

**THING TORMENS POET
Daimyo CALLS ON
GREATEST HELP
WILL THE PLAYERS
FAIL?**

**AN EDO ERA JAPAN SCENARIO
FOR THE 'CALL OF CTHULHU'
ROLEPLAYING GAME**

**WRITTEN BY
STEVEN GOODISON**

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風景

THE FIRST CHAPTER IN A FIVE
PART EDO JAPAN CAMPAIGN FOR
THE 'CALL OF CTHULHU' ROLE
PLAYING GAME

SPECIAL THANKS AND COPYRIGHT

Special thanks to my friends/playtesters
Dan, Lauren and Isobel
couldnt have made this without you.

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THING TORMENTS POET DAIMYO CALLS FOR GREATEST HELP WILL THE PLAYERS FAIL?

“Consider me
As one who loved poetry
And persimmons” - Masaoaka Shiki

Written by Steven Goodison

This scenario takes place in Yamaguchi prefecture at any point in the Edo period of Japan, preferably 1679. It is best used as an opening scenario to historical Japan as a setting. This scenario also heavily features Haikus used as both for flavour and for critical clues for investigators so it is good to have some pre written.

Keeper information

Idaina Shijin is the poet in residence of the Black duck Kabuki house and a favoured poet of local Daimyo, *Yamaguchi Hogo*. *Idaina* is well celebrated throughout the Yamaguchi prefecture for his poetry, especially his Haiku poetry, focussing extensively on foreign flowers and their exotic beauty. Two weeks before the scenario begins, *Idaina* was struck down by a mysterious illness after hiking in the mountains looking for mountain flowers. He recovered but was not the same after the illness. He became incredibly moody and erratic. Verbally abusing other actors and being unable to work a simple writing brush. By order of the Daimyo, *Idaina* was put under house arrest within his room of the Black duck Kabuki house for the foreseeable future.

Six days before the scenario starts, *Idaina* was struck down yet again by another illness. This time in the form of a rash on his chest, a horrid red mark appeared in the Kanji for 6. The workers of the Black duck Kabuki house payed it no mind until the next day, the rash had changed into the shape of the Kanji for 5. *Idaina* was now entirely broken and can only speak in broken Haikus, a tragic sight. The Daimyo ordered complete silence on the matter and ordered his court physician to find a solution. The Daimyo also sent an officially sealed letter out to just the men he believed could solve this problem, for the only thing that was certain was that this situation was a countdown to something, and the Daimyo does not want to find out what. When the players get to Yamaguchi, *Idaina* has the Kanji for 3 on his chest.

Investigator information

Most investigators will have received the Daimyos letter but those of a lower class could be friends of or recruited by the higher class investigators. If an investigator is from Yamaguchi or is a fan of poetry then they will certainly know of *Idaina Sinjin* and only that he has a ‘flu’ and will not know any more than that about him. They will not know of

ithe rashes or of *Idaina* only being able to speak in Haikus. It is up to the Keeper and the Players themselves of how much their characters know about Yamaguchi city

The elder things in Japan and the defective elder thing

Millions of years ago when Japan but nothing but a little blob sticking out of Pangea the Elder Things colonised the entire neolithic planet. As they lost their cataclysmic wars against the star spawn of Cthulhu they retreated to the landmass that would later become Antarctica and now on the edge of extinction. Despite the supposed annihilation of Elder Things throughout the rest of the planet, small pockets existed and continue to exist around the earth. As of the Edo era there is a small pocket of Elder Things living directly under what would become Yamaguchi city and have done for millions more years. Content with performing their experiments, the Elder Things ignored the apes that would become humans, and the particular humans that would become the Japanese. The Yamaguchi Elder Things had one major problem. Due to a primordial disease they no longer have the ability to reproduce ass they naturally would so the Yamaguchi Elder Things became masters in cloning technology, cloning themselves when their bodies became too weak and then killing the now useless original.

One unfortunate davit was the turn of the Elder Thing *Sis-or-ec-a-kan* to clone himself. Elder Things are creatures built on the number five. Five sides with five wings, with five legs and five heads which end in five feet and five bristly appendages. The clone of *Sis-or-ec-a-kan* that was created was defective, a creature not of five but of seven. The defective Elder Thing escaped the underground base and retreated into the hills of Yamaguchi, using its psychic powers to grow an understanding of the world around it. For 20 years it stewed, only being betrayed by its own kind, it took solace in humans. But over the years it took a fancy to one in particular. *Idaina Shijin*.

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- 二 Two
- 三 Three
- 四 Four
- 五 Five

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Idaina Shinjin’s encounter with the defective Elder Thing and the conflict with the Yamaguchi Elder Things

It was a night like any other when *Idaina* went out hiking in search for mountain flowers. The defective Elder Thing, finally seeing his idol in the flesh approached him and foolishly revealed itself to him where *Idaina* fainted from the shock. Unknowing of the disease which it carried, the defective Elder Thing passed it on to *Idaina*. While it is true that the disease which *Idaina* caught was caused by the defective Elder Thing, the countdown rash is intact a creation of the Yamaguchi Elder things. The defective Elder thing now possesses *Idaina*, only able to speak in intervals of seven syllables while the Yamaguchi Elder thing possess *Idaina*, only able to speak in intervals of five. The Yamaguchi Elder Things creating the countdown rash in order to draw the defective Elder Thing out in the open so they can kill it once and for all, with the countdown killing *Idaina* if not healed. They want the defectives blue blood.

Yamaguchi city

Yamaguchi city in the Edo period is a fairly respectable city. The Fushino river runs directly through it while dense forests and short mountains clasp it from either side, creating a sort of basin. Yamaguchi city more resembles a close not collection of towns than a city. There are two short mountains which poke themselves right from within the middle of the city. Mount Kameyama and Mount Shojidake. Both of them popular hiking and foraging spots for peasant and noble alike.

The news of *Idaina*’s sudden illness and condition have not hit Yamaguchi hard. Almost no one outside of artistic or noble circles even knows or cares that he is ill and life moves on as normal. Being close to the coastal city of Hofu and part of the Fushino river system, Yamaguchi deals in a lot of trade with fish. Being on the edge of the dense Japanese forests, Yamaguchi has a reputation of being dangerous at night, with mischievous Yokai of the forest leaving their homes to cause trouble to the humans of the city right next door.

Rurikoji Temple and meeting with the Daimyo

Rurikoji temple is a five level Buddhist temple that is surrounded by tall pines and in the summer by blooming flowers of all kind. It was a constant haunt of *Idaina* and the inspiration for a lot of his poems. Right next to the temple is a small pond with multitudes of koi fish. *Yamaguchi Hogo* will be in and remain in his lordly carriage which is surrounded by four heavily armoured samurai warriors at all times. He will invite two investigators to sit in his carriage and discuss with him.

Yamaguchi Hogo is a slightly overweight man who looks incredibly tired and had on hand constantly grasping a sake bottle. He tries his best to be reassuring to the Investigators but a *Psychology* roll that he is deeply troubled and that it has been newly brought on. Hogo will tell the investigators what he believes to be the real story behind *Idaina*’s illness and of the countdown rash. *Hogo* believes that the illness was caused by a Mononoke (Vengeful ghost) of a recently dead betting shop owner, *Donyokuna Te*, who *Idaina*’s debts to, *Hogo* waived away without payment. He commands the Investigators to either appease the supposed Mononoke or to otherwise cure *Idaina*.



At this point in Japans history, weaponry of any kind was forbidden to be carried by any individual of any class lower than a samurai. While this does not mean that it is impossible for non-Samurai Investigators to possess weapons, it is incredibly unlikley and not something they would make known. As the punishment for carraying a weapon ranged anywhere from confiscation to on the spot execution.





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He gives the Investigators a ‘letter of entry’ with the Yamaguchi seal, allowing entry to most, non stubborn establishments. The last thing *Hogo* says before leaving is how for the next week he is occupied with an official visit from a Daimyo from the next prefecture and so he cannot be called upon, the Investigators are on their own. The Letter of entry only works within the city limits of Yamaguchi however.

While *Hogo* talks with Investigators in the carriage, two men angrily come out of the temple, *Kuroi Robu*, the Daimyos Onmyoji (Occult expert) and *Yubi Hira*, the Daimyos physician. They are arguing with each other. With a successful *listen* roll if the Investigators down want to interrupt they will hear them arguing about wether *Idaina*’s condition is spiritual or psychical, with *Kuroi* arguing with the idea of a Mononoke and *Yubi* arguing with the idea of a flower allergy. If the Investigators interrupt them they will both stop.

Kuroi is a small, thin man with long and greasy black hair and is very unresponsive and rude to the Investigators. A *spot hidden* roll on *Kuroi* will reveal he has a ceremonial dagger on him and a strange tattoo on his hand. When asked about either he will hide both of them and say that its none of the investigators business. A successful *history* or *swords* roll will reveal that the dagger is purely ceremonial and a successful occult roll will reveal that the tattoo is of a very common prayer for banishing evil spirits. *Yubi* is more polite but still looks down upon the Investigators unless they show they have medical knowledge too. A *spot hidden* roll on *Yubi* will reveal that his arm is crooked. If asked about it insensately then *Yubi* will chastise them for their rudeness while *Kurioi* will let out a chuckle. A successful *first aid* or *medicine* roll will reveal that it was most likely a broken bone that hasn't healed properly.

The pair will talk with the Investigators until *Hogo* orders them all to leave which them they will follow *Hogo*’s carriage

The Black Duck Kabuki house

The Black Duck Kabuki house is located within Yamaguchi’s entertainment district. A derelict area during the day, it comes to life as soon as the sun goes down. Flanked on all ends by booze clubs and whore houses, the Black Duck Kabuki house stands above all the other low rent Kabuki theatres of Yamaguchi. While they put on

shows, the troop of the Black Duck display art of the highest culture.

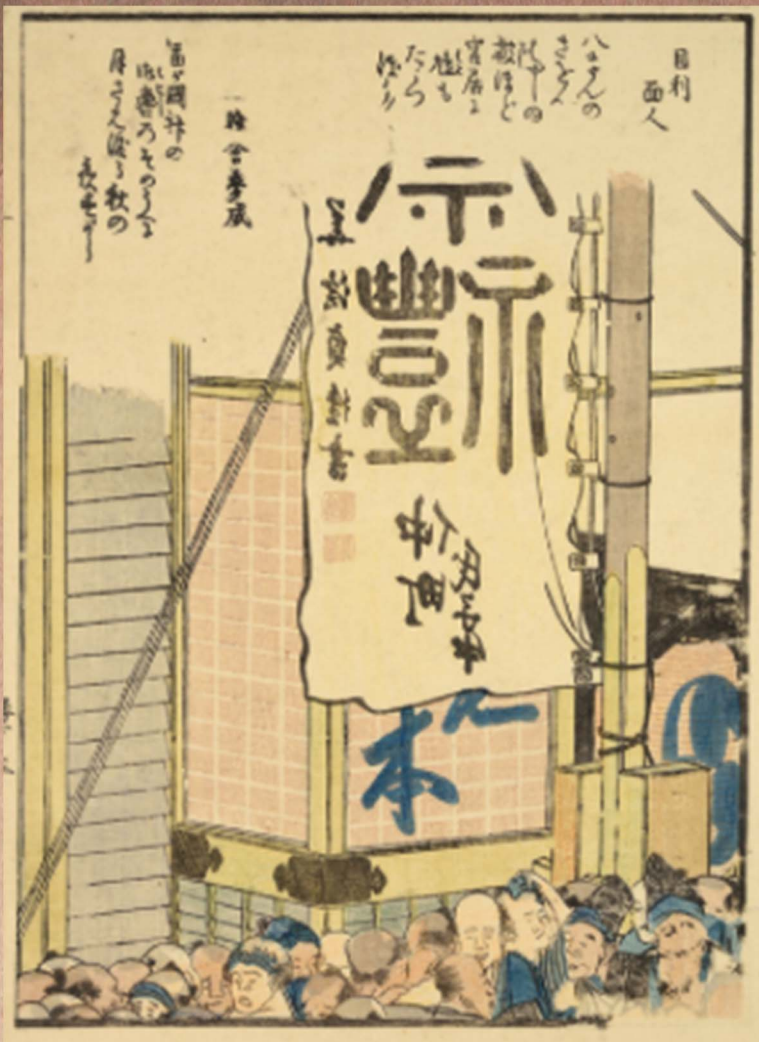
The Black Duck was opened in 1450 at the behest of the local Daimyo at the time as he was a patron of the arts. The Black Duck achieved prominence after housing the opening shows for many playwrights, actors and poets who would go onto have very illustrious careers, giving the Black Duck an air of prestige. At an unknown point, the Black Duck created a program where nine artists would be residents at a time. Three poets, Three playwrights and three actors, all of them having their own individual rooms in the Black Duck with the idea that they could focus on their work much better while literally being surrounded by it. *Idaina Shinjin* is only but the latest of one of these artists

The Black Duck building itself appears as the front half a building sticking out into the street. A rope on sticks placed outside as a sort of queuing system, the building itself is patine entirely black with red accents and duck designs carved into the wood. The part of the building thats visible from the outside is three stories tall with a flat roof. If the Investigators arrive during the day then the door will be closed with a note saying ‘*Closed. Genuine inquiries enter and explain yourselves*’.

There will also be some workers outside setting up decorations for the opening of a new play opening that night. A successful *spot hidden* roll will reveal that literally all of the decorations are a shade of yellow. The imagery of the decorations are entirely foreign to all Japanese investigators but to European investigators or with a successful *Foreign nations* roll will know that the subject of the play is definitely European. A successful history roll with this knowledge will reveal that the subject focuses on the early medieval period. Other than that knowledge, the play is entirely unknown to the Investigators. When asked, none of the workers will be able to remember the plays actual name, only calling it ‘*The strange Gaijin show*’. The front door is unlocked and the Investigators are free to enter.

If the investigators arrive at night however, the entire area will be packed with dozens and dozens of patrons waiting to get into the opening of a brand new play called “*Himawari ni mi o tsutsunda yōroppa no jōgi*”. The Kabuki House will now be covered properly in these yellow decorations. Ranging from drapes to flowers. It will cost 100 Yen to even get into the building and will be much more difficult to get the attention of the workers of the Black Duck as they will all be very busy with the production.





Backstage of the Kabuki house and the basement

The backstage area is where during the daytime it acts as a textile working station and an acting studio. There will be an equal mixture of actors practicing their lines and coordinated movements and seamstresses putting together various outfit. Its an area that reaches all three stories with levels and levels of pattern makers, background dancers and set dressers. None of which will pay attention to the Investigators unless they interfere with their work, they all all just too busy. Its an incredibly stuffy area and all investigators will need to make a **CON** roll or suffer **IHP** of smoke inhalation damage for every hour they spend backstage.

The basement connects to backstage. When the basement door closes the immense noise of backstage ceases to enter. Its entirely silent. In the basement there is only a gently lit statue at the far end surrounded by lit candles and incense. The statue is of a fat, stout woman with eight arms sitting inside a lotus flower. Investigators who are buddhists will recognise this as a statue of *Benzaiten*, the goddess of of flowing words and thought. Otherwise it will require a successful occult or **history** roll. There are countless offerings at her feet including rice, coins and sweet cakes. If an Investigators takes any of these offerings they are unable to spend luck for **ID4** hours, unbeknownst to them. If an Investigator is a Buddhist and prays or otherwise makes an offering to *Benzaiten*, then all hard passes on fast talk, persuade, intimidate and charm count as extreme successes for **ID4** hours, unbeknownst to them.

Idaina Shijin and his room

Idaina stays on the second floor of the Black Duck Kabuki house, in room 3 of the artists residence quarters. There is a samurai guard outside of his room at all times and will only let the Investigators in if shown the Daimyos seal or otherwise expressed permission. *Idaina's* room is a small rectangularly room, smelling of sweat and body odour, with scattered paper thrown around the room, some scrunched up and some covered in speckled of blood. The room has no windows and is entirely in darkness as *Idaina* cannot be trusted with open flames such as candles. A successful **spot hidden** roll on the room will show that are no sharp objects to be found and even his bedroll has been packed with more stuffing than normal. His room also contains many vases of flowers. A **natural world** roll will reveal that these flowers come from all over Japan and some the Investigator will not recognise. A successful

foreign nations roll will reveal that there are a few European plants in his collection.

It is wise as a precaution to write several pre made haikus or for the Keeper to be a really good improviser for *Idaina Shinjin* is quite a difficult character to role play as he is possessed by both the defective Elder Thing and the non defective Elder Things at the same time and anything that *Idaina* sees or experiences, they see and experience. *Idaina Shinjin* will be in his room at all times. *Idaina* is entirely lost within himself and will only speak in haikus. The first and third parts of the Haiku being the voice of one of the Elder Things, the second being the voice of the defective Elder Thing.

Idaina Shinjin is a young man who is incredibly thin and draped in only the barest of clothes. His hands and forearms are stained with ink his pupils are so pale they are almost white. Investigators lose **ID4** sanity to see *Idaina Shinjin*. Snot and phlegm pour from his mouth whenever he speaks. A successful **medicine** roll will reveal that *Idaina* has some sort of infection. *Idaina* will be unresponsive to the Investigators unless engaged. A successful occult roll will reveal that while his condition is reported in many legends it is not concrete with any in particular. The countdown rash on *Idaina's* chest had the Kanji for the number 3 on his chest. A successful **first aid** roll will do nothing to clear the rash, but a successful **medicine** or **natural world** roll will reveal that the rash is consistent with skin rashes caught from touching certain plants. The rash will continue to countdown until 0 each day.

The first voice will order the death of '*the assailant*' or '*the corrupted*' and to '*place him at shrine at Shojidake*'. The second voice will be incredibly apologetic, almost child-like. It will beg and plead that is is sorry but will not say any more than that. On the other hand the first voice will be cold and intelligent. A successful **psychology** roll will reveal that these are two clear separate personalities.

While a successful **psychoanalysis** roll will reveal that the two voices are certainly not *Idaina Shinjin*. A successful occult roll will reveal that this is an act of possession. The first voice will answer no questions about who they are, only that they want '*the assailant*' dead, but will not say who or what the assailant actually is. If the Investigators continue to question *Idaina* for **ID4+10** minutes, the first voice will get frustrated make *Idaina* stick his overgrown fingernails in his neck and draw blood and demand that either the Investigators find and kill '*the assailant*' or that it will kill *Idaina* right now. If the Investigators take more than a minute to leave the room then the first voice will kill *Idaina* and they will lose the scenario.



Although it in fact started as a female only art form, at the begining of the Edo period, it was made law that Kabuki theatre could only be performed by men. Because of this, simmialr to European theatre at the same time, men would wear makeup and wear womens clothes for female roles. This was completley allowed by the Edo government.

It would not effect the scenario if you as a Keeper happen to include female performers, but for historical accuracy, there were no female Kabuki actors.



The boss and his office

The owner and director of the Black Duck is an unruly, wiry man called *Geijutsu Teki*. He is deeply frustrated and unsympathetic to *Idaina's* illness, believing that he is just faking it. He is also frustrated as he owes a lot of money to the Betorozu betting house. 3054 Yen to be exact. During the daytime he will be in the lobby of the Black Duck and instantly question the Investigators on why they are there. It doesn't actually matter for what reason they say they want to see *Idaina*, *Geijutsu* cares so little for him that he will even joke that the if Investigators were ninja assassins he still wouldn't care. After the investigators finish their conversation, *Geijutsu* will spend all day backstage, only going to his office at 4pm to have a quick lunch by himself.

Geijutsu's office is located on the third floor and is the only room on the third floor and is unlocked at all times, as is *Geijutsu's* arrogance and lack of caring. It is a poultry and small office with barely any furnishings. He does however have a small desk with a successful **library use** roll will get the Investigator a note. A successful **spot hidden** roll in the room itself will reveal a small rope sticking out of the wall. When pulled this will reveal a small storage space which is filled with sake bottles and another note, an insurance policy paying out 10,000 Yen to be payed out on the death of *Idaina Sinjin*. With that note gone *Geijutsu* will be in a panicked state for the rest of the scenario.

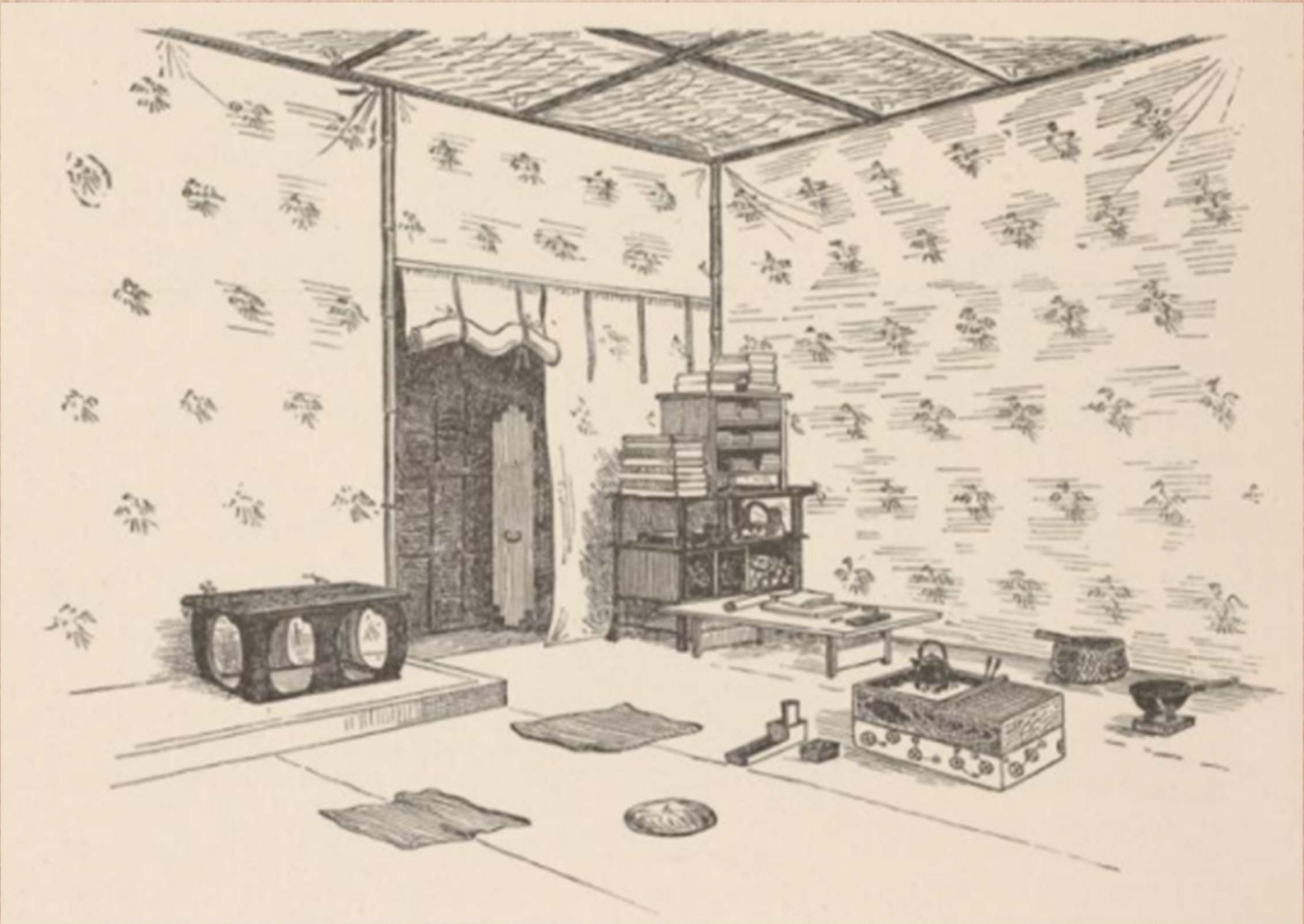
The mysterious play

For their whole time at the Black Duck Kabuki house, the Investigators will get to know about the mysterious new play opening that very night. It will be spoken of in passing by the workers of the Black Duck and *Geijutsu Teki* will ask if the investigators want to watch the play at a discounted price of 70 Yen. If the Investigators choose to watch the play then they will be told it will begin at 10pm and last until 2am and it is called *Himawari ni mi o tsutsunda yōroppa no jōgi* and this is what the Investigators will experience.

'The Kabuki play starts. The music is unfamiliar. Even to those who have seen Kabuki theatre before it is incredibly unusual. Actors in white masks with long noses speak in a strange accent through the entire play. The costumes are smaller than other plays and one actor keeps signing at interludes. In the play there is an actor in a white mask with no features and a massive yellow kimono. He kills the other actors by the end of the

play, it ends in a song, screamed out by the interlude singer. There are no claps, no cheers or tears only silence as the entire audience has been emotionally drained by the bizarre experience the actors leave the stage and leave the audience in darkness, staring at an empty stage'.

The Investigators leave the play entirely drained and lose *ID6* sanity by the ordeal. If they ask *Geijutsu Teki* after the show who wrote the play, they will gladly take the Investigators to the playwrights room. The room will be entirely empty and the window open.



The Betorozu betting house and stag beetle wrestling

After the sudden, natural death of *Donyokuna Te* the Betorozu Betting house has been taken up by his adult son, *Kandaina Te*. *Kandaina Te* is much more jovial and friendly than his late father which was a surprise to everyone, even himself. He can be found around Yamaguchi city most hours and while at the betting house will always be found in his office.

The Betorozu betting house is a small establishment in the Yamaguchi entertainment district and is tucked in among other betting shops, the smell of filthy smoke pouring from all of them and the yelling of men losing their entire wages permeate the atmosphere. Any vocal communication past 10ft will require a successful listen roll. The Betorozu betting house is identifiable among the others by the intricate paper mural of a stag beetle at the front. A successful *art* roll will reveal that this mural would've taken a lot of time and possibly cost a lot of money.

The Betting house is a very stout building with only two floors, the second floor being taken up by *Kandaina's* office. The lobby is entirely empty, with a big curtain leading into the fighting ring. To the right of the lobby are four bookie booths which patrons collect their winnings from and place bets on other sports happening in Yamaguchi such as sumo wrestling and archery competitions. The fighting ring is a dank, smelly room with five tables, each surrounded by about dozen men each of every social standing. Everyone, from peasants, to samurai to nobles all surround these tables which host stag beetle wrestling.

Stag beetle wrestling was a very popular betting game in Japan from the Edo period until the late 19th century. It consists of a painted ring or elevated wooden platform wherein two male stag beetles would be placed on opposite sides and due to their natural instincts would then fight each other. The beetle to knock the other one out of the ring or over the platform would be declared the winner. It was a very popular avenue for betting and acted as a surrogate for real sumo wrestling. If they wish to Investigators can bet on a beetle themselves, try their luck. There are four different beetles to choose from, each with their own stats.

Confronting Kandaina Te and his office

Kandaina Te's office is on the second floor, with a large balcony heading to the street below. The fish air being quite a relief to the stuffy rooms below. There is nothing of note in the office besides from a large painted scroll on the wall depicting a smartly dressed old man labelled. "*Donyokuna Te, recently passed, always loved, forever a father*". If shown the letter of the Daimyo then *Kandaina* will be more than welcome to answer all the questions the investigators ask. All questions besides the business tactics or outstanding debts overseen by his later father which will a successful *psychology* roll will reveal that is clearly put into a state of discomfort.

Yamaguchi library

Yamaguchi does not have any public libraries in this time period but with enough asking around Yamaguchi itself or with a successful *navigate* roll the Investigators will find out that the central Shinto shrine has a library about the city history of Yamaguchi. The library itself exists within a calm Shinto shrine to the god *Tenjin*, the Shinto god of scholarship. All Japanese Investigators will recognise the imagery. The shrine acts as a place of learning where people pray for academic success and many students are seen praying throughout the day. At night the shrine is closed. Successive successful *library use* roll will give the investigators the three library handouts. These can also be found with hard *spot hidden* rolls or by asking a monk at the shrine which will take *1D4* hours.

Yamaguchi cemetery and the 'Mononoke'

The Yamaguchi cemetery is found right in the middle of Yamaguchi city. Typical of Japanese cemeteries, it is separated into many family plots which sprout forth dozens of graves of the same family, some even going back millennium, the names barely faded by an entire oceans worth of rain. The cemetery is on a hill filled with pleasant grass and offers a very nice view of Yamaguchi city, especially of the surrounding forests. Each grave is decorated with various tiny Shinto, Buddhist and very uncommonly, Hindu shrines and offerings. The cemetery is open at all hours. Throughout the day there will be various families and individuals visiting their respective family plots who might be very upset at the sight of Investigators snooping around and may even call the local enforcers, suspecting them of being grave robbers, casing the joint beforehand. The *Te* family plot is not difficultly to find. It has a couple dozen graves but is not heavily decorated, a sign of the popular dislike of the late *Donyokuna Te*.

It is true that *Donyokuna Te* is in fact a ghost, but he is not a Mononoke, the unfinished business and reason for him returning to the living word is his grudge for being cheated by the *Yamaguchi Hogo*, but he is too lazy to carry out his vengeance and would rather sulk in the graveyard for eternity. *Donyokuna's* ghost will not appear at daytime unless summoned by an Investigator or Onmyoji using a spell to do so. *Donyokuna's* ghost will appear in the hours between 10pm and 1am and requires players to fail a *POW* roll in order to see him in this state.

Donyokuna Te's ghost is the same as he was in life, grumpy, miserable and all around an un-jolly old git. He will be very rude to the Investigators and will insist that he is in fact not a mononoke and will express his hatred for *Yamaguchi Hogo*. *Donyokuna's* ghost will have no knowledge of *Idaina Sinjin* or his mysterious condition. A successful *Psychology* roll will reveal that he is telling the truth with everything he says, even if he's not being nice about it. He will however mention how he hasn't been getting any sleep since he hears vengeful spirits coming from Mount Shojidake, constantly screaming and arguing about another spirit on '*the other mountain*' through *Donyokuna's* ghost will not be able to remember the name. Before the Investigators leave, *Donyokuna's* ghost will drop his grumpy facade, take off his hat and ask the Investigators. '*My son. Is he eating right?*' It is up to the Investigators for how they answer.



The Butcher shop

If the investigators follow the trail of the newspaper of others end up at the edge of Yamaguchi city where the forest spills out to Mount Otodoyama there is a little butchers shop they would've heard about from the newspaper. The butchers is to the very north of Yamaguchi city. Part of a small collective of ramshackle shacks. Right to the north is the dark, twisted Otodoyama forest which surrounds the close Mount Otodoyama. Even getting to the butchers is a hassle as the gentle cobblestone paths of Yamaguchi turn to muddy stubs.

The butchers shop itself is a dreadful building barely held together and with a straw roof. Its a small building with a simple front desk area and a holding room where the near putrid carcasses of cows are left hanging. When entering the building, the Investigators must succeed a **CON** roll or vomit as soon as the smell hits them. Next to the butchers shop are the remains of a cow pen, smashed in from one side, the middle of the pen is covered in dried cows blood. With odd legs and clumps of flesh scattered. Rolling out from the broken pen and into the forest will be a footprint about 2ft across with what look like seven toes. These footprints while obviously going towards the forest are erratic and have no real pattern, like scattered rice in a pan. If the Butcher is asked about what happened he will say thus.

"We get bears around here all the time. I can always fight them off but they sometimes get a cow and take it away. last night i saw what i thought was another bear. I yelled at it, but it had wings and so many heads. It held all five of my cows and flew away after i chased it. Its an Onikuma for sure. The bloody Onmyoji wont do anything about it, not for us peasants".

With a successful **occult** or **history** roll, or if an investigator is knowledgeable on Yokai then they will recognise the Onikuma as a demon bear thats known for stealing livestock. No legends say that they have several heads however.

The Shikigami visit

At 3am the Investigators who met *Kuroi Rohu*, wherever they are will have a particular and strange visit. Investigators who have not will only hear about the future attack in the morning through the newspaper. No matter where they are or what they are doing, the Investigators will be visited by a Shikigami in the form of a flat paper doll. The doll will fly and either land on the Investigators or constantly bang against whatever building they are in. Once the Investigator looks at the doll, it will look panicked and collapse as if it had died. Players receive the Shikigami handout. Investigators will lose **1D4** sanity by witnessing the little dolls death. The Investigators have 20 minutes to get from wherever they are to *Kuroi's* house or he will be killed before they get there.



Shikigami is a term which refers to any Yokai that an Onmyoji might be able to summon. In the context of this scenaio, Shikigami refers only to the flying paper dolls. The Shikigami of this scenario appear as a type of paper doll which appears throughout Japan.

Look to the paper dolls featured in Spirited Away (2004)



Assault on *Kuroi's* house (During)

The assault on *Kuroi Rohu's* house different between whether the Investigators arrive before or during the assault. So descriptions will be split between them. If the players follow the instructions on the Shikigami then they will be taken to the one story home of *Kuroi Rohu*. Its a simple house whos outwards decorations only being a balcony. His house is located just at the edge of Mount Shojidake, right in the middle of Yamaguchi city. It has a small lobby corridor leading into the main living room where stairs take someone to the balcony.

There are dozens of people outside yelling and worrying, not knowing what is going on and all of them too afraid to venture inside. A successful **listen** roll will reveal that *Kuroi* is screaming for help inside. When the investigators get to the house there will be a single dead samurai up against it. His entire chest area is covered in deep slashes. A successful **first aid** roll will do nothing for the man, he is dead. A successful **spot hidden** or **medicine roll** will reveal that the slashes look like they were caused by the talons of a bird. A successful **natural world** roll will reveal that there is no known bird in Japan that could've done this to samurai armour.

Inside of his house, *Kuroi* is fending off two Pseudo-Things (Add an additional Pseudo-Thing for groups over four Investigators). The Pseudo-Things are entirely synthetic creations of the Yamaguchi Elder Things and have been sent to assassinate *Kuroi Rohu* as he was getting far too close to developing a warding spell that would cure *Idaina Shinjin* of his condition and sever the psychic hold all the Elder Things have on him. It is *1D6* sanity loss for an Investigator to see a Pseudo-Thing. The Pseudo-Things will ignore the Investigators unless they are attacked themselves or try to protect *Kuroi*. If the Pseudo-Things are left to kill *Kuroi* then they will quickly leave the building and disappear into the blood stained night and up towards Mount Shojidake. The Investigators will lose *1D6* sanity if they do just sit by and watch *Kuroi* be cut to pieces however.

If the Investigators neutralise the Pseudo-Things then they can examine them safely afterwards. They are morbid creatures that are light purple in colour, resembling fleshy barrels, with five bizarrely flat sides too them, with five long talons sticking from the bottom. On the other end is a maw resembling a lamprey with teeth of steel. They have no eyes and are accented with two bat-like wings that now hang limp. A successful **natural world** roll will reveal that they shouldn't even function as animals as they have no blood. They are also cold to the touch but do not resemble reptiles. A successful **occult** roll will associate these creatures with being Yokai. A the Pseudo-Things are designed to be only assassins they will dispute into a pile of dust after an hour. A successful **natural world** roll will reveal that they are certainly not bone ashes. However if an Investigator is familiar with metallurgy then they can identify the powder as being similar to the shavings of iron.

Assault of *Kuroi's* house (After)

If the Investigators arrive at *Kuroi Rohu's* house after he has been killed then they will come to a much different site. The house will be a complete mess, with the same deep slashes across the paper doors and wooden walls. *Kuroi Rohu's* body will be right in the middle of the room. His entire chest will be torn to the point that his ribcage is clearly visible. His arms are almost entirely gone. A successful **EDU** roll will realise that these are defensive wounds. The entire north west corner of the room will be coated in his blood. Investigators lose *1D6* sanity to see the body and lose an additional *1D4* if they realise the excessiveness of his defensive wounds.

Behind his house is a small patch of grass leading right up to Mount Shojidake. There there will be several small footprints almost resembling marks made by branding tools. The footprints have five clear indentions. A successful **spot hidden** roll will reveal that whatever made the footprints were hopping. *Kuroi's* House can be investigated at any point on from his death as the Investigators will likely read of his death in the newspaper handout. The only difference being that his body will have been removed in the morning.

Kuroi's House and if *Kuroi* lives

Inside of *Kuroi's* house are some essential components in the unraveling of the Elder Things dirty doings to *Idaina Shinjin*. *Kuroi* has a small library dedicated to the usual studies of an Onmyoji. Multiple books on Yokai, Kami, demons and the methods of combating and controlling them. A successful **library use** roll will get the Investigators instructions on the *contact spirit* spell. Next to the personal library will be a research bench, covered in samples of the same flowers from *Idaina Shinjin's* room. Hidden among the scattered paper and spilled ink there will be a series of notes detailing the creation of a spell to help *Idaina*. The, *sever psychic hold* spell.

If *Kuroi Rohu* is saved by the Investigators then he will be incredibly grateful and answer all of their questions without fault. He will tell the Investigators of his attempts to create a spell to help *Idaina* and will offer to teach the Investigators the *Bind Shikigami* spell which will take 4 hours. *Kuroi* himself, despite him being attacked by the Pseudo-Things will spend the rest of his time at his home, continuing to work on his spell which will be completed 10 hours after the Investigators leave.



Mount Shojidake and the shrine

Mount Shojidake is found right in the middle of Yamaguchi City. It is a modest mountain, more resembling a gentle slope than an immense craggy peak. It is covered in scattered trees and sparse mountain flowers. It is a beautiful, peaceful location during the day, often with people of all sorts around it like pilgrims visiting the dozens of little shrines on the mountain or hikers searching for the perfect view over Yamaguchi City. If the Investigators follow the five toed footprints leading from *Kuroi Rohu's* house with a series of hard spot hidden rolls or one regular navigate roll then they will find the footprints end at a lonesome shrine, no bigger than 2ft tall. It resembles a little house but has no idol inside.

After 5 minutes at the shrine, the Investigators will be greeted by the appearance of one of the Yamaguchi Elder Things. It appears to shimmer out of the little shrine, strings of it coming together slowly, it appearing as a glowing cream colour. This is intact a hard light projection coming from the shrine itself. The projection can do and take damage like a regular Elder Thing so it uses the exact same stats. The projection will coldly say that it recognises the Investigators if they visited Idaina Shinjin in his room and will remind them to '*Kill the rejected or the poet will die*' and express '*You've found the shrine, what are you waiting for*'. The projection will not be amused by any excuses from the Investigators and will have idea where to find the defective Elder Thing and will only grow more and more frustrated with each question it sees as irrelevant. After four irrelevant questions are asked, the projection will just dissipate the same way it appeared. If the Investigators put the pieces together and ask why it sent the Pseudo-Things to kill *Kuroi Rohu* then the projection will angrily exclaim '*That is no business to the likes of you*' and will refuse to say anything further on it. It is incredibly rude and unhelpful.

The butcher shop day 2

In the early morning hours of day two, the Defective Elder Thing will emerge from Otodoiyama forest yet again on the hunt for livestock. This time the butcher managed to attack it and cut in deep with his cleaver before retreating into his shop. The enraged Defective Elder Thing tore down the wall and killed the butcher, carrying away his corpse to its layer. The report of the Butchers grisly murder and disappearance will appear in the newspaper.

The butchers shop will be the same as it was, the cow blood not cleaned from the pen and the pen itself still broken. What is different however is one of the walls of the shop has been torn down entirely and there is a great blood smear all across the shop floor.

Ototoiyama forest

Ototoiyama forest is located directly north of the Butchers house and encompasses a huge area near Yamaguchi City. There is nothing else for around 2 miles to the north and the east but forest. Ototoiyama forest is also incredibly dense and filled with large jagged rocks which make it difficultly to get around, it requires a successful **DEX** roll just to run in the forest for a minute successfully. There is a path going straight to Mount Ototoiyama but it is overgrown and hard to find. A marker for the path is a small shrine marking a fork in the road, one fork going straight to Mount Ototoiyama and the other heading back down to Yamaguchi City. The forest is notably filled with dozens of species of Japanese mountain flowers. All of which featured in *Idaina Shinjin's* room.

Mount Ototoiyama and the defective Elder Things lair

Mount Ototoiyama is not an oppressive mountain, but the gradual peak of the forest, its almost not even recognisable as a mountain. There is however a clearing at the base of the mountain. In this clearing is a series of abandoned homes. A successful **history** roll will real that these houses and hundreds of years older than anything in Yamaguchi city. A successful spot hidden or **INT** roll however will reveal that the clearing is not natural, the grass has been cut. None of the buildings have anything of worth in them, any paintings or notes have been covered in rot and mould. The only building of note are the remains of a monastery, the lair of the Defective elder thing.

The monastery is entirely caved in from one side. The remains of stairs clearly stick out among the stone. It almost looks like the building has been cut in half. Whats left of the monastery is modest and stout, it has not outside gates or doors, only a wide open archway opening to two corridors on either side. The right side corridor is caved in at the very end. The left side corridor is decorated with paintings of important looking nobles. A successful **history** or **art** roll will reveal that these paintings are of all the successive Daimyo of Yamaguchi city. *Yamaguchi Hogo* is missing from these pantings. At the end of the corridor is a door to the right which continues into the remains of the monetary, most of it caved in and with so many splinters it resembles the maw of a moray eel.

In the remains of the monastery there is only a fountain. Completely drained of water, it is uncharted and simple. Inside of the well is the half eaten body of the Butcher. Multiple chunks have been taken out of the poor man. The bite marks are circular, a successful spot hidden or first aid roll reveals that these resemble rip marks. Investigators lose **ID4** sanity on seeing the butchers body.

In the centre of the monastery is a Zen garden. Its a modest little garden. Well kept with the swirling sand patterns broken only by deliberately placed stones. The Defective Elder Thing spends all its time meditating and actively possessing Idaina Shinjin from the Zen garden, but hunts in the woods of Ototoiyama for one hour periods throughout the night. The defective Elder Thing will be in the centre, concentrating but will detect the Investigators if they are not actively sneaking around the monastery.

The Investigators will see this twisted creature. A mass of tentacles and talons. Seven of these tentacles sprout from its body, each of them topped with seven more frayed clumps of hair. At the bottom of are seven pod-like legs with seven clawed talons sticking out of each one. Surrounding this pathetic creature are seven wings, all of different sizes draping over it like ripped clothes. Investigators lose **ID6** sanity as the Defective Elder Thing spreads its wings outwards to greet them.



Confronting the Defective Elder Thing

Confronting the Defective Elder Thing is a difficult task, but not an impossible one. It requires careful tact and consideration. The defective Elder Thing is not hostile to the Investigators and infect recognises them if they visited *Idaina Shinjin*, as it could see through his eyes. The Defective Elder Thing will introduce itself as *Kekkan'noaru Tan Bo*, and be incredibly apologetic to the Investigators. *Kekkan'noaru Tan Bo* will speak to the Investigators like a child and apologise at the end of every sentence he says. It is incredibly remorseful for what it has indirectly caused for *Idaina Shinjin* and will tell the Investigators that it would do anything to help him.

Kekkan'noaru Tan Bo will not be able to tell the Investigators how *Idaina Shinjin* got his illness or how to cure himself of it as it will honestly not know, a successful *psychology* roll will confirm this. If told about the Yamaguchi Elder Things plan for *Kekkan'Noaru Tan Bo* to be killed in exchange for *Idaina* to be cured of his condition then it will panic and cry out in distress. It will then assume that the Investigators are here to kill it. Only by throwing down their weapons or by a successful *psychology* or *charm* roll will it calm down.

Kekkan'Noaru Tan Bo will not be able to come up with any solutions to his problem as he is far too childish and distressed. The option is entirely up to the Investigators, and they have four main options to choose from, each of them difficult, and each of them with extreme ramifications.

The defective Elder Thing is violently killed

The most direct and imbecilic of the options, a bloodbath for both foolish Investigator and pitiful creature alike. The fight will be tough on both sides but if *Kekkan'Noaru Tan Bo* is killed in cold blood by the Investigators, its life force will leave it and *Idaina Shinjin's* body but at a terrible price. The Yamaguchi Elder Things, feeling the psychic bond break between *Idaina* and *Kekkan'Noaru Ten Bo* they are left dissatisfied and leave *Idaina's* body the way one throws away

a snotty handkerchief. *Idaina* ruptures from within, causing untold damage to him, he feels his soul be split in two and his mind shatters.

The *Idaina Shinjin* that once was, the *Idaina Shinjin* that wrote poetry and collected flowers is now never coming back. He is found in his room in the Black Duck, the rash gone, his ranting gone but in its place is nothing at all. *Idaina* is left as an invalid for the rest of his life, never able to speak or move again. He lives the rest of his life at the Yamaguchi library monastery.



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The defective Elder Thing Sacrifices himself

Either as a reward through great role-play or by an extreme persuade roll, *Kekkan'Noaru Tan Bo* can be convinced to actually sacrifice himself for the sake of *Idaina Shinjin*, it will see how all of this was his fault and take full responsibility, knowing he has to die so that his favourite poet shall live. It is up to the Investigators how exactly they get it to the shrine on Mount Shojidake, but when there, one of the Yamaguchi Elder Things will emerge and take *Kekkan'Noaru Tan Bo* into their lair to be killed as they see fit. And with that, the Investigators will be left on the mountain, looking over the whole of Yamaguchi City to reflect on what they have done. *Idaina* will wake up the next day, cured of the rash and with no memory of the past few weeks, it will be as if nothing happened to him at all besides a long sleep, it will all feel like a dream to him.

The defective Elder Thing is not killed and *Idaina Shinjin's* death

Objectively the worst ending for everyone but the Yamaguchi Elder Things, this solution is only to be taken by the most oblivious or by the most cruel Investigators. The Investigators may feel like leaving *Kekkan'Noaru Ten Bo* alive is a mercy to it but on the contrary. If not cured, the countdown rash will continue is gruesome countdown, when at 0, *Idaina Shinjin* will begin to shake an convulse. The rash melting its way into his chest. Bits of him falling down with hideous slopping sounds. *Kekkan'Noaru Tan Bo* witnesses this from within *Idaina* himself, trying to possess him any witch way in order to save him but it is no use. *Kekkan'Noaru Tan Bo* watches not only as the rash reduces *Idaina* to a slush but also as brain is torn out of his head, the final severing of the soul. All that is left of *Idaina* is his head contorted into an expression of anguish and a green-red stain on the Black Duck Kabuki House floor. With nothing left to live for, seeing his favourite human be killed in such a way in-front of him, *Kekkan'Noaru Tan Bo* throws himself into the Fushino river, drowning himself, a process which itself takes hours for an Elder Thing. Its body is washed away into the ocean only to be seen again by the seagulls and fish which feast on its corpse. All that is left of *Kekkan'Noaru Ten Bo* are 49 strange talons floating somewhere in Pacific Ocean.

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Idaina Shinjin is cured by the Onmyojis spell

What could be considered the nice solution. Here, no one dies at all and the Yamaguchi Elder Things are thwarted in their attempts to manipulate humans for their own sick gains. If the Investigators leave *Kekkan'Noaru Tan Bo* alone then they still have the opportunity to cure *Idaina Shinjin* if they made enough time for *Kuroi Rohu* to finish creating his spell. If they successfully cast the spell on *Idaina* then each rough flake of skin will stick upright and rip off and as the physical symbol of the psychic connection between him and the Yamaguchi Elder Things is severed, the genuine connection is severed also. *Idaina* is entirely cured of his condition and although it will take him about a week to recover from his whole ordeal, he will be able to get back to his usual work of writing poetry in no time, the literary world of Japan being better for it and as the Yamaguchi Elder Things shake their non existent fists to the trickster apes who ruined their plan, *Kekkan'Noaru Tan Bo* has learned his lesson of interacting with humans he admires and now watches humanity from a distance for the rest of his life, he will always be *Idaina Shinjin's* biggest fan.

Conclusion

However this adventure ended for the Investigators it was certainly an experience that they will never forget. Finally getting conformation that the Yokai of legend are real, and if they dare to put the pieces together, maybe they'll realise they're more than simple Yokai. Wether they experienced a tragic tale of a reject aliens personal obsession gone wrong, or a monstrous tale of demonic spirits using a poor poet as an intermediary to their altercation, the Investigators will have found their own solution, or not. Perhaps how its time for the Investigators to leave the thick woods of Yamaguchi and head someone more open, and much brighter. Some of the Investigators have heard that Tanegashima is nice this time of year and what a coincidence, *Yamaguchi Hogo* is heading there for a funeral, the Investigators aught to come. What could go wrong?



Rewards

- Idaina Shinjin* is unharmed and cured of his condition +1D4 sanity**
- Donyakuna Te* is comforted +1D4 sanity**
- The defective Elder thing is convinced to kill himself by the Investigators +1D6 sanity**
- The defective Elder things body is disposed of on Mount Shojidake +1D6 sanity**
- The defective Elder thing is killed violently by the Investigators -1D4 sanity**
- Idaina Shinjin* is killed by the Elder Things at the end of the countdown -1D6 sanity**
- Idaina Shinjin* is made an Invalid - 1D4 sanity**
- The defective Elder thing is left alive -1D6 sanity**
- Investigators did not save *Kuroi Rohu* -1D4 sanity**

APPENDIX A: CHARACTERS, NPC'S AND MONSTERS

Yamaguchi Hogo,

On edge Daimyo of Yamaguchi

STR 55 **CON** 45 **SIZ** 80 **DEX** 45 **INT** 60

APP 50 **POW** 60 **EDU** 80 **SAN** 60 **HP** 13

DB:+0 **Build**: 1 **Move**: 6 **MP**:8

Attacks

Attacks per round: 1

Brawl 25% (10/5) 1D4+db

Sword 30% (15/5) 1D6+db

Dodge 20% (10/5)

Armour: -2 point heavy clothing

Skills: Art (poetry) 30%, Drink Sake

Kuroi Rohu,

Loyal Onmyoji of the Daimyo

STR 40 **CON** 30 **SIZ** 60 **DEX** 60 **INT** 80

APP 20 **POW** 80 **EDU** 35 **SAN** 30 **HP** 11

DB:+0 **Build**: 0 **Move**: 8 **MP**:12

Attacks

Attacks per round: 1

Brawl/Ceremonial dagger 25% (10/5) 1D4+db

Dodge 30% (15/5)

Armour: 0

Skills: Japanese 35%, History 50%, Intimidate 60%, Law 20%, Library use

75%, Occult 80%, Science (Alchemy) 45%, Stealth 60%, Spot hidden 60%

Spells: Bind Shikigami, Contact spirit, Chant of Thoth, Sever psychic hold*

*Only if still alive after the house assault

Yubi Hira,

Top physician of Daimyo Yamaguchi

STR 55 **CON** 65 **SIZ** 60 **DEX** 40 **INT** 35

APP 50 **POW** 50 **EDU** 80 **SAN** 50 **HP** 9

DB:+0 **Build**: 2 **Move**: 7 **MP**:9

Attacks

Attacks per round: 1

Brawl/Dagger 25% (10/5) 1D4+db

Dodge 20% (10/5)

Armour: 0

Skills: Japanese 80%, First aid 80%, History 30%, Library use 60%,

Medicine 90%, Persuade 50%, Sleight of hand 50%, Spot hidden 65%

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Idaina Shinjin,
Tortured poet possessed and on the road to a painful death
STR 20 CON 30 SIZ 25 DEX 15 INT 65
APP 05 POW 40 EDU 60 SAN 00 HP 8/*15
DB:+2D4* Build: 1 Move: 3/*8 MP:5/*20
Attacks
Attacks per round: 2
*While possessed by Elder Thing

Brawl 25% (10/5) 1D4+db
Dodge 15% (5/2)
Armour: 0
Skills: Japanese 60%, Art (poetry) 90%, Cthulhu mythos 10%, History 40%, Jump 60, Natural world Occult 20%,
Let out tormented scream 90%, Cry 90%
Spells: *Evil eye, Implant fear

Gaijutsu Teki,
Frustrated owner of the Black Duck Kabuki house
STR 50 CON 45 SIZ 60 DEX 45 INT 45
APP 55 POW 60 EDU 60 SAN 60 HP 10
DB:+0 Build: 1 Move: 6 MP:10
Attacks
Attacks per round: 1

Brawl 25% (10/5) 1D4+db
Dodge 20% (10/5)
Armour: 0
Skills: Japanese 60%, Art (poetry) 50%, Art (Acting) 50%, Art (Kabuki) 55%, Disguise 40%, Fast
talk 60%, Foreign nations 20%, Listen 55%, Spot hidden 60%

Butcher,
Simple produce provider harassed by forces beyond his knowledge
STR 30 CON 30 SIZ 25 DEX 30 INT 40
APP 35 POW 80 EDU 20 SAN 80 HP 9
DB:+0 Build: 2 Move: 7 MP:9
Attacks
Attacks per round: 1

Brawl/Cleaver 25% (15/5) 1D4+db
Dodge 15% (5/2)
Armour: -1 point leather butchers apron
Skills: Japanese 20%, Cut meat 90%, First aid 20%, Natural word (cows) 80%, Navigate 30%,

Kandaina Te,
Happy go lucky new owner of the Betoruzu Betting house
STR 50 CON 60 SIZ 55 DEX 90 INT 90
APP 70 POW 55 EDU 55 SAN 55 HP 11
DB:+0 Build: 1 Move: 6 MP:10
Attacks
Attacks per round: 1

Brawl/Dagger 25% (10/5) 1D4+db
Dodge 45% (20/10)
Armour: 0
Skills: Japanese 55%, Appraise 50%, Charm 70%, Listen 30%, Psychology 60%, Spot hidden 70%

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Donyakuna Te,
restless ghost of Yamaguchi cemetery

STR 00 **CON** 00 **SIZ** 50 **DEX** 90 **INT** 70
APP 00 **POW** 40 **EDU** 50 **SAN** 50 **HP** 5*
DB:+0 **Build**: 0 **Move**: 8/10 floating **MP**:10

*Can only be harmed by magical attacks
Attacks
Attacks per round: 1**
** Cannot physically attack

Brawl 55% 1D4+db
Dodge 45%
Armour:* 0
Skills: Japanese 50%, Appraise 60%, Intimidate 70%, Occult 20%,
Grumble accordingly 90%
Spells: Shrivelling

Samurai guard,
STR 50 **CON** 45 **SIZ** 50 **DEX** 65 **INT** 65
APP 30 **POW** 70 **EDU** 65 **SAN** 65 **HP** 10
DB:+1D4 **Build**: 1 **Move**: 6 **MP**:8

Attacks
Attacks per round: 1

Brawl 35% (15/5) 1D4+db
Sword 65% (40/20) 1D6+1+db
Dodge 35% (20/10)
Armour: -5 point Samurai armour
Skills: Japanese 65%, Commit Sepuku 90% First aid 30%, Follow lords orders 90%,
History 35%, Law 55%, Navigate 60%, Sleight of hand 60%, Stealth 25%

Kabuki actor,
STR 50 **CON** 50 **SIZ** 45 **DEX** 90 **INT** 65
APP 80 **POW** 45 **EDU** 35 **SAN** 45 **HP** 8
DB:+0 **Build**: 1 **Move**: 8 **MP**:10

Attacks
Attacks per round: 1

Brawl 20% (10/5)
Dodge 45% (20/10)
Armour: 0
Skills: Japanese 35%

Black Duck Kabuki house worker,
STR 65 **CON** 45 **SIZ** 55 **DEX** 70 **INT** 00
APP 55 **POW** 60 **EDU** 00 **SAN** 60 **HP** 9
DB:+0 **Build**: 1 **Move**: 6 **MP**:9

Attacks
Attacks per round: 1

Brawl 50% (25/10)
Dodge 35% (15/7)
Armour: 0
Skills: Japanese 35%

Resident of Yamaguchi city,
STR 50 **CON** 40 **SIZ** 55 **DEX** 50 **INT** 40
APP 60 **POW** 60 **EDU** 30 **SAN** 60 **HP** 7
DB: 0 **Build**: 1 **Move**: 6 **MP**: 9

Attacks
Attacks per round: 1

Brawl 25% (15/5) 1D4+db
Dodge 25% (15/5)
Armour: 0
Skills: Japanese 30%, Be in the background 90%, Scream at horrifying event
90%, Go on miserable life ignorant to all beyond the stars 90%

Monk,

STR 35 CON 30 SIZ 10 DEX 40 INT 20
APP 00 POW 75 EDU 60 SAN 75 HP 6
DB: 0 Build: 1 Move: 5 MP:10
Attacks
Attacks per round: 1

Brawl 25% (15/5) 1D4+db
Dodge 20% (10/5)
Armour: -1 point Heavy robes
Skills: Japanese 60%, History 80%, Foreign nations 40%, Give good wishes
90%, Library use 65%, Natural world 20%, Occult 40%, Shinto/Buddhism
90%, Spot hidden 35%

Elder Thing,

STR 190 CON 110 SIZ 140 DEX 80 INT 80
APP 00 POW 50 EDU 00 SAN 00 HP 25
DB:+3D6 Build: 4 Move: 8/10 flying MP:10
Attacks
Attacks per round: 5
Fighting attacks: An Elder Thing may use its tentacles and its bulk to strike at
opponents
Seize: (mnvr): Once a tentacle grips, its clings to its victim and each round
thereafter the victim loses hit points equal to half the Elder Things damage
bonus in constriction and crushing damage. Each Elder Thing had five
tentacles, therefore no more than five victims may be held this way.

Fighting 40% (20/8), damage bonus
Seize (mnvr) seizes target, followed by half damage bonus in constriction each
round
Dodge 40% (20/8)
Armour: 7-point skin
Sanity loss: 1D6 sanity points to see an Elder Thing

Defective Elder Thing, Kekkan’noaru Tan Bo,
Seven sided failed clone

STR 179 CON 80 SIZ 150 DEX 90 INT 30
APP 00 POW 60 EDU 00 SAN 00 HP 27
DB:+1D6 Build: 4 Move: 9/8 flying MP:11
Attacks
Attacks per round: 4
Fighting attacks: The Defective Elder Thing may use its tentacles and its bulk to strike at
opponents but to much lesser effect than a regular Elder Thing
Seize: (mnvr): Once a tentacle grips, its clings to its victim and each round thereafter the victim
loses hit points equal to half the Elder Things damage bonus in constriction and crushing
damage. The defective Elder Thing can only seize with one tentacle at a time.

Fighting 30% (10/4), damage bonus
Seize (mnvr) seizes target, followed by half damage bonus in constriction each round
Dodge 20% (25/11)
Armour: 5-point skin
Skills: Japanse 30%
Sanity loss: 1D6+2 sanity points to see the defective Elder Thing

Psuedo-Thing,
Mindless drones of the Elder Things

STR 50 CON 30 SIZ 10 DEX 90 INT 00
APP 00 POW 60 EDU 00 SAN 00 HP 10
DB:+1D4 Build: 2 Move: 4/6 flying MP:5
Attacks
Attacks per round: 1
Fighting attacks: A pseudo-Thing can jump and spin around, stretching out its clawed feet, slashing the
victims chest or back. The pseudo-Thing can only perform this action once per 4 rounds

Fighting 30% (10/4), damage bonus
Spin attack 40% (20/100), 1D4, damage bonus
Armour: 2-point skin
Sanity loss: 1D6 sanity to see a Pseudo-Thing

APPENDIX B: STAG BEETLES

Rodriguez

Red painted beetles

DEX 75
Attack 65%
Dodge 55% (30/15)

BooBoo

Yellow painted beetle

DEX 55
Attack 50% (25/10)
Dodge 80% (40/20)

Tsuyoi

Gold painted beetle

DEX 55
Attack 90% (45/20)
Dodge 35% (20/10)

Yakunitatanai

Blue painted beetle

DEX 10
Attack 20% (10/5)
Dodge 20% (10/5)

APPENDIX C: SPELLS

Bind shikigami

- Cost** 1 sanity, 1 magic point
- Casting time** 10 minuites

The caster must cut a sheet of paper into the shape of a doll and chant ‘*Chīsana seishin ga kimasu*’ 10 times. The doll will then be possessed by a shikigami spirit.

The shikigami can fly, mime and be written on. The shikigami cannot speak or write itself.

The shikigami can be commanded to attack an opponents open throat or wrist for a 55% chance to take off a single health point.

Only one shikigami can be made at a time. To make another shikigami, the previous one must be destroyed.

Sever psychic hold

- Cost** 1D10+3 sanity, 5 magic points, 1D4 HP*
- Casting time** 1 minuite

The caster takes a lock of the victims hair and clasps their hands together. They then silently whsiper ‘*Nō kara no seishin o tsuihō shite, kono otoko o futatabi kansei sa seru*’.

The hair must then be burned and the psychic hold will be severed.

* If Kuroi Rohu is saved then he will develop a better version which instead of being burned, the hair is dipped in water. If this version of the spell is performed then the HP loss will not be included.

Contact/Dispel spirit

- Cost** 1D4+2 sanity
- Casting time** 1D10+5 minuites

The caster must take a flower from close to the grave and then place it on it. The caster must then chant ‘*Seishin, hantaisoku kara kite watashi no mono ni*’.

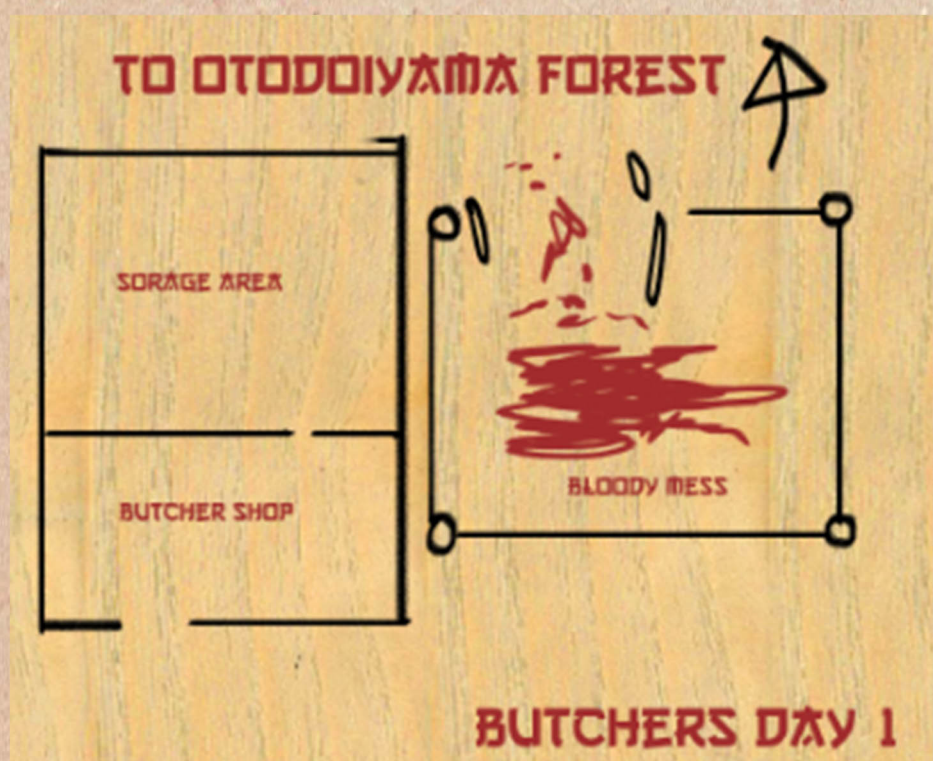
If sucessful, the spirit to who the grave belongs to will rise from it, being only visible to the caster.

To forcefully dispel the spirit, the caster must eat the flower and quickly say ‘*Anata wa futatabi shinu to anata wa shinimashita!*’
The spirit will then be dispelled.

APPENDIX D: MAPS

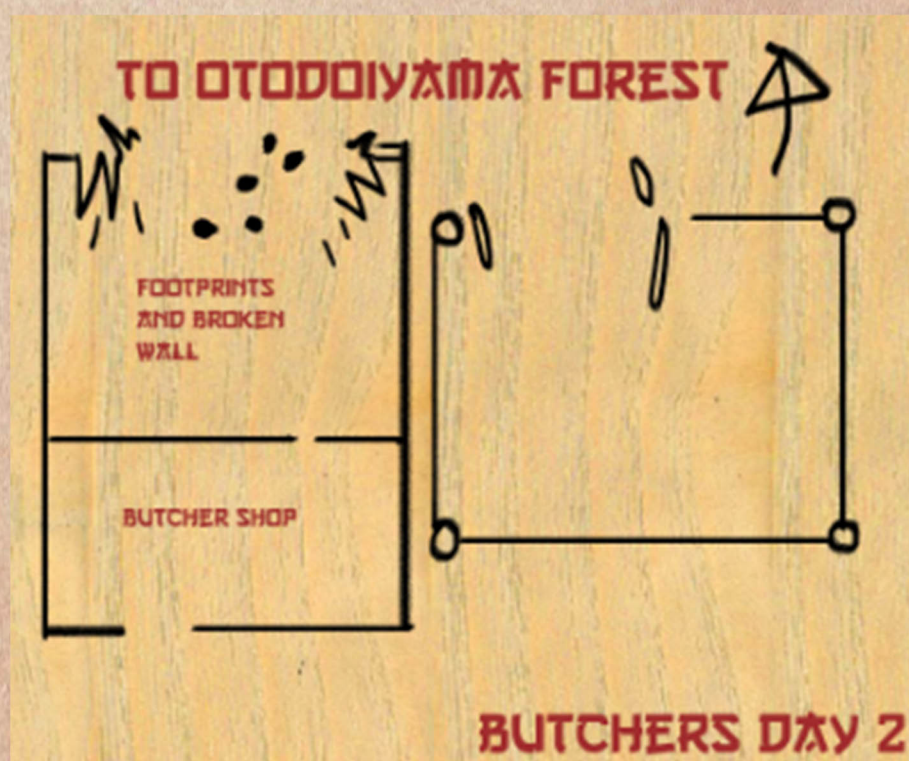


Yamaguchi city



BUTCHERS DAY 1

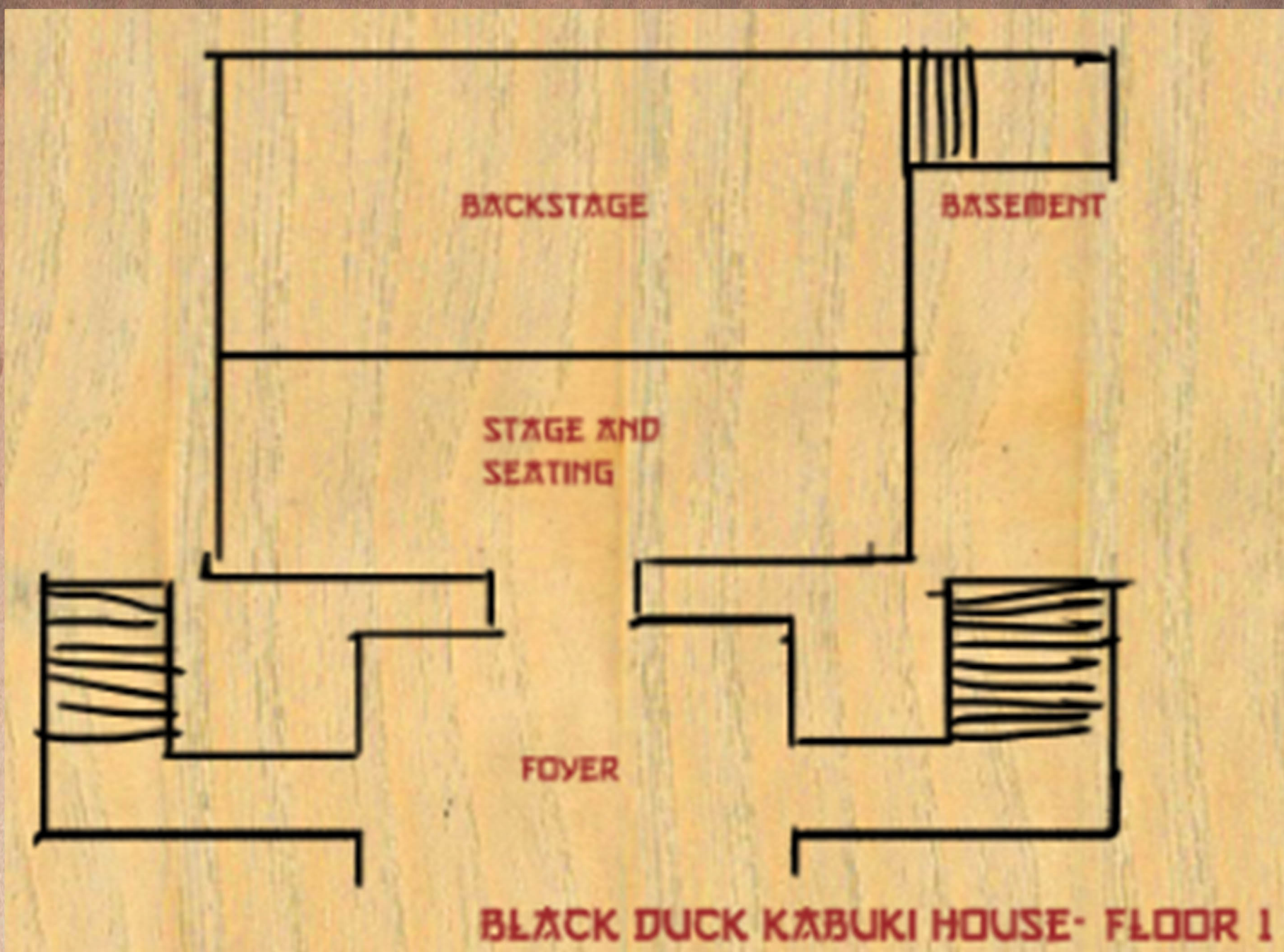
Butchers shop day 1



BUTCHERS DAY 2

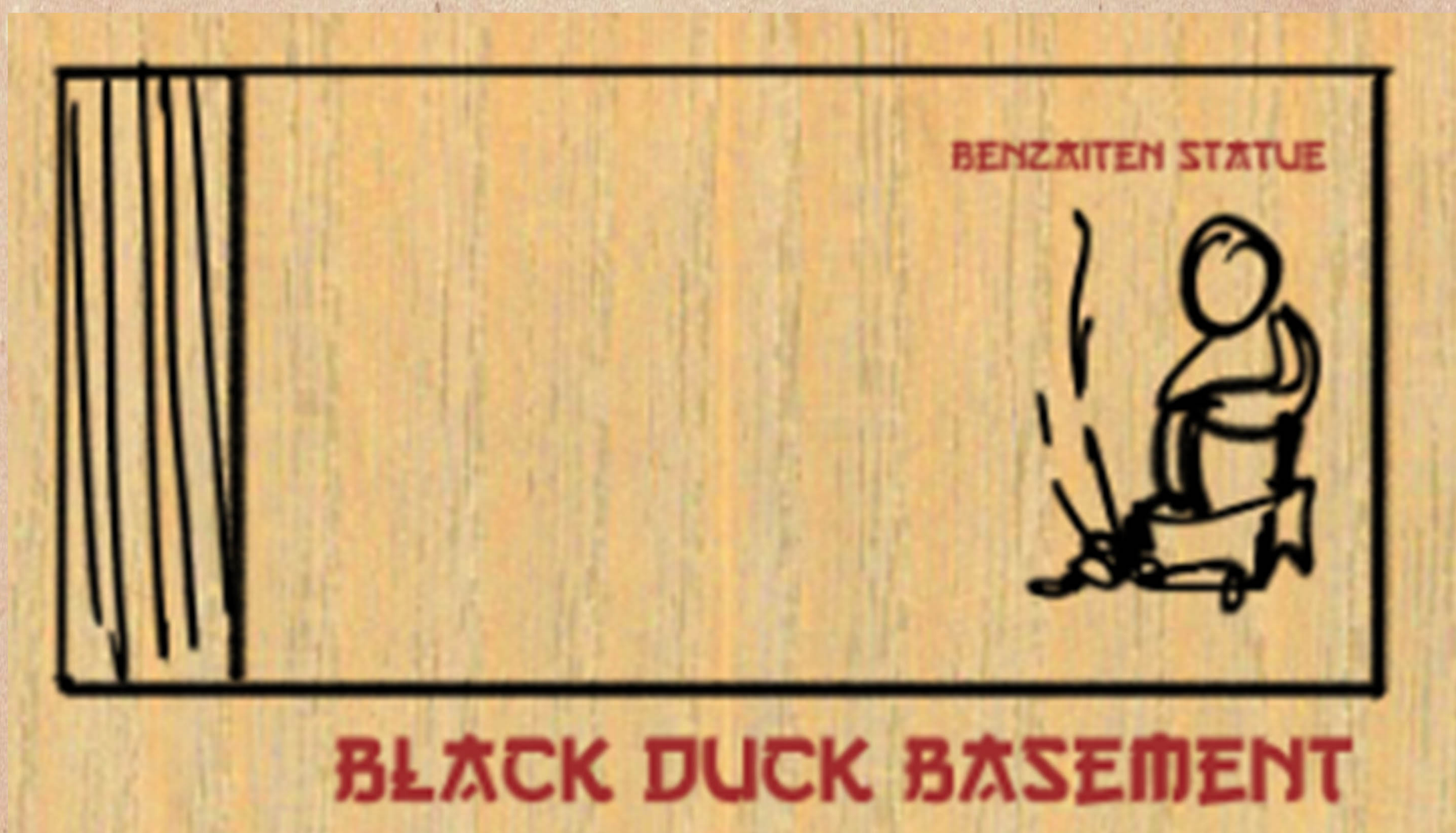
Butchers shop day 2

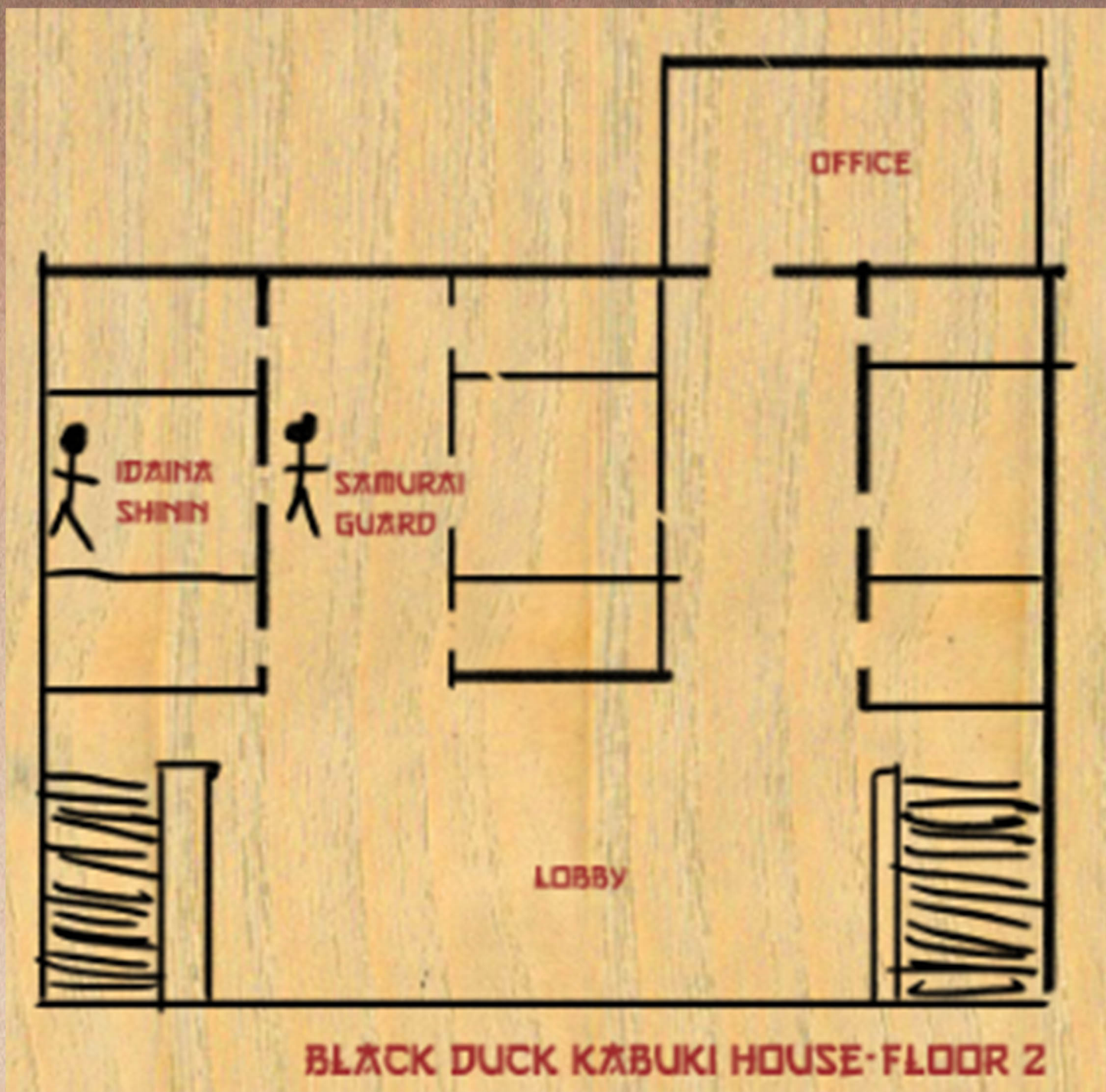
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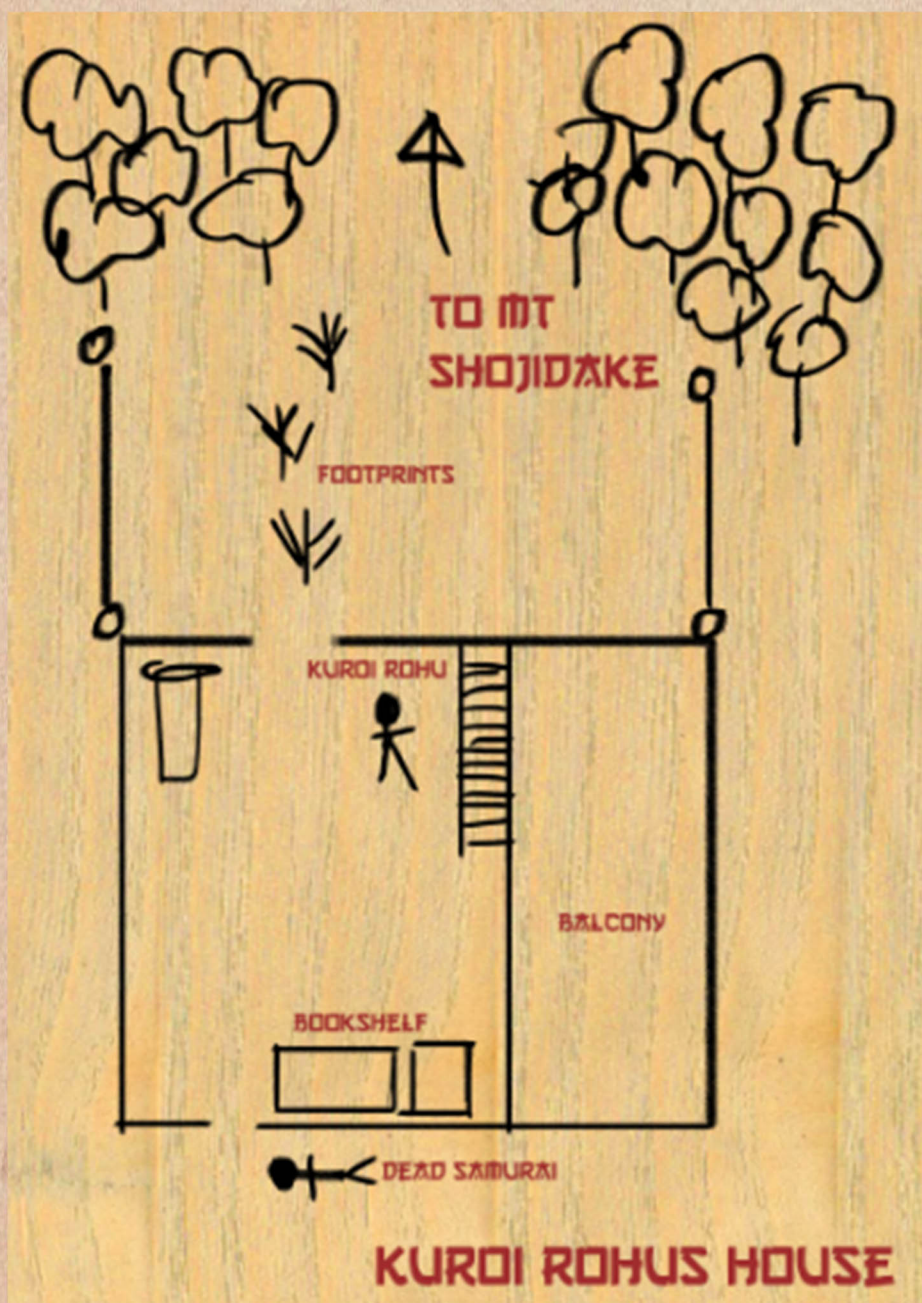
Black duck kabuki house- Floor 1

Black duck basement





Black duck kabuki house- floor 2



Kuroi Rohus house

APPENDIX D: HANDOUTS



Official friends of Daimyo Yamaguchi Hogo.
You are URGENTLY needed.
The famed poet, Idaina Shinjin is ill. You
may know some of his works, The little river
frog, Heron of fifteen toes and such. His
condition is not normal and must be kept the
upmost secret. I now command men such as
yourselves to sort this mess, I cannot explain
it in this form. I have arranged for us to meet
at the Rurikoji temple at noon, August 15th
on the dot.
Your help will not go unappreciated. Your
Daimyo asserts such.

Daimyo letter

LOCAL POET HITS US WITH HIATUS

Yamaguchi City poet, Idaina Shinjin, known for his works, Big man comes to town, Carrot of heaven and such continues his hiatus from his new set of poems. It is puzzling why such a prolific young poet has taken a hiatus now of all times. As a poet in resident of the famed Black Duck Kabuki House it is expected he create one work per month. Master of the Kabuki House, Gaijutsu Teki had this to say on the subject. 'The boys a god damn sloucher, coasting on his resident status. I cant kick him out, but i don't have to feed him, he's no good'.

Newspaper poet day 1

LIVESTOCK ABDUCTIONS CONTINUE

Yet another spade of livestock thievery has continued. A common problem for the residents of outer Yamaguchi City, they say that livestock have always gone missing from time to time for about a generation. Locals blame the presence of an Onikuma. Many of the Daimyo Yamaguchi Hogo's personal Onmyoji have scoured the woods of Otodoiyama forest for such a beast and have even cleansed the area but the abductions continue. One such abduction happened last night, the victim seeking compensation from the Daimyo himself but nothing has come of such an inquiry yet

Newspaper stolen cows day 1

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DAIMYOS ONMYOJI KILLED IN OWN HOME

Last night one of great Daimyo Yamaguchi Hogo's very own Onmyoji, Kuroi Rohu, was murdered in his own home. All witnesses to the event were too afraid to go into the building themselves as whatever did this had already killed the noble samurai guard that was stationed at the property. Witnesses saw what can only be described as 'Monstrous Yokai Roosters' run into the forests under Mount Shojidake. Residents of Yamaguchi City have been warned not to go to Mount Shojidake until these monsters have been disposed of.

Newspaper dead onmyoji day 2

LOCAL BUSINESS OWNER SLAUGHTERED

Last night a resident of Yamaguchi City, a butcher was taken from his home in brutal fashion. A single wall of his home was torn to pieces, leaving only a heavy amount of blood behind. The poor man is presumed dead. Being the first person killed in connection to the livestock disappearances, the theory of an Onijkuma being on the loose in Otodoiyama forest is being more seriously considered.

Newspaper dead butcher day 2

THE ADVENTURE CONTINUES ON TANEGASHIMA ISLAND

The Kofun closes to the west



COMING SOON...