



## SHOJO'S SKILL CHALLENGE

Perhaps none understood the fickle nature of good fortune better than famed captain and ronin Shojō. Just six hours earlier her hold was nearly bursting with casks of her famed Ika Sumi sake. The dull thrumming still resonating through her head from the night before was a testament to the potency of the batch. As she was nearing the port city of Three Towers she deployed some of her crew to sail ahead on a lighter ship and alert the various Shrines that the shipment was headed in.

In just a few weeks the Shrines would be holding their celebrations of honor for those chosen to compete in the Moonlight Tournament. It was a mark of status to serve the Ika Sumi sake, and this shipment was to prove to be a profitable one.

That was before the storm hit.

The coastal squall hit with a suddenness and ferocity that none of the crew of the Tako Tako had expected. The sky turned to a violent gray as waves suddenly pounded the bulkhead. The crew of the Tako Tako was no stranger to storms, and they were on the lines and trimming her sails as fast as Shojō could shout orders over a raging sea.

Yuichi, a sailor that was all scars and swear words, was barking at the crew as he made his way, hand over hand on a line, across the pitching deck.

"It's no use Shojō!" Yuichi screamed over the torrential winds. "The bleeding waves will have their price. Our holds are too full, and our girl is too fat to not go under!"

"Then empty the holds of food and provisions!" Shojō yelled, as she danced swiftly across the rigging, securing a line about to go loose.

"If we do that we won't have anything to eat?" Yuichi exclaimed. "Let's just offload the sa—"

Yuichi's sentence was cut short as Shojō was upon him, her blade to his throat.

"If we live through this," Shojō said through gritted teeth, "We are six hours from shore. Your guts can hold till then. If you or any of this lot touch that sake, it'll be them that lightens our load."

Yuichi smiled at his captain ruefully before yelling back over his shoulder, "Hope your lunch was a big one boys. All hands to the hold, if it isn't bleedin' booze it is going in the drink!"

Shojō cursed her fickle fortune as the Tako Tako hobbled into port. The Squall had been as fierce as any she had faced, and despite her attempts, eventually even the Sake was given over to the sea. No sooner had the last cask broken on the hull, battered by the waves, then the sky went blue and the waves had stilled.

"Sake is so good even the sea seeks to take it from us," Shojō snarled. She could already see the docks coming into view, crowded with the Shrine Ninja waiting to buy the Ika Sumi destroyed during the storm.

"This'll not go well," Yuichi spat through a broken jaw. A buckle had come loose during the storm, smashing the sailor's face, resulting in more cursing, and eventually another scar. "They'll want their booze, and we have nary a bleedin' drop to give. It may get rough."

Shojō winced, knowing full well what she had to do. There was going to be a fight, but at least it could be on her terms.

"I have three casks in my quarters," Shojō told Yuichi. "For personal use," she followed defensively. "Bring them up, but don't be seen."

Later as Yuichi watched the grumbling Shrine Ninja disperse, he breathed a sigh of relief. Somehow the captain had pulled it off. She had landed, all smiles and spouting some nonsense about how this cask of the Ika Sumi was the best ever brewed. She would allow each of the Shrines the opportunity to participate in a grand Skill Challenge, whose prize was the only cask of the Ika Sumi, so long as they paid the “modest” entry fee. By his quick figuring, Yuichi figured that entry fees would fetch more than they could have earned selling the entire hold of sake. He could only marvel, yet again, at his captain’s ability to improvise.

Shojo flashed a final smile and made her way back to her crew, strutting past Yuichi, clearly pleased with herself.

“I retrieved three bloody casks from your personal quarters?” Yuichi enquired of his captain in a hushed voice.

“You and the boys can have one,” Shojo smiled. “You have had a rough day.”

“And the other,” Yuichi asked?

Shojo only smiled as she made her way up the gangplank to her ship.

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## THE RULES:

Shojo’s Skill Challenge is an introductory tournament kit for four players, designed to be played from a single box of Ninja All-Stars. While you are not limited to playing the clans offered in the box, the tournament rules are written as if the players are using the contents of the Ninja All-Stars main game.

Each player chooses a Shrine Ninja team to play throughout the tournament consisting of 3 Kaiken, 2 Yajiri, 2 Kunoichi, 1 Yajiri, and 1 Madoushi. Rules for the Shrine Ninja can be found on the Shrine Team reference cards included in the Ninja All-Stars box set.



Players will play their team of Shrine Ninja over three rounds, playing a different player in the tournament each round, with each round having a unique challenge as follows:

**1ST ROUND: CAPTURE THE MEDAL**

**2ND ROUND: KING OF THE HILL**

**3RD ROUND: BRAWL**

The player who wins a challenge is awarded 3 points, the player who loses a challenge is awarded 1 point. Rules for each of the challenges can be found on pages 75 and 76 of the Ninja All-Stars Rulebook. Each round should be no longer than 30 minutes, and we recommend the Tournament Organizer take a few moments before the first round to review the basic rules of the game. Tournament Organizers can decide whether or not they want to use the Advancement rules outlined in the Ninja All-Stars rulebook between rounds. If they decide to use Advancements, they should allow time between rounds for players to advance their Shrine Ninja team.

## THE WINNER!

The player with the highest score after three rounds wins Shojo’s Skill Challenge and their Shrine can claim the coveted remaining cask of Ika Sumi sake. All players should be awarded an alternate art Shojo card and shrine wristband, all of which come with the Shojo’s Skill Challenge tournament kit.

Although a normal game of Ninja All-Stars uses a full Moon Deck, for Shojo’s Skill Challenge divide the Moon Deck from your Ninja All-Stars box set, making two decks. For cards with three copies, put one copy in each deck, and put the odd copy to the side. For cards with two copies, put one copy in each deck. For cards with only one copy, put Stellar Alignment and Darkest Night in one deck, and Rushing River and Decoy in the other deck. Use one deck for the players playing on the game board, and the other deck for the players playing on the foldout poster mat. These decks should be treated as the Moon Deck for their respective games.



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