

❖ 2006 Shogun Official Rules ❖

Welcome to the 2006 season of Shogun. As usual, this system is built around three factors: Safety, Game Flow, and Realism, in that order. Please, play the game in the spirit of fun and remember that good sportsmanship is a key ingredient not only to your own enjoyment, but also to that of the game as a whole. Thanks!

More important than any game mechanic or technical aspect are the overarching policies regarding player behavior that everyone is expected to know and follow. These policies are:

- 1) **Know the rules.** If something isn't clear, ask a council member.
- 2) **No illegal items or substances, alcohol, or live weaponry.** Out of respect for our hosts, any violation of this policy will result in removal from the property, and barring of return.
- 3) **All Council members retain moderating powers throughout the game.** They can make spot rulings as they see fit. The Council is: Chris (Krisuke), J.P. (Itachi), Joe (Jotaro), Kevin (Keimaru), Kyle (Kairimoto), Matt (Matakage), and Rob (Hiroki). However, please try to seek out a moderator on duty for rules questions and settling disputes whenever possible.
- 4) If you suffer a real injury or find yourself in a situation that requires you to stop playing (such as lost glasses), you are ruled Dead in game, and should immediately seek help.

❖ <i>Necessary Items</i> ❖
* Appropriate apparel or costume * Approved gear * A copy of this handbook

❖ Behavior and Sportsmanship ❖

As stated before, Shogun places a high priority on appropriate behavior and good sportsmanship. People who play Shogun do so because they want to enjoy their Saturday evening in the company of others in our community. While Shogun is a physical game and it is easy to get the adrenaline going, there is no excuse for insulting other players or throwing a temper tantrum. This sort of behavior brings the mood down, and having a short fuse or screaming obscenities only showcases a lack of intelligence, self-control, and maturity. That being said, if someone does something to make you angry, be the bigger man, let it go, and let a Council member know.

❖ Getting Started ❖

Before the game can get underway, there are a few things that must be seen to. Possession of necessary items and gear by each player, announcements of errata or explanations of unclear rules (during the pre-game spiel), weapon inspection, rules quizzing, and coin collection are all things that are done before or during sign in and entry onto the playing field. More specifically:

- 1) All players are expected to be wearing, at the very least, appropriate apparel, if not an actual costume. If a player does not meet the criteria for apparel, he will not be allowed to play.
- 2) A player's apparel MAY NOT be all black, unless the council determines that he is wearing a costume.
- 3) Glasses must be secured to the head with a strap or string.
- 4) A COSTUME is required to play as any class other than Ronin or Bushi. Players not in costume cannot receive any services from the shop besides healing or obtaining a loaner weapon (if necessary).
- 5) Please put all cell phones and pagers on silent alert. Nothing ruins the mood of creeping through a darkened wood like having the Love Boat theme suddenly start playing from a nearby bush.
- 6) All players are required to have a belt or sheathe & a freely hanging coin pouch as part of their necessary gear. Any players without this gear will be provided a length of rope and a sock. Exciting, huh?
- 7) All players must have a weapon. If a player has a personal weapon, it must meet 2006 season standards and pass inspection. Players without weapons, or whose weapons didn't pass inspection, may obtain a loaner weapon from the shop.
- 8) Players will be quizzed on a basic rule of Shogun during sign-in. If a player cannot give a satisfactory answer, he will be taken aside and made to read the section in question until he can. Once the player passes his pop quiz, he will be allowed to sign in and enter the playing field.
- 9) Sign-in is approximately 7:00 PM. As players sign in, they will receive 1d 4 coins to begin play with and a bonus coin if they are deemed to be in costume.
- 10) There is a five-minute grace period at the beginning of the game. During this time, there are no hostilities in order to allow players to get settled, obtain loaner weapons from the shop, etc.
- 11) Late arrivals will be subject to all pre-game requirements and will be given no coins beyond the 1 bonus coin for costuming, if appropriate.

❖ <i>Appropriate Apparel</i> ❖
* No images or words unless on a costume * May not be all black unless it is a costume * No baseball caps or visors * No camouflage

❖ <i>Restricted Items</i> ❖
* Direct light sources, such as flashlights, are for emergency use only. * No real weapons (swords, knives, firearms, etc.) are allowed. * Do not carry or wear anything that could damage another player or their weapon.

❖ <i>Costume Rules</i> ❖
* Must show feudal Japanese and/or "historical" anime/video game influence (i.e. Samurai Shodown=good, Gundam=bad) * No brand logos * No denim * No obvious zippers * No obvious buttons * No t-shirts unless under other items * Footwear: At minimum, shoes of one solid color and free of logos. * No studs, spikes or other protrusions that could damage other players or weapons. * Basically, if you'd wear it to go buy groceries, it's not a costume. * Costumes grant 1 additional coin at sign-in.

❖ General Rules ❖

The basic rules of Shogun are as follows. If there is a conflict between these rules and class abilities, item benefits, or event rules, the general rules are overridden.

General Rules, Section 1: Money

Players must keep their money easily accessible in a dedicated money pouch. Any player may give money to another player if they wish. Every player starts the game with 1d4 coins. Additional coins may be awarded for costuming.

❖ Some Uses for Money ❖
<ul style="list-style-type: none"> * Pay retainers * Buy services or items from the shop * Get your fortune read

When Daimyo respawn, they are given two coins for every territory turned over.

General Rules, Section 2: The Tavern & Death Shrine

The Tavern, and the Death Shrine within, represents the only “Safe” area in Shogun, where players may rest, respawn, or converse freely without fear of hostilities.

❖ Game Rules of the Tavern ❖
<ul style="list-style-type: none"> * You cannot flee from an aggressive attacker into the Tavern. * Only half the members of a House, rounded down, may be in the Tavern at any given time. * You may not attack anyone in, entering, or leaving the Tavern.

While the Tavern is a place for a player to catch his breath or get a drink, he shouldn't lounge there, as a Council member may expel all players from it if they feel that too many people are lollygagging around the fire.

❖ Real-Life Rules of the Tavern ❖
<ul style="list-style-type: none"> * Food & Drink may not leave the Tavern. * Clean up after yourself. * Do not bring outside food or drink except in a container you will take home with you. * Please check with a Council member before burning anything that's not obvious firewood.

General Rules, Section 3: The Shop

In the center of the city is the Shop, where a Council member plays the Merchant, a non player character who sells goods and services to the players, keeps track of events and Houses, trades in information, and generally controls the flow of the game, though there is nothing stopping enterprising players from engaging in commerce, as well.

Ninja and Ronin attacking players standing on the bricked area in front of the shop must declare aggression before doing so. No more than two players may stand in this area at the time and only for the duration of their business transaction. Please note that this area does not grant “invincibility” of any fashion, nor can it be used to escape a pursuer.

❖ Some Goods & Services ❖
<ul style="list-style-type: none"> * Healing (1 coin) * Fortune telling (2 coins) * Shortsword (1 coin) * Bows (1 coin) * Arrows (1 coin per arrow) * Polearm (3 coins) * Daimyo Bracer (5 coins, see Daimyo section for more details)

Players who wish to simply talk to the Shopkeeper may stand in the non-bricked areas on either side of the shop.

For more details about the shop and the Merchant, see the **City, Fortunes and Special Events** section below.

General Rules, Section 4: Weapons, Defensive Items and Gear

Shogun uses a variety of simulated weapons that represent only a small portion of the storied martial traditions of Japan. Some weapons, like the Katana, are revered heirlooms, often possessing their own name and history, such as the peerless Masamune Katana (crafted by the smith of the same name) or the feared Murasame (whose maker was thought to be a madman whose mania passed into his swords). Other weapons are simple tools whose use as been refined into martial art over centuries of battle and custom, tried but true instruments known to get the job done. While the basic weapons of the game are listed here, there are many other special and exotic arms available to players clever enough to earn them or lucky enough to stumble across them. Normally, these weapons would flagrantly violate the rules, but these special cases are allowed in order to “spice things up” a little, and can allow a single player to turn the tide of an entire battle if used correctly. Typically, these weapons are either unmistakably distinct, such as the massive, cleaver like slab wielded by the Oni after the sun goes down, or require an announcement of possession before they grant any special benefit, such as the before mentioned Masamune and Murasame. Some weapons still, such as Kenshiro's No-dachi, Mexikage's Halberd, or the Kusari Gama, are simply uncommon but otherwise “normal” weapons. Some of these “specialty” weapons can be purchased, some are earned through completing events from specific Fortunes, and some are stumbled across haphazardly while in the middle of other activities. These specialty weapons and their benefits are described in a bit more detail in the **City, Fortunes and Special Events** section at the end of this book.

Swords

Swords have always occupied a special place in the minds of men across the world, through all eras. In Japan, the Katana, a curved long sword, became both a symbol of status and an object of religious reverence among its ruling class, the Samurai. In Shogun, a sword is any slashing and stabbing weapon with more blade than handle.

❖ Swords ❖		
Name	Length	Notes
Dagger	8" to 18"	May be used off hand
Short sword	19" to 36"	
Long sword	37" to 42"	
War sword	43" to 48"	Cannot be paired

Daggers and swords may be straight or curved, though Samurai, Daimyo and the Shogun may only use curved long swords. Straight swords can be single or double-edged, depending on construction, while curved swords always have a single edge on the outside of the curve. Tsuba (flat, disk shaped hand guards) must be padded. If a player wishes to dual wield, he may only use a dagger in his off hand unless he is a Samurai, Daimyo, or the Shogun, in which case, he may pair a Long sword or smaller sword with a Short sword or dagger in his off hand.

Polearms

Polearms are weapons attached to long shafts, capable of striking a foe from a greater distance than he can usually retaliate from. While historically, polearms came in a wide variety of sizes and uses, Shogun only differentiates between two, the Naginata (a slashing polearm), and the Yari (a stabbing polearm). All polearms are 2-Handed weapons, meaning that both of a player's arms must be unwounded for him to strike with them, though he may wield the weapon with one or both hands, if he so wishes.

Obviously, a player may not pair a polearm with another weapon, silver bracer, or otherwise occupied hand, nor can a player use a polearm if he is helping a legged player walk.

❖ Polearms ❖		
Name	Length	Notes
Naginata	48" to 72"	A curved blade attached to a long pole, which can only be used for slashing. The blade can be no more than 2 feet long.
Yari	48" to 120"	A long shaft with a short, pointed end that can only be used for stabbing an opponent. The spike must be 1' long and specially constructed.

Missiles

Missiles are fired or hurled weapons. Another staple of battle that has seen use since the early days of Human warfare, prudently utilized missile weapons such as the bow have often determined the outcome of martial conflicts. Like the Katana, the Japanese Longbow's purpose evolved with Japan's society through the years, with Kyudo, the martial art of the Longbow, becoming a refined, pseudo religious practice. On the other hand, the Shuriken, an easily concealed throwing blade, became a rudimentary, if understated, tool in the art of Ninjutsu.

❖ Missile Rules ❖
* Once a missile strikes anything but a weapon (including the ground), it is out of play for the rest of the combat.
* At ranges of less than 20 feet, a bow should not be drawn to more than half pull.
* A player may carry no more than 3 missiles at a time unless he owns them.
* Missile weapons cannot be used as melee weapons.
* Missile weapons can always be paired with a silver bracer, regardless of weapon size or hands occupied.

There are two types of missile weapons in Shogun: The bow and the shuriken.

- 1) Bows are weapons that propel an arrow at an opponent through a tension wire. All Bows, regardless of size, must be used with 2 hands. A bow should have a draw weight equal to 15 lbs and can only use arrows specially prepared by the Council. No compound bows are allowed and a bow should never be used as a blocking implement.
- 2) Shuriken are small, hurled blades that only Ninja may use. A shuriken is only effective if it hits the head or neck area. Ricochets do not count.

Weapon Types

There are four types of melee weapons in Shogun: Small weapons, 1-handed weapons, Hand-and-a-half weapons, and 2-handed weapons. Each type of melee weapon differs slightly, in that they have different rules for use. Missile weapons are different, in that each missile weapon has its own set of rules to be followed when wielded. As stated previously, Bows always require 2 hands to be uninjured to use. Though not melee weapons, Shuriken are considered Small weapons for purposes of throwing with one hand while wielding another Small or 1-handed weapon with the other.

- 1) Small weapons are treated as 1-handed weapons for purposes of wielding, except that they may be paired with a 1-handed weapon or another small weapon.
- 2) 1-handed weapons require a single, uninjured hand to use, though a player may wield a 1-handed weapon with two hands, if he wishes. A player may pair a 1-handed weapon with a Small weapon in his off hand, if he wishes.
- 3) Hand-and-a-half weapons function as 1-handed weapons, except they cannot be paired with another weapon or a silver bracer.
- 2) 2-handed weapons require both arms to be uninjured to use, though the wielder may use a 2-handed weapon in one hand, if he wishes. 2-handed weapons may not be paired with another weapon or with a silver bracer.

❖ Weapons & Type ❖	
Small	Dagger, Shuriken
1-handed	Short sword, Long sword
Hand-and-a-half	War sword
2-handed	Naginata, Yari

Defensive Items

Unlike many other Live Action Combat games, Shogun does not make great use of "Passive Defense" items such as body armor or shields. In order to avoid confusion (a good deal of Shogun is played at night, in moderate to little light) and cultivate a more "Japanese" feel to combat, players are expected not to rely on such things and learn to actively defend themselves. However, there are two types of defensive items allowed: Helmets and bracers.

- 1) A helmet is any form of headgear approved by the Council to be used as a defensive item. Helmets offer protection from Shuriken, but offer no protection from other weapons. Because Ronin are identified by their headbands, they may not wear helmets.
- 2) A bracer is an armored sleeve that either slides over the arm or is strapped directly to it. Bracers come in two types, Silver and White. A bracer must be plainly visible in order to function. Any time you successfully defend with a bracer, you should call "Bracer" in order to let your opponent know where he struck you and what happened.

❖ Types of Bracers ❖
* A Silver Bracer must be silver in color. It protects the area it covers, and does not function if a weapon is being wielded with that arm, nor while the wearer is wielding a hand-and-a-half or larger weapon, regardless of what hand(s) the weapons is held in. A silver bracer can be used by members of any Class.
* A White Bracer , also known as a Daimyo Bracer, is a special item worn only by Daimyo and the Shogun. It always functions, regardless of what weapons are being used, and its protection extends to the hand of the arm it is worn on.

Weapon Storage and "Found" Weapons

If you so choose, you may store weapons with a merchant (for a fee), or in your Guild Hall. If you leave your weapons anywhere else, another player may take and sell them to a merchant. If you are taking a weapon to sell, you need to do so immediately. You cannot wield or hold onto another player's weapon without their permission.

Carried Gear

A player can carry as many weapons (quest, special and normal) and defensive items as he is physically capable. However, he can only carry one Charm (quest, special or normal) at a time. See the Specialty Items section for a description of Charms and their abilities. Beyond that the player can carry or wear anything that is not banned in the **Getting Started** section.

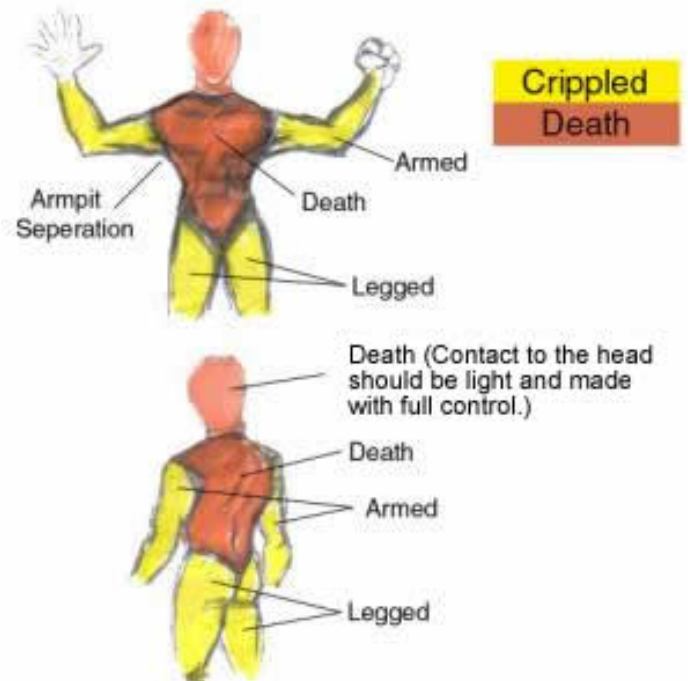
General Rules, Section 5: Combat

In feudal societies, battle is common, peace is tenuous at best, and alliances and rivalries constantly shift to reflect new realities. Resources, power, and honor are all reasons why Houses battle one another, but aren't the only ones. In Shogun, earth-shaking disasters, rampaging demons, uprisings, vengeful ancestral spirits, corruption, mistaken identity, and bad luck all drive men into conflict. Combat in Shogun is resolved through approved weapons. While some contact between players is allowed, you cannot grab, lock, hold, trip or throw your opponent or his weapons, nor may you strike another player with anything but an approved Shogun weapon.

Injuries

Only solid hits count. A solid hit is not one that is swung hard (you should never swing with full power) but one that connects with the intended striking edge of your weapon and has noticeable impact. In other words, merely touching your opponent **does not count**. When you are slashing, the very tip of your weapon (the first half inch or so) doesn't count. Likewise, if you are thrusting, the edges of your weapon do not count. However, draw cuts (dragging the blade along their body while applying force) do count. Ultimately, if the same blow delivered from a real weapon would incapacitate or kill someone, it counts as a hit.

- 1) When you are struck with a solid hit, you must announce the result of the attack immediately. While you may continue an existing attack (provided death or injury does not prevent it) you cannot make a new attack until you have announced the blow and taken appropriate action. If you fail to do so, you are considered Dead.
- 2) You can be injured multiple times by the same attack.
- 3) A blow that scores a solid hit counts even if it struck your weapon first. A poor block is the same as no block.
- 4) A blow that strikes a sheathed weapon still counts if it would have normally hit the player's body. Only weapons held in a hand can block strikes.
- 5) When struck in the arm, you may no longer use that arm, though you are permitted to switch weapon hands after calling "Arm".
- 6) If the arm struck is the only one holding your weapon, you cannot complete your swing. In other words, for the attack to count, it must strike simultaneously with your own. However, if you have two hands on your weapon and only one is injured, your blow still counts.
- 7) If struck in the leg, you must drop to one or both knees.
- 8) If struck in an already injured Arm or Leg by an attack, you are considered Dead.
- 9) Two or more injured limbs results in Death.
- 10) If struck in the hand while holding a weapon, you must announce "Hand". You are not considered injured, but it lets your opponent know where they hit you.
- 11) If struck in the hand while not holding a weapon it counts as being struck in that Arm.



Healing Injuries

Players who receive non-lethal injuries (armed or legged) retain those injuries until they are healed. There are four ways to heal an injury: Pay the Merchant, receive healing from a Monk (see the **Monk** class description in the **House Rules** section), have a special item that heals, or die and return as a new character.

An injured player cannot be healed so long as they remain aggressive. They must sheathe or drop their weapon in order to receive healing.

Moving the Injured

A player with a leg injury may stand and walk if another player who may walk normally puts a hand on the injured player's shoulder. Two such players can allow a legged player to run.

Death

In Shogun, players die from numerous causes: battle, disasters, friendly fire, having to temporarily remove themselves from play (see the **Introduction**) and so on. Once slain, a player holds his weapon above his head to signify that he has been killed. If slain, the dead player must wait to be looted. If nobody loots his body or all enemies are driven off before he can be looted, the player becomes a "Ghost" and cannot be looted until he returns to life and is slain again.

- 1) Any strike to the body, neck, head, or groin counts as death, as does losing two limbs or being struck in the same limb twice.
- 2) If killed, a player may not continue his swing. Only attacks that are simultaneous with the deathblow are counted.
- 3) If a player is killed in battle, he must announce "Dead".
- 4) If killed by stealth outside of battle, the slain player must remain silent. If the dead player makes a noise that alerts others to his killer's presence after he is killed, the killer is allowed to loot the dead player and leave without being attacked.
- 5) When killed, the dead player must wait for the battle he was in to be finished to allow his corpse to be looted, even if he have no coins. While waiting, he should move to the side of the battle and, if possible, sit or kneel there. A dead player may not speak, except to a Monk (or someone with an item that mimics a Monks' Speak with Dead ability), or to ask the name of the person who killed him.
- 6) As a Ghost, a player must hold his weapon horizontally above his head as soon as he is killed and keep it there until he arrives at the Tavern to respawn (return to life).
- 7) Living players should never intentionally hide behind dead players or use them as a shield.

Looting

- 1) When someone is killed, immediately following his death, anyone not in his House can loot his body.
- 2) When you are being looted, you must hand over all the chips you are carrying, weapons purchased from the shop, and items designated as lootable. (Exceptions: If a shop short sword is a player's only weapon it cannot be looted.)
- 3) A Daimyo keeps his last 3 coins to represent his family holdings, though he must surrender any coins in excess of 3 to his looter.
- 4) If no one remains in sight that is capable of looting you, you may go to the Tavern.
- 5) Members of a House cannot loot other members of that House, even if the House is destroyed.
- 6) Retainers must surrender any looted money and items to their Daimyo or Shogun. He can then keep or distribute it as he sees fit.
- 7) Once a player starts moving towards the Tavern to respawn, they may no longer be looted.

Respawning

"Respawn" is a shorthand word meaning to return to life. Dead players respawn at the Death Shrine (located in the Tavern) after waiting within for thirty seconds. Once a player respawns, he becomes a Ronin again, and is no longer part of his House.

Samurai and Daimyo respawn slightly differently from other players. (See sidebar)

❖ When Samurai & Daimyo Respawn ❖

- * A Daimyo who is slain respawns at the Shop. He remains a Daimyo barring certain circumstances.
- * A Samurai respawns at the Tavern as per normal, but remains a Samurai in his House instead of reverting to a Ronin.
- * If a Daimyo and his Samurai are slain together, the Samurai may respawn with his master at the shop.
- * If a Samurai commits Seppuku or is killed by his Daimyo or other member of his House, he respawns as Ronin.

Seppuku

When a retainer wishes to leave his Daimyo's service, he may only do so by committing Seppuku (ritual suicide). The retainer informs his Daimyo of his intent to leave, and then kills himself. A Daimyo may also order a retainer he is unhappy with or whom he no longer wishes to employ to commit Seppuku.

A retainer who commits Seppuku cannot be looted by his former House, the same as if he had died in battle.

If a Samurai commits Seppuku he respawns as a ronin, not a Samurai, and is no longer part of his Daimyo's House.

Rejoining a House

A dead player may rejoin his former House if he wishes, once he respawns in the Death Shrine. A dead Samurai always rejoins his former House so long as he respawns as a Samurai.

However, if a player commits Seppuku, or was killed by his Daimyo or another member of his own House, he cannot return to his former House until he has served in at least one other House or a Game Event has occurred, whichever happens first. If the player commits seppuku while serving his new House, he cannot rejoin that House or his former House until one of the above events occurs.

Aggressive Intent

Aggression is a state of combat readiness when a player is prepared to slay another. Feudal Japan was infused with Bushido, which shaped the style and character of peaceful and martial engagements, and is reflected in Shogun in the rules of Aggression and Sheathing. To slay a foe without warning is a terrible dishonor, and showing a weapon without engaging in battle is seen as barbaric.

- 1) An individual is considered aggressive when his weapon is unsheathed or he declares his intention to attack someone.
- 2) A House is considered aggressive when its Daimyo declares his intention to attack someone. Only members of the House visibly at the Daimyo's side are included in his declaration. Retainers who are hidden from sight, who are not obviously members of his House or are in another location at the start of the battle are not considered aggressive and must declare normally if they wish to enter the battle.
- 3) If one player attacks another, then sheathes his weapon while his foe or foes prepare to retaliate, he is considered aggressive towards them until he successfully flees or formally surrenders.
- 4) When faced with an aggressive opponent, a player does not need to declare aggression in order to defend himself.

Declaring Aggression

All players except Ninja or Ronin (See the **Ninja** and **Ronin** class descriptions in the **House Rules** section) must declare their intention to attack another player loudly and unaccompanied by any other statement (the declaration may not be ambiguous or vague) before they can do any harm. There are two declarations of aggression in Shogun, one to be used to initiate aggression when the player's weapon is sheathed, and one to initiate aggression when the player's weapon is unsheathed.

❖ <i>Declarations of Aggression</i> ❖
* When a player's weapon is sheathed, he may initiate hostilities by announcing " Draw "
* When a player's weapon is unsheathed, he is aggressive, but may not initiate hostilities until announcing " Prepare to die. "

When joining an on-going battle, Houses must declare that they are doing so and on whose side (which can even be their own). Daimyo can declare for the entire House as per normal. If their Daimyo is not present, individual House members must declare for themselves. Ninja are exempt from this rule.

Sheathing

Your weapon should be sheathed except when you are preparing for combat. If your weapon is unsheathed, you are considered to be Aggressive.

- 1) Swords can be sheathed by either hanging freely from the owner, or carried by hand in a scabbard (which cannot be silver) that covers the entire length of the blade.
- 2) Spears are considered sheathed when held vertically in a single hand or slung over the shoulder. In order to be "unsheathed" a spear must be grasped with both hands as it is brought to ready, even if its wielder intends to strike with it one-handed.
- 3) Bows & Arrows are considered sheathed as long as there is no arrow strung to the bow. (Note: Arrows cannot be carried in a belt; it damages them.)

Resolving Combat

Combat is considered resolved when there are no more visibly aggressive participants.

❖ *House Rules* ❖

In feudal civilizations, society is segmented along a hierarchy based on the family, the House, and finally, the Nation. At the lowest end of the feudal caste system are serfs and peasants, poor indentured folk whose fates are decided by the Lords whom they are born to serve. Some of these serfs are treated well and rewarded by their masters for their loyalty and hard work, while others are slaves in all but name. Some still are simply masterless nomads, seen as little more than vagrants and mercenaries content to live outside of the feudal order. In the feudal days of Japan, these peasants were part and parcel with their land they were bound to, necessary elements to support the House (a feudal dynasty), but ultimately with about as much worth as a riding horse or a loyal dog. In Shogun, the **Ronin** class represents the unallied, basic "level" at which all players begin.

After the peasants in the feudal order come the retainers of a House, a noble lord's soldiers and vassals entrusted to represent his family in peace and war. Often, a House's infantry were treated well enough, if a little indifferently, while its officers often came from noble warrior families sworn to serve their lord in exchange for his favor. In feudal Japan, a House's retainers were treated with respect and fear by commoners, and often seen as the legitimate source of order in the land, led by a class of noble warriors called Samurai.

❖ <i>A bit of flavor</i> ❖
It is customary (if not expected) for retainers to refer to their lord with respect and reverence. Typically, a servant will bow when first coming into presence of his master, and be careful to remember his place by referring to them as "My Lord" or "Sir." Try it. It adds immensely to the "feel" of the game!

In Shogun, the retainer classes (**Bushi**, **Monk**, **Ninja**, and **Samurai**) represent the soldiers of a House and servants of its Lord.

At the head of a feudal dynasty is a Lord, the rightful heir to the House often led by many generations of his ancestors before him. The lord is both an administrator and a general, for his House is expected to maintain order and protect its Nation from both internal unrest and foreign threats. In feudal Japan, a House's lord, its Daimyo, is counted among the ranks of the Samurai, a class of noble warriors that ruled the nation until the Meiji Era. In Shogun, a **Daimyo** leads a House, the basic group capable of claiming and holding territory and becoming Shogun.

In the Japan of old, the factional country often came together when faced with an existential threat, such as unending civil war or foreign invasion. The man responsible for holding the nation together during these periods was the **Shogun**, a Daimyo who had ascended the political echelon to become the Emperor's personal warlord. While officially subject to the will of the divine ruler, the Shogun often pulled the strings behind the scenes, as many Emperors were too inexperienced or weak willed to rule effectively. Just as Daimyo came in many types, so to did the Shogun. Sometimes, the Shogun was loyal and well intentioned, and sometimes he was the proverbial iron fist in the velvet glove, out to be the country's de facto ruler behind the throne.

House Rules, Section 1: Becoming a Daimyo

In order to create a House, a player must first gather the resources necessary to become a Daimyo. By presenting the Shopkeeper with 5 coins, a player earns a Daimyo Bracer (or "White" bracer, see **Defensive Items** in the **General Rules, Section 4: Weapons, Defensive Items and Gear**) which functions as both a defensive item and a class marking. From then on, the player functions as a Daimyo (See the **Daimyo** class description in **House Rules, Section 4: Classes**), and is capable of forming a House. There is one Daimyo Bracer available for every four players in the game.

Daimyo

Daimyo are the lords of private armies called Houses. Though counted among the ranks of the Samurai, Daimyo are much more than loyal vassals of an even higher master. Each Daimyo has his own ambitions and methods. Some are noble and compassionate, while others are brutal tyrants who retain only vestiges of Samurai honor.

Regardless of his personal disposition, a Daimyo was always treated with respect, or at least lip service, as it was the legacy of his House and lineage that served as the source of law and order in a turbulent feudal land. The pinnacle of power that a Daimyo can attain is the Shogunate, the personal warlord (or puppet master) of the Emperor of Japan.

Markings	Daimyo Bracer
Weapons	Any non class specific weapon
Benefits	1) Special Dual-Wield: May dual wield a Long Sword and Short Sword 2) Feudal Lord: Has a total of 4 RP to use for retainers* 3) Conquest: May claim territories 4) Inheritance: May not be looted of his last 3 coins+ 5) Catch Missiles: Daimyo may catch missiles with his hands 6) Ferocity: Daimyo are immune to missile weapons unless struck in the head. 7) Legacy: Remains a Daimyo if slain+ 8) Ascension: May become Shogun (See Becoming the Shogun)
Restrictions	1) Must announce aggression 2) Player must be wearing a costume to play 3) Long swords must be curved.
Special	* No more than half his RP may be spent on Bushi. A Daimyo has a total of 8RP when possessing at least 1 territory. + If slain during a Peasant Uprising game event or in battle with the Folk Hero , the Daimyo returns his bracer and becomes a Ronin. His House is no more and he can be looted of all coins by his killer.

House Rules, Section 2: Forming a House

Daimyo are capable of forming Houses, groups able to claim and hold territories, by spending Resource Points (RP), an abstract concept representing time, resources, and training that a Lord can devote towards maintaining troops. All Daimyo have at least 4 RP to spend on retainers. By devoting a certain amount of RP to a player, the Daimyo elevates that player from the Ronin class to a Retainer class, though he may not spend more RP than he has. Samurai are the exception to this rule. See the **Samurai** class description in **House Rules, Section 4: Classes** for more details.

A Daimyo may hire retainers at any time, so long as he has the necessary RP remaining to do so and there is no one currently aggressive towards his House. To hire a retainer, he must simply ask a player if he wishes to hire on. If the player agrees, the Daimyo and player determine what class his new retainer is. The Daimyo mentally counts the new retainer's class against his available RP while the retainer removes his Ronin headband and ties it in the appropriate position to reflect his new class.

❖ Retainer Costs ❖
* Bushi (Infantryman) 1 RP
* Monk (Warrior-Priest) 2 RP
* Ninja (House Assassin) 2 RP
* Samurai (Noble Warrior) 2 RP

Gaining Resource Points and "Promoting" Retainers

The only way to gain additional Resource Points is to claim your first Territory or become Shogun. Any time a Daimyo gains RP, he may choose to "promote" a Bushi in his House to a 2 RP retainer class. Monks, Ninja, and Samurai may not be "demoted" to Bushi, nor may they change to another class.

Death of a Daimyo and the Fall of a House

When a Daimyo is slain, his House is thrown into chaos and confusion. All of his living retainers (except Samurai) become Ronin at the end of hostilities (if any). Samurai, whose devotion and discipline remain even after their master's death, continue to serve the House until their Daimyo's heir arises (the Daimyo respawns).

If a Daimyo has exceeded his current RP amount due to inherited Samurai, he cannot hire any more retainers until he has earned sufficient RP to pay for both his Samurai and any additional retainer(s) he wishes to hire. Under no circumstance may a Daimyo possess more than 4 samurai (i.e. If a Shogun were to hire 5 Samurai and then die, he would have to dismiss one of them before returning to life as a Daimyo.)

House Rules, Section 3: Territories

Territories are the key to expanding a House's power and becoming the Shogun. The field will be divided into 10 territories. Within each territory will be a marker with the name of the territory on it.

Uncontrolled Territories

In order to claim an uncontrolled territory, a Daimyo must touch the marker and count out loud to 50. If at any time he becomes aggressive, lets go of the marker or takes a step, the Daimyo must stop counting (The rest of the Daimyo's House is under no such restrictions). Once he ceases to be aggressive and returns his hand to the marker he can start counting again, but he must start over from 1. When he reaches 50, the Daimyo places the marker on a ring hanging from his belt (This ring will be issued to him with his Daimyo bracer).

Controlled Territories

When asked by another Daimyo or moderator, a Daimyo must truthfully report the number of territories he controls. It is impossible for a Daimyo to "rule in secret".

Defeated Daimyo

If a Daimyo is killed in battle against another House, the Daimyo of the winning House (provided he also survives) may claim one-half of the losing Daimyo's territories, rounded down (minimum of 1). The remaining markers are returned to the shop and will be replaced in their corresponding territories by the Oni or a Council Member. The slain Daimyo is given two coins for each territory returned in this fashion.

If a Daimyo is killed when no other Daimyo is present, all of his territories are returned to the shop. They do not count as loot. If more than 2 Houses take part in a battle, the maximum number of territories that can be claimed from each defeated Daimyo is 1.

Territories can be exchanged by living Daimyo. (You can trade, sell or give them away if you wish.) However, the markers can only be carried by Daimyo. At no time may another player handle them.

Pillaging Territories

Certain unscrupulous Daimyo find it advantageous to rape the lands that they seize for resources and leave the ruins behind. While it is profitable in the short run, extended periods of pillaging can prove to be disastrous for both the raiding House and the remaining land.

Daimyo can choose to pillage any territory they control in exchange for 4 coins. The territory is turned in to the shop and is considered out of play for fifteen minutes. At the start of the game, the shopkeeper will secretly determine a number of territories that can be safely pillaged. Once that number of territories is pillaged, a Game Event goes off. Possible events include Peasant Uprising, Plague, the Daimyo who pillaged the most recent territory becoming Haunted by the Oni or targeted by ninja, or numerous other situations. After this event, the shopkeeper determines how many territories can be pillaged until the next event. When a certain number of events have gone off, the country is considered to be in shambles and no more territories can be pillaged for the rest of the night.

House Rules, Section 4: Classes

The society of Shogun is based on the interplay of social status and professional affiliations deeply rooted in the history and culture of the land. The classes as defined by the game aren't meant to straightjacket players into modes of behavior they don't wish to take or force

them into minor roles. Instead, they are meant to provide flavor and variety while preserving the balance and distinct character of the game. Samurai don't need to use a daisho or act as benevolent protectors, just as Ninja needn't always be played as unscrupulous and bloodthirsty (though they are considered these things by others as a rule of thumb!). These are simply broad swathes of a Character that the player is expected to fill out.

❖ Persona vs. Character ❖
Shogun is a game based more on dynamic than plot. In fact, many players simply maintain more of a named personality than an actual character, and there is absolutely nothing wrong with this. Players are allowed, if not encouraged, to try new things and explore the world of Shogun over many "lives" without the ultimate constraint of death looming over them!

Ronin (Base Class)

Ronin are mercenaries and the untethered poor in the feudal realms of Shogun, a class without lord or land. Looked down on as little more than peasants, Ronin often hire themselves out (or are conscripted) to serve in the personal armies of feudal lords called Daimyo. Some Ronin are untrained but ambitious people seeking to make a living in times of war, while others are the remnants of fallen Houses whose seek to recapture the honor of their former selves. Though usually of little consequence, bands of Ronin acting in common cause during a Peasant Uprising can become a very real danger to the established order. During these uprisings, Ronin are no longer constrained by the rule of feudal law, and often overthrow the current order of Daimyo because of mistreatment or ideology.

Upkeep	Ronin are the starting class of Shogun
Markings	White headband
Weapons	Any non class specific weapon
Benefits	1) Honorless: Need not announce aggression. 2) Unaffiliated: May be hired by a Daimyo into a House
Restrictions	1) May only attack other Ronin except in self-defense.* 2) Must cease hostilities in the presence of two or more Daimyo* 3) Cannot wear a helmet or hat
Special	* May remain hostile and attack anyone during the Peasant Uprising game event.

Bushi (Retainer Class)

Bushi are infantrymen who make up the bulwark of a Daimyo's House. Little more than peasants united under a common banner, Bushi are often armed with only a simple blade and whatever gear they bring to war.

Upkeep	1 RP
Markings	White headband on primary weapon
Weapons	Long sword, Short sword, Dagger
Benefits	None
Restrictions	1) Must announce aggression
Special	No more than one-half of a House's total RP can be spent on Bushi

Bushi fight for a variety of reasons; some are wandering warriors looking to make some money, others are loyal serfs seeking to lend support to their lord, and some still are conscripts forced to fight. Nevertheless, some of the land's greatest heroes began their legends as humble Bushi.

Because they are less disciplined than other retainers, a Daimyo may not spend more than half his resource points on Bushi.

Monks are warrior-priests trained in isolated temples across the land. Though Monks are skilled in battle and trained in exotic martial techniques, their real value lies in their keen understanding of the energies of the human body and nature.

Because of their spiritual training, Monks are also knowledgeable of the unnatural entities that stalk the land after the sun goes down, and seem to be blessed with good fortune when it comes to matters of fate.

By standing fast in faith (holding a hand out and chanting a mantra), a Monk may hold evil spirits he is facing towards at bay. This amazing ability makes these religious warriors invaluable

Monk (Retainer Class)	
Upkeep	2 RP
Markings	White headband around neck
Weapons	Polearm, Short sword, Dagger
Benefits	1) Combat Healing: May heal an injured character by laying a hand on the wounded limb and counting out loud to Five-One-Thousand. Must be repeated for each wound. While being healed, the injured player must become non-aggressive. 2) Full Healing: Outside of combat the Monk may heal all wounds on an injured character by touching them anywhere and counting out loud to Five-One-Thousand 3) Deflect Arrows: May deflect missiles with his hand 4) Consecrate Dead: May: <ol style="list-style-type: none"> prevent dead players from becoming Undead by touching them and saying "Rest in Peace". send ghosts to the Death Shrine by touching or striking them* 5) Speak With Dead: May converse with dead and Undead players* 6) Protection from Evil Spirits: May actively hold the Oni and other evil spirits at bay*+ 7) Blessed Soul: Barring special circumstances, a monk does not rise as undead.
Restrictions	1) Must announce aggression 2) Players must be wearing a costume to play
Special	* Requires a Role Playing element to function + Must have a hand free and held in the direction of the spirit affected while reciting a mantra. "Back evil spirit" is sufficient, though players are encouraged to develop others.

to any house faced with the minions of the underworld.

Ninja are a feared and misunderstood class of people who are raised from birth to wage war in the shadows, wreaking havoc and brining ruination to their enemies, often without ever being seen. Ninja are brought up knowing the purpose they are meant for, and often feel pride as deeply and loyalty to their masters as fanatically as their Samurai counterparts. Ninja are masters of infiltration, coming and going as they wish. Ninja are surrounded by mystique and superstition, and are hated by all but those they serve. This hatred also extends to those who are indiscreet in their dealings with the shadow warriors.

Ninja (Retainer Class)	
Upkeep	2 RP
Markings	None*
Weapons	Long sword*, Short sword, Dagger, Shuriken+*
Benefits	1) Stealth: A Ninja need not announce aggression* 2) Disguise: A Ninja may disguise himself as another class by taking its markings. While disguised, a Ninja gains the restraints of both classes and the benefits of neither except for the ability to change his disguise. A ninja may not change, add or remove his disguise when under observation from anyone who is not an ally.
Restrictions	1) Player must be wearing a costume to play
Special	* Possibly restricted by the class disguised as + Shuriken are a Ninja class specific weapon

Central to the Japanese feudal order were the Samurai, a class of noble warriors bred for unparalleled battle prowess, unswerving loyalty, and unwavering courage. The Samurai were more than merely finely crafted weapons, however. In times of peace, they directed their discipline towards civil affairs and the arts, often becoming competent administrators, influential philosophers, and celebrated artists. The life of a Samurai, however, was ultimately one of war, and these men and women lived unflinchingly by Bushido, the Way of the Warrior; a code of behavior that governed their lives from birth to death.

Samurai (Retainer Class)	
Upkeep	2 RP
Markings	White headband tied around the upper off arm
Weapons	Any non class-specific weapon
Benefits	1) Special Dual-Wield: May dual wield a Long sword and Short sword 2) Lineage: Once hired, a Samurai retains his Samurai status after his or his Daimyo's death, even if his Daimyo does not have the RP to support him, so long as the Daimyo's House exists. Upon death, a Samurai may choose to leave his House by informing his Daimyo, or may be dismissed* 3) Ferocity: Samurai are immune to missile weapons unless struck in the head.
Restrictions	1) Must announce aggression 2) Player must be wearing a costume to play 3) Long swords must be curved.
Special	* Functions during the Peasant Uprising game event

House Rules, Section 5: Becoming the Shogun

When a Daimyo amasses enough resources and influence, be it through military conquest or shrewd politicking, he comes to the fore of all of his peers. Through the power of the legacy he has created, he can elect to become the Shogun, the unparalleled leader of the nation (the Emperor not withstanding, of course) with the official backing of the Imperial House. With this backing, the power of the Shogunate cannot be ignored. Some Houses rally under the Shogun's banner and attempt to curry his favor, while others may resent (with or without just cause) the Shogun's power, and plot his downfall.

Military Ascension

When a Daimyo possesses 8 territories, he may present them to the Shopkeeper, who then awards him his 2nd Daimyo bracer (which he wears on his dominant arm), rings the gong three times, and announces to the land that it has a new ruler. A Daimyo may not ascend to the Shogunate during a **Peasant Uprising** game event.

Shogun

When a Daimyo's influence allows him to ascend to supremacy over his peers, he becomes the Shogun. As the nation's supreme warlord, the Shogun has its resources at his disposal, allowing him to increase his House's military power. The Shogun himself is a fearsome, sometimes mythic, opponent to deal with, and cannot be easily slain in battle.

Markings	Daimyo bracer on each arm
Weapons	Any non class specific weapon
Benefits	<ol style="list-style-type: none"> 1) Special Dual-Wield: May dual wield a Long Sword and Short Sword 2) Feudal Lord: Has a total of 12 RP to use for retainers* 3) Conquest: May claim territories 4) Inheritance: May not be looted of his last 3 coins 5) Catch Arrows: The Shogun may catch missile weapons 6) Ferocity: The Shogun is immune to missile weapons unless struck in the head. 7) Fortitude: The Shogun heals all non-lethal wounds outside of battle.
Restrictions	<ol style="list-style-type: none"> 1) Must announce aggression 2) Player must be wearing a costume to play 3) Reverts to a Daimyo if slain* 4) Long swords must be curved.
Special	* When slain, the former Shogun reverts to a Daimyo and must return his 2 nd Daimyo bracer and any unlooted territories to the shop. His available RP returns to 4, as per normal.

❖ The City, Fortunes and Special Events ❖

This section contains the odds and ends of Shogun; important enough to mention in the Shogun core rules but not fitting sensibly into any one given section. Things from specialty items to game events to strange conditions that a player is likely to face at one time or another are found here.

Fortune and Moderator Classes

In addition to the normal classes, there are certain classes that can be gained as the result of a fortune roll or game event, or assumed by a moderator. Some aren't even classes, so much as conditions.

Wujen (Fortune Class)

The Wujen is an immortal sorcerer whose ambitions and goals are his own. His magical powers allow him to replicate the special abilities of certain other classes, though they ultimately benefit only the Wujen himself. He also has access to dreadful blood magic, which he can use to bind the Oni to his will and temporarily weaken the protective power of Shinto Gates.

However, the Wujen has a number of taboos he must follow in order to maintain his power, though a clever Wujen can circumvent them somewhat, so long as he still adheres to the letter of the taboo.

Markings	None
Weapons	Kage
Benefits	<ol style="list-style-type: none"> 1) Self-Healing: The Wujen can heal himself by touching the wounded limb and performing a 5-One-Thousand-Count 2) Illusion: The Wujen may disguise himself as another class by taking its markings. While disguised, the Wujen gains the restraints of both classes and the benefits of neither except for the ability to change his disguise. 3) Bond of Blood: The Wujen may cut an un-wounded limb while in the presence of the Oni or an Undead to gain control over it. The Oni or undead serves the Wujen faithfully until the wound is healed, the Oni or Undead is killed or the Wujen is slain.*+ <ol style="list-style-type: none"> 4) Bloodline: When slain, the player respawns as the Wujen, not a ronin. 5) Spirit Banishing: The Wujen can send ghosts to the Death Shrine by touching or striking them* 6) Speak With Dead: May converse with dead and Undead players* 7) Protection from Evil Spirits: May actively hold the Oni and other evil spirits at bay* 8) Desecrate: The Oni may pass through any Shinto Gate the Wujen is currently touching.*
Restrictions	<ol style="list-style-type: none"> 1) May not use any weapon except Kage. 2) May serve no man. 3) May not carry or wear any money, Charms, items or weapons besides Kage. 4) Must declare aggression
Special	* Requires a role-playing element to function. + Lord Mei-oh's Amulet can override this control.

Folk Hero (Fortune Class)

The Folk Hero is a larger-than-life figure whose name is on the lips of every peasant in the province. It is rumored that he used to be a great Daimyo whose lands were stripped by the former Shogun and then taken by House Fugiri in the war to depose him.

The Folk Hero leads the Kote no Sho (Band of the Red Hand), a group of bushi who seek to destroy the existing government of Japan and it's outdated feudal system, one House at a time.

The Folk Hero is easily identified the large no-dachi he wields.

Markings	The blade of Kenshiro
Weapons	The blade of Kenshiro
Benefits	<ol style="list-style-type: none"> 1) Ferocity: The Folk Hero is immune to missile weapons unless struck in the head. 2) Kote no Sho (Band of the Red Hand): May hire two bushi. Any bushi who are lost in battle cannot be replaced. 3) Overthrow: Any Daimyo slain in battle with the Folk Hero or the Kote no Sho must turn their Daimyo bracer in to the Shop and respawn as Ronin. 4) Revolutionary: For every Daimyo slain, the Folk Hero may hire two more Bushi. These bushi are in addition to any currently in his employ. 5) Fortitude: The Folk Hero heals all non-lethal wounds outside of battle. 6) Champion of the People: Cannot be attacked by ronin, even during a Peasant Uprising event. 7) To the Last Breath: Any bushi following the Folk Hero gain the Ferocity special ability.
Restrictions	<ol style="list-style-type: none"> 1) Must announce aggression 2) Long swords must be curved.
Special	The Folk Hero only gets one life. When slain he must return the Blade of Kenshiro and to the Shop before respawning as a Ronin.

Bandit (Moderator Class)

In the chaos of war, many men find themselves turning to less than honorable means of survival. Some are no more than thugs, preying on those weaker than themselves. Others are skilled robbers and highwaymen, using ingenuity, tactics and bravado to steal from the warrior caste itself, sometimes even taking from Daimyo and their retainers.

Whatever the case, one must watch for their purse and their life when wandering the wilderness. Though at night these brigands vanish, leaving the roads to darker beings.

Markings	None
Weapons	Any legal weapon, including class-specific
Benefits	<ol style="list-style-type: none"> 1) Stealth: The bandit need not announce aggression 2) Disguise: The Bandit may disguise himself as another class by taking its markings. While disguised, the Bandit gains the restraints of both classes and the benefits of neither except for the ability to change his disguise. The Bandit may not change, add or remove his disguise when under observation from anyone. 3) Special Dual-Wield: May dual wield a Long Sword and Short Sword 4) Fortitude: The Bandit heals all non-lethal wounds outside of battle. 5) Secret Stash: The Bandit cannot be looted of more than 3 coins at once, regardless of how many he may be carrying. 6) Henchmen: The bandit may hire up to two Bushi to assist him.
Restrictions	None
Special	None

The bandit is the daytime counterpart to the Oni and serves as a wandering hazard and a moderator.

Oni (Moderator Class)

The constant bloodshed of recent war has unleashed an ancient demon upon the land. Very few have seen this creature and lived, while even fewer claim to have killed it only to have it rise again. It is unknown what is the true goal of this menace, only that it appears to subsist on human flesh and finds ronin particularly tasty. Whatever its purpose the only certain thing is that it's unsafe to leave the city alone at night.

The Oni's function is to simply be random element and to add a bit more flavor to the game. Barring certain Game Events and the use of Specialty Items, the Oni attacks without reason or vendetta.

In addition, the player of the Oni is a Moderator and functions as a roving arbiter of rules disputes. (Hint: If he's not carrying his sword and/or is talking in a normal voice he is moderating something.)

Markings	None
Weapons	The Oni Sword
Benefits	<ol style="list-style-type: none"> 1) Honorless: The Oni does not need to announce aggression (though the screaming and growling usually gives him away.) 2) Ferocity: The Oni is immune to missile weapons unless struck in the head.* 3) Blood-drinker: The Oni heals all wounds upon killing another player. 4) Immortal: May respawn anywhere that is not under direct observation. 5) Fortitude: The Oni heals all non-lethal wounds outside of battle. 6) Relentless: Losing two or more limbs does not kill the Oni. He can continue fighting unless struck in a vital area or struck in the same limb twice. If both legs are injured he must drop to both knees and can only drag himself with his arms to move. 7) Re-Form: The Oni can choose to let his body "die" when injured and respawn elsewhere. 8) Speak with Dead: May converse with dead and Undead players
Restrictions	<ol style="list-style-type: none"> 1) Evil Spirit: Can be held at bay by a Monk (Does not apply during Tengu Stone event) 2) Otherworldly: Cannot pass through Shinto Gates (Does not apply during Tengu Stone and Oni Rampage events)
Special	<ol style="list-style-type: none"> 1) When killed, the Oni must kneel for 5 seconds before going to respawn. (During the Tengu Stone event he Re-spawns where he was killed.) 2) Certain classes, Game Events and Specialty Items have special effects on the Oni. 3) Animate Dead: During the Tengu Stone event, the Oni may hold his hand in the air and say "Rise". All dead players in the vicinity become Undead unless immune due to class, Charm or application of a Monk's Consecrate Dead ability. <p>* During the Tengu Stone event, this immunity extends to the Oni's head.</p>

Undead (Player Condition)

With the rise of the Oni and other harbingers of death and horror come the living dead. The Undead are the physical remains of the dead, reanimated by the evil spirits in the company of those who traffic with the underworld. Driven by a primal hatred of the living, the undead roam the lands in packs, tearing apart unsuspecting victims and adding to their own numbers. Undead cannot attack their creator. Undead otherwise kill on sight unless directed by someone with an ability to command them.

During a certain alignment of the stars, the gates of the underworld are thrown open and the mere beck and call of the Oni that now walks free on the earth is enough to fill the bodies of the dead with new life.

Markings	None
Weapons	Any non-missile weapon possessed by the player
Benefits	<ol style="list-style-type: none"> 1) Honorless: Undead need not announce aggression 2) Ferocity: Undead are immune to missile weapons unless struck in the head. 3) Relentless: Losing two or more limbs does not kill Undead. They can continue fighting unless struck in a vital area or struck in the same limb twice. If both legs are injured they must drop to both knees and can only drag themselves with their arms if they wish to move.
Restrictions	<ol style="list-style-type: none"> 1) Mindless: May not speak intelligibly. Groaning, snarling, or muttering "brains" is permissible 2) Desiccated: May not move more quickly than a quick walk unless lunging at a foe within 5 feet of distance 3) Evil Spirit: Can be held at bay by a Monk 4) Bound: Undead cannot attack their creator.
Special	<ol style="list-style-type: none"> 1) Once slain, the undead returns to the Death Shrine and respawns as he normally would 2) Daimyo, Monks, or dead players who have been Consecrated by Monks cannot become Undead for that encounter. 3) During the Oni Rampage game event, all players respawn as Undead, even Daimyo, Monks and former Undead.

Half-Oni (Player Condition)

It is said when the proper invocations and rituals are performed, it is possible for a mortal to obtain the blood from a fallen Oni. If that mortal were to drink this foul liquid, he would gain terrible powers.

The Half-Oni is a character who has successfully completed the **Blood of the Oni** Fortune and chosen to drink the Oni's blood. He gains a number of powers and restrictions. These are in addition to the normal Benefits and Restrictions of the player's class. Being a Half-Oni is a condition, rather than a true class, so the Half-Oni is always considered a Ronin, Bushi, Ninja, Samurai, Daimyo or Shogun in addition to his demonic state.

During the **Oni Rampage** Game Event, the dark powers transform the Half-Oni into a full Oni. The player's Class and allegiances are left behind and he aids the other Oni in killing anyone and everyone.

Markings	Red Hat and per Class
Weapons	As per Class
Benefits*	1) Relentless: Losing two or more limbs does not kill the Half-Oni. He can continue fighting unless struck in a vital area or struck in the same limb twice. If both legs are injured he must drop to both knees and can only drag himself with his arms to move. 2) Blood-drinker: The Half-Oni heals all wounds upon killing another player. 3) Demonic Blood: The Half-Oni cannot become Undead.
Restrictions*	1) Half-Life: The Half-Oni cannot be healed by any means beyond killing another. 2) Otherworldly: Cannot pass through Shinto Gates 3) Cursed Bloodline: You remain Half-Oni for the remainder of the game. 4) Corrupted Soul: The Half-Oni cannot become a Monk.
Special	* Half-Oni Benefits and Restrictions are in addition to whatever Class the Half-Oni is. During the Oni Rampage event the Half-Oni becomes a full Oni (though without the moderator powers, of course.)

The Merchant & the Shop

The City is the center of commerce for the land of Shogun. Several guilds make their home there, aspirants become Daimyo at its ceremonial gardens with the Emperor's blessing, and a large merchant's guild sells its mundane and exotic goods and services from a shop near the gates. Here, anyone seeking to make their fate can find what they need (for a price) to get them started. The merchant's guild is loyal to money, and doesn't discriminate most of the time (Players without costumes will be labeled Gaijin and offered only rudimentary Healing services or, if they are unequipped, a short sword or knife). The guild also employs capable healers and sells medical attention for a small fee.

Information

Because the Merchant's guild is so well connected throughout the land, the Shopkeeper is privy to all kinds of knowledge, and, as expected, is willing to share what he knows, for a fee. Because of the guild's supposed connection with the Yakuza (organized crime syndicate), the Shopkeeper typically appreciates discretion from those seeking sensitive information.

Fortune Telling

For the modest price of 2 coins, the Merchant can use his rune stones to divine one's future. These predictions inevitably come to pass, but their conclusions depend entirely on the actions of the person. Sometimes, fate simply drops good fortune into one's lap, and sometimes it turns the whole world against a person for seemingly no reason. However, even the direst circumstances can yield rewards with a little courage and perseverance. To have his fortune told, the player rolls two ten sided dice, and the shopkeeper determines a set of circumstances that befall a player according to those results. Some "fates" require a player to complete some sort of quest or tribulation before their rewards can be claimed, while others offer players a choice between two or more avenues. Note: the shopkeeper will only tell the fortune of players who are in costume. You can only have your fortune read once per game.

Specialty Items

There are many strange and useful items in Shogun. Some are mighty weapons capable of decimating their wielder's foes, some are mystical artifacts that grant their owners seemingly supernatural powers, and others have hidden uses yet to be seen. Listed are the more common or famous specialty items. These items and weapons may be used by any class, regardless of normal restrictions. In addition, Specialty Items cannot be looted unless otherwise noted.

Gaijin Sword (Special Weapon, 15 coins)

This heavy, straight bladed sword is a relic from the Gaijin's first appearance in the lands some three centuries ago. When insurrections of converts to the Gaijin faith began, the Emperor declared the nation closed to the outside. Though the Gaijin were driven out, they did leave interesting, if clumsy, weapons such as this. The Gaijin Sword functions as a hand-and-a-half weapon and possesses no special qualities.

Kusari Gama (Special Weapon, 10 coins)

This strange weapon was brought from a hidden land by the itinerant wanderer Krisuke many years ago. It is said that this weapon, a sickle and kunai connected by a cord of horsehair, is a favored weapon of the Ninja. Unfortunately, anyone caught carrying it is assumed to be one of their kind. Each end of the Kusari Gama functions as a small weapon and possesses no special qualities. The cord should not be used to throw or swing the ends, but only to block.

Charm of Good Health (Charm, 4 coins)

This trinket is a small, clay charm filled with medicinal herbs and blessed by Yamabushi to ensure that wounds heal quickly and cleanly. This trinket allows its owner to heal HIS OWN non-lethal wounds outside of combat as a Monk, and functions only for its original owner.

Charm of the Dead (Charm, 2 coins)

This necklace is a small relic taken from a great Shinto priest. When donned, the wearer is able to see through the veil separating the real world from the netherworld. The Charm of the Dead grants its wearer the Speak with Dead ability as if he were a monk.

Amulet of Soul Protection (Charm, 4 Coins)

This silver amulet will prevent the wearer from becoming undead, as if protected by a Monk's Consecrate Dead ability. It will also protect the wearer from fortune rolls which would affect his soul. Any such fortune roll will be handled as if the wearer had completed it successfully. This Amulet does not function during the Oni Rampage game event.

Disguise Kit (Charm, 3 coins)

This small pouch contains manuals regarding disguise and acting, various dyes, putties, hair and trinkets. With these items, the possessor may disguise himself as a member of another class, as per the Ninja ability.

Lord Mei-oh's Amulet (Quest Charm)

Legend has it that when the Oni ascended from the depths of Hell to torment the realm of mortals, Lord Mei-Oh, master of the underworld, gave a special trinket to a deranged worshipper to make sure that the evil spirit remained subordinate to the Demon king. Through a clever ruse, the Oni deceived its mortal handler into giving up the amulet and then killed him. The amulet has since disappeared. The owner of Lord Mei-Oh's Amulet may take control of the Oni until it dies if he makes a human sacrifice in front of it.

Master's Text (Quest Charms)

These three legendary texts hold in their pages valuable knowledge for warriors, spies, and holy men. Those who come upon them find unique wisdom that aids them in their ways. Each Master's Text functions for a specific retainer class, and those who possess the appropriate Master's Text for their class cost their Daimyo one RP less. If a Daimyo possesses a Master's Text, he can hire up to two members of the appropriate class for the price of 1.

Crucifix (Quest Charm)

This symbol of the Gaijin faith is merely an oddity for most. When worn by one who has converted to their religion, however, it offers protection from evil. The crucifix grants the wearer "Protection from Evil Spirits" and "Consecrate Dead" abilities as per a Monk.

Oni's Blood (Quest Charm)

It is said the blood of the Oni is incredibly powerful, but only those who know the proper rituals can drain it from him. The shopkeeper will pay handsomely for it. Others may wish to keep it for themselves and gain some of the Oni's powers through it.

Wig (1 coin)

Look like someone else with this fashionable head accessory. Comes in greasy knaps or ratty ponytail.

The Blade of Kenshiro (Quest Weapon)

This five-foot no-dachi has become something of a battlefield legend throughout the land since the warrior Kenshiro first carried it into battle in the early days of the current age. When Kenshiro disappeared for a time, so did the great sword that had been his signature. However, this sword has made several appearances since then, most notably in the hands of the rogue warrior Kairimoto at the Battle at Kanto Gate. It has since found its way into the hands of a Folk Hero of some repute. The Blade of Kenshiro functions as a hand-and-a-half weapon and possesses no special qualities.

Murasame (Quest Weapon)

Long ago, there was a swordsmith named Murasame, renowned for his evil temper, love of violence, and supposed madness. Many believe that it was either Murasame's skill as a wordsmith or the depth of his insanity that gave his blades life. The swords crafted by the mad smith were said to have a thirst for blood so insatiable that, once drawn and awakened, they would salivate in anticipation and inflict terrible wounds to sate their hunger. All but one of Murasame's cursed swords were recovered and destroyed, but the remaining Katana remains elusive. By drawing the white bladed Murasame and announcing "I am (player's name), wielder of the Murasame," any wound inflicted by this sword is instantly fatal. If the wielder is wounded in any way, he dies upon completion of the battle. Healing wounds sustained while the sword is awakened cannot stop the wielder's death in this fashion. Murasame is a one-handed weapon.

Masamune (Quest Weapon)

Long ago, in an age now passed, lived the great smith Masamune, whose swords knew no equal. He had dedicated his entire life to creating blades of such quality that they could neither be dulled nor broken. Moreover, the wielder of a sword forged by Masamune was said to be so inspired as to seem invincible. Sadly, Masamune took the secrets of his craft to the grave, and his blades have passed with him into antiquity. Occasionally, though, a sword bearing an inscription with his name does surface, and the person who finds it inevitably becomes a living legend. By drawing the white bladed Masamune and announcing "I am (player's name), wielder of the Masamune," the player becomes impervious to all but otherwise fatal wounds. Limb shots do not count, though they should still be called as blocked to avoid confusion. Masamune is a one-handed weapon.

Chinese Explosives (Quest Weapon)

These small clay pots (tennis balls) are filled with an alchemical substance that explodes on contact with the power of the mightiest of sword blows. This weapon can only be used once per battle and counts as a normal weapon hit wherever it strikes. Monk Deflect Arrows and Daimyo Catch Arrows abilities work normally against it, but bracers, helmets and the Ferocity ability do not. It must be returned to its owner after the battle is over. Chinese explosives are a small weapon.

Kage (Quest Weapon)

Curved like the crescent moon, Kage is said to be a shadowy blade that reflects no light. Legend has it that it is this mysterious blade serves as the vessel for the spirit of a Wu Jen, a mystic of ages past whose supernatural powers were said to be peerless. Kage is a black bladed, curved short sword with no other special traits. It is the personal weapon of the Wu Jen. Kage is a one-handed weapon.

The Defiler (Quest Weapon)

There is nothing deceptive about this malevolent looking short spear, as it is wholly evil. It is thought to steal the spirits of those it kills, leaving a desiccated corpse that, if the proper invocation is laid, animates under the influence of the Defiler's master. The wielder may turn any player slain by the Defiler into an undead by calling out (with proper theatrical flair) "Ancient spirits of evil, transform this decayed form into Undead, the ever-living!" The Defiler is a two-handed weapon.

Tengu Stone (Special Charm; Lootable)

This small trinket is an unknown mineral in the sphere that hangs from the neck of the Oni. It is said that the Tengu who was defeated by the Oni used it to travel back and forth from the spirit realm. The possessor of the Tengu Stone may become a ghost by raising his weapon above his head. Though he may do this at any time, he can only return from ghost form when not under observation. However, while in ghost form, if Consecrated by a Monk, Banished by the Wujen or struck by the Oni, the wearer dies and the Tengu Stone drops to the ground. (Is handed to the Monk or Oni)

Guilds & Mercenaries

Guilds

Guilds are organizations of players who are focused on a specific skill or set of skills. Guilds offer players training and testing in their abilities, as well as access to the "buildings" that are that guild's base of operations. There are several Guilds in Shogun, including the Kensai Guild, the Ninja Guild, the Monk's Guild and the Yojimbo Guild.

Guilds can also hire-out their members to function as Mercenaries through the Shopkeeper on a mission-by-mission basis.

Mercenaries

The Shopkeeper functions as an intermediary between the assorted Guilds and people looking to hire Mercenaries. His vast web of contacts allows him to locate those who are willing to sell their services for monetary compensation.

Hiring Mercenaries

In order to hire a mercenary, a Daimyo must tell the shopkeeper what he needs done. The shopkeeper will then charge the Daimyo an appropriate fee and hire someone to carry out the task. If the shopkeeper is unable to locate an appropriate mercenary within fifteen minutes he will refund his fee to the hiring Daimyo.

Mercenary Missions

Possible mercenary missions include assassination, information gathering, message delivery, healing, and combat.

Serving as a Mercenary

In order to work as a mercenary, a player must be in costume and be a member of good standing of a Guild appropriate to the mission. He must not be serving in any House at the time he is hired, nor may he join a House until he has finished his mission. Once hired, the mercenary functions as a class designated by the shopkeeper until the mission is finished. Upon successfully completing his mission, the mercenary will be paid for his services. While on a mission, a mercenary will wear the markings of the class designated, as well as a badge indicating his mercenary status.

Finishing a Mission

A mission is considered finished once one of the following occurs:

- 1) The mercenary has completed his designated task.
- 2) The mercenary dies.
- 3) The mercenary returns to the shopkeeper and informs him he no longer wishes to perform the mission.
- 4) 15 minutes have elapsed from the time the mercenary was hired.

When a mission is finished, the mercenary must return to the shop, inform the shopkeeper of the results, return his badge and revert to ronin status. At this time the shopkeeper will pay him for the mission. This amount is generally equal to the cost of the mission minus a 2-coin "finder's fee". See the chart for common payment amounts.

❖ Sample Missions and Fees ❖		
Mission	Guild(s)	Cost
Assassination	Ninja	4+ Coins*
Information Gathering	Any	3 Coins
Messenger	Any	3 Coins
Healing	Monk	4 Coins
Combat (Bushi)	Any	4 Coins
Combat (Samurai)	Kensai, Archer, Yojimbo	6+ Coins
Combat (Ninja)	Ninja	6+ Coins
Combat (Monk)	Monk	6+ Coins
* For Assassinations, the amount depends on target. Bushi= 4 coins Ninja, Monk or Samurai= 6 coins Daimyo= 8 coins or more Shogun or Fortune Class= 10 or more.		

❖ Mercenary Pay ❖	
Mission	Payment
Assassination (Successful)	2+ Coins*
Assassination (Failure: Killed in Action)	1+ Coins*
Assassination (Failure: Out of Time)	0 Coins
Messenger (Successful)	1 Coin
Messenger (Failed)	0 Coins
Information Gathering (Successful)	1 Coin
Information Gathering (Failure)	0 Coins
Healing (Success)	2 Coins
Healing (Failed)	0 Coins
Combat: Bushi (Success or Failure)	2 Coins
Combat: Other (Success or Failure)	4+ Coins
* Successful Assassination mission pay = Cost of mission -2. Failed Assassination Pay = ½ the pay for a successful mission.	

Game Events

There are times when an event occurs which is so great that it sweeps the whole land up in it. As the name would imply, when Game Events occur, they impact the game as a whole, changing the rules of play in some significant way. When a Game Event begins, the Shopkeeper will ring the gong, announce the event, and describe the change taking place. When the event ends, the Shopkeeper will ring the gong and announce its conclusion to the field.

Divine Wind

Something has stirred the anger of the Gods. Tsunamis smash against the coast of the island, and the Divine Wind brings floods and storms unlike any seen in an age. Anybody caught outside the city after one minute dies. It is possible to placate the storm before the time is up. To do this, 3 monks must work together to perform the Ritual of Calming. No territories can be claimed while the storm rages.

Ninja Hysteria

Prompted by a nearly successful attempt on his life, the Emperor has called for a ferocious crackdown on Ninja. The life of anybody caught practicing Ninjutsu is forfeit. Anyone caught collaborating with Ninja is punished with death. Anyone soliciting for the services of a Ninja will receive capital punishment. Anyone who displays Ninja-like behavior (Skulking, stalking, whispering, wearing all black, possessing Ninja specific gear, displaying pro-Ninja sentiment, etc.) is branded a traitor and is to be executed.

Peasant Uprising

Panic grips the land as peasants and lordless warriors rise up against the Samurai. For the duration of the uprising, Ronin may attack whoever they wish. In addition, Daimyo may not claim or pillage territories until the uprising is vanquished and no Houses can be formed. Any Daimyo killed during the uprising respawn as Ronin.

Plague

A player is infected with Leprosy. Anybody they touch, except the Merchant, Monks, and the Oni, gain the disease until the Leprosy card until it is looted from their corpse. Unfortunately, while a player has Leprosy, they cannot heal wounds that they receive. Fortunately, after 30 minutes, a treatment is found, and anybody infected may go to the shop for a cure.

Tengu Stone

It is said that long ago, the Oni and Tengu once had a fierce battle. It is believed that the Oni defeated the Tengu because he now wears his stone, which grants him awesome power. If one were to retrieve this stone from the fallen Oni, one might share these awesome powers. However, the Oni is somehow changed by the loss of the stone and only three Monks working in concert have any chance of restoring things to the way they were.

Oni Rampage

Angry spirits roam the land, possessing the bodies of the recently deceased. Anyone killed during the event respawn as undead, and remain so until the end of the event. Even Daimyo and Monks can fall prey to this plague of evil.

<http://www.angelfire.com/wa/shogun>

http://groups.yahoo.com/group/shogun_Z/

I, (print name) _____ do certify that I have read these rules, and understand them. I understand that any questions I may have can be brought up on the mailing list, in the Forum or to any Council Member, and that ignorance of these rules is no excuse. I understand that knowing these rules is necessary to playing the game of Shogun, and that any disputes that I may become a part of during the game will be decided against me if my actions were in violation of these rules.

Signature: _____

Date: _____