

Body Building Brothers' Bouken

Ryuutama Scenario for Level 4 Characters

Body Building Brothers' Bouken

Red/Blue Ryuujin Story

The Body Building Brothers are journeying to the Glorious Grotto of Gains, an underground gym with all the best equipment and facilities a person could want to MAXIMIZE THEIR GAINS

The player's in this scenario are members of a group that call themselves the Body Building Brothers. They need not necessarily be related, because the PATH OF GAINS need not require Brothers be related by blood. They also need not necessarily be male, THE PATH OF GAINS recognizes that a Brother is one who shares the journey of THE PATH OF GAINS, regardless of what they were born as or what they identify as.

Special Rules

Characters for this Scenario should be Level 4, and are provided with a different set of equipment than what is listed in the Picnic Rules:

Large Backpack, Sleeping Bag, 6 Water Skins, 2 Good Rations, 6 Rations, Cool Weapon, Stylish Clothes, 300 Gold

This scenario also includes information that will be realized by the Brothers during their travels. At certain points during the scenario, the GM will call for a [INT+INT] roll from many or all of the Brothers. The highest rolling Brother receives a Notecard. There are other ways for the brothers to acquire Notecards, as well.

They may or may not decide to share the information on the card.

The Notecards are listed in Appendix A.

Additionally, there are premade characters for this scenario in Appendix B.

Act 1 – Preparing for the Journey

The Body Building Brothers start in a town created using the Town Creation Sheet. As the GM, fill out that the town's Specialty Goods includes "NUTRITIOUS FOOD." Treat this as a Small Trade Good that doubles as a Delicious Ration.

Give the Brothers an opportunity to buy any extra items they may want, or to gather information regarding The Glorious Grotto of Gains, per using the Facilities listed on page 62.

Information: Notecard F

Library: Notecard G

Fortune Teller: Notecard H

Act 2 – Through the Woods

First day leads them into the woods; they encounter a Magnificent Beast. If the PCs get the idea to fight it, it will fight back. Defeating it gives Delicious Food (That's high in PROTEIN!) equal to the number of PCs.

Use Level 4 Animal (English Edition page 205) to represent the Magnificent Beast.

Second day, they meet some hippies. If the PCs killed the beast, they'll mention that their spirit animal went missing. If the PCs admit to killing the animal, the Hippies will pack up and leave, talking about how the PCs exude "negative energy."

Regardless of the beast lives or not, if the hippies stay, they will invite the PCs to meditate and perform yoga with them. If the PCs seem reluctant, have them all roll [INT+INT]. Whoever rolls highest receives Notecard A. If they agree to join the hippies, they roll twice for condition the next day and take the higher number. (This overrides any other penalties to condition)

Act 3 – High On the Mountains

After two successful travel days through the forest, they reach the Mountains where they believe the grotto is. Mountains cut your travel speed down by 1/2, so while they only need to make it through one space of mountains, it will take 2 successful Navigation rolls. (or 4 failed rolls)

During their first day in the mountains, they find a giant, weird chicken. Everyone rolls [INT+INT], whoever gets highest gets Notecard B. If one of the PCs shares this knowledge, the others may roll [INT+INT]. Whoever rolls highest gets Notecard C.

If they try to capture it, they need to make a [DEX+INT] roll, TN 9. Each PC may only attempt this once. Regardless of if they succeed or fail, any who attempt gain [POISON: 12]. Upon capture, they gain a Beautiful, Foul Tempered Pet animal that produces 1 Delicious Food a day.

After the third successful travel roll, the PCs arrive at the Glorious Grotto of Gains.

...only to learn it's closed for repairs until Autumn.

Appendix A – Notecards

Notecard	Information
A	“Yoga is good for stretching out your muscles, giving you better balance, and promotes overall well being.”
B	“That chicken is a Archon Seal Cockatrice. Its eggs are VERY NUTRITIOUS, but it's also VERY POISONOUS if it pecks you.”
C	“No, it's venomous. If you bite it and you die, it's poisonous. If it bites you and you die, it's venomous.”
D	“Not all of these notecards are actually used. For example, this one is just to throw off any Players that read ahead”
E	“The Mayor of Slobsville outlawed doing squats and eating rolled oats.”
F	“The Glorious Grotto of Gains is high atop the mountains, just beyond the woods surrounding the city. Various fantastic wildlife live in the surrounding areas.”
G	“The Glorious Grotto of Gains is located in the mountains. It was originally a temple where the Obsidian Monks trained and honed their bodies to perfection. It has since become a pilgrimage sight for those who walk THE PATH OF GAINS”
H	“You will meet with great calamity during your journey.”

Appendix B - Premade Characters

Class	Minstrel (FLEXING)
STR / DEX / INT / SPI	12 / 4 / 4 / 8
Status Immunities	Shock
Terrain Specialization	Hot Weather
Type	Combat
Max HP / MP	29 / 16
Carrying Capacity	15

Class	Artisan (WORKOUT EQUIPMENT)
STR / DEX / INT / SPI	10 / 8 / 4 / 6
Status Immunities	Muddle
Terrain Specialization	Cold Weather
Type	Technical
Max HP / MP	21 / 12
Carrying Capacity	16

Class	Merchant (HEALTHY FOOD)
STR / DEX / INT / SPI	10 / 4 / 4 / 10
Status Immunities	Sick
Terrain Specialization	Mountain
Type	Technical
Max HP / MP	25 / 16
Carrying Capacity	16

Class	Hunter (FISHING)
STR / DEX / INT / SPI	8 / 8 / 6 / 6
Status Immunities	Injury
Terrain Specialization	Forest
Type	Combat
Max HP / MP	25 / 12
Carrying Capacity	11

Class	Healer (SPORTS MEDICINE)
STR / DEX / INT / SPI	8 / 6 / 8 / 6
Status Immunities	Poison
Terrain Specialization	Swamp
Type	Combat
Max HP / MP	25 / 12
Carrying Capacity	11

Afterword

Check out <https://kotohi.com/> for more details on Ryuutama and other great RPGs from Japan.

This scenario was created by Aaron der Schaedel.

All questions, comments, concerns, and death threats regarding the scenario should be sent to
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For more of my ttRPG nonsense, check out <https://aaronderschaedel.xyz>

I apologize for nothing.