another bow he leaves the room.

When the old man leaves the characters can make a Knowledge: Current Events (DC 15) check to remember that the Watanabi/Yamamoto rivalry has been going on for years and that just recently a Yamamoto caravan has been raided. The Watanabi clan is suspected.

Furugawa tells them to get prepared for the mission and to meet her at ten thirty on the roof of the house opposite the Yamamoto household. With that she takes her leave.

The characters basically have free reign until the time the mission starts. They can do whatever they want, buy equipment, train, sleep, etc. It is important that the characters get to the appointed place on time, because the girl will leave her room at ten to eleven, not eleven like Yamamoto said. When the girl leaves, Furugawa will not have shown up yet and the characters will have to go after the girl by themselves.

Hana, the girl, will not really be on the look out for anyone following her. Only if they make significant noise or get within twenty feet of her will she take notice. Once the character sees Hana turn around they can make a quick hide (DC 20) check to hide before she can spot them. They can also try to bluff her, just skip the roll if the character can think up a good excuse. Hana's sense motive modifier is +2.

For about twenty minutes Hana will walk until she reaches the spot where the village ends and the forest begins. A boy about fifteen waits for her. He is dressed in expensive clothing. Hana screams out "Haru-kun" and runs up and embraces him. The boy smiles and the two talk for a while until he snaps his fingers and four men burst out of the brush. Hana screams and Haru simply laughs.

Now would be a good time for the characters to reveal themselves. Once the thugs spot them they attack. Use the tough thug stats from the adventure in the main file. When it appears that the characters have the upper hand, Haru grabs the confused girl and puts a knife to her throat. He berates the characters for getting involved with his family's business. Hana's eyes widen as she shouts out that he's a Watanabi. Smiling evilly at her he drags her off leaving the remaining goons to make sure that the characters don't follow him.

If the remaining fight lasts more than six rounds there is a sudden strong gust of wind and all the thugs lie cold on the ground. Furugawa has finally managed to show up! She apologizes to the characters saying that she got sidetracked. After being caught up to speed Furugawa tells the characters that there's two places where Haru could have taken Hana, the main Watanabi compound and the Watanabi warehouse. Ordering the characters to take the warehouse, Furugawa heads for the compound.

#### **Part 4: Showdown at the Warehouse!**

The warehouse is in a poorly lit section of Konoha. It is a large building about ten thousand square feet (100x100 ft.) in size. There are four goons guarding the outside. If the characters are clever and quiet they can beat them without much trouble at all. No one

will hear any noise made during the fight, but let the players worry about that anyway.

Once inside the characters can realize just how big the warehouse is. The ceiling is a good thirty feet high. There are a number of twenty foot high shelves around the warehouse. They are evenly spaced out so if one row falls it won't start a domino effect. It would take a strength check (DC 20) to topple one of the shelves, the characters can combine their might to try and push one over. A person caught under a falling shelf takes 2d6 on a failed reflex save (DC 15) and is pinned.

There are two thugs patrolling the warehouse. Treat them as fast thugs from the adventure in the main file. When the goons are dispatched it appears that Hana wasn't taken here after all. However searching the warehouse and making a spot check (DC 10) the characters find a light trail of mud that leads to corner of the warehouse and then disappears suddenly. There is a hidden trap door in the corner that leads to a secret room.

Inside the room are Haru and Hana, the girl is gagged and tied to a chair. Haru is quite stupefied that the characters were able to find him. Drawing his sword he places it on the neck on Hana and threatens to kill her. However, any taunts or insults directed at him result in him charging the offending character and attacking him with all his might.

After the characters defeat Haru and untie the poor girl. Furugawa shows up to congratulate them on a job well done.

**Congrats! The first C rank mission is done. What does the future hold for our genin team?**

### **Follow Up**

The Yamamoto family is over joyed and willing to bring future work for the team. The Watanabi on the other hand disappear one night and not a trace can be found of them. Where did they go? Surely Akira is not going to let the death of one of his sons go unpunished. Just what happened to Furugawa-sensei? What was so important that got her sidetracked?

None of that matters now. The character has some free time on their hands and can do as they wish. Formal training also starts and the characters can learn any first or second rank techniques that Furugawa knows.

### **Appendix**

Here are the stats for the important NPCs in the adventure.

#### **Furugawa Mine**

Fast 3/Smart 3/Ninja Scout 6; **CR** 12; Medium Humanoid (Human); **HD** 3D6+3 plus 3d8+3 plus 6d8+6; **hp** 70; **Mas** 50; **Init** +4; **Spd** 35 ft; **Defense** 25 (+4 dex, +9 class, +2

armor), Touch 23, Flat-Footed 25; **BAB** +7; **Grap** +7; **Atk** +9 melee, +10 unarmed (1d4+3 unarmed) or +11 ranged (by weapon); **Full Atk** +9/+4 melee, +10/+5 unarmed or +11/+6 ranged; **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Konoha, Family, Comrades; **SV** Fort +6, Ref +12, Will +6; **AP** 9; **CP** 24; **Rep** +3; **Wealth** +22; **Learn** +12; **Str** 14 **Dex** 18 **Con** 12 **Int** 14 **Wis** 13 **Cha** 14

**Occupation:** Academy Student (*Bonus Class Skills:* Chakra Control, Genjutsu, Jump; *Bonus Feat:* Genin)

**Skills:** Balance +9 (5), Chakra Control +11 (10), Genjutsu +15 (11), Hide +13 (9), Investigate +8 (6), Jump +11 (9), Knowledge (Ninja Lore) +10 (8), Move Silently +13 (9), Ninjutsu +20 (11), Research +8 (6), Spot +11 (10), Survival +8 (7), Taijutsu +15 (11), Tumble +11 (7)

**Feats:** Agile Riposte, Armor Proficiency (Light), Chuunin (Genjutsu), Combat Martial Arts, Combat Reflexes, Dodge, Genin (Ninjutsu), Jounin (Taijutsu and Ninjutsu), Mobility, Nin Weapons Proficiency, Ninjutsu Adept, Simple Weapons Proficiency

**Talent (Fast Hero):** Evasion, Uncanny Dodge

**Talent (Smart Hero):** Improved Ninjutsu, Ninjutsu

**Talent (Ninja Scout):** Hide in Plain Sight, Increased Speed (5 ft), Sneak Attack +2d6, Track

**Techniques Known:** *Control (+11)*- Kai, Kinobori, Shirizokeru, Tadayou; *Genjutsu (+15)*- Bakkyou Kara Kokoronouchi, Bunshin no Jutsu, Henge no Jutsu, Kanashibari Gyoushi no Jutsu, Mitoomoi Funkyuu no Jutsu; *Ninjutsu (+20)*- Doryuuheki, Hiryyu, Hitokoe Maneru no Jutsu, Housenka no Jutsu, Ishi Shuriken no Jutsu, Kawarimi no Jutsu, Kyuukyoku no Homuratoku, Neko no Me, Renku Dan; *Taijutsu (+15)*- Asshou!, Futatsu Kyuu Sokuryoku, Ganseki Houkaite Genko, Hamidatsute Kukkin!, Keibi Hakaisha, Shunpo

**Equipment:** Belt Pouch (5 shuriken, 2 smoke bombs, 4 sunburst tags, 5 blood increasing pills), Forehead Protector (Leaf), Ninja Vest (2 blank scrolls), Shuriken Holster (5 shuriken, 4 kunai), Standard Ninja Outfit, Various Personal Gear

### Watanabi Haru

Fast 1/Charismatic 2; CR 3; Medium Humanoid (Human); **HD** 1d8 plus 2d6; **hp** 13; **Mas** 50; **Init** +3; **Spd** 30 ft; **Defense** 17 (+3 dex, +4 class), Touch 17, Flat-Footed 14; **BAB** +1; **Grap** +1; **Atk** +2 melee, +4 ranged; **FS** 5 ft by 5 ft; **Reach** 5 ft; **AL** Money, Family, Self; **SV** Fort +2, Ref +6, Will +0; **AP** 7; **CP** 13; **Rep** +2; **Wealth** +20; **Learn:** +3; **Str** 12, **Dex** 16, **Con** 10, **Int** 12, **Wis** 10, **Cha** 14.

**Occupation:** Criminal (*Bonus Class Skills:* Gamble and Hide ; *Bonus Feat:* Brawl )

**Skills:** Bluff +10 (6), Gamble +8 (6), Hide +7 (4), Intimidate +9 (5), Knowledge: Business +6 (5), Taijutsu +4 (3), Tumble +7 (4)

**Feats:** Archaic Weapon Proficiency, Brawl, Confident, Deceptive, Simple Weapons Proficiency.

**Talent (Fast):** Deflect

**Talent (Charismatic):** Charm (women)

**Techniques Known:** *Taijutsu (+4)*- Hamidatsute Kukkin!

**Equipment:** Expensive Clothes, Short Sword

